

# MILASO'S LABYRINTH

BY

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I invite you to enter my labyrinth. This is a bit like a fantasy role-playing game but it differs from all other games in the genre in that I am its creator. Within the walls of this labyrinth you will discover features such as secret openings, illusory walls, invisible floors, delicate bridges, statues that come to life, a curling range, a ski jump, a coconut shy, all kinds of strange plants, the river of death, swords, daggers, axes, bows and arrows, ninja stars, machine guns, laser guns, rocket launchers, missiles, a mine field and a flying saucer. You will do battle with enemies such as The Slime Creature, Alien Ken, The Rag n' Bone Man, The Carrot-Eating Cave Man, The Pig, The Toilet Man (a mysterious lavatory saboteur), The Screecher, The Abominable Snowman, Big Foot (I thought those two were supposed to be the same thing?), Krinkley, The Space Invader, Cannon Head, The Munching Mouth, Killer Scrambled Egg and many others.

In the year of 1264 AD on Earth a remote control spacecraft landed in Mediaeval England and picked up Three men and three women. By means of hypnosis they were taken on board and put into cryogenic suspension cells by means of hypnosis. The intelligent life-forms controlling the craft came from the planet Nesserren in the Barnard's star system. The craft, travelling at 1% of the speed of light, would have taken 580 years to make its return journey. Unfortunately, while the craft was returning Nesserren was struck by a huge meteorite and nearly half the planet's population was killed. In the course of events the craft was sent completely off course. It was sent drifting through space for another 2500 Earth years before remarkably it landed in an ocean on the planet Gallarlo, the seventh planet out from seven in the system of Vega (alpha Lyrae). When the craft was discovered, the humans were taken out of cryogenic suspension. The planet's atmosphere, temperature and meteorology is very similar to Earth's and what is even more remarkable is how similar the planet's flora and fauna is to Earth's but it is not similar enough for crossbreeding.

Over the next few hundred Earth years (there are approximately 6.7 Earth years in one Gallarloan year) the humans reproduced and lived harmoniously with all the other intelligent life forms. The knowledge of humans that came from Earth has had a big influence on their culture.

You may have heard speculative theories about multiple Universes, in Stephen Hawking's books for example. There is some truth in these theories, and the number of large scale spatial dimension differs from one universe to another. Gods do exist, not all of the ones that people on Earth believe in exist, but some do. Gods are immortal beings and the fundamental difference between a mortal and immortal being is that an immortal is capable of living in different Universes, indeed they are the reason that there are multiple Universes and can travel between them via moleholes. Moleholes are similar to wormholes, but whereas wormholes link two widely separated parts of the same universe, moleholes link part of one universe to part of another. As you might expect, they are. We will never know many of them there are, but there seems to be some kind of pecking order with the most powerful at the top. They are aware of who is worshipping them and gain power by doing so. Those who devote a good part of their lives into worship may receive a reward, usually in the form of nenergy. Nenergy, commonly known as 'magic energy', is the supersymmetric version of energy, and has not yet been discovered on Earth. It is contained within neutrinos and other weakly interacting particles. Although gods are extraordinarily powerful, they are not smart enough to know what every mortal being is thinking at any one time. So you'd be very unlucky to ever be hit by a lightning bolt immediately after insulting one of them. They also seem to bear weaknesses to seemingly random things and can be killed by mortal beings. One such person was Norchan Warcheza.

In the Gallarloan year of 670 in the land of Ralmath there lived Warcheza, Rabin (an illusionist), Vorgu (a zoologist and meteorologist), Aldo Cray (a gourmet) and Ramis Elkinot. They are worshipped the god Felunius and in reward for their devotion they were handed many of the secrets of magic and were given the orb of Ziz-zig, a powerful self-generating source of nenergy. By making the right thoughts and uttering the right words, mortal beings were able to harness nenergy and accomplish many wonderful things, things forbidden by the classical laws of thermodynamics. They invented magic spells, over 1000 within two years. The development of magical armour is becoming a big business. Such suits of armour are more comfortable and much less unwieldy than the older suits. Nearly all furniture and wooden weapons these days are made of Iberry wood which can neither be burnt or broken unless the correct magic is used

(very few people know it). Warcheza was an exceptionally brave wizard, and in the year 679, managed to kill the evil god Urchan, using chlorine gas. Sadly, in the year 680, Warcheza killed himself in testing a spell for producing an explosion equivalent to a hydrogen bomb. The explosion sadly took place rather closer to himself than he had intended. However, as a mark of respect, memorials of him have been set up at various places in the land of Ralmath.

The five mages worshiped the god called Felunius, a good god, and they used their powers only to do good. Those who worshiped evil beings wanted to gain magic powers and use to perform evil acts. In the year 687 the galcin, Elester Scirabo, was a serial killer. In an attack of revenge, his home in Ceredia was utterly destroyed, and Scirabo was definitely inside. Scirabo was presumed dead but no traces of his body were found. It is rumoured that he worshipped Beelzebub and has magical powers as a result. One thing is certain, which is that over the following 14 years over 300 innocent people have gone missing in Ceredia. Also, within the last year, 7 people have been covered with a sparkling blue liquid, and subsequently dissolved. It has also been suggested that other notorious criminals have gained magical powers including the female leprechaun, Adona Siluské, the elf, Daxon Zaabris and the Goblin, Ulux Azuken.

The most powerful evil being known is Milaso. In the 7<sup>th</sup> month of the year 697, something weird happened. The Orb of Zig-zig was sitting in the home of Vorgu, in the village of Stekis in Ralmath. Azuken paid him a visit magically disguised Rabin and asked if he could borrow the Orb. He picked up the Orb and on leaving Rabin's house he revealed his true self. In order to escape successfully he cast an Extended Insanity spell upon Vorgu such that he became insane. The result was that Vorgu wanted to become a hermit and made a new home for himself inside the mountain, Mt. Pirik. He constructed his home by magical means, of course, and the rumblings that construction work produced distracted people's attention way from the real issue, which was the disappearance of the Orb. The country's renewable source of nenergy had been taken away. The construction of Vorgu's new home in itself used up a considerable amount of nenergy. Azuken placed the Orb down on a grassy area on the other side of Mt. Pirik near the village of Haliol.

Once Azuken had moved out of the way an enormous sinister-looking tower then appeared from the ground. Milaso then summoned beings, both good and evil, from various parts the planet, and some from other worlds. All of these beings agreed, some through their own will, others not, to help him in setting up a challenge for those wishing to retain the Orb. A network of walls appeared over the land surrounding the tower, to make up THE LABYRINTH OF DOOM. The villages of Haliol and Stekis became engulfed in the labyrinth, as has Castle Alcid, the home of Retchinal III, the King of Ralmath. Rabin has been ill of late with unknown disease. His man-servant, the leprechaun Noorkie, is trying to find out what it is, but with little success. Noorkie is rather eccentric character. Recently there have been rumours that he has also been working for Adona Siluské. Aldo Cray, amongst others, has mysteriously disappeared. With the labyrinth in place, Milaso made an announcement. The only way in which the Orb of Zig-zig could be retrieved would be for one of the mortal inhabitants to enter the labyrinth and find their way to the top of the tower. Milaso is there at the top, guarding it. There are, apparently, 11 straightforward methods of destroying him. Adventurers will have to find out one of them and use it. After entering the labyrinth, leaving is impossible until it has been solved. Only 4 adventurers can enter at a time. Once they have yielded or been killed, the labyrinth is reset such that any monsters that have been killed are brought back to life.

The year 697 is now drawing to a close there is perhaps only 1 Gallarloan month's worth of nenergy left. All the while the forces of evil are growing. Many brave adventurers have entered and not returned. Just recently Elkinot has dared to have a go but, ominously, has not been seen again. There is little time left before the planet becomes plagued with possibly disease, earthquakes, famine, darkness or whatever else Milaso decides to do. Do you dare enter yourself? Who is to say that anything Milaso says is true and that it is at all possible to solve this labyrinth. None of your enemies will be afraid of you for if you kill them they come back to life anyway and if they did refuse to try to kill you they really will be killed, by the evil boss and someone else will be summoned to replace them. You, however, have plenty to be afraid of.

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## **THE OBJECT OF THE GAME**

Before the game can start the players must each select a character and fill in a character sheet (see next section), buy some equipment, choose one of the possible lists of spells if appropriate and choose one of the four starting places.

In this game you essentially have four tasks to undertake:

1 : There are eleven methods in this game of killing Milaso and you must discover at least one of them. To do this you are advised to visit areas like Alcid Castle, The Magic Garden, The Devil's zone, The Abominable Snowman's zone or Mt. Pirik. There is absolutely no way that you could just walk in and take him on.

2 : To enter the tower. You can get to the bottom floor by reaching the centre of the underground level of the main labyrinth area or alternatively through The Magic Garden. By reaching the centre of the ground level the main labyrinth area you can go straight to the ground floor of The Tower but this is more difficult. There are also methods of getting straight up to the first floor of The Tower but these are particularly risky.

3 : Having got into The Tower you must now make your way up the floors. From the basement you then go up to the ground floor then to the first floor, the second floor, the third floor, the first half of the fourth floor, then to the top floor and back down to the second half of the fourth floor where Milaso is.

4 : The final step is easy. Take the Orb of Zigzig back to Vorgu's old house in the village of Stekis, Brudasia. Allow a minimum of twelve turns at the end to do this.

## NUMBER OF TURNS AND PLAYERS

This game is for 1,2,3 or 4 players. For a given number of players there is a number of turns within which the players should aim to first enter the tower. After that limit has expired, the remaining enemies start to get stronger and some of the items lying around, which could otherwise be picked up and used, disappear. The final section of the game is inside the Tower. The number of turns has within the tower is independent of how long it took the party to get there and depends on the floor upon which the party enters.

If there is a multiple number of players both turn limits are reduced. This is in addition to the fact that when you have a group of adventurers the whole group moves with the speed of the slowest character. The table above also displays two other limitations of having more than one character which will be described to you later. A larger party of enemies will have to face more enemies at some locations.

If there are multiple characters, there are two other deficits described in the table below, the number or re-rolls allowed when rolling the die for attributes, and intelligence penalty that each one incurs. The significance of this is described in the attributes section on page 7.

<b>Number of characters</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>Number of turns before entering tower</b>	600	550	500	450
<b>In tower (7 floors)</b>	750	700	650	600
<b>In tower (6 floors)</b>	700	650	600	550
<b>In tower (5 floors)</b>	650	600	550	500
<b>Number of rerolls per character.</b>	5	3	2	1
<b>Group intelligence penalty</b>	0	5	10	15

## CHARACTERS

There are 19 different characters to choose from to control; Human Knight, Human Ninja, Elf Warrior, Elf Archer, Elf Molend, Galcin, Wizard, Troll, Ogre, Orc, Hobgoblin, Langkrinch, Boarzak, Goblin, Gnome, Leprechaun, Koldorn, Malich or zemak. Wizards, Leprechauns and Molends can cast spells. In a multiple player game you may only have one spellcaster in your group. No two players may select the same character type. The characters' attributes are summarised on the two attributes tables but here are some descriptions to help you decide which character you want to control

**KNIGHTS:** These are men, like you or me, who like to use metallic weapons and wear metallic armour. Plated metallic armour though is strong but encumbering. They are very good at using shields and are mostly good swimmers.

**NINJAS:** These men are trained to fight in rather a different way to the knights. Their occupations normally involve assassinating rich people for large quantities of money. The weapons they use are on the whole lighter than the knights' weapons. Their maximum loads are much smaller though (see the Max. Load table) and they do not use shields. Ninjas are able to use 'stealth walk' where they are able to sneak up behind enemies and not be noticed.

**ELF WARRIORS:** Elves look very like humans but they are noticeably slimmer and are slightly shorter in height. They have pointed ears and they have very acute hearing (see advantages details). Many of them live in the woods and thus like to wear green, for reasons of camouflage. Sadly that will have relatively little use in this adventure. Elves wear magical armour. Elf warriors are able to use more or less the same weapons as the knights.

**ELF ARCHERS:** Elf archers are very similar to the warriors except that they are well trained at using bows and arrows, better than all other character types. But they are less skillful with hand-to-hand weapons than the warriors.

**ELF MOLENDIS:** Molends prefer to live in caves than in the woods, and usually wear black. They can cast one third of all the spells in the game. Molends do not use shields.

**GALCINS:** Galcins are related to the elves, but their skin is lilac and their hair is usually bluesih green. They fight in a way similar to ninjas and can stealth walk. They are also telepathic.

**WIZARDS:** They are the masters of magic and can cast all of the spells in the game. They are however rather old and frail and thus not very agile. This is because they have relatively short lives. Shields are not available to them at the start of the game. They wear magical armour.

**The next 6 characters are much stronger and tougher than the others. Their armour is not magical and their shield bonus is low.**

**TROLLS** These are blue-skinned, virtually hairless, stupid-looking beings. They are, however, very good fighters (better than the other strong characters).

**OGRES:** These beings have grebe skin, are very tall and are the strongest of all the characters. They look as though they mean business when facing an enemy.

**ORC:** Orcs are related to the ogres, but are shorter, stockier and uglier. None of the strong characters are very intelligent but the orcs are the most intelligent of the 5 strong character groups.

**HOBGOBLINS:** These are cheerful looking characters with very wide heads. Their skin is beige and they have large blue eyes. They all have very acute hearing and very good night vision (see advantage details). They are also better swimmers than the other strong characters.

**LANGKRINCHES:** Langkrinches are related to the hobgoblins, wheareas they don't have either acute hearing or night vision they have one other special ability, the fire belch. They have the ability to belch out a fireball, which is more destructive than the flame breath of most dragons. However, after the character has belched, he cannot do it again for another 250 turns. Langkrinches do not drink alcohol, for if they do, there is a chance they might fire belch unintentionally.

**BOARZAKS:** These beings are called what they are because they look like boars and are covered by a coat of fur. This means that they can cope with the conditions inside the abominable snowman's zone. They are closely related, genetically, to the byzaks. These beings have much less hair and much larger noses which they use to spray their enemies with mucus. Although they can be affectionate beings, they are shunned by the rest of society and they live by themselves in the land of Makish, usually.

**The last six characters are much smaller than all of the others and are not very strong. They all wear magical armour.**

**GOBLINS:** Of the four dwarf characters the goblins are the best fighters, although the gnomes are quite good fighters under dimly lit conditions. They have a good shield bonus but strength requirements may have to be met (see shield table). They have healthy appetites and are ambidextrous (see advantage details).

**GNOMES:** These characters are nocturnal in the sense that they are more active in the dark or in dimly lit conditions (that is to say anywhere in the labyrinth where there is a roof) than in daylight conditions (where there is no roof as the weather in Ralmath is sunny 95% of the time). They have very good night vision (see advantage details) and are the most intelligent of all of the characters, on average.

**LEPRECHAUNS:** They can cast half of all the spells in the game. They are not as agile as the other dwarf characters and are not very good fighters. Leprechauns cannot use shields.

**KOLDORNS:** these characters are related to the gnomes. They usually have long-beards and Scottish accents (well, not really but probably get the picture). They are short and plump and can retain heat

well, which means they can enter the abominable Snowman's without any further protection. Despite their plumpness, they are no less agile than the goblins.

**MALICH:** This character's are small and nimble. They have a voice that most other races find irritating and they insulting both their friends and their enemies. There is poison on their tongue, literally as well as metaphorically. In the course of the game he may lick 3 bladed weapons and cause to poison whoever they wound and drain 3 additional points of constitution. That doesn't sound a lot, but adds up over a number of hits.

**ZEMAK-** These beings are able to command and ride upon animals. The animals they can buy are listed on a special table. The animals are much more vulnerable than the person riding them and are unlikely to survive the course of the game. They can be resurrected to full health after death if the character pays extra on purchasing the animal. When a zemark is moving around the labyrinth on an animal it is the animal's movement that is used. A zemark can carry more equipment when on an animal (see Max. Load table). A zemark can only ride a specially trained animal. Like the goblins they have a good shield bonus but strength requirements may come into play.

## CHARACTER ATTRIBUTES

The attributes for each of the 19 character types are either determined by dicerolls or predecided according to the attributes tables on page 10 and 11. Something like "50 + 2d10" on the attributes tables means that the figure is decided by rolling 2 10-sided dice and adding the sum to 50, a 0 counting as 10 in this instance. The gnomes are nocturnal beings, and the appropriate amendments are listed. If there is just one character involved the player may have five chances to reroll the dice on 5 occasions if he or she is not happy with the initial roll, and the player may then take the better of the two rolls. He or she may reroll for the same attribute more than once if desired. The attributes should be rolled for in the order they appear on the table and a reroll can only be requested immediately after the initial roll has been played. If there are several players playing the number of rerolls permitted per character is reduced as indicated on the table on page 5. Here are descriptions of the significance of each attribute. Common abbreviations are in brackets.

### ATTRIBUTES DECIDED BY DICEROLLS

**CONSTITUTION-(Con):** This is the character's level of health.

**AGILITY (AG, Ag):** A measurement of the character's nimbleness. When in combat, an agile character is harder to hit than a slower one. The agility value also tries to take into account the creature's size, as it is easier to hit a larger target.

**GENERAL WEAPON SKILL (GWS):** How good the character is at using weapons.

**DEXTERITY (Dex, dex):** A measure of how skillful a character is with his hands.

**INERTIA** All characters, enemies and summoned creatures have an inertia value, which reflects how difficult it is to shift the character from one place to another. The application of the character's strength value is in trying not to be swept off his feet by spell like Warcheza's Gust and Vacuum and things like that. The character's appetite and tolerance to alcohol depends on his starting inertia; see appetite details.

**STRENGTH (Str, S):** If a character or creature has proper hands and an intelligence value he (or it) can pull things, push things or lift things. The number of kilograms of material that a character can pick up depends on his strength and is displayed in the top section of the Table of Maximum Loads. . If a character attempts to move a large rock or pull a stiff lever perhaps his strength will have to be above a certain number if the operation is to be successful. For some weapons or shields the character's strength has to be above a certain number if it is to be used even if he is able to pick it up.

**INTELLIGENCE (I):** How intelligent the character is. A high intelligence value is useful for recognizing types of magical armour, trying to understand messages in foreign languages, identifying and using special items and various other things. For a character to have certain special abilities his

intelligence must be higher than certain number. If there are multiple characters, there is a penalty for each character, as shown on the table of page 5. However, it cannot be lower than the minimum value for that character type. For example, for a human knight the roll is  $20 + 3d20$ . If 3 characters are playing and the 3 rolled dice add up 7, his intelligence is reduced to 23, not 17.

**WITS -** You have to keep your wits about you in this game. This is a measure of how quickly the character can think and react to a situation. It's main influence is in deciding the order in which the characters and enemies attack.

**LANDING SKILL (L):** Sometimes, by setting off a trap perhaps, your character might fall through the floor. If, in such an event, you can roll  $1d100$  under this figure the character sustains 0-2 damage to each leg. However if the roll is unsuccessful this damage is inflicted to all areas. Fall protective armour negates all damage against falls.

**JUMPING SKILL (J):** How good the character is at jumping. A good jumping skill could make the difference between winning and losing!

**SWIMMING SKILL (Sw):** How good the character is at swimming. Under some circumstances character with a low swimming skill might drown.

**SPORT SKILL (Sp):** How good the character is at sport.

**SHIELD BONUS (Sh):** If a character is carrying a shield he can use it to defend himself against most physical attacks. The character has a shield skill for any one shield and is equal to this value plus the protective value of the shield, which depends on its size.

**RIGHT OR LEFT HANDED:** Roll  $1d10$ : left handed 1-9 Right handed. Goblins are all ambidextrous, other characters can be if that ability is selected from the special abilities list.

## **OTHER ATTRIBUTES**

**MOVEMENT (M):** The number of spaces the character can move in one turn. It is by no means essential that you move your character the full amount every turn. Indeed if you think that there is an enemy around the corner you may want to end your current turn before you move round to face it. You cannot hold movement over from one turn to the next. On the movement table there is a list of circumstances where the character's movement is used up more quickly. When in water the character's movement per turn is equal to his swimming skill divided by 10. If, within one turn, the character moves from land to water or vice versa the number of spaces that has left should be worked out by considering the ratios. A move is only a diagonal move when the two spaces concerned only touch each other at a single point.

**HAND WEAPON SKILL (HWS):** This is a measure of how good the character is at using hand-to-hand weapons, and is the average of his general weapon skill and his dexterity.

**FIGHTING SKILL (FS):** How good the character is at fighting with empty fists.

**FIGHTING DAMAGE (FD):** The damage roll used when the character successfully strikes an enemy with an empty fist.

**GRABBING SKILL -** If the character is forced into motion in some way (by the Vacuum or Warcheza's Gust spells for example) he might be able to grab onto a fixed object. This skill is measure of how likely he will be able to grab onto such an object, should there be one. For all characters its initial value is the average of his strength, agility and dexterity.

**MAGIC RESISTANCE (MR):** There are some offensive spells in the game whose effects might be negated. The higher the character's magic resistance, the greater his chances of resisting it are.

**BOW SKILL (BS):** How good the character is at firing arrows. If the roll is in brackets on the table it means that the character cannot use bows and arrows at all unless the 'weapon specialist' special skill has been selected.

**APPETITE (App):** This is the number of units of food that can be eaten within any period of thirty turns. There are no limits on the amount of liquid that can be drunk within 30 turns but no more than 2 units of food/drink can be consumed within any one turn. A character's appetite depends on his STARTING inertia and only changes under exceptional circumstances.

**TOLERANCE (Tol):** This is the number of units of alcohol that can be drunk before reaching the first stage of drunkenness. Another two units will take the character to the second stage and another two after that will take the character to the third stage. Two more units renders him unconscious. Once the character has drunk some alcohol each unit of it will pass through the body and wear off at a rate of one unit every 40 turns until the character is sober. One way to get drunk is to visit an inn and have a beer. It can happen unintentionally as well.

**ENERGY (E):** The number of points of energy on each of the character's bodily areas. All characters have the same number of energy points on each area. As described on the previous page, constitution is lost each time the character is wounded and loses energy on any area. More details are given on page.

**NUMBER OF ACTIONS IN COMBAT (No.A):** This is the number of actions that the character can carry out within any one battle round (see combat details). Loading up a gun, crossbow or spear gun counts as one action. Loading a long bow does not take up an action. Some actions count as 2 actions, and are listed in the actions table.

**NENERGY POINTS:** The number of Nenergy Points that the character has at the start of the game. These are required to cast spells Additional points can be purchased, two for each gold piece spent.

## ATTRIBUTES TABLE

ATTRIBUTES DECIDED BY DICEROLLS											
	Knigh <b>t</b>	Ninja	Elf warrior	Elf Archer	Elf Molend	Galcin	Wizard	Zenak	Malch	Leprechaun	
Constitution	55+ 1d10		50+ 1d10			50+ 1d10	44 + 1d10	44 + 1d10	44 + 1d10	44 + 1d10	
Agility (Ag)	35+ 2d10	50+ 2d10	40+ 2d10	40+ 2d10	40+ 2d10	55+ 2d10	25+ 2d10	55+ 2d10	55+ 2d10	50 + 2d10	
General Weapon Skill (GWS)	40+ 2d10	45+ 2d10	35+ 2d10	30+ 2d10	35+ 2d10	40+ 2d10	15+ 2d10	30+ 2d10	30+ 2d10	30+ 2d10	
Dexterity (dex)	45 +2d10	45 + 2d10	45 +2d10	40 +2d10	45 +2d10	45 +2d10	35 +2d10	50 +2d10	50 +2d10	45 +2d10	
Shield Bonus	3d10		3d8	3d8				3d10	3d10		
Inertia (Iner)	35+3d10	35+3d10	30+3d10	30+3d10	30+3d10	30+3d10	30+2d10	25+2d10	25+2d10	25+2d10	
Strength (S)	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	Iner - 5 +1d10	Iner +1d10	Iner - 1d10	Iner + 1d10	Iner + 1d10	Iner - 5 +1d10	
Intelligence (Int)	20+3d20	20+3d20	40+2d20	40+2d20	40+2d20	50+3d10	55+ 3d10	50+ 4d10	50+ 4d10	50+ 4d10	
Wits	Int -10 + 2d20	Int -10 + 2d20	Int -20 + 2d20	Int -20 + 2d20	Int -20 + 2d20	Int -20 + 2d20	Int - 2d20	Int - 2d20	Int - 2d20	Int - 2d20	
Landing Skill	50+2d10	60+2d10	50+2d10	50+2d10	50+2d10	60+2d10	25+2d10	45+ 2d10	45+ 2d10	40+ 2d10	
Jumping Skill	½(Ag+S) + 2d10	½(Ag+S) + 2d10	½(Ag+S) -5 + 2d10	½(Ag+S) -5 + 2d10	½(Ag+S) -5 + 2d10	½(Ag+S) -10 + 2d10	½(Ag+S) -5 + 1d10	½(Ag+S) -10 + 2d10	½(Ag+S) -10 + 2d10	½(Ag+S) -10 + 2d10	
Swimming Skill	½(Ag+S) + 2d10	½(Ag+S) -10 + 2d10	½(Ag+S) + 2d10	½(Ag+S) + 2d10	½(Ag+S) + 2d10	½(Ag+S) -10 + 2d10	¼(Ag+S) + 1d10	½(Ag+S) -10 + 2d10	½(Ag+S) -10 + 2d10	½(Ag+S) -10 + 2d10	
Sport Skill	½dex + 5d10	¼dex + 3d20	½dex + 5d10	½dex + 3d20	½dex + 4d10	¼dex + 3d20	½dex + 3d10	¼dex + 4d10	¼dex + 4d10	1/3dex + 3d10	
OTHER ATTRIBUTES											
Movement	9	11	11	11	11	11	8	10	11	10	
Energy	10	10	9	9	9	10	8	8	8	8	
Hand Weapon Skill (HWS)	½(dex + GWS)										
Fighting skill	½HWS - 4	½HWS - 3	½HWS - 5	½HWS - 5	½HWS - 5	½HWS - 3	½HWS	½HWS - 4	½HWS - 4	½HWS - 4	
Grabbing skill	1/3 (Ag+ dex + str)										
Fighting damage	1-3	1-4	1-3	1-3	1-3	1-4	1	1-2	1-2	1-2	
Magical Resistance	52	52	45	45		52		38	38		
Level 1-3					40		40			28	
Level 4-6					45		55			38	
Level 7-9					50		70			48	
Appetite & tolerance (varies with starting inertia)	<45 4 46-60 5 >60 6	<45 4 46-60 5 >60 6	<45 4 46-60 5 >60 6	<45 4 46-60 5 >60 6	<45 4 46-60 5 >60 6	<45 4 46-60 5 >60 6	<45 4 46-60 5 >60 6	31-45 4 >45 5	<30 3 31-45 4 >45 5	<30 3 31-45 4 >45 5	<30 3 31-45 4 >45 5
Bow Skill	(GWS + 5)	0	(GWS+10)	GWS + 20	0	0	0	(GWS+10)	(GWS+10)	0	
Max load (g)	300 × S	200 × S	250 × S	200 × S	250 × S	200 × S	250 × S	250 × S	250 × S	250 × S	
Nenergy points at start	0	0	0	0	100	0	200	0	0	150	
Nenergy point bonus every 30 turns	0	0	0	0	12	0	24	0	0	18	

ATTRIBUTES DECIDED BY DICEROLLS										
	Troll	Ogre	Orc	Hobgoblin	Langkrinch	Boarak	Koldorn	Goblin	Gnome in well-lit conditions	Gnome bonuses when in dimly lit conditions
Constitution	65 + 1d10	65 + 1d10	65 + 1d10	65 + 1d10	65 + 1d10	65 + 1d10	44 + 1d10	44 + 1d10	44 + 1d10	
Agility (Ag)	35 + 2d10	30 + 2d10	30 + 2d10	30 + 2d10	30 + 2d10	30 + 2d10	55+ 2d10	55+ 2d10	45+ 2d10	15
General Weapon Skill (GWS)	60 + 2d10	50 + 2d10	50 + 2d10	50 + 2d10	50 + 2d10	50 + 2d10	30+ 2d10	35+ 2d10	25+ 2d10	10
Dexterity (dex)	40 + 2d10	40 + 2d10	40 + 2d10	40 + 2d10	40 + 2d10	40 + 2d10	50 + 2d10	50 + 2d10	50 + 2d10	10
Shield Bonus	3d8	3d6	3d6	3d6	3d6	3d6	3d10	3d10	3d6	9
Inertia (Iner)	45+3d10	55+3d10	45+3d10	45+3d10	45+3d10	45+3d10	25+2d10	25+2d10	25+2d10	
Strength (S)	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	Iner +1d10	
Intelligence	20 + 2d20	20 + 2d20	40 + 2d20	20 + 2d20	20 + 2d20	20 + 2d20	50+ 4d10	50+ 4d10	60+ 4d10	
Wits	Int -10 + 2d20	Int -10 + 2d20	Int -10 + 2d20	Int -10 + 2d20	Int -10 + 2d20	Int -10 + 2d20	Int - 2d20	Int - 2d20	Int - 3d20	10
Landing Skill	50 + 3d10	50 + 3d10	50 + 3d10	50 + 3d10	50 + 3d10	50 + 3d10	45+ 2d10	45+ 2d10	40+ 2d10	15
Jumping Skill	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	$\frac{1}{3}(Ag+S) + 1d10$	10
Swimming Skill	$\frac{1}{3}(Ag+S) + 2d10$	$\frac{1}{3}(Ag+S) + 2d10$	$\frac{1}{3}(Ag+S) + 2d10$	$\frac{1}{2}(Ag+S) + 2d10$	$\frac{1}{2}(Ag+S) + 2d10$	$\frac{1}{3}(Ag+S) + 2d10$	$\frac{1}{4}(Ag+S) + 2d10$	$\frac{1}{4}(Ag+S) + 2d10$	$\frac{1}{4}(Ag+S) + 2d10$	15
Sport Skill	$\frac{1}{4}dex + 4d10$	$\frac{1}{4}dex + 4d10$	$\frac{1}{4}dex + 4d10$	$\frac{1}{4}dex + 4d10$	$\frac{1}{4}dex + 4d10$	$\frac{1}{4}dex + 4d10$		$\frac{1}{4}dex + 3d10$	$\frac{1}{4}dex + 4d10$	10
OTHER ATTRIBUTES										
Movement	9	9	9	9	9	9	11	11	9	12
Energy	12	12	12	12	12	12	8	8	8	
Hand Weapon Skill (HWS)	$\frac{1}{2}(GWS + dex)$									
Fighting skill	$\frac{1}{2}HWS - 3$	$\frac{1}{2}HWS - 3$	$\frac{1}{2}HWS - 3$	$\frac{1}{2}HWS - 3$	$\frac{1}{2}HWS - 3$	$\frac{1}{2}HWS - 3$	$\frac{1}{2}HWS - 4$	$\frac{1}{2}HWS - 4$	$\frac{1}{2}HWS - 4$	5
Grabbing skill	$\frac{1}{3}(Ag + dex + str)$									
Fighting damage	1 - 3	1 - 3	1 - 3	1 - 3	1 - 3	1 - 3	1 - 2	1 - 2	1 - 2	
Appetite (varies with starting inertia)	< 60 5 60-75 6 > 75 7	< 60 5 60-76 6 > 75 7	< 60 5 60-77 6 > 75 7	< 60 5 60-78 6 > 75 7	< 60 5 60-78 6 > 75 7	< 60 5 60-78 6 > 75 7	< 60 5 60-79 6 > 75 7	< 30 4 31-45 5 > 45 6	< 30 4 31-45 5 > 45 6	< 30 3 31-45 4 > 45 5
Magical Resistance	63	63	63	63	63	63	38	38	38	
Bow Skill	(GWS)	(GWS)	(GWS)	(GWS)	(GWS)	(GWS)	(GWS +10)	(GWS +10)	(GWS +10)	
Max load (g)	300 × S	300 × S	300 × S	300 × S	300 × S	300 × S	250 × S	250 × S	250 × S	

The bonuses gained by gnomes when in dimly lit conditions are added to (if there's a + sign) to the rolled or calculated figure for when in well-lit conditions.

Appetite values depend on starting inertia values, but not current inertia values (i.e. they remain unchanged in the course of the game).

## ADVANTAGES AND SPECIAL ABILITIES

Having filled in the attributes it is now time to which special skills your characters should have. All of the special skills are displayed on the Advantages Table. You have 5 points worth of special skills to allocate and you may split them up as you wish between your characters. The number of points that each of the abilities are worth is given in the rest of the table. An "A" indicates that that character automatically boasts that advantage. For several advantages the character must meet the intelligence requirements (his intelligence must at least equal the number shown). For other advantages there are different kinds of requirements. Here are some details about the significance of each advantage.

**ACUTE HEARING:** The character is able to hear faint sounds that other characters might not be able to hear, such as the breath or minute movement of an enemy who is waiting around the corner to strike. In such circumstances the character's effective wits value is increased.

**ACUTE SMELL:** The character is able to detect faint smells.

**CAN DETERMINE POTION EFFECTS:** A character with this advantage can predict exactly what will happen when it is drunk by analysing the smells of the various chemicals in the potion. Although most potion vials are labeled, they will not normally state the amount of healing or duration of effects and some labels are totally misleading.

**ADDITIONAL LANGUAGE:** The game is set in the land of Ralmath, and the language most commonly spoken there is Ralmathian. There are many other languages spoken on the planet, of which 6 are involved in this game. All characters have some grasp of these languages and can understand messages in them if the player successfully rolls 1d100 under half the character's intelligence value. If this special skill is chosen, the character is fluent in another language and understands all messages in it. Roll 1d6 to see which language he understands:

- |   |           |
|---|-----------|
| 1 | NELFIRIN  |
| 2 | BRUDASIAN |
| 3 | MAURICIAN |
| 4 | CEREDIAN  |
| 5 | NOGGISH   |
| 6 | SORIZIAN  |

**TWO ADDITIONAL LANGUAGES:** The character can speak two additional languages. Roll 1d6 twice to decide which.

**GOOD ALL ROUND LINGUIST:** The character is sparingly good at all languages. When trying to understand a message written in any language apart from Ralmathian you only have to roll 1d100 under intelligence as supposed to ½ intelligence.

**AMBIDEXTROUS:** The character can use both hands equally well.

**CAN IDENTIFY METALS:** The character can recognize any metal or alloy with just a simple examination.

**PARTICULARLY GOOD AT GENERAL KNOWLEDGE** If you're not so hot at answering general knowledge questions then picking this advantage will give you a lifeline. If you yourself do not know the answer to a question or give a wrong answer within the time limit (character's intelligence divided by 5) you may attempt to roll 1d100 under intelligence and a successful roll counts as a correct answer.

**NIGHT VISION** The character can see sufficiently well in the dark that no torch or illumination staff is required.

**STEALTH WALK** A character with this skill is able to walk around sufficiently quietly that any opponent listening for footsteps will not hear any. The character may thus have a better chance of evading a surprise attack and may even be able to strike an enemy from behind without any difficulty.

**CHARM MAMMAL** To an elf warrior or archer, the ability to be able to charm otherwise hostile woodland animals is a valuable skill. Some zemaks have also skilled at charming mammals. If a character tries to charm a mammal, the dungeon master must roll 1d100 under magical resistance. If the roll is unsuccessful the mammal is charmed and will not attack.

**TELEPATHY -** A telepathic character can communicate with his party members without the need to speak or even be near anywhere near each other. If there is a spellcaster in the party, the spellcaster may cast spells on the telepathic character at any time when usually a line-of-sight is required. If a spellcaster himself is telepathic, he may cast spells on all of his companion characters. When talking to a non-player character or enemy whom is not telling the truth, there is a 50% chance that the character will realize this.

**WEAPON SPECIALIST** By choosing this advantage it means that the character has been trained to fight with a wider range of weaponry. The GWS has to be above the requisite value.

**SLIM** If a character is slim he can squeeze through narrow gaps that other characters might not be able to squeeze through. The character's starting inertia cannot be above a certain value though.

**WELL-DEVELOPED LUNGS** Whenever the character has to do some swimming you will probably have roll 1d100 under the swimming skill at least once out of a certain number of attempts to prevent drowning. If you have chosen this advantage you will be granted one extra roll on each occasion.

**BEARS INSULATION** Has a coat of fur, allowing the character to enter the Abominable Snowman's Zone without additional protection.

**TRAINED AT PARACHUTING** If the character has been trained at parachuting only one point is inflicted to each leg if you roll successfully in the event of a bad fall.

**TOUGH CRANIUM:** Normally when a character loses more than half of his points of energy are crossed off on the character's head as a result of a single blow he is stunned and misses his first action in his next battle round. With a tough cranium it does not happen unless 7 squares are crossed off on his head as a result of a single blow.

**PICK LOCKS:** If the character has a screwdriver and a paperclip he can pick locks and thus open locked doors. It takes 10 turns to pick a lock though and there is only a 20% chance of success. A pick lock attempt cannot be repeated by the same character after failure. Also, to avoid making things too easy, only three locks may be successfully picked during the entirety of the game.

**CAN IDENTIFY ARMOUR:** The character is able to identify the type of magical armour that an enemy is wearing from its markings with a single glance.

**BEARS A TOLERANCE TO ALCOHOL:** We all know people who can drink obscene amounts of beer and stay upright, many of my friends at University. The number of units of alcohol that takes the character to the first stage of drunkenness is normally the same as his appetite figure. With this advantage it takes two more units to take the character to the first stage, then two more after that to reach the second stage and another two to reach the third stage.

**GOOD MUSICIAN:** The character is an accomplished musician.

**FIRE BELCH:** The Langkricnhes special weapon. They can belch forth a blast of flames towards an opponent, inflicting 5-11 points of damage. After doing it though, he cannot do it again for another 150 turns.

**POISON TONGUE:** The Malich's special ability. They can lick a bladed weapon such that the next 6 wounds it inflicts drains 6 points of constitution from the victim. After licking a weapon though, he cannot do it again for another 150 turns

**RIDES ANIMALS:** The zema's special ability.

**SPELLCASTING:** Wizards, Molends and Leprechauns all cast spells. Although none of the other character types can, do not be surprised if you meet enemies of the other types who can.

## ADVANTAGES AND SPECIAL ABILITIES TABLE

Listed in this table are the advantages and special abilities which each character type either has or can be given. The letter A indicates that all characters of this type have that special ability. A number indicates that this ability may be chosen for that character type with the state cost in ability points. You have 5 points to assign to your characters, in any permutation you wish.

	Knights	Ninja	Elf warrior	Elf Archer	Elf Molend	Galcin	Wizard	Troll	Ogre	Orc	Hobgoblin	Langkrinch	Boarzak	Goblin	Leprechaun	Zenak	Gnome	Koldorn	Malch
Acute Hearing	3	3	A	A	A	3		3	3	3	A	3	3	3	3	3	3	3	3
Acute Smell	1	1	1	1	1	1	1	1	1	1	1	1	A	1	1	1	1	1	1
Can determine potion effects	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Additional Language (min intelligence = 50)	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
2 additional languages (min intelligence = 68)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Good all round linguist (min intelligence = 68)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Ambidextrous	2	2	2	2	1	2	1	2	2	2	2	2	2	A	1	2	2	2	2
Can Identify metals (min intelligence = 55)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Particularly good general knowledge (min intelligence = 72)	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Night Vision			4	4	4	4		4	4	4	A	A	4	4	4	4	A	4	4
Telepathy			3	3	4	A	4							3	4	3	3	3	3
Weapon specialist (min GWS)	3 (52)	3 (52)	3 (47)	3 (42)	2 (32)	3 (47)		3 (57)	3 (57)	3 (57)	3 (57)	3 (57)	3 (57)	3 (42)	2 (32)	3 (42)	3 (42)	3 (42)	3 (42)
Slim (max starting inertia)			4 (45)	4 (45)	4 (45)	4 (45)	4 (36)							4 (45)	4 (45)	4 (45)	4 (45)	4 (45)	4 (45)
Well developed lungs	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3		
Bears Insulation													A					A	
Trained at Parachuting	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3		
Tough Cranium	2	2	2	2	2	2		2	2	2	2	2	2						
Stealth walk (min agility)	3 (42)	A (42)	3 (45)	3 (45)		A (42)		3 (36)	3 (36)	3 (36)	3 (36)	3 (36)	3 (36)	3 (50)		3 (50)	3 (50)	3 (50)	3 (50)
Charm mammal			3	3												3			
Can Pick Locks (min dexterity = 50)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Can identify Armour (min intelligence = 47)	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Bears a tolerance to alcohol	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Good Musician	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Fire Belch												A							
Poison Tongue																			A
Rides Animals																A			
Casts spells					A		A								A				

## SPELL GROUPS

If you have chosen either a molend or a leprechaun you must now select a spell group. Molends have three lists to choose from (A, B or C) and for leprechauns have two (A or B). See [spell details](#).

## EQUIPMENT

The next preparatory stage in the game is the purchasing of equipment. There essentially five sets of items that can be bought at the start of the game: weapons, shields, armour, magical items and miscellaneous items. The party has 250 gold pieces to spend, contained in two bags (see page 22)

### WEAPONS

A series of weapons tables can be found in this file, [weapons.pdf](#). For each character type there are tables listing the types of hand-to-hand weapon, the types of throwing weapons and types of firing weapons that can be bought at the start of the game and used by that character type. Some of the weapons can only be used by characters with the 'weapon specialist' special skill. There are many weapons that cannot be bought at the start of the game, and so are not listed, but can be found and used or possibly bought at one of the game's weapon shops. The 'skill' values (hand-to-hand or otherwise) is the percentage chance of the character successfully striking an enemy with the weapon concerned, barring a successful evasion from the opponent. Some hand-to-hand weapons can be used to attack enemies who are more than one space away. These weapons will have an entry in the "Max. distance" column (1½ spaces normally just means just one space anyway though). Many weapons require two hands and several have strength requirements, which means that the character must have that strength value to use it even if he can't pick it up. If a character uses a one-handed weapon with his wrong hand the skill is multiplied by 0.75.

For throwing and firing weapons there are two sets of skill and damage ratings, one for use in hand-to-hand combat and the other for range combat. For range combat the opponent has to be within a certain range if he is to be hit and the nearer he is the easier he is to hit. The 'scale factor' is the reduction in the skill value per space beyond the minimum space distance.

Most weapons have a 'defensive value', which reflects the fact that striking an opponent carrying a battleaxe is normally harder than striking one with a dagger because of the relative sizes of the weapons.

### SHIELDS

The seven shields that can be bought by at least some of the character types at the start of the game are displayed in a small table. Ninjas and the spellcasting characters cannot use shields. The character's shield skill for any particular shield is equal the character's shield bonus plus a value specific to that shield. The shield is strapped onto the character's forearm, but cannot use it if that arm is out of action. The skill does not depend on which arm it is strapped to. He may use any weapon with the opposite arm, including two-handed weapons (in which case he uses the hand on the shield arm to steady it). It does not matter which arm the character uses to hold his shield. If he wants to use a one-handed weapon he must leave at least one hand free. If he wishes to use a two-handed weapon he may hold a shield and just leave his good hand free but both hands must be in operation. He may hold one shield in each hand giving him double protection but, in doing so, he cannot attack. It takes up two actions in combat to strap a shield on or off.

### Human Knights, Elf Warriors, Elf Archers, Trolls, Ogres, Orcs, Hobgoblins, Langkrinches and Boarzaks

colour	PV	Mass / g	strength requirement	cost
<b>blue shield</b>	3	1500	0	27
<b>yellow shield</b>	6	1500	0	34
<b>orange shield</b>	10	1800	0	45
<b>green shield</b>	13	2000	30	65
<b>purple shield</b>	17	2500	40	100
<b>red shield</b>	20	3000	50	150

### Gnomes, Goblins, Maliches, Koldorns and Zemaks

colour	PV	Mass / g	strength requirement	cost
<b>brown shield</b>	0	1000	0	20
<b>blue shield</b>	3	1500	0	27
<b>yellow shield</b>	6	1500	0	34
<b>orange shield</b>	10	1800	0	45
<b>green shield</b>	13	2000	30	65
<b>purple shield</b>	17	2500	40	100

## ARMOUR

The armour tables on page 18 display the types of armour that is available to each character with the masses, costs and strength ratings for each. The strength of the armour is the factor by which the sustained damage is divided.

The armour in the top section of the table and the ninjas' armour is all magical. Magical armour is much lighter than normal armour and all suits of magical armour adjust their own size so it matches its wearer. Suits of magical armour will often be found inside chests all around the labyrinth but normal armour will never be found inside any chest. If an enemy wearing normal armour is killed the character's starting strength and starting inertia must both within 5 of that of the enemy if he wishes to put it on himself. If that is not the case, the character will not fit into the armour and he will not wear it. All types of magical armour except plain magical armour have their own special magical properties apart from the size adjustment property. These are described a bit later.

Elf warriors and elf archers can wear exactly the same armour. Aside from that though no two characters of different type can wear each other's armour. For example a troll cannot wear a hobgoblin's suit of fibreglass armour or an elf archer cannot wear a molend's suit of arrow protective armour. Each type of magical armour has its own set of markings by which it can be identified. If your character sees an enemy wearing some magical armour you must try and roll 1d100 under intelligence to recognise what type it is, unless he is wearing that type of armour. If the character sees a type of armour that he has previously seen and identified, he remembers it.

Armour can prevent constitutional loss from insect stings, vampire bites or things like that unless the damage sustained divided by the armour strength is greater than 1. No form of venom can ever penetrate venom-proof armour. Wearing non-metallic armour also gives protection against electrocutions and electrifying armour (see the details that follow).

The special magical properties of each type of magical armour are now going to be described to you. In some cases certain weapons or spells will not be able to cut through the armour and do any damage. If the enemy does not immediately recognise the armour type ( no need to roll unless there is any relevance in doing so ) he will realise after the third successful hit that does no damage if he has an intelligence value at all. Having realised he will then try an alternative method of attacking (which may well be fighting with bare fists). See the combat details on page 14 to find out about aiming for particular areas. If an enemy has no intelligence value it will just keep on attacking in exactly the same way and maybe just kill itself.

**PLAIN MAGICAL:** Magical only in that it gives 1 in 4 protection and that it adjusts itself to fit the wearer.

**FIRE AND FROST:** The areas covered by this armour are protected from extreme temperatures or fiery spells and things like that. A character wearing the main bit of this type of armour can survive in the conditions of the Abominable Snowman's Zone.

**ARROW PROTECTIVE:** No arrow, even armour piercing arrows, can cut through this armour. When an arrow is fired at an area which is protected by this armour that arrow will become unusable.

**FALL PROTECTIVE:** This armour gives protection against falling damage (see landing skill details on page 6).

**VENOM PROOF** No form of venom can penetrate this armour, even if the bite reduces more than one point of energy.

**WEIGHTLESS:** Armour that has no weight (why doesn't it just float away up into the upper atmosphere?).

**ELECTRIFYING:** Any enemy that touches this armour may receive an electric shock. The suit of armour bears 5 charges, one charge is lost after each shock but also a charge is regained every 200 turns.

The amount of constitution the victim loses depends on the type of armour he is wearing. If the opponent strikes without any weapon or with a weapon of metal content 3, the shock is always issued. If he strikes with a weapon of metal content 2, there is a 40% chance that a shock is issued. If an enemy strikes with a weapon of metal content 0 or 1, there is no shock. On receiving a shock, 0-2 damage is sustained to each area. Armour provides no protection

The wearer can use his armour to electrocute others by touching in addition to the impact damage. The wearer can never electrocute himself with his own armour. He may switch it off such that it doesn't issue an electrocutions, he might occasionally want to shake hands with his friends! To do so, the owner must utter a magic word. The player may choose the word himself.

If he takes his armour off while it is active it can still issue charges Only when the rightful owner of the armour is DEAD can someone else put it on and become its rightful owner.

**INSULATING** This gives the wearer protection against all forms of electrocution, e.g. the lightning spell or electrifying armour.

**RICOCHET:** All throwing weapons, except armour piercing ones, will bounce back off this type of armour and head straight back at the attacker, inflicting no damage. This armour also provides protection against some projectile throwing spells. The controller of the attacker will then have to try and roll to avoid according to how far away the opponent is. If an enemy sees the character wearing ricochet armour and is aware of its nature he will start to fight hand-to-hand. If he fails to recognise it he will realise after the third time his weapon is ricocheted and then fight hand-to-hand. Armour piercing weapon shots will not be deflected but also inflict no damage.

**AUTO-REVITALISING:** Armour that actually heal the wearer. One square of energy is restored every 30 thirty turns, healing the oldest wounds first.

Armour tables, listing the types of armour that each character can wear follow. The strength is the factor by which sustained damage is reduced. The fighting damage is the modification to the character's unarmed fighting damage. If nothing is listed there is no modification. The hindrance fraction is the value by which the character's agility is multiplied when wearing the armour; magical armour does not hinder the were at all. If the metal content value is 0 it means that the armour is completely non-metallic, a 1 means partly metallic and a 2 means that it is completely metallic. This has a bearing on the amount of damage received in the event of an electrocution.

### For elves, wizards, gnomes, goblins and zemaks

	mass / g	strength	cost
Fire and frost	500	2	150
Fall protective	500	2	135
Arrow protective	500	2	125
Weightless	0	2	120
Electrifying	500	2	170
Ricochet	500	2	170
Extra strong	500	3	220
Auto-revitalising	500	2	155
Plain magical	500	2	105
Electrical protection	500	2	110
Venom-proof armour	500	2	110

### Human Knights

	mass / g	strength	fighting damage	Metal content	hindrance	cost
Chain mail	4500	1.8	2 - 5	2	0.95	70
Plated	5000	2.4	2 - 5	2	0.8	155

### Human ninjas and galcins

	mass / g	strength	cost
fire and frost	500	2	150
Fall protective	500	2	135
Arrow protective	500	2	125
Weightless	0	2	120
Plain magical	500	2	105
Electrical protection	500	2	110
Venom-proof armour	500	2	110

### Trolls, Ogres, Orcs, Hobgoblins, Langkricnhes and Boarzaks

name	mass / g	strength	fighting damage	Metal content	hindrance	cost
Kobbar skin	750	1.3		0	1	45
Leather with metal studs	1600	1.5	2 - 5	1	1	75
Fibreglass	2500	1.8	2 - 5	0	0.9	120
Spiked	3000	1.8	3 - 6	1	0.9	135
Titanium	5500	2	2 - 5	2	0.8	160

## STAFFS AND OTHER MAGICAL EQUIPMENT

In order to cast some of the spells in this game the correct magical object is required. There are also one or two other objects that may be bought.

	<b>Mass / g</b>	<b>Cost</b>
<p><b>ILLUMINATION STAFF</b> Can provide illumination when the spell 'Light staff' is cast.</p>	1500	24
<p><b>TRAP DETECTOR STAFF</b> Required for the spells 'Detect Traps' and 'Detect Traps and Identify'. It is not required for the spell 'Disarm Trap'.</p>	1500	20
<p><b>LIGHTNING STAFF</b> Required for the spell 'Lightning'</p>	1500	27
<p><b>WEATHER CONTROL STAFF</b> Required for the spell 'Vorgu's Weather Control'</p>	1500	25
<p><b>DRAGON HEAD STAFF</b> The owner of this staff is able to cast the fiery spells 'Fireballs', Flame-thrower, Dragon Breath and 'Scorchers' with only half the expenditure in Nenergy Points.</p>	1500	30
<p><b>ZAABRIS' MAGIC VIAL</b> Looks very like an ordinary potion vial. It can be filled with an appropriate fluid by casting the spells 'Zaabis' Holy Water' and 'Zaabis' Potion Creation'.</p>	100 (empty) 350 (full)	24
<p><b>HOOVER VACUUM CLEANER</b> Hoover and Electrolux have become Universally renown companies. By casting the 'Vacuum' spell enemies can be sucked into the vacuum cleaner. The bag can contain 4 enemies. There are 4 buttons on the vacuum cleaner labeled 1, 2, 3 and 4. After the first enemy is sucked in button number 1 illuminates, number 2 illuminates when the second enemy is sucked and so on. When a button is pressed the corresponding enemy is released and can fight again. When they are inside the cleaner they in 'suspended animation' and cannot bleed to death if wounded or anything like that. The spellcaster can use the cleaner to suck up his companions to protect them from harm. If the spell 'Empty bag' is cast the enemies are destroyed. Vacuum cleaners are heavy, but the spell will work if the vacuum cleaner is being held by one the spellcaster's companion.</p>	2500  (bag 180)	40  (bag 20)
<p><b>ELECTROLUX VACUUM CLEANER</b> These are larger than the Hoover cleaners and each bag can contain 7 enemies.</p>	3500 (bag 210)	60 (bag 30)

## OTHER EQUIPMENT

Here are some other useful objects that can be bought at the start of the game.

**ELECTRONIC TRAP DETECTOR:** A device that will buzz whenever there is a trap within 7 spaces of the character. Requires a battery to work. Each lasts 120 turns of being on. If it is switched on at any point within a turn it counts as a whole turn.

<b>Batteries</b>	Mass: 1.3 kg	Cost: 55 gold pieces.
	Mass: 300g	Cost: 20 gold pieces

**QUIVER:** Used for storing arrows, up to 24 in one quiver, so that they take up only one of the 15 items on the character's inventory. If all of the character's arrows are not held in a quiver each one would take up one whole space on the table. You may buy and wear more than one quiver at once.

Mass: 160g      Cost: 4 gold pieces.

**GOLD BAG:** If the character does not carry his gold around in bags each gold piece will count as one object and take lots of spaces in the character's inventory. Each bag can hold 150 gold pieces. These bags may not be used to carry anything else. The character will automatically come equipped with either one or two bags of gold (see page 7) but you may wish to purchase some more.

Mass: 150g      Cost: 2 gold pieces.

**KEY-RING:** Can hold 12 keys, and only takes up one item on the inventory list.

Mass: 100g      Cost: 2 gold pieces.

**SCREWDRIVER AND PAPERCLIP:** These objects are required to pick locks by those characters with that special ability

PAPERCLIP-	Mass: 0.25g	Cost: 1 gold piece
SCREWDRIVER-	Mass: 80g	Cost: 3 gold pieces

**HELPING HAND** This magical disembodied hand that is able to carry up to 10 items weighing up to 15kg and will follow the party wherever it goes, behind the last character. No enemy will ever attack it intentionally, but it can be killed by explosions and other unforeseen events.

Cost: 50 gold pieces.

**PENCIL AND PAPER:** you are given a piece of paper upon which you can make note For both items,

Mass.: 6g      Cost: 1 gold piece.

## ANIMALS

If your character is a zemark, you will want to buy an animal for him to ride.

Name	Con	Ag	M	NoA	MR	Str	Inert	GWS	Dex	FS	Fighting damage	Int	Sh	land	N	J	Sw	Sp	E	Noarea	App	Tol	Cost	Reg
Great Dane	38	50	13	2	41	1	38	0	0	0	2 - 5	0	0	65	1.5	65	65	0	7	8	5	5	65	20
Baby green dragon	58	40	12	2	70	1	60	0	0	0	3 - 6	0	0	80	1.5	37	35	0	9	11	8	7	130	40
Ostrich	32	45	17	2	45	1	35	0	0	0	1 - 2	0	0	75	1.5	44	27	0	6	7	8	5	30	8
Lynx	33	65	14	2	37	1	34	0	0	0	1 - 4	0	0	85	1.5	70	57	0	6	8	5	3	50	15
Wolf	34	56	13	2	39	1	33	0	0	33	2 - 5	0	0	60	1	69	59	0	7	8	5	4	75	25

E – Energy on all areas

Reg – Cost in gold pieces for each regeneration, must be paid for when animal is purchased.

The movement values are for the animal by itself. If the character is riding the animal for more than half of the turn, the allowed movement is reduced by 2.

The only other thing that you must do before the game can start is choose one of the four starting places. There is one near each of the four corners of the main labyrinth's ground level.

## GAMEPLAY

### MOVING AROUND THE LABYRINTH

If you are just controlling a single character then you can just freely move him about the labyrinth; moving no more than a certain number of spaces each turn. If there is a group of characters or a single character with some summoned creatures or whatever you may move them all independently of each other each turn provided that all individuals remain on the same map. Each map is divided into sections which become visible as they are entered. If the party leaves a map and comes back again the sections that were previously visible become visible again. If you do not do this only the map that the group leader is on will be in play. Any members of the group that are left behind cannot be moved until the group leader returns to the map that they are on. If they are left behind in a combat situation they will be killed.

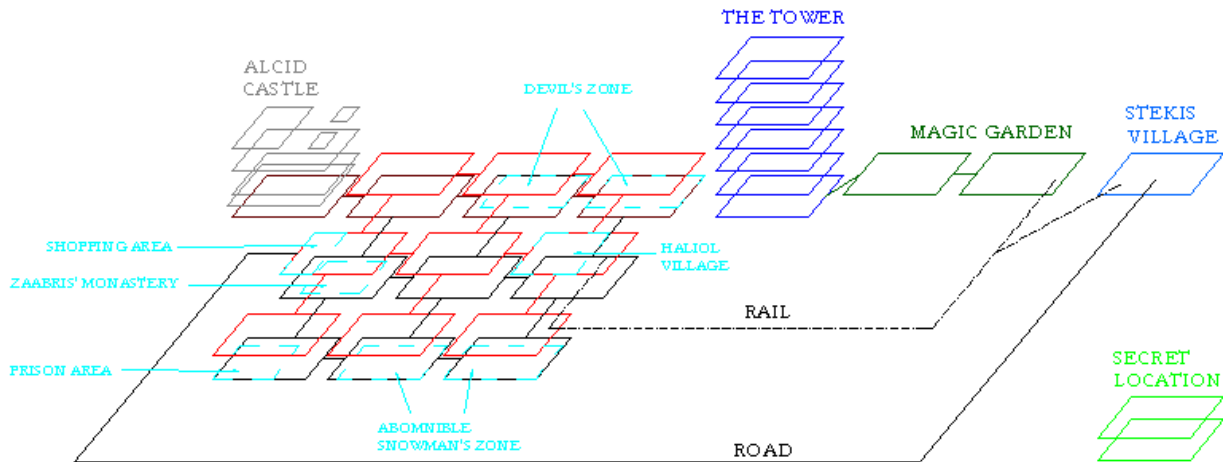
Climbing up or descending a staircase between floors normally counts as 10 spaces from top to bottom.

<b>Alternative Movement Option</b>	<b>Movement used up per space</b>
Diagonal move	+0.5
Stealth Walk (if character has that ability)	2
Feeling walls on one side	2
Feeling walls on both sides	3
Crawling	3
Holding hands out in front	1.5
Crawling and searching floor	4
Walking backwards	3

### WALLS

The walls that are found within the labyrinth are enchanted and are very much tougher than any Earth based wall. A wall can be jumped over by casting the Wall Jump spell provided that there is no ceilings in the way; such is the case in most of the outdoor sections and in some parts of the indoor sections. Most walls can be walked through by casting the Walk Through Walls spell, but some walls are too thick.

## THE LAYOUT OF THE LABYRINTH



There are nine sections of map that make up the ground level of the main labyrinth. All around this area there are buildings that are much more spacious on the inside than you would think by observing from the outside. There are a lot of shops here that sell food, torches, fur coats, magic equipment, animals for zemaks to ride on, weapons and other equipment that is not available to anyone at the start of the game. There are also a few pubs where you can have a drink or two. In the left middle section of the ground level area there is a kind of shopping mall. There is one classchanger's house on each of the nine maps. A spellcaster will promote spellcasters up the spell levels and supply Nenergy Points for the same prices as at the start of the game (2 per gold piece). Some of them will offer them some of the extra spells. The Archwizard Rabin who lives at the top of Alcid Castle will offer the same service. There are also classchangers stationed in the underground level area, The Magic Garden, the village of Stekis and even in The Tower.

There are ten sections of map that make up the lower level of the main labyrinth area. The Devil's Zone occupies two sections of this area. The Abominable Snowman's Zone occupies another two maps. The air temperature of The Abominable Snowman's Zone is  $-18^{\circ}\text{C}$ . At any temperature below  $-10^{\circ}\text{C}$  the character wear some form of insulating material over his body unless he is a boarzak. In the bottom left corner of the under round area there is a prison section. Locked up in these cells are past adventurers who attempted to solve the labyrinth but slipped up at a particular point in The Tower. You can talk to the prisoners here and gain some information about the game. Also in the village of Haliol on the ground level of the main labyrinth you can talk to people and find out some information. Some bits of information will be more valuable than other bits of information. The notorious molend, Daxon Zaabris, lives in an underground temple with his acolytes

The King and Queen of the planet live inside Alcid Castle. The wizard Rabin also lives here on the top floor. Alcid Castle is supposed to be a friendly place but there are one or two surprises in store. The basement is slightly shifted to the left as we see it. The shift shown on the layout plan is an exaggeration.

The Magic Garden is the most beautiful part of the labyrinth but it is riddled with lots of nasty creatures. There is quite a lot of tasty fruit here so you should save your appetite for this part of the game. All of the plants here are enchanted. Apart from the fact that most of the fruit can be cut down and eaten none of the plants can be cut down or burnt, The walls are replaced by narrow hedges here but these are enchanted and are just as impermeable as any thin brick wall.

To the east of the Magic Garden is the village of Stekis, most of the people living there are spellcasters. This village lies at the foot of Mt. Pirik within which the wizard Vorgu has built a new home.

When you venture into specialised places outside The Tower like The Devil's Zone, The Abominable Snowman's Zone, The Magic Garden or Zaabris' Temple you will normally have to kill the leading enemy before you can escape.

In the bottom right corner of the layout plan there is a pair of maps whose exact position in relation to the other maps is kept from you as a secret.

The Tower though is the coolest part of the labyrinth (well actually The Abominable Snowman's Zone is the coolest part of the labyrinth but I think you know what I mean). It is also the most difficult. There are no electric torches inside The Tower and you are strongly advised to try and get hold of a torch or illumination staff before you go in. Inside the tower your character will have the opportunity to buy nenergy points, spells, weapons armour and shields but little else. The first floor of The Tower has a definite food theme to it. There is no roof over the top floor, something that gnomes should remember.

## LOCATIONS AND OBJECTS

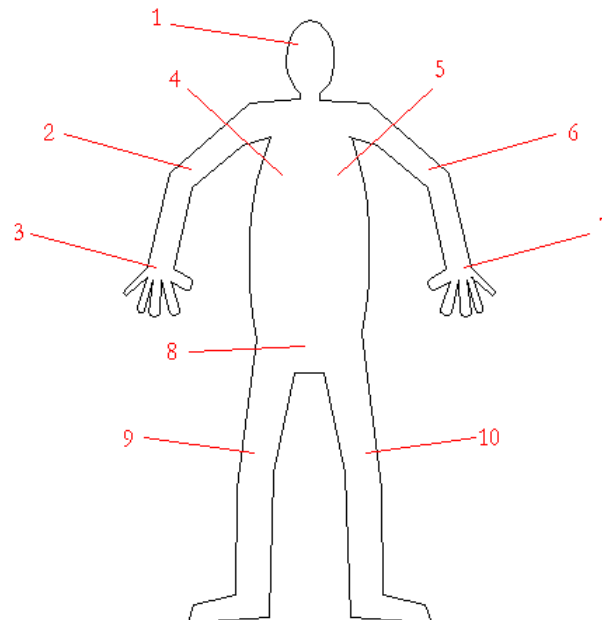
There are over 470 designated locations in this labyrinth. A rectangle with a number in the centre denotes such a location. All enemies and innocent beings are situated at locations. When moving around the labyrinth you are advised to use up all of your movement each turn unless perhaps if there is a location around the corner and if you think there is an enemy there in which case you should maybe wait until next turn. At most locations though there are no enemies. Descriptions of the locations will be read out to you as they come into effect.

A number inside a triangle denotes an object. It could an object lying on the floor or on the wall or it could be a door or something like that. There are 241 objects tagged in this fashion. There are also many objects lying on the floor within locations.

## CONSTITUTION AND ENERGY

All characters, enemies and summoned creatures have a constitution value. It is a measure of the character's health and he dies if it reaches 0.

The character's body is divided into 10 areas. At each area, the character has an energy figure. Whenever the character sustains any damage he loses that number of points of energy. Armour reduces the level of sustained damage and hence the loss of energy. For every point of damage sustained at a "vital area" (1,4,5 or 8) 2 points of constitution are lost. At all other areas 1 point of constitution is lost for each point of damage. No area can have a negative energy figure thus if, as rolled, 8 points of damage are sustained to area with only 4 points of energy left, the damage roll is reduced to 4.



Non-humanoid characters may have a different number of areas and a different combination of vital and non-vital areas. When energy is depleted on a vital area the character becomes unconscious and he subsequently loses 10 points of constitution at the end of each turn. An unconscious character can only be healed magically by a spell or potion poured over the body. In addition the arm or leg concerned is put out

of action (it does not matter whether it is an arm or a hand that is eliminated; the effects are the same). If all energy is lost on a non-vital area the character will lose 4 points of constitution at the end of each subsequent turn. If more than one area is depleted of energy the loss of constitution accumulates. However if the character manages to regain at least one point of energy to each of the areas concerned he will slowly recover the constitution that he has lost at a rate of 1 point every 4 turns. The character's constitution ceases to rise when it reaches the 'natural value', which is the starting value minus the amount lost due to loss of energy.

If a character loses any blood due to a bite from a vampire or something like that he will lose a certain number of points of constitution. This constitution will then recover at the same rate of 1 point of 4 turns.

There are other ways in which constitution being lost. If a character is strangled he loses constitution. Once the strangulation is over he regains his constitution at rate of 10 points at the start of each turn or 5 at the start of each battle round.

The character might also lose constitution as a result of electrocution, poisoning, disease or internal damage. There is no automatic constitutional recovery rate when constitution is lost due to these things. It can be restored by drinking an appropriate potion, or antidote. Poison or disease might cause the character to lose constitution at a steady rate, such that they will die unless appropriate action is taken.

Whenever the character's constitution drops below one half of its initial value the characters other attributes suffer. These effects are cumulative to the effects of having lost an arm or a leg if that is the case. When his constitution drops below one quarter of its initial value things get worse and worse still when it drops below one eighth of its initial value. A character's constitution can never be above its initial value except under very special circumstances.

An enemy or character will usually be dead, or close to death, if he loses 40% of his energy points.

## **KEYS AND DOORS**

There are 114, keys in this game. Most of these keys are for opening doors. Others though are for opening chests or trap doors or for starting cars! They all weigh 25g and they are all numbered. For ease of carrying they can be held on a key-ring, 12 can be held on one key-ring Nearly all doors can be opened or broken down with certain weapons and spells.

**STONE OR METALLIC DOORS:** Most of these doors can be opened with door buster arrows.

These must be fired from at least 4 spaces away. When firing the arrow you must roll 1d100 under half the skill for that distance if the character is firing along a line that is perpendicular to the face of the door (or at least no more than 10 of being so). If the character is firing at the door from a difficult angle you must roll 1d100 under one quarter of the skill.

**METALLIC SLIDING DOORS:** These doors can normally be opened by pressing a button assuming that you are on the right side. These doors can be opened from the other side with any weapons with a S marked in the 'Open Doors' column in the weapons tables. It takes four turns' worth of bashing to open these doors with a hand-to-hand weapon. Whenever a throwing weapon or firing weapon is used you must roll to hit.

A metal sliding door can be held open by putting a fist, carried arrow, skull cracker or hammer in the way (should you think that there might be a trap ahead of you that will cause the door close itself or something). Any other object that weighs more than 10kg could also be used. Only these objects will hold the door wide enough for a character to squeeze through. If a smaller object is used no character will be able to get through unless the Narrow Gap Slide spell is cast by a caster of level 7-9. Something like food will be no good at all at holding these doors open. For a character to be able to hold one of these doors open he must have a strength value of at least 87. No object can be used however to hold open a sliding wall as it will just be crushed.

**UNENCHANTED WOODEN DOORS:** These doors can be opened with any weapons with a W marked in the 'Open Doors' column in the weapons tables. It takes four turns' worth of bashing to open these doors with a hand-to-hand weapon. These doors can be opened with a rotor mace sawer, a chopper, with any gun or With a skull cracker but with all other may be burned down using any fiery spell or otherwise. 12 turns after the door has been set alight the character may walk

through but it will still be burning and he will sustain one point of damage to all areas. The flames can be put out by applying 3 litres of water (or just one litre from a fire extinguisher). Firing 5 snowballs at the fire will also put it out. The flames will have died away 5 turns after this point any way.

## POTIONS

Only characters or creatures that have proper hands and a digestive system can drink potions. A gorilla can drink potions and so can a vampire. Zombies, mummies, skeletons and demons cannot. Most potions have labels to indicate what they do. They don't usually say how much healing or how long the effects last. Some potions are poisoned, though they are rare. Apart from those though there are commonly seven ways by which drinking a potion can help. To have any effect at all the full 250ml of liquid must be drunk. Here are the seven ways. Some potions will have more than one effect.

**RESTORING ENERGY:** The drinker will regain a certain number of points of energy to all areas. He will also regain any constitution that he had lost in sustaining the wounds that have just been healed. This type of potion may be poured over an unconscious character to heal them, though the amount of healing is halved.

**RESTORING CONSTITUTION:** The drinker will regain any constitution that may have resulted from poisoning, blood loss, disease, internal damage or electrocution. The character's constitution can increase above the natural value (starting value minus loss due to loss of energy points).

**INCREASING THE DRINKER'S STRENGTH:** The drinker's strength will be increased by a certain number and it could be increased above its initial value. At the start of each turn that follows though his strength will decrease by one until it is back to what it was before the potion was drunk.

**RESTORES NENERGY POINTS:** The character will gain some precious Nenergy Points.

**MOVEMENT IS TREBLED:** In addition to the fact that the drinker's movement is trebled his agility is significantly increased and gains one additional action in combat.

**DRINKER BECOMES INVISIBLE:** If your character becomes invisible it normally means that his body, clothing and most of the items he is carrying become visible. However whatever weapon and shield he wishes to use in combat remain visible. An enemy that has no intelligence value will just ignore a floating sword (or whatever it is) but any enemy that has an intelligence value will realize that it is an invisible person holding a sword. If the character uses no weapon or shield to attack he becomes completely invisible. If the enemy has an intelligence value and can hear he will hear the character's footsteps and his breath (unless the Sound Block spell has been cast or the character is using stealth walk) and will know where the character is if within 5 spaces of him. But as the character is completely invisible, he'll be very difficult to strike. If the character manages to slip past the enemy (see page 32) he will not be chased. See combat details for more information about slipping past enemies. If the enemy is using firing or throwing weapons he may fire random shots at a completely invisible character if he is within 5½ spaces of him. The chances of hitting are divided by 10. He will not do this if he is throwing weapons and only has one left.

**DRINKER BECOMES IMPREGNABLE:** If a character becomes "impregnable" it means that only 25% of all successful physical strikes do any damage. If the character is struck on several areas at once, in a bad fall for example, there is a 75% chance that damage will be negated for each individual area, but he likely to be wounded somewhere. Drinking a new impregnability potion before the original one has worn off will not double the effects but will make the character impregnable for a longer period. If an enemy strikes a character 3 times consecutively and inflicts no damage he might try an alternative means of attack if he one, thinking that it is ineffective.

A creature, such as a zemark's animal, cannot pick up a potion vial and drink the contents but will drink it if the character feeds it to it. There is only a 70% chance though that the animal will swallow a sufficient quantity of it for it to have any effect. A potion cannot be fed to an arthropod. Dragons will not drink potions because it ruins their flame breath.

## **FOOD AND DRINK**

Normal food and drink will restore energy, restore constitution and increase strength when consumed as a potion might but not very effectively. Food is sorted out into "units". One apple for example counts as one unit. A character may only consume a certain number of units of food within a period of 30 turns as indicted by his appetite. Drink is also sorted out into units but there are fewer restrictions. Drinking ordinary water does no good. As with potions the entire unit has to be eaten or drunk if it is going to have any effect at all. There is also magic food, whose bonuses are similar to those of potions. Magic food will bring about effects that are comparable with the effects that potions bring about.

If a character is to eat meat it has to be cooked first. A carnivorous animal though will happily eat raw meat. They may indeed eat dead enemies although they will not insist on doing so if you do not want to waste any time. Food creatures can be eaten by characters because they are already "cooked". For all edible enemies their mass in kg is, we shall say, (starting strength - 15) times 2. The number of units of food that the enemy is worth is 3 times this number. For dragons, food creatures and large arthropods the bonuses for eating each unit is 2 a point of armour to each area, 7 points of constitution and 4 points of strength. For all character types, wolfmen and all Earth-based animals the bonuses are ¼, 5, 3 respectively. No other creature can be eaten, including undead creatures, because they do not taste very nice.

A dragon can cook one unit of meat in 3 turns. As far as fiery spells are concerned one unit of meat can be cooked with 10 fireballs, 3 scorchers, 8 flame-thrower blasts or 6 dragon breath blasts firing no more than two shots a turn.

A certain amount of discretion may have to be used in deciding whether a particular creature will like a particular type of food.

## **DARKNESS AND ILLUMINATION**

In the regions of the labyrinth where there is no ceiling overhead there will normally be lanterns to provide illumination. In The Abominable Snowman's Zone the lamps are replaced by sodium lamps and in The Devil's Zone the illumination is provided by little demon heads breathing fire. In some places though there is no illumination at all. These sections of labyrinth are masked by white flaps with spaces marked out in green. which do not correspond exactly with the spaces underneath. If one of the characters in the group has night vision (see advantage details) or has an electric torch the flap will be lifted up when the character enters that section. If he has no method of seeing in the dark he will have to move along the spaces marked out on the flap (diagonal moves come into play under these circumstances). If a character cannot see anything and steps onto a space where there is an object he will not notice it unless he actually crawls and searches the floor area. Searching the floor like this takes up an additional space of movement. If he crawls but does not search the floor he may notice something like a tripwire. Another thing that he can do is stand upright and hold his hands out in front of him. He may indeed carry out a thorough search of his surrounding area; using up his movement very quickly. Ghosts will normally fluoresce and can be seen and attacked in the dark. If your character cannot see in the dark and attacks an enemy who can it is as though the enemy were completely invisible.

If the character casts a fiery spell into a darkness zone the flap or flaps through which the flamy object passes should be lifted up quickly so that you can have a brief look at what is underneath. The character will not have enough time to read anything that is written on the walls or floor.

If the character is holding a match or maybe a lit piece of wood he can use the object for purposes of illumination for at least one turn. Most wooden objects in this game though (including all wooden weapons) cannot be burned. You cannot use the illumination lanterns on the walls to light anything however are all about head height but there are no darkness areas in The Devil's Zone anyway. When a character or otherwise is standing next to a demon head there is a 35% chance that he will fall onto the flame every time he is struck by an opponent. This will result in 1-4 damage being inflicted to the head.

## **SMALL SCALE MAPS**

Each of the 35 maps has an A3 size copy which is kept on my side of the screen. There are various things which are shown on these maps that are not shown on the large maps. Most importantly the teleportation spaces, secret openings and traps are displayed. For the traps and space where a trap can be detected are shown. To be able to detect a trap the character must either have an electronic trap detector with batteries or have a trap detector staff and cast a trap detecting spell. A character can only disarm a trap with the "Disarm Trap" spell if he is within range.

Another important thing that these maps show is the exact positions that the enemies or innocent people are standing in. Except under very special circumstances no enemies are drawn in on the large maps. A green face on the small scale maps indicates an innocent person (who shouldn't be attacked although you can if you want to), a red skull indicates an enemy and a black skull indicates an enemy who will suddenly appear as a result of some action. In some cases I have marked out in yellow the positions where a character enters an enemy's view.

I have also shown the positions of certain hidden objects on these maps such as objects hidden by darkness.

## **TELEPORTATIONS AND MAGIC TUNNELS**

In most of the maps there is at least one hidden teleportation space. When the character steps on one of these spaces he will disappear and then reappear somewhere else on the same map. Some of these teleportations are reversible in that the character can step back onto the space at which he has just arrived and return to where he came from. A lot of these spaces are positioned at what appear to be dead ends.

Magic tunnels are like teleportations except that you can see where they are unless they are covered up and they will always lead to a different map. The end of a magic tunnel appears as a black square with lots of flashing coloured squares. Make sure that the group leader is the last member of the group to enter a magic tunnel ( if there is a group rather than a single character ). Nobody can travel through a magic tunnel if it is blocked by something at the other end.

There are also magic wells and magic pipes which are similar to magic tunnels, but you'll have to experiment to find out how they work.

## **SECRET OPENINGS**

There are some hidden spaces in the labyrinth which will cause a section of wall or floor to open up when stepped on. It may alternatively cause a door to be opened or raised or make a bridge appear. Some of these secret openings are not actually openings but instead cause something to close rather than open.

## **TRAPS**

Sometimes the character may step on a space or touch something that may cause something to happen and possibly result in the character sustaining an injury. It could alternatively sound an alarm and alert an enemy or something like that. Traps can be detected with an electronic trap detector or with the Detect trap spells. Any trap can be disarmed using the spell 'Disarm Trap', though once the spell has expired it is rearmed. Aside from that it may or may not be possible to disarm the trap or avoid it by taking

a different route. In any case, if the character is agile enough, he might be able to evade injury. Some traps are only potentially dangerous if the character cannot see in the dark. Any trap that is operated by a living creature do not count as a normal trap and therefore cannot be either detected with an electronic trap detector or disarmed by casting the Disarm Trap spell.

## EXPLOSIONS

It is quite possible that your character might be the victim of an explosion at some point in the game. There are 3 types of explosion of increasing power, type 1, type 2 and type 3. Type 1 inflicts 0-3 damage to each area to someone standing where the explosion takes place, 0-2 to each area to anyone on the spaces immediately surrounding the explosion site and 0 or 1 damage to each area to anyone two spaces away. No damage occurs to anyone outside of that. For a type 2 explosion the principle is the same except that maximum damage on at the explosion site is 5 instead of 3 and is reduced by one for each space away from that and thus covers a radius of 5 spaces. For a type 3 explosion the maximum is 7.

Half of the damage is due to heat and half is due to fragments, therefore frost armour negates half the damage.

## COMBAT

There are quite a lot of complications involved in combat and a single fight could quite possibly last for 20 minutes or more. I will continually refer to an enemy as "he" even though there are female enemies and there are some enemies of no sex at all. Please excuse me for that.

When an enemy comes into the character's view we go into "combat mode". The general rule for deciding whether two opponents can see each other is to see whether a straight line can be drawn which joins the two centres of the two spaces concerned without crossing any obstructions. If there is any doubt it is assumed that the two can see each other.

## BATTLE ROUNDS AND ATTACKING ORDER

When in combat there are potentially two battle rounds within a given turn. Each character, companion, summon creature and enemy may usually perform 2 actions in each battle round and thus in each turn. Deciding the order in which the characters attack can be a little complicated. The first thing to do a list of all the characters and enemies in decreasing order of wits. However no more than two combatants on the same team may attack consecutively unless they are the last individuals to attack. Two combatants on the same side may swap places, however the lower placed character cannot leapfrog any enemies of higher wits unless the combatant with whom he is switching has a lower wits value anyway. As an example, suppose that the party included (the numbers on the right are the wits values):

<b>Galcin</b>	<b>80</b>
<b>Molend</b>	<b>65</b>
<b>Knight</b>	<b>62</b>
<b>Ogre</b>	<b>43</b>

and they meet these enemies:

Demon	62
Thug	50
Tiger	40
Skeleton	15
Zombie	8

the order could be

<b>Galcin</b>	<b>80</b>
<b>Molend</b>	<b>65</b>
Demon	58
<b>Knight</b>	<b>60</b>

Thug	50
<b>Ogre</b>	<b>43</b>
Tiger	40
Skeleton	15
Zombie	8

The Galcin, the Molend and the Knight can swap places with each other. The Ogre however cannot swap places with any of the others as that would illegally place him above enemies of higher wits values. The demon is higher up than the knight to stop there from 3 attacking in a row on the same side.

Each combatant usually performs two actions when his turn comes round, however depending on his wits value, every so often he has only 1 action. This reduction is cumulative to any other reductions (due to stunning for example).

Wits	Number of battle rounds before combatant loses an action.
<10	2
11-20	3
21-30	4
31-40	5
41-50	6
51-60	7
61-70	8
71-80	9
> 80	Never

The actions table shows how many combat actions specific operations take up. If a combatant has only one action left in one battle round and wishes to perform an operation requiring two actions, the character first, the enemies second and the companions and summoned creatures last. If there are two characters playing one will attack before the enemies and the other will attack after the enemies. Any characters that are "not on the scene" do not count. You may number your characters as you wish, though they may not be changed in the middle of a fight. The fight ends when either all of the enemies are dead If the fight is not over after two battle rounds anew turn is started even if the characters have not used up all of their movement allocations. Indeed the number of spaces that a character can move in one battle round is restricted. The character's movement per turn still applies. In any battle round, no combatant can ever move, attack and then move again nor may he attack, move and then attack. All movement must be done before or after attacking.

1-3	1
4-5	2
6-8	3
9-12	4
13-16	5
17-20	6
21-25	7
>25	8

If there are several enemies present, there will attack in a specific order. Normally enemies that can attack from a distance will attack before the hand-to-hand attacking enemies and enemies that are close to a character will attack before enemies that are far away.

This is repeated again and again in the turns that follow until either the character runs away, kills or at least slips past the enemies or gets killed. Remember that an opponent becomes easier to hit when his constitution drops below one half of its original value.

No actions	Changing the weapon in use Removing arrows from a quiver Switching a weapon from one hand to the other Switching on or off electrifying armour
One action	Striking an opponent Casting a spell picking up an item dropping an item putting something into a container loading a crossbow loading a gun loading a speargun opening a door or chest unlocking a door or chest Ducking Ordering a companion to duck Retaining a boomerang star
Two actions	Drinking a potion Eating a unit of food strapping or unstrapping a shield changing a vacuum cleaner bag

Details about the number of actions that loading up a weapon takes are given on page 7. If you load up your weapon beforehand it can be fired straightaway. When you are not in combat mode there are few restrictions on the number of actions that can be executed in one turn.

After a fight is over the surviving combatants may use up their current turn's movement allowance. If you do not have sufficient actions remaining in any one battle round to carry out one particular action you may do half of it in one battle round and complete it in the next. The character may not, within any one battle round, move, attack and move again. Although changing the weapon in use does not count uses up no actions, this cannot be done after completion of the second action, and so his weapon in use was whatever weapon he last used and so the protective value of that weapon applies when defending (see next section).

## ATTACKING AND DEFENDING

When your character tries to hit an enemy with a hand-to-hand weapon you must roll 1d100 under the appropriate weapon skill if the strike is to be successful. If the character is unarmed you must roll 1d100 under his fighting skill, the fighting damage rating applies. You cannot fight bare-fisted against rock creatures or against any opponent wearing certain types of armour (see the armour table). If your attacking roll is successful the enemy may be able to avoid or block the strike. All combatants have three defensive skills, they are equal to

- 1  $\frac{1}{4} \times \text{agility} + \text{size modification}$
- 2  $\frac{1}{4} \times \text{agility} + \text{size modification} + \text{shield skill}$
- 3  $\frac{1}{4} \times \text{agility} + \text{size modification} + \text{shield skill} + \text{weapon protective value}$

The size modification applies when attacking a very small enemies to reflect the fact that they might be very difficult to hit. For the vast majority of combatants there is no size modification.

The first defensive skill applies if the opponent is attacking with flame breath or an electrical attack. The second applies if the enemy is using any firing weapon.

The third applies if the enemy is using any throwing or hand-to-hand weapon.

The shield skill is the character's shield bonus plus the protective value of the character's shield in use. The weapon protective value is that of the weapon in use. If the defender has not attacked yet, the

player (or gamesmaster) may choose which weapon to use for defending, otherwise it is the one used in the last attack.

If the opponent is struck, there is a 1 in 4 chance that the player or gamesmaster will be able to select which area is hit, otherwise he must roll dice to decide which area is hit and the damage inflicted. As most of the enemies and all characters are humanoid it is usual to roll 1d10 to decide which area is struck. A suitable die must be rolled to decide what damage is inflicted, obviously it must be within the range defined for the weapon with an equal probability for each possible number.

Although the second defensive skill is usually used against firing weapons, if the opponent is within attacking range of whatever hand-to-hand weapon he is currently in use, it is the third defensive skill that applies.

### **MINIMUM DISTANCES**

When using a throwing or firing weapon at an enemy he must usually be at least 2 spaces away for the weapon to be effective, though they may have a hand-to-hand skill as well as a throwing or firing skill. Some weapons, such as a gun or vial of acid, may be used if standing just one space away from the enemy, but the chance of success is half the minimum distance skill if the opponent has two working hands.

### **OBSTRUCTERS**

If a combatant is trying to strike an enemy from a distance and there is someone in the way there is a chance that the obstructor may be hit in stead. Someone is considered to be an obstructor if a straight line that joins the centres of the spaces that the two principal opponents are standing on passes through any part of the space that the supposed obstructor is standing on.

An obstructor is more likely to be hit if he is walking on two legs or is airborne than if he does not. If a throwing weapon is in use and there is a bipedal obstructor in front of the opponent that is being aimed at there is a 15% chance that a supposedly successful strike will instead hit the obstructor or 6% for an obstructor of lower height. If a firing spell or a firing weapon is being used the probabilities are 35% and 15% respectively. The controller of the obstructor may try to roll to avoid if necessary. If a biped or airborne creature succeeds in moving out of the way the flying object will carry on moving and maybe hit the opponent being aimed at. If the obstructor is a lower set creature this cannot happen unless the opponent being aimed at is also a lower set creature.

If the obstructor is a companion of the attacker he may duck if he has an intelligence value. This can be done as an action in his turn in a battle round or the attacker may order his companion to duck taking up one of his actions. However, if the ducking companion is attacked, he will stand up again and will have to if he is to attack himself. Standing up does not use up any actions.

If alternatively a combatant aims at, a near opponent and there is someone standing no more than 5 spaces behind the opponent there is a 15% chance that, a missed throw or shot will hit him provided that he is also within the weapon or spell's range. Once again the controller of that combatant can roll to avoid.

Enemies will generally try and help each other by moving out of the way or at least ducking to make way for other enemies wanting to strike from a distance.

### **MEETING AN ENEMY WHO IS USING A THROWING OR FIRING WEAPON**

Whenever an enemy who is using a throwing or firing weapon is seen for the first time there will usually be the two individuals concerned will normally have a preliminary each. Whoever has the higher wits value goes first. If one of two was aware of the other's presence prior to them seeing each other, that combatant's wits value is temporarily increased. If the player doesn't fancy his chances he can just move out of the way and not be pursued. Then, with the character still in that position, the enemy will fire a shot back. The character may charge towards the enemy if he has no means of attacking him from distance. Before he goes anywhere though the enemy will have one attempt at striking him. When charging the character's may only move as many spaces as is allowed in one battle round.

If an enemy is throwing or firing objects that could be used as hand-to-hand weapons he will usually hang onto his last one and use that as a hand-to-hand weapon if he has no other weapons.

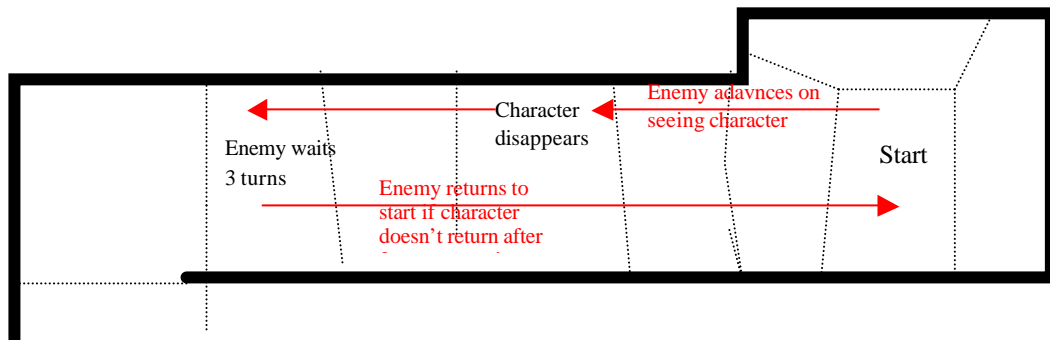
## ENEMY SPELLCASTERS

All enemy spellcasters have their own spell-casting profile. There are no Nenergy Points involved and there are no limitations on the number of times that any spell can be cast. All spellcasters will ultimately just cast one attacking spell repeatedly until the character is dead. Some of the spells on the list cannot harm ghosts and others are ineffective against certain types of magical armour. If any member of the group cannot be harmed by the spell he wants to cast he will cast an alternative spell. If the spellcaster fails to recognise the magical armour worn by the character or companion he will realise after the third ineffective hit and then cast something else. He may cast one spell at one character and a different spell at another if need be.

If an innocent they are weakened they will often cast healing spells. Enemy spellcasters do not usually do so.

### A CHARACTER, WHO CAN ATTACK FROM A DISTANCE, MEETING AN ENEMY, WHO CANNOT

In a situation like this the character can take an initial strike at the enemy if he is within range. The enemy will have to make a charge towards the character only being allowed to move a certain number of spaces each battle round. Enemies will not normally chase characters if they run away but under these circumstances if the character moves away the enemy will not return to his starting place but will walk along up the alleyway and wait at the end of it for three whole turns. If, after three turns, the character has not come back for more fighting the enemy will then walk back to his starting place. If the character now decide to came back and then goes away again the enemy will walk up to the end of the alleyway and this time stay there.



### AN ENEMY ATTACKING A GROUP RATHER THAN A SINGLE CHARACTER

If an enemy has some kind of choice as to which opponent to attack he will normally go for the member of the group that he perceives to be the most threatening first. If he has two combat actions per battle round, he may well alternate between two different opponents, particularly if he is using a range weapon. If all of the members of the group are hand-to-hand fighters it will be the nearest opponent who is attacked first under most circumstances. An enemy that has no intelligence value will always go for the nearest opponent first. If it turns out though that the character or companion cannot be harmed by this enemy or is wearing electrifying armour or something the enemy will more over to a different opponent after its third strike that is either painful or does no damage. This is in spite of anything that has been said before.

### STUNNING AN OPPONENT

If a combatant loses more than half of his energy on head as a result of a single strike he is stunned. If the attacker has another action he is granted an automatic hit (see next page). Alternatively, if that was the

attacker's last action and it the enemy's turn to attack, that enemy loses the first action in his next battle round. If he is stunned several times prior to his battle round he will still only lose one action. This only happens to character types or any creatures that have brains. Ghosts, skeletons, demons, rock creatures, all food creatures and certain other enemies cannot be stunned. Vampires can be stunned.

### **SLIPPING PAST ENEMIES**

If your character is fighting an enemy within a passageway that is fewer than three spaces wide the character may try and slip past him if the enemy is suffering from any of the following ill effects.

Enemy has lost both his arms

Enemy has lost one or both of his legs

Enemy's constitution is below one eighth the starting value

Enemy is unconscious

Enemy has is in drunkenness stage 3

Enemy has been struck by one of the following spells: Dwarf, Rabin's Slow Motion, Cray's Strawberry Jam, Slippery Shoes, Cray's Legs of blancmange, Superglue.

Enemy is an insect and has lost at least two legs

If the character is completely invisible, he may attempt to slip past.

When the character tries to slip past the enemy, the enemy will attempt to strike him. This will normally be a hand-to-hand strike unless the enemy is a spellcaster. If the enemy's strike is successful the character will sustain some damage and be knocked back; losing two spaces of movement in the process. If the strike fails the character can slip past. Once the character has slipped past the enemy will only chase after him if he has a reasonable chance regarding their respective movement ratings. If the character is either completely invisible or cannot be seen because it is too dark the enemy will not chase after him or attack him any further until he can be seen again.

Within an passageway that is more than 3 spaces wide the character may be able to sneak past just by outrunning him. Some weapons have max. distances that are bigger than one space, in which case the "slipping past range" is extended.

When the character has slipped past an enemy and is not being chased we are no longer in combat mode and the character's turn movement applies rather than his battle round movement.

standing close to the edge

Occasionally a character or enemy might find himself standing close to the edge of something, such as a pool of water or a chasm. If that combatant sustains a wound and loses more than half of his energy on a vital area as a result there is 30% chance he will fall off the edge. That could easily result in death!

### **LARGE ENEMIES**

Some enemies in this game cover more than one space. One of the spaces that the enemy covers initially is marked with a cross on the small scale map. All distances as far as range weapons are concerned are measured to this space. If hand-to-hand weapons are in use the distance is measured to the nearest space, it is likely that only certain areas of the enemies body may be hit. When the gamesmaster is moving the enemy he will move this crossed space around. The Command spell can be cast against a large enemy but because the enemy is large he will not be able to go anywhere with the character because he is too wide.

### **MAGIC WEAPONS**

You may well come across some magic weapons in this game. When they are picked up they sparkle and you will not actually know that it is enchanted until it has been picked up. A magic weapon cannot be used to supply general illumination. A magic weapon is essentially just like its respective unenchanted weapon except that it can be used to kill ghosts and thus are very useful to non-spellcasters.

## **AUTOMATIC HITS**

If an opponent is unconscious, paralysed or being strangled he can be hit without much difficulty.

If the attacker is using a hand-to-hand weapon an automatic hit is inflicted. There is thus no need to roll and dice to decide whether a strike is successful and the player or gamesmaster may select which area he wishes to hit. He only need roll to decide what damage is inflicted.

If the attacker is attacking from distance he only need roll under the appropriate skill, there is no defensive roll. There is a 1 in 4 chance that player may choose the area hit (as it usually is) otherwise must roll for area. He must roll for damage if need be as well.

## **USING A WHIP**

The whip can be a useful weapon even though each hit it inflicts little damage. If it strikes an enemy's leg, it can wrap itself round and enemy's legs and trip him up. The gamesmaster must roll 1d100 under the enemy's inertia to for him to stay on his feet. The character may then inflict an automatic hit upon the enemy with another weapon provided the enemy is within range for that weapon and has an action remaining. If the character trips up an enemy with his second action the enemy loses the first action of his next turn.

If the whip strikes an enemy's hand, he may be forced to drop any weapon carried in that hand. In that case the gamesmaster must roll 1d100 under the enemy's strength to hang onto it. If it strikes the enemy's head, there is a 50% chance that he will be strangled. The gamesmaster must roll 1d100 under the  $\frac{1}{2}$  the enemy's strength or lose 4 points of constitution. He must kept rolling until the roll is successful and keeps losing 4 points of constitution each battle round until the roll is successful.

## **NOTES ON CERTAIN TYPES OF ENEMY**

### **GHOSTS**

When a mortal being dies his soul leaves his body in the form of a ghost. You may have heard of baryonic (ordinary) matter and dark matter. A ghost is made up a third form of matter yet to be discovered on Earth which interacts strongly with light but only very weakly with baryonic matter. Most ghosts are never seen on habituated planets, and in any case can survive in most parts in the Universe. The vast majority are amiable and harmless. Unfortunately many of the ghosts encountered in the labyrinth are those of evil beings. An evil ghost is quite capable of harming a living person's soul and draining his constitution away.

There are various special types of ghosts. Types of evil ghost include phantoms, wraiths, spectres and incubuses. Spirits are ghosts that are summoned by supreme beings that are able perform magic. Genies are an unusual type of ghost. They live inside golden lamps, and if friction is applied to the lamp they come out. Some genies are kind and will offer gifts to the one who summons him. Others are less generous. The most unusual type of ghost is the poltergeist. Due to their unusually low masses and broad wavefunction it is impossible to simultaneously completely define their position and momentum (Heisenberg's uncertainty principle). They are capable of moving solid baryonic objects about, even objects weighing 20kg or more. They will usually move objects when you don't want them to.

Most types of ghost, though not spirits or poltergeists, can be killed with enchanted weapons, which you will hopefully encounter in the course of the game. Unenchanted weapons are totally useless. Many offensive spells work against ghosts. And these are indicated in the relevant tables.

### **ZOMBIES AND MUMMIES**

Zombies are dead bodies that have been animated by magic. They are rather slow and not very formidable fighters. They like to attack by strangling and so there is a 50% chance that any attack on a biped opponent will be the head. A zombie's brain and nervous system does function to a very slight extent and area one is its only vital area. It has no circulatory system and does not breathe like a living being and

so it cannot be poisoned or suffocated. It can be electrocuted. The brain does not function well enough for decision making and has no intelligence.

Mummies are raised dead bodies like the zombies but they have been wrapped up in bandages because they are more important people. They essentially behave in the same way as the zombies but have slightly better attribute because they have been preserved better (well, that's the only excuse I can think of!). A zombie or mummy can strike an opponent with bear hands no matter what armour they are wearing because they feel no pain. They can be killed with holy water.

## **SKELETONS**

These are human skeletons that have no meat on them at all. They are much faster than zombies or mummies. They are able to fight hand-to-hand with swords and daggers. They have no brain or nervous system and have no vital areas. They cannot be poisoned, suffocated or electrocuted. As they have no vital areas, you cannot kill them by cutting off their head! They only become motionless when their constitution is 0.

## **VAMPIRES**

The outward appearance of a vampire is normally no different from any human. Unfortunately they are cursed with a rare genetic condition. A vampire bears the affliction of not being able to make its own blood. He or she has to take blood from others. The blood does not have to be human blood; any character type or mammalian blood will do. The most famous vampire ever to exist on Earth is Count Dracula of Transylvania. The condition is more on Gallarlo. When about to take blood from someone the vampire's two canine teeth on the top row of the mouth can extend outwards and effectively become fangs and can pierce the skin. The vampire can then drink up about 200ml of the victim's blood within a second.

A vampire has a fighting skill and a biting skill. When taking a strike at an opponent the controller of the vampire will roll 1d100. If the rolled figure is under the biting skill the vampire will bite. If the rolled figure is above the biting skill but lower than the fighting skill the vampire will just hit the opponent. If the vampire bites removes at least one point of energy from any area the victim loses blood and consequently loses constitution. If the opponent is wearing either plated, spiked or lead armour over all areas the vampire will have to try and bite rather than hit unless he or she is carrying a weapon. The vampire will always hit the opponent instead of bite if the enemy has no blood. On taking in some blood the vampire will regain 8 points of constitution lost through bleeding if it has been wounded. If the victim is not killed by the vampire bite he will regain 1 point of constitution at the start of every tenth turn that follows.

Vampires also bear other afflictions. They are killed by ultra violet radiation, and so starlight is lethal, and thus they are nocturnal. To a vampire, holy water is like acid. They don't like garlic or crucifixes, and so if your character is carrying either of these items the vampire is put off and will not fight so well. A crucifix will not inflict any damage on a vampire if touched.

It is not necessary to use a wooden stake to kill a vampire, but the stake's damage rating is 5-11 against a vampire rather than 1-4. You're still better off using a battle-axe though.

Some vampires are able to cast spells. Their favourite spell is the bat spell, by which they transform themselves into a bat.

## **GREMLINS**

Another photophobic creature that was portrayed in a 1984 Warner Brothers movie is the gremlin. This green little viscous beast are typically only 50cm high and have very long teeth and claws. They are intelligent beings but behave in an immature manner. The most remarkable thing about this creature is that it can give birth to a fully-grown new-born simply by coming into contact with 1ml or so of distilled water. The only reason why their population is not overwhelming is that they have a lifespan of only a few months. Ultra violet light causes them to melt in unsightly fashion. Most gremlin deaths however result from them killing each other and they feel little remorse in doing so. They have a powerful sense of smell, particularly for sugary food.

## **WEREWOLVES**

Few people are aware that it is possible for humans to breed with wolves. The result is something in between. There are three main types of werewolf. The first is the permanent werewolf that spends its whole life as a bipedal wolf. The second is the polymorphic werewolf that can transform itself from being either a human to a wolf or vice versa at will. The third is the lunar polymorphic that will transform itself from a human into a wolf in the event of a full moon. This can only happen on Earth, and any other planet with a natural satellite that has some vague facial resemblance to it. As your character is visiting during the daytime there's surely no possibility of him meeting this kind of werewolf? A gun is a very effective weapon against any enemy, but one armed with silver bullets is particularly effective against werewolves.

## **DEMONS**

These are The Devil's minions. There are two distinct types, the real or physical demons and the virtual or possessive demons. The real demons are normally large, red, have a pair of horns, a long tail with a V at the end and they have a body temperature of 64°C. They can use pitch forks and tridents but no other weapons. On dying they explode. There is a similar type of demon called demonettes who are smaller and can fly. They do not breathe and therefore cannot be suffocated and they cannot be poisoned but they can be killed in most other normal ways. Real demons, like the vampires, can be harmed with holy water.

Virtual demons are a little like ghosts in that magic is usually required to defeat them. Some of them are able to possess people such that they have no will of their own. If there are ever more than one person in your party there is a chance that one of them might become possessed and will attack you. These possessions are only temporary though and so the best thing to do is try and paralyze the possessed individual, if you can, and wait until the possession wears off. Another type of virtual demon called the shadow demon that can possess a person's shadow and then surprise him in one way or another. If the weather is cloudy though shadow demons cannot do anything when nobody casts a discrete shadow. Inconveniently though Vega is almost overhead at the time you've chosen to enter the labyrinth and the sky is cloudless so your shadow could attack you at any moment.

## **DRAGONS**

Everyone's heard of dragons. They are cold-blooded creatures and are similar in many ways to the dinosaurs. They are all carnivorous and have very sharp teeth. Most have the ability to exhale methane and light it with a spark igniter in the throat. A very useful weapon! Some have other weapons. Some dragons can fly, but most are flightless. They are more intelligent than most large animals though their communication abilities are very limited. They will realise if their flame breath is inflicting no damage and try biting opponents if necessary.

## **GIANT ATHROPODS**

If you read any informative book about insects it will tell you that insects the size of a person could not exist because oxygen could not possibly diffuse through to the center of a large body quickly enough. This is complete rubbish, there is always a way. Insects on Earth simply haven't found that way yet through evolution. In this labyrinth many insects, and other arthropods, exist which are much larger than any person. However, they are not very intelligent at all. Giant wasps have a very strong affinity to strawberry jam.

## **QUICK DECISIONS**

Under nearly all circumstances the players have an unlimited time period within which they can make a decision as to how they should react to a situation. There are some situations where the players must decide within a few seconds what to do. The gamesmaster warns them in advance that they have to make a quick decision before he gives them a cue. The most common example of such a situation is when the character is asked a general knowledge question. The number of seconds within which a general knowledge

question must be answered is equal to the character's intelligence divided by 5 and rounded up to the nearest second.

## **INNOCENT PEOPLE WHO LIVE IN HOUSES**

Innocent people who live inside the houses that appear smaller from the outside than from the inside cannot be attacked. The character may however cast the command spell against them and walk away with them. You may not steal their possessions. You may not cast the Command spell at shopkeepers or classchangers.

## **DRAGGING BODIES**

A corpse or unconscious person can be dragged around the labyrinth by the character if his strength at least 75% of the starting inertia of the alive or previously alive body. He may call on one of his companions for assistance such that their combined strength of the two is high enough. You may not use more than two draggers. The number of spaces that a dragger can move per turn is divided by 3. Bodies can be used to hold open sliding doors but not sliding walls. As a laid down rule of this game, bodies are the only objects in this game to which no mass has been assigned that can be dragged around the labyrinth.

## **HINTS AND TIPS**

Spend most, but not all of your gold at the start of the game (~80%).

Once you have found a method of killing Milaso, it is not worthwhile going out of your way to try and find another one backup, even if it sounds risky.

Illusory walls are very rare and there are clues as to their presence. Your character could go around the whole labyrinth feeling every bit of wall it is not really worthwhile.

If your character faces a particularly fierce-looking enemy or group of enemies it might well be a good idea to go away search other areas to find out if there is an easier way of overcoming the enemy. There might or there might not be, but if there isn't the prize for defeating the enemy is likely to be big.

Have a look under beds and in cupboards and draws for objects.

Avoid attacking innocent people, especially experienced spellcasters who are likely to destroy you with little difficulty.

Remember to check enemies' pockets after they have been killed.

If there is a choice of two routes and one of them is clearly longer than the other, you are best advised to take the longer route.

If you ever find a dead body lying around for no obvious reason, it is a hint. It means 'You could end up like this if you're not careful!'

Most of the keys in this game lie quite close to the door (or chest or whatever) for which they are to be used, or are at least on the same map.

## **SOME MORE LAID DOWN REGULATIONS OF THE GAME**

Weapons and other objects that are not supposed to be thrown cannot be thrown except under very special circumstances.

Your character may not jump over any spaces if you think that there might a trap in front of him or something even though he may jump over gaps in the floor.

The character may not negotiate with other people or persuade them to do things for him except under very special circumstances. Somebody will only join the character in his quest if he actually offers to do so or if the 'Command' spell successfully cast.