

# Combat Heroes 2:

## Scarlet Sorcerer

**Scarlet Sorcerer** contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **Emerald Enchanter**, and a friend.

### *Solo adventure*

You need: **Scarlet Sorcerer** only

You are the **Scarlet Sorcerer**, star pupil of the mighty wizard Silvarion. You helped your master steal the evil Deathlord's most treasured possession—his Power Crystal. Unluckily, the theft was discovered almost immediately and your master murdered by Deathlord assassins. So where is the Power Crystal now? Can you unravel the cryptic clues left by your wizard master and reach the precious stone before the cruel Deathlord?

### *Dual adventure*

You need: **Scarlet Sorcerer**, **Emerald Enchanter**, and a friend!

High above the grasslands and plains of Thorasia, you desperately battle against your arch-rival—the **Emerald Enchanter**—for he too seeks the Power Crystal. Skilfully manoeuvring your magical skyship, you strive to shoot him down. But the **Emerald Enchanter** is a wily assailant and you'll need every ounce of your strength to defeat him.

**Joe Dever** is the creator of the bestselling *Lone Wolf* adventure books and novels. He is also the writer and designer of the *Combat Heroes* books, published in 1986.

**Peter Parr** is the illustrator of the *Combat Heroes* gamebooks. He is now a lecturer at the Arts Institute at Bournemouth, UK.

---

### Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**Philip Barbier** – for invaluable assistance in contacting illustrator Peter Parr.

**Jonathan Blake** – editing.

**Simon Osborne** – Scanning and editing of images, OCR, coordinator of the *Combat Heroes* books for Project Aon.

---

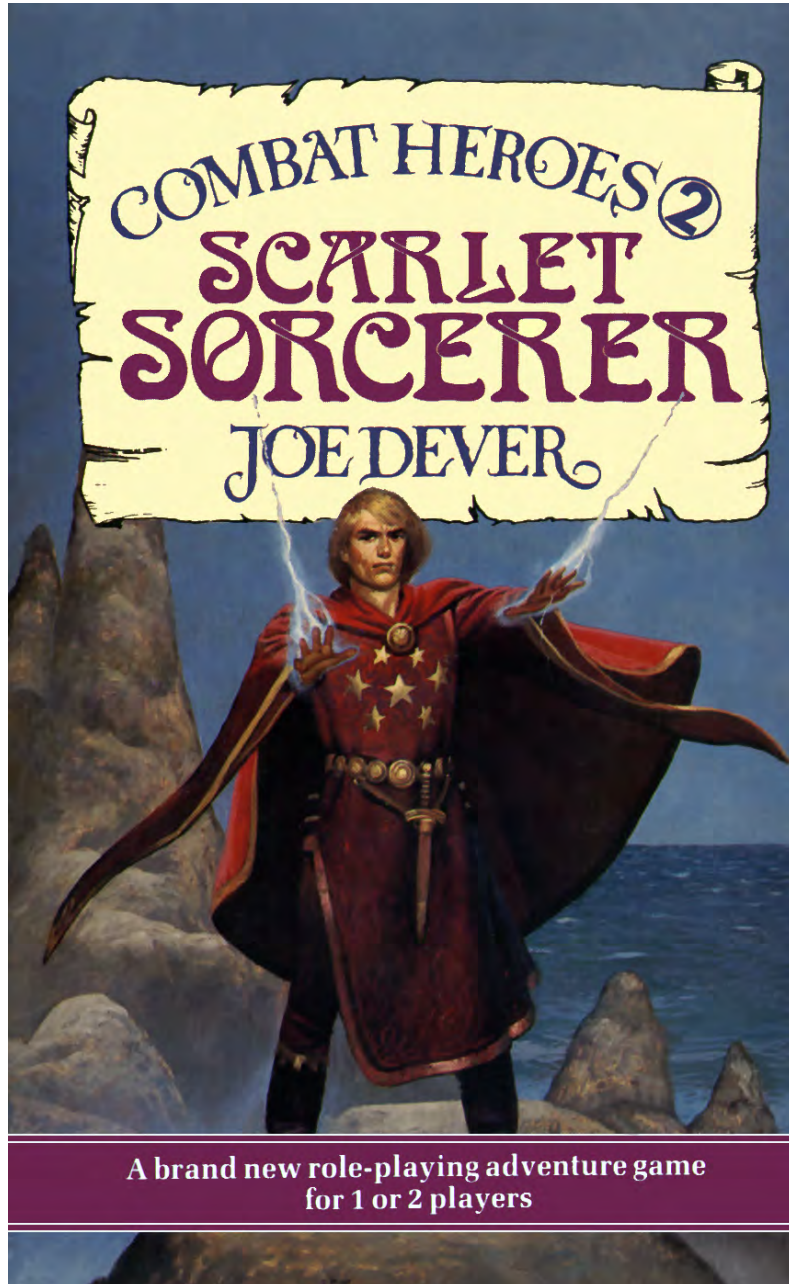
Internet Edition published by **Project Aon**. This edition is intended to reflect the complete text of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation, and grammar have been noted in the **Errata** section.

Publication Date: 18 July 2006

Text copyright © 1986 Joe Dever

Illustrations copyright © 1986 Peter Parr

Distribution of this Internet Edition is restricted under the terms of the **Project Aon License**.



COMBAT HEROES 2  
**SCARLET  
SORCERER**

A brand new adventure game  
for 1 or 2 players

**Joe Dever**

*Illustrated by Peter Parr*

To Sven and Nicky

# COMBAT HEROES 2 SCARLET SORCERER

## SOLO SHEET

STARTING PAGE	226
---------------	-----

### SPECIAL ITEMS

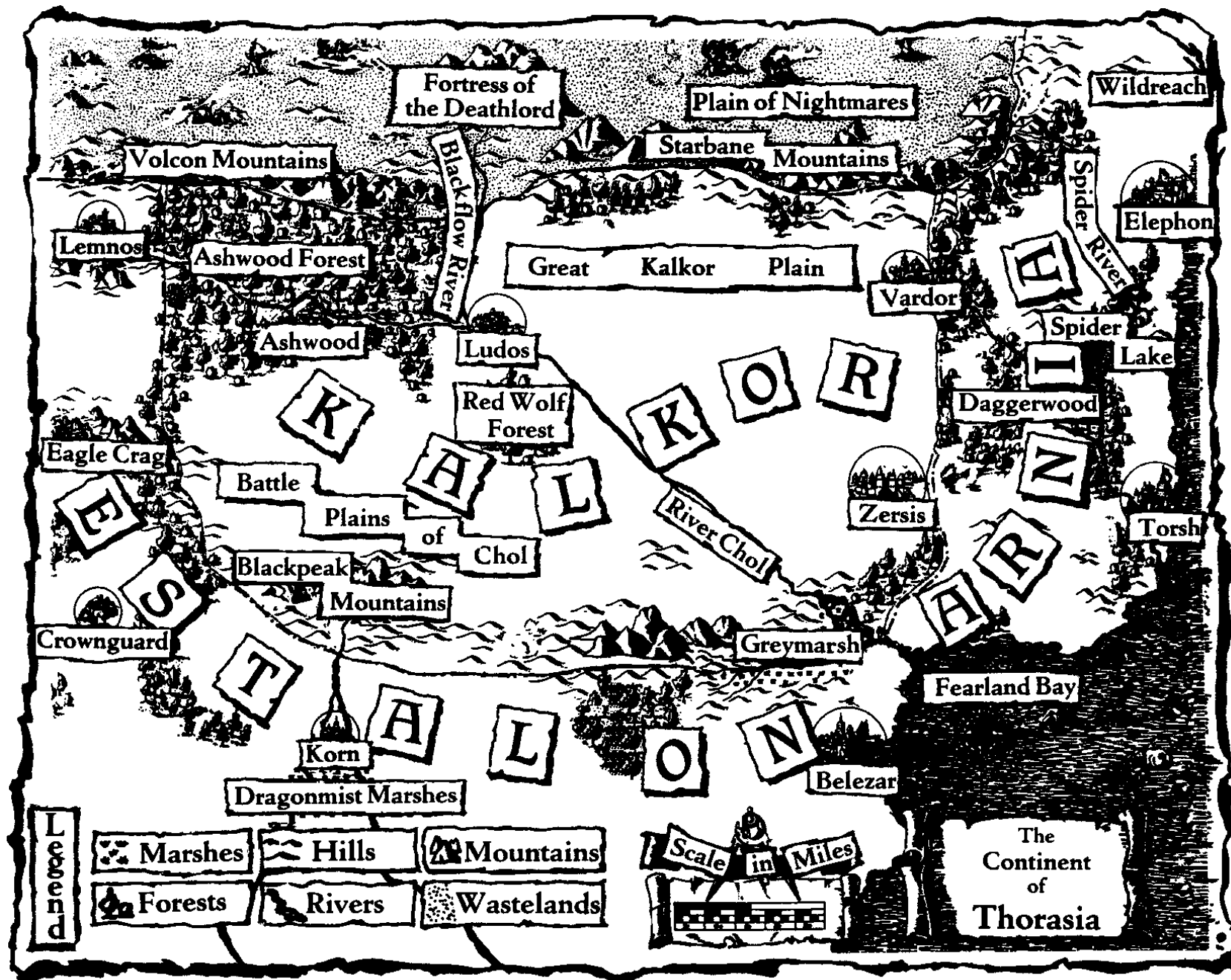
1.	5.
2.	6.
3.	7.
4.	8.

### DAYS ELAPSED

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40

### ENDURANCE

30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1



---

## INTRODUCTION

---

Welcome to COMBAT HEROES, an exciting new development in fantasy gamebook design. Each book in this series can be played either as a solo adventure, or, when combined with its companion book, an action-packed aerial adventure for two players.

COMBAT HEROES is easy to learn and exciting to play. It does not require dice, playing board, or pieces. All you need is yourself, a pencil and, if you wish, a friend!

The rules that follow explain how to play both the solo and the two-player games.

---

## SILVARION AND THE DEATHLORD

---

You are the Scarlet Sorcerer of Estalon, star pupil of the most distinguished mage of Thorasia. For thousands of years, this vast continent was shaped by the valiant deeds of warrior-kings and sorcerers, but few could claim to equal the achievements of your wise mentor—Silvarion the Great. It was he who discovered the Thorasian Crystals of Power and unlocked their secret energies to create wondrous flying ships. His magic all but put an end to famine and disease, and his skills of diplomacy brought peace to the warring kingdoms of Estalon and Arnia. He devoted his lifetime to sorcery, and, in the winter of his years, he retired to the city of Ludos, where he taught white magic at the Guildhall Arcania.

To be accepted into the Guildhall was a rare and great privilege afforded to only a few young magicians. Rivalry there was intense, but never was it more so than between yourself and two other ambitious students of magic—the Emerald Enchanter of Arnia and a young mage called Ralagon of Kalkor. Ralagon was Silvarion's favourite pupil. He possessed a great intellect and an insatiable thirst for knowledge that some said reminded Silvarion of his youth when he, too, strove to understand the mysteries of the arcane. The master magician entrusted Ralagon with the knowledge of his greatest spells and enchantments, which could be used to release the energy of Thorasian Power

Crystals. He hoped his young prodigy would follow in his footsteps and use his newfound wisdom for the good of mankind, but it was not to be. Ralagon was tempted by the servants of darkness to abuse his power. They urged him to become their master and lead them in the destruction of Silvarion and his kingdom and rule over all Thorasia. To achieve this evil purpose, Ralagon set about the creation of a Power Crystal that would increase the power of his magic and make him irresistible to all creatures, living and dead. He created the Power Crystal, but in doing so he forfeited his life and became one of the most powerful of the magical undead—a Deathlord.

Overcome by grief and anger at Ralagon's betrayal, Silvarion pledged to destroy his former prize student to safeguard the future of Thorasia. He masterminded a plan to steal the Deathlord's Power Crystal, which Ralagon kept secure in his fortress in the Plain of Nightmares. If deprived of its energy, the Deathlord would gradually fade from the world of the living and vanish forever into oblivion. To execute his daring plan, Silvarion enlisted the help of his two best students—yourself and the Emerald enchanter. Despite the intense rivalry between you, bordering on hatred, you agree to cooperate with one another and to help your master gain access to the Fortress of the Deathlord in order to steal the Power Crystal.

The plan succeeded but the theft was discovered almost immediately, and in the chaos that ensued, you were parted from your mentor and your rival as you escaped from the Plain of Nightmares.

---

## SOLO GAME RULES

---

### *Background*

Having narrowly escaped capture in the Fortress of the Deathlord, you steer your skyship home to Estalon and the sanctuary of Crownguard, the city of your birth. The news of your daring raid spreads like wildfire and your kinsmen greet you like a conquering hero. But their praise does little to abate your fear that your mentor, the great wizard, Silvarion, will not evade the servants of the Deathlord with the same ease. You know that the creatures of shadow will not rest until the Power Crystal is found and returned to their evil master.

Two weeks elapse and news from the north grows ever more grim and disquieting. The Deathlord has mustered huge armies of goblins and launched an invasion on the lands that border his desolate realm. All talk is of war and of the desperate search for the Power Crystal by Ralagon's minions. Then, quite unexpectedly, you are visited by a messenger: a Kalkorian eagle arrives at your lodgings with a parchment bound to its claw. Your heart pounds when you read the tiny scroll, for it is written in Silvarion's hand:

*Burn the last to get the first,  
Fly north and you will find,  
A noble knight in stronghold dark  
Is pledged to help our kind.  
His gift will grant you access  
To a temple of the blest.  
Be sure that you act swiftly  
Lest time defeat your quest.*

At once you realize that Silvarion must be dead. This message contains clues to the hiding place of the Power Crystal and he has entrusted you with the task of finding it. In honour of his memory, and for the glory of defeating the Deathlord, you pledge yourself to the quest.

### *Objective*

The objective of the solo game is to discover the Deathlord's Power Crystal that Silvarion hid somewhere on the continent of Thorasia.

You have forty days in which to find the Power Crystal. If, after forty days have elapsed, you still have not found it, then it will be assumed that it has been discovered by servants of the Deathlord, or by your rival—the Emerald Enchanter. In this event you automatically lose the game.

### *Solo Sheet*

Using the **Solo Sheet** at the front of this book, record your progress as you search for the hidden Power Crystal.

#### **Special Items**

During your quest you will discover some Special Items. You will need to use some of them to gain access to certain areas, or to persuade people to part with information to help you in your quest. Whenever you discover a Special Item, record it in the Special Item section of your **Solo Sheet**.

#### **Days Elapsed**

Keep a record of the time by ticking off days from the Days Elapsed section of your **Solo Sheet**.

#### **ENDURANCE**

Your strength and fortitude is measured by your **ENDURANCE** score. You begin your quest with 30 **ENDURANCE** points and any losses or gains are recorded here. If your **ENDURANCE** falls to zero, then you are dead and the game is over.

#### **Starting Page**

You begin your solo adventure on **page 226**.

### *How to Play*

At the front of the book is a map of Thorasia, showing all the major cities and geographical features of the continent. In order to find the Power Crystal, you will need to gather information and clues by visiting different places shown on the map.

You begin the solo game on **page 226**:



This page-view shows an area of the continental map in detail. Below the page-view is an eight-pointed star, and at each of its points there is a circle, some of which contain a number. In order to move, simply decide on the direction you wish to travel and then turn to the page indicated. If no number is indicated, then movement in that direction is *not* possible.

Your movement across the continent of Thorasia is by air in a skyship. It takes one day to move to a new page-view and you must record this on the Days Elapsed section of your **Solo Sheet**.

For the purpose of the game, it is assumed that you have sufficient provisions aboard your skyship to sustain you for forty days.

Where you are told to lose 1/2/3 days in a **Special Information Entry**, this is in addition to the day lost in moving from one page-view to another.

Cities, temples, villages, and other possible clue locations may feature on a page-view. These clue locations are numbered and prefixed with the letter 'X'. If you choose to investigate a clue location, turn to the **Special Information Entries** at the back of the book and refer to the appropriate 'X' number. It will contain information about the location you are investigating.

In order to preserve the elements of surprise and suspense, it is essential that you read only the entries that you are instructed to read, and no others.



## *Hints on Play*

This is a difficult quest and it may take you several attempts to discover the location of the Power Crystal.

Make notes as you travel from one page-view to the next, and especially when investigating clue locations. Use the map of Thorasia to guide you when deciding on which direction to travel—it could save you valuable quest time.

Many regions of Thorasia are hostile and you should exercise caution when investigating certain clue locations, especially in Arnia and Northern Kalkor. Some clues may be nothing but red herrings, some may be events that occur en route, and others may turn out to be deliberate attempts to send you to your doom, so be on your guard at all times.

Good Luck!

---

## THE TWO-PLAYER GAME

---

In order for two players to play COMBAT HEROES, they must each possess compatible books in the series (known as ‘companion books’). Each companion book contains views seen by the character whose name appears on the cover. The companion book to the one you are now reading is entitled: THE EMERALD ENCHANTER.

### *The Combat Log*

The **Combat Log** (see **page 173**) records the progress of your character as you play each game. If at any time your skyship is destroyed, you must begin afresh with a new character. Photocopy the **Combat Log** several times, so you can start a new character with a new log.

#### COMBAT SKILL

This represents a player’s skill as a skyship pilot. All players begin with a basic score of 16.

#### ENDURANCE

This represents a player’s physical strength and stamina. All players begin with a basic score of 30.

#### **Damage Record** – Own Skyship

All damage that your craft sustains during a game should be

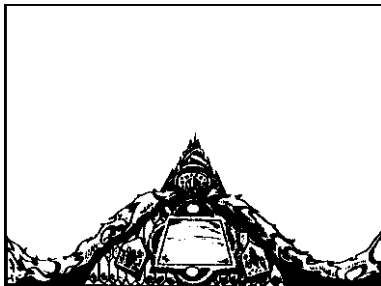
recorded here by ticking off damage boxes on the appropriate areas of the craft.

### Damage Record – Enemy Skyship

All damage that you inflict on your opponent's craft should be noted here by ticking off damage boxes in the appropriate areas of the craft.

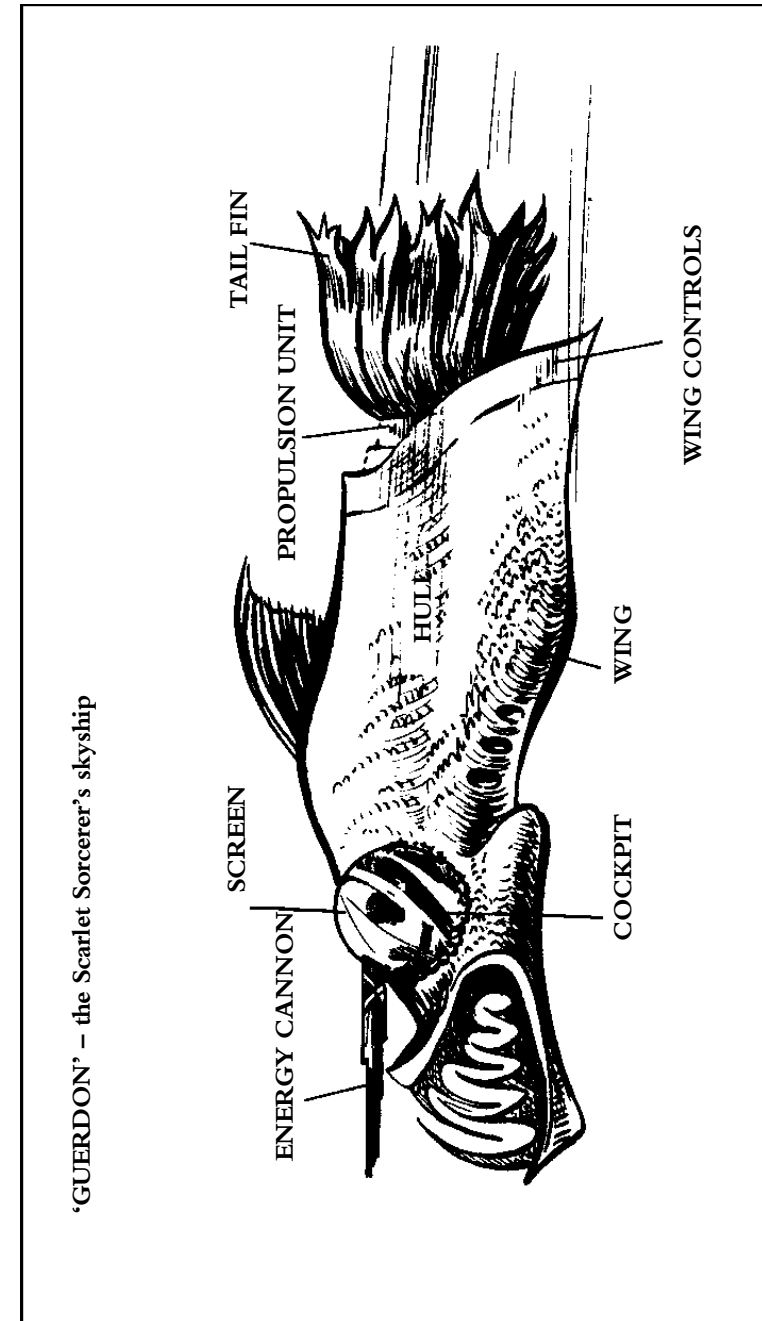
### Picture-Views

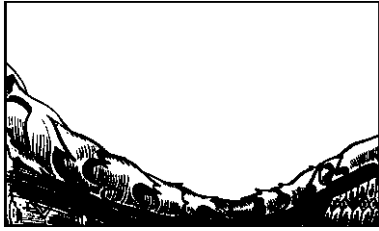
This gamebook uses a picture-view system that enables each player to see where they are in relation to their opponent at every stage of the game. Each picture-view represents what you see from the command seat of your own skyship as you strive to outmanoeuvre your enemy and shoot him down. There are eight possible views:



#### Forward

You are looking straight ahead. Before you is the instrument panel of your skyship and, mounted directly above it, the Energy Cannon.





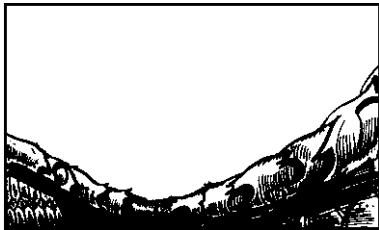
**Forward left**

You are looking ahead and to the left. You can see part of your skyship's left-hand fuselage.



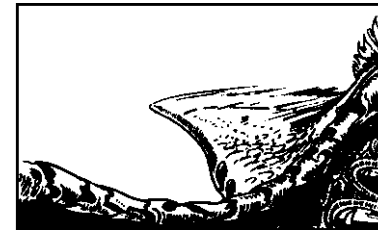
**Right**

You are looking to the right, directly along the right wing of your skyship.



**Forward right**

You are looking ahead and to the right. You can see part of your skyship's right-hand fuselage.



**Rear right**

You are looking over your right shoulder at the rear part of your skyship's right wing and fuselage.



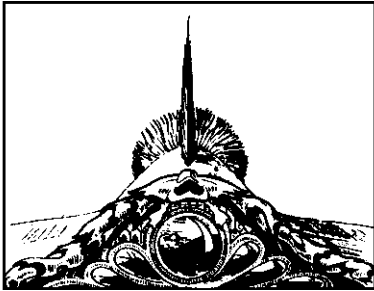
**Left**

You are looking to the left, directly along the left wing of your skyship.



**Rear Left**

You are looking over your left shoulder at the rear part of your skyship's left wing and fuselage.



## Rear

You are looking directly behind you at the rear of your skyship.

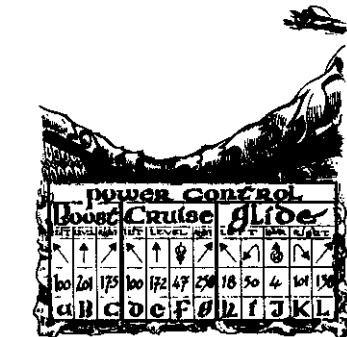
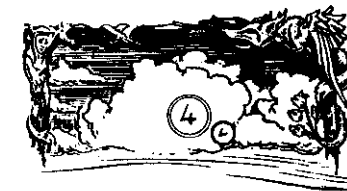
On the majority of pages your enemy's skyship will be positioned somewhere in the picture-view. The size of the craft, and the letter which appears next to the page number, indicates the proximity of your enemy.

If, during the course of the game, either player moves to a position beyond long range then both skyships will be 'out of sight' of each other, and will be directed to one of three 'out of sight' picture-views, which occur on **pages 50, 100, and 200.**



ENEMY  
AT CLOSE  
RANGE

ENEMY  
AT MEDIUM  
RANGE



ENEMY  
AT LONG  
RANGE

Your enemy's skyship will appear to you in one of eight positions. These are called 'attitudes' and they refer to the way the craft is pointing.



FRONT REAR



LEFT FRONT



RIGHT FRONT



LEFT REAR RIGHT REAR



LEFT RIGHT



## Forward Movement

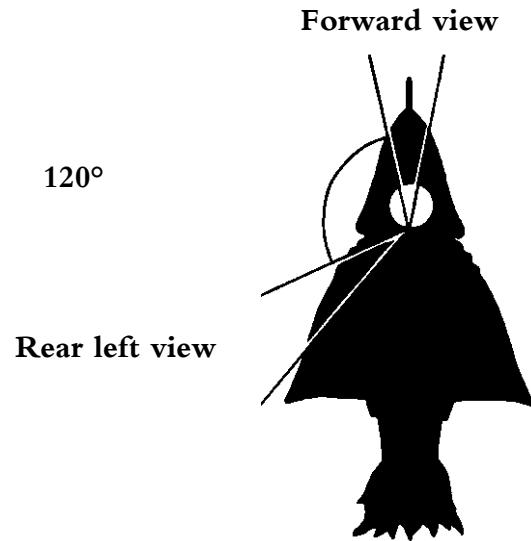
Below each picture-view there are twelve movement arrows, which indicate the aerobatic manoeuvres that can be performed by your skyship. In order to choose a suitable manoeuvre, first work out the direction of forward movement, as follows:

1. Look at the picture-view.
2. Consider where forward view is in relation to the picture-view.
3. Choose a manoeuvre.



## Example

The picture-view is a rear left view in which you can see part of the rear left-hand side of your skyship. You are looking over your left shoulder and the forward view is approximately 120° to your right.






It is very important that you remain aware of the direction of forward movement, as your skyship will move in relation to this direction when you choose an aerobatic manoeuvre.

### *Aerobatic Manoeuvres*





There are twelve aerobatic manoeuvres that you can choose from, each represented by a movement arrow beneath the picture-view. They are divided into three categories:

BOOST (fast speed); CRUISE (medium speed); GLIDE (slow speed):






#### **Boost (fast)**

-  High speed left turn
-  High speed straight ahead
-  High speed right turn

#### **Cruise (medium)**

-  Medium speed left turn
-  Medium speed straight ahead
-  Half-loop: turns the craft to face the opposite direction
-  Medium speed right turn

#### **Glide (slow)**

-  Slow left turn
-  Bank over left
-  Hover; no forward movement
-  Bank over right
-  Slow right turn

Before reading the next section, flick through the book in order to familiarize yourself with the different types of

picture-views. This will help you to understand and master the mechanics of playing the game.

### *Order of Play*

Each game is played in game rounds. Within each game round a number of actions take place. Each action must be completed in the correct order.

Open your book at **page 1**. This is the starting page for both players. You will see a picture-view showing part of the interior of your craft and your opponent's skyship in the distance. Your enemy is at long range and at a right front attitude.

### **Actions**

1. Choose one of the twelve aerobatic manoeuvres shown beneath the picture-view. Remember that each arrow points in the direction of forward movement.
2. Make a note of the number that appears directly beneath your chosen arrow. This is called the MID-ACTION number.
3. Players fire their Energy Cannons where possible (see 'Firing'). If both players have an On Target picture-view, firing occurs simultaneously.
4. Players call out to their opponent the MID-ACTION number chosen in 2.
5. Each player turns to the MID-ACTION page called out by his opponent. *Important: Ignore the picture-view on all MID-ACTION pages.*
6. Each player locates the arrow he originally chose at 2. Beneath that arrow is a new number. This is the END-ACTION page number. (NB: The letters A to L that

appear below the page numbers are there to help you recognize your chosen manoeuvre.)

7. Each player turns to the END-ACTION page. The number of this page will be the same for both players.
8. The next game round begins at action 1 and continues until one player is shot down (see 'Firing') or escapes (see 'Escaping').

If a picture-view has a range marker that contains a question mark, your opponent's craft is either directly above or below your skyship. Continue to play as normal and he or she will usually reappear on your next move.

If a MID-ACTION OR END-ACTION page shows an 'out of sight' picture-view, follow the instructions shown on that page.

MID-ACTION page numbers will rarely be the same in both books. Remember to ignore the picture-view on a MID-ACTION page.

END-ACTION page numbers will always be identical for both players. Players should always check with each other to avoid making mistakes.

### *Firing*

Whenever a player begins action 3 of a game round, with his opponent in his front view and an 'On Target' indicator showing on the instrument panel of his skyship, he or she can fire his/her Energy Cannon in an attempt to damage the enemy's craft. A muzzle-flash appears on all 'On Target' views where a player can fire at, or be fired upon by,

his opponent. The procedure for firing is as follows:

1. On a count of three, both players call out a number between one and ten.
2. These numbers are added together to determine the FIRING NUMBER.
3. The player who is firing his cannon consults his **FIRING GRID** on **page 172**.
4. The firer finds the FIRING NUMBER on the left-hand side of the grid, and cross-references it with his current COMBAT SKILL score along the top of the grid.
5. The firer now consults the Shot Modifiers listed below the grid and makes the necessary adjustments as directed.
6. The resulting letter or numeral indicates the success or failure of the attack, and the amount of damage inflicted on the enemy.

## Damage

There are three areas of damage location. These are indicated on the damage records, which appear on the player's **Combat Log**. The areas are FRONT, REAR, and SIDE. Damage is recorded by ticking off damage boxes in the affected area or areas.

If a skyship is shot directly from behind, then all damage is taken off the REAR. If it is attacked head-on, then all damage is taken off the FRONT. If the attack is directed at a rear side, or front side attitude, then damage is divided equally between the SIDE and the FRONT OR REAR of the craft, depending on the type of side attitude. In the case of

having to divide an odd number of damage points, the SIDE of the craft always takes the larger quota of damage.

If any one of the three areas loses all of its damage boxes, the craft is destroyed.

For every damage box lost from the FRONT of his skyship, a player loses 3 ENDURANCE points.

For every damage box lost from the side of his craft, a player loses 1 ENDURANCE point.

If a player's ENDURANCE score falls to zero, he is dead and his skyship is automatically destroyed.

## Critical Hits

If during the course of firing a ★ is given on the **FIRING GRID**, then the firer has inflicted a Critical Hit on the target craft. To determine the exact nature of the Critical Hit, proceed as follows:

1. On a count of three, both players call out a number between one and five.
2. These numbers are added together to determine the CRITICAL HIT NUMBER.
3. The firer turns to his Critical Hit chart on pages **171** and **172** and chooses the FRONT, SIDE, or REAR list, as appropriate.
4. The effect of the Critical Hit is that which appears next to the CRITICAL HIT NUMBER.
5. The firer informs his opponent of the result of the Critical Hit.
6. The player that sustains the Critical Hit adjusts his **Combat Log**, or notes the effect of the Critical Hit.



If at any time a player's ENDURANCE score is reduced to zero, or if any area of his skyship loses all its damage boxes, both player and craft are destroyed and the game is over.

### *Escaping*

If a player has sustained considerable damage, either to his skyship or his ENDURANCE, he may try to escape from his opponent. A player may find this preferable to continuing a game in which his skyship's capacity for taking damage has been reduced to a dangerously low level, for it enables a character to survive and preserve any bonuses he may have gained in previous games.

To escape from combat, a player chooses manoeuvres that will take him away from his opponent. An escape attempt is considered successful if the MID-ACTION pages or END-ACTION pages for both players are 'out of sight' picture-views (**pages 50, 100, and 200**).

If one player elects to escape, and does so successfully, his opponent can claim a 'Victory of Honour'.

If both players elect to escape, the game ends in a draw.

### *Out of Sight*

Sometimes it is possible for players to manoeuvre beyond long range of each other. In such cases they are considered to be 'out of sight' of each other.

Players are out of sight of each other if the MID-ACTION pages or END-ACTION pages for both players are 'out of sight' picture-views (i.e. **pages 50, 100, or 200**). If only one player's MID-ACTION page shows out of sight, the other player's MID-ACTION page will give the correct END-ACTION page for both players.

When this occurs, players have the option of either restarting the game on **page 1** (in which case, all damage sustained so far remains in effect), or electing to escape (in which case, the game is declared a draw).

If one player elects to escape and the other chooses to restart, the restarting player can claim a 'Victory of Honour'.

NB: It is recommended that, in this situation, players should write down their decisions and then reveal them simultaneously.

### *Finishing the Game*

The game is over when one skyship is destroyed, or as soon as one player makes a successful escape. The surviving or remaining player is then declared the winner of the game.

COMBAT SKILL, ENDURANCE and damage boxes are all restored to their original status, and both players, if both have survived, receive the following bonuses or penalties:

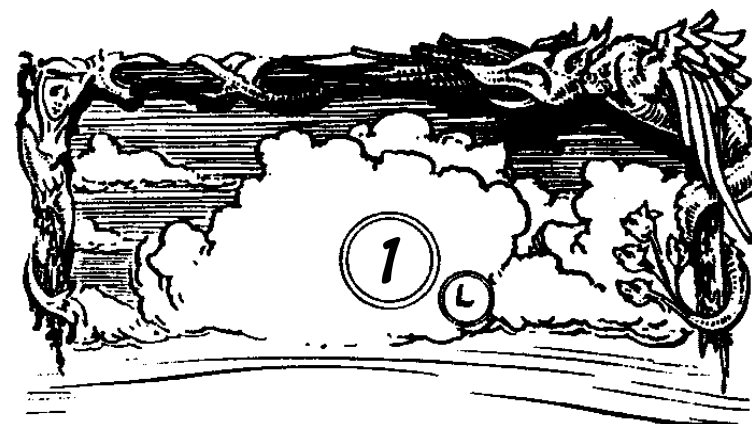
## *Combat Heroes 2: Scarlet Sorcerer*

	Bonus points gained or lost		<i>COMBAT SKILL of Player</i>	<i>Combat Status</i>
	COMBAT SKILL	ENDURANCE		
			0–5	Fledgling
Destroying an enemy skyship	+ 3	+ 2	6–10	Apprentice
Winning a Victory of Honour	+ 1	+ 1	11–15	Skybinder
Escaping from combat	– 1	0	16	Sorcerer/Enchanter
Over half your original ENDURANCE lost during the game	– 1	– 2	17–19	Windlock
			20–22	Wizard
Game declared a draw (both players escape from combat)	– 1	0	23–25	Crystal Mage
			26–28	Storm Mage
			29–32	Cloudmaster
			33–35	Storm-master
<i>Campaign Play</i>			36+	Zephyron

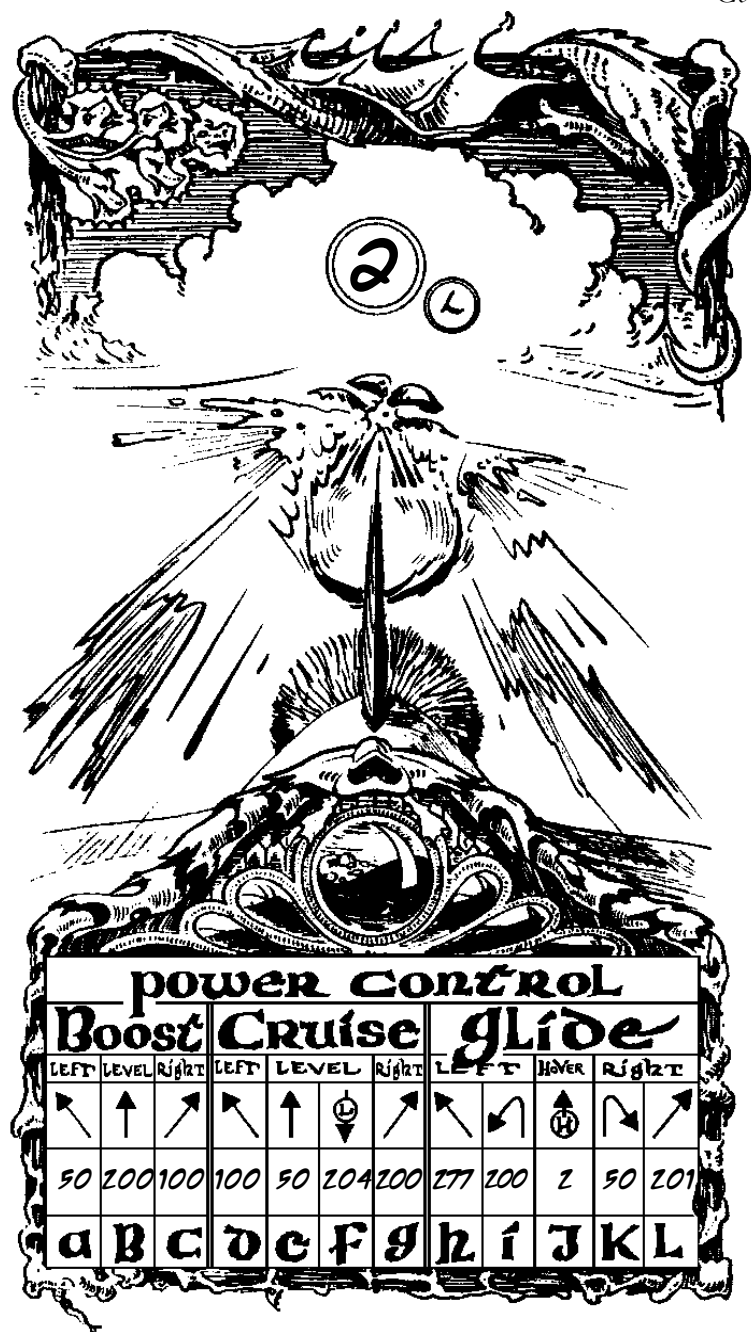
**COMBAT HEROES** is ideally suited to campaign play in which players fight several battles in order to increase the original **COMBAT SKILL** and **ENDURANCE** scores of their characters.

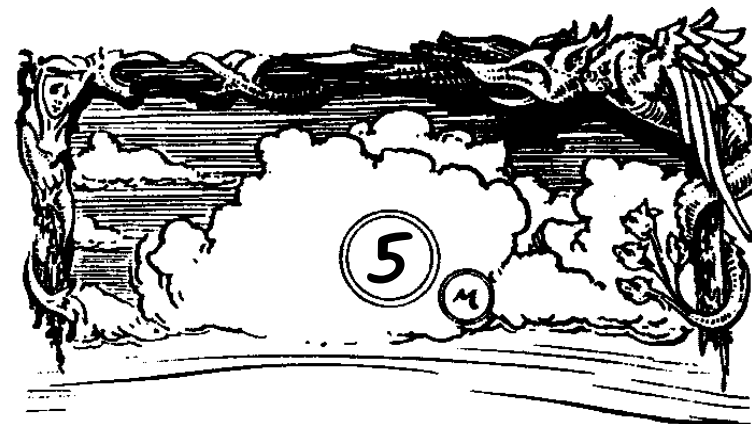
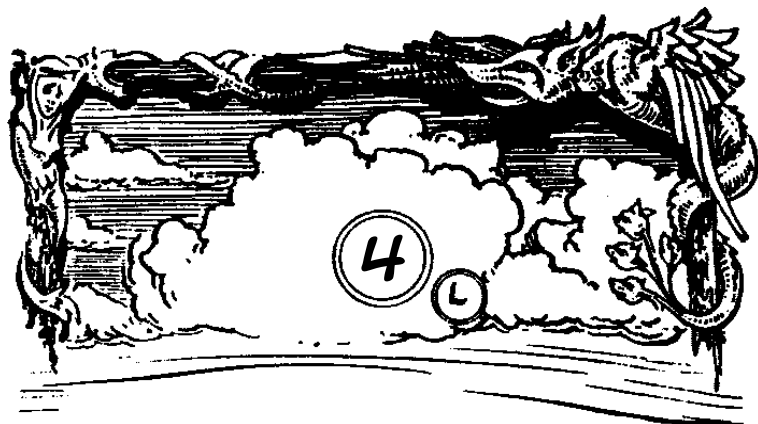
The following table is a guide to the status each character attains as, over the course of several successful games, he builds a fearsome reputation as a sky-fighter.

# COMBAT HEROES 2 SCARLET SORCERER



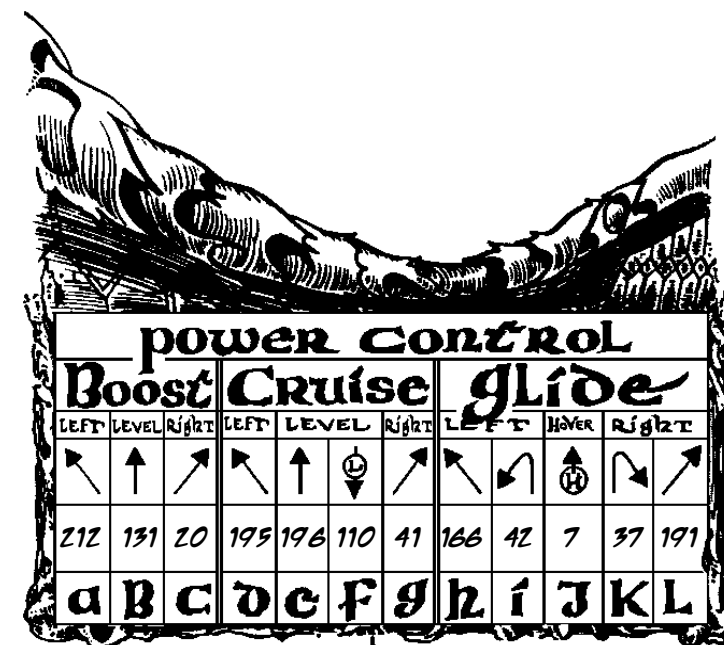
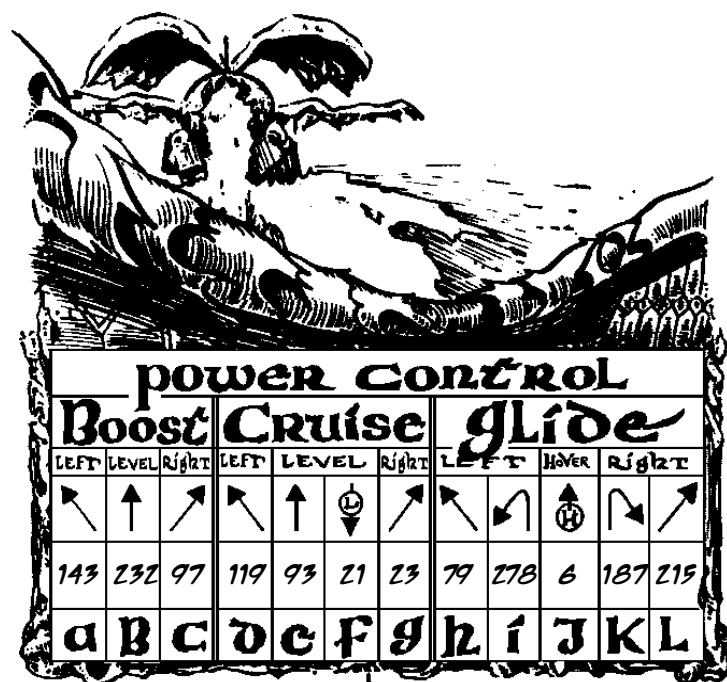
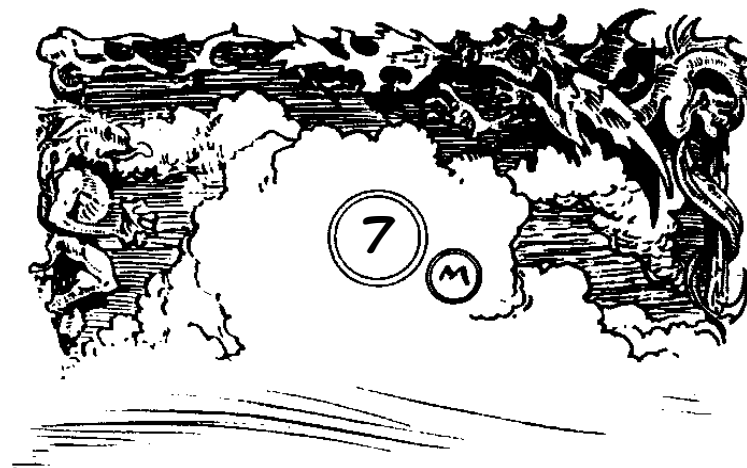
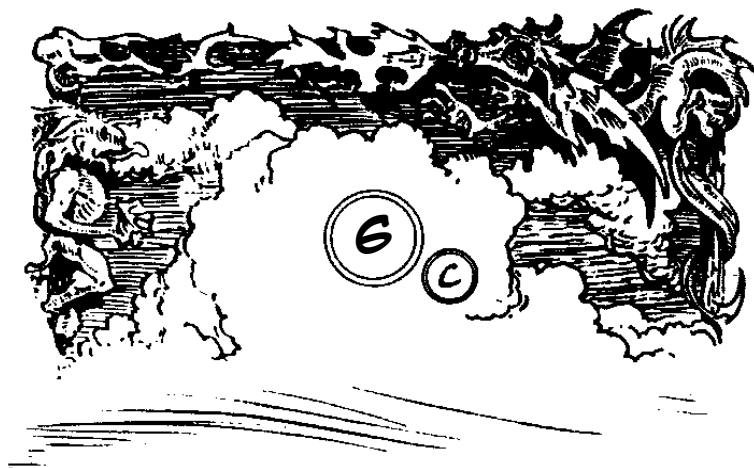
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↗	
100	246	147	100	265	111	103	272	200	1	114	251
a	B	C	d	e	F	g	h	i	J	K	L

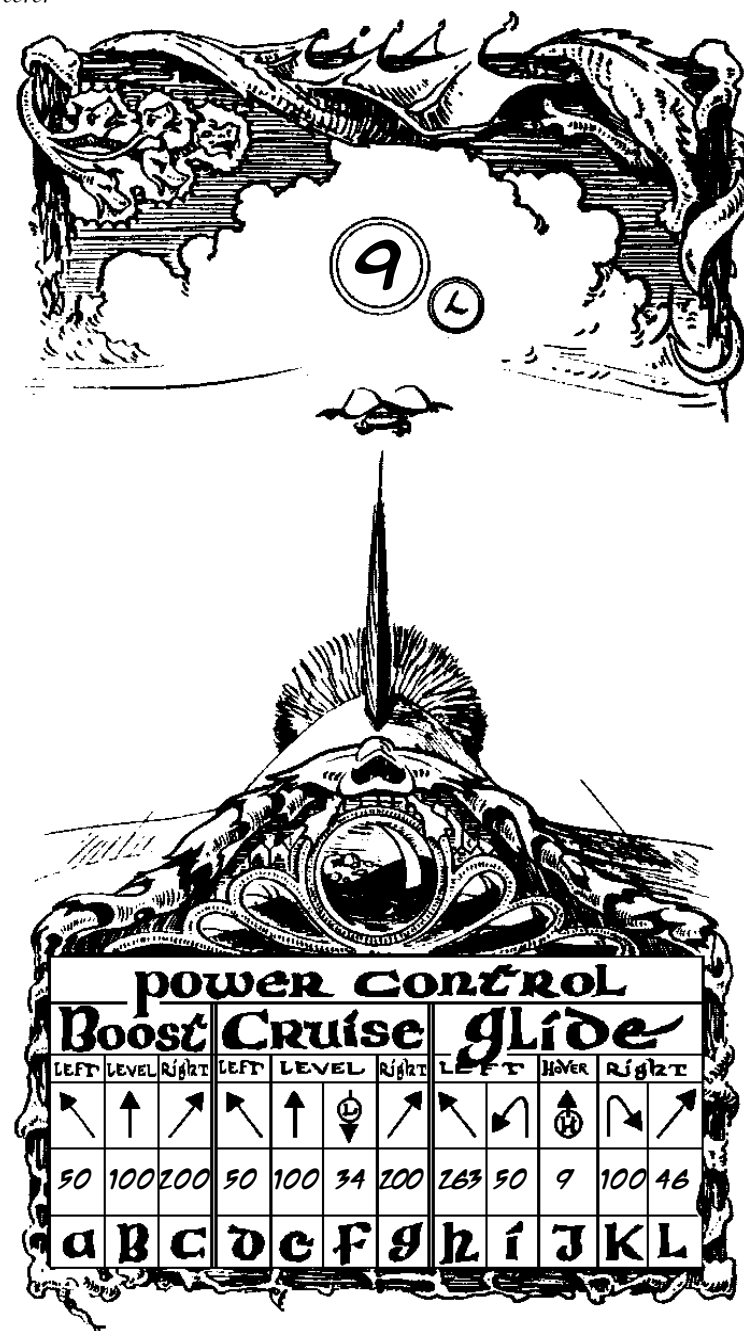


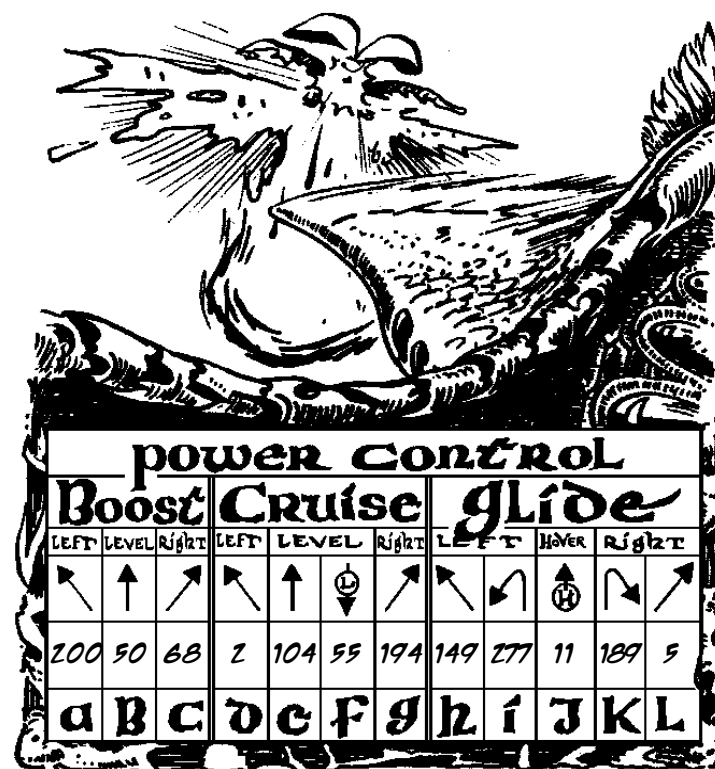
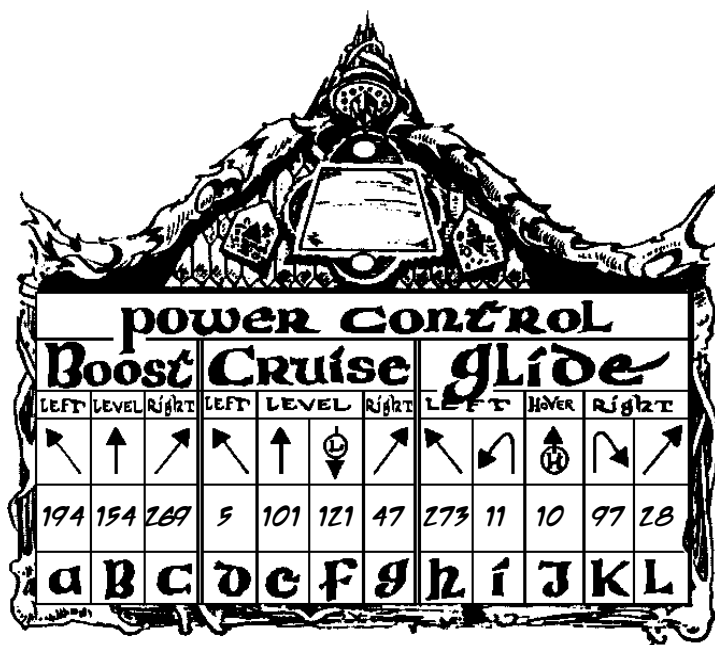
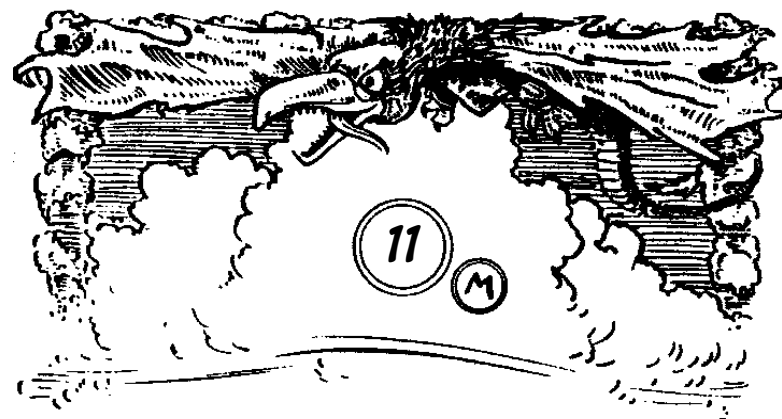
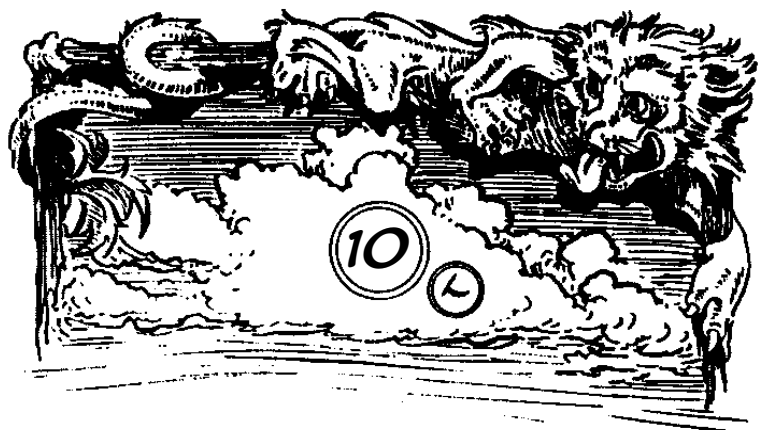


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	↖	⬆	↗
100	201	175	100	172	47	258	18	50	4	101	138
a	B	C	d	e	f	g	h	i	j	K	L

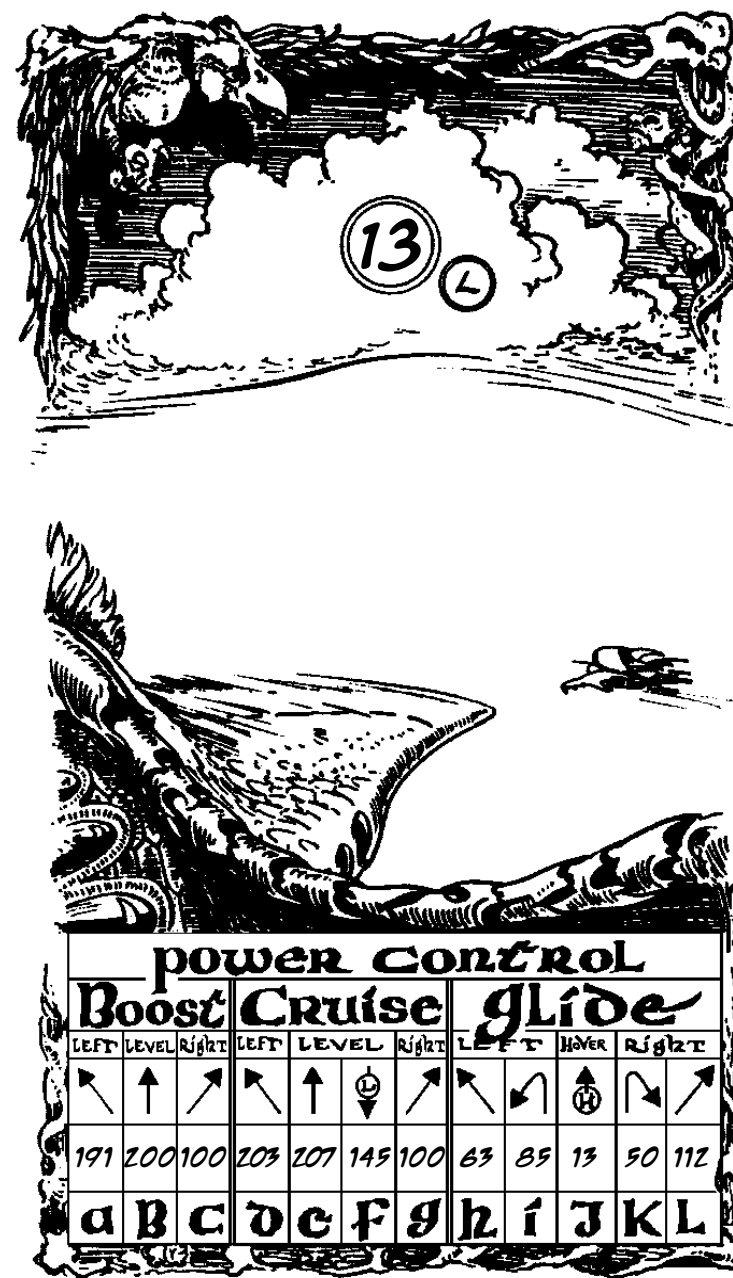
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	↖	⬆	↗
100	68	119	104	194	209	79	11	139	5	6	198
a	B	C	d	e	f	g	h	i	j	K	L



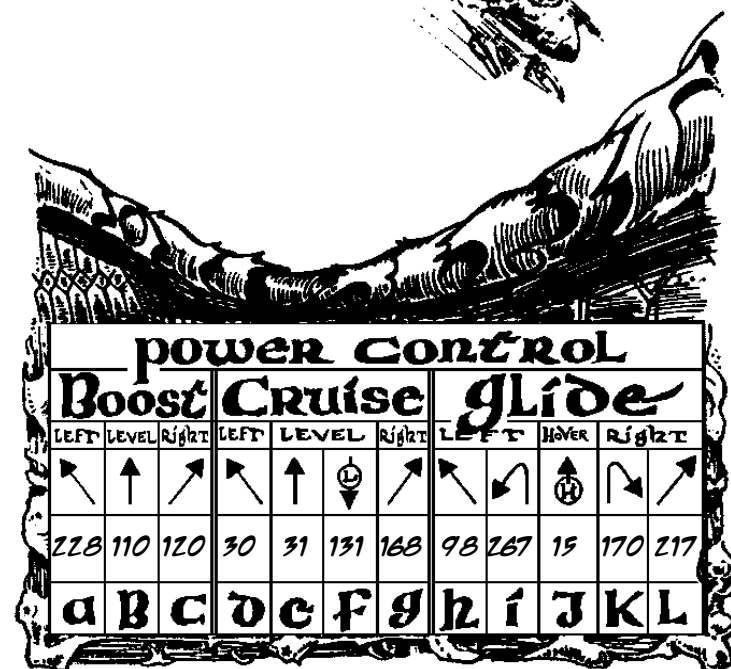
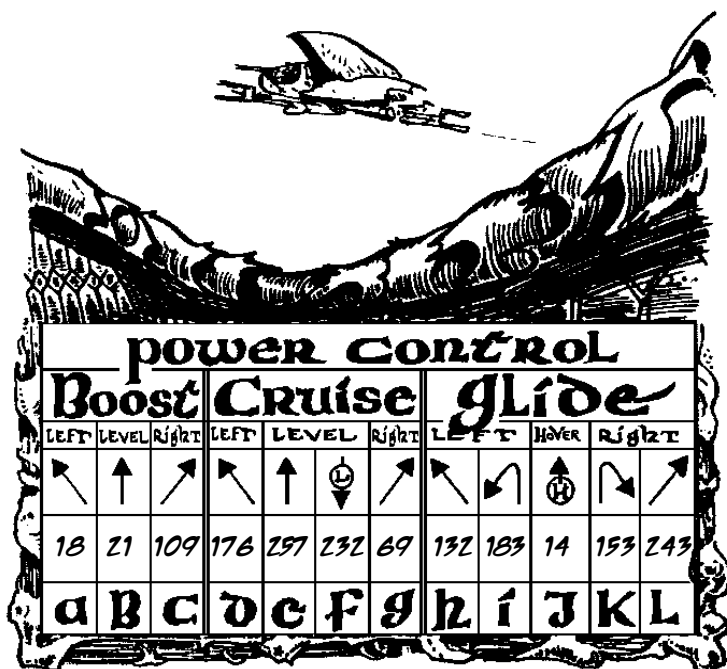
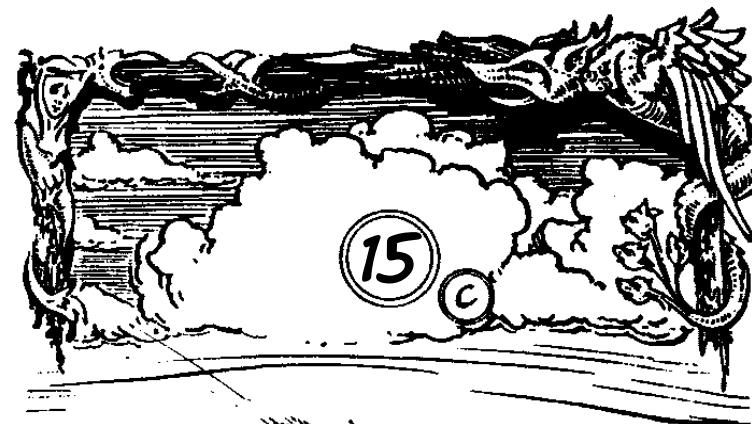
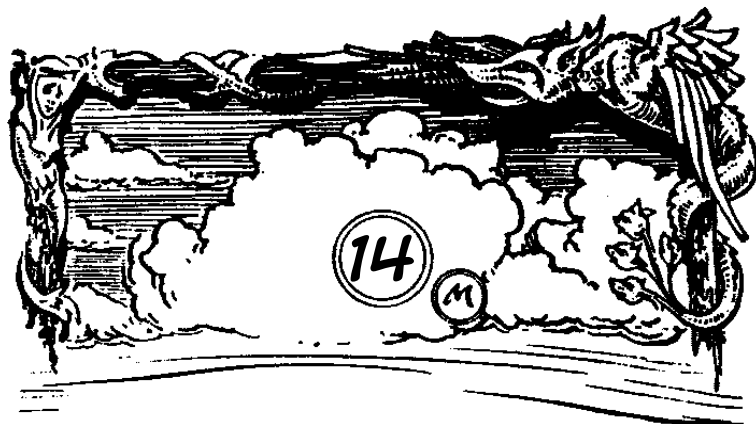


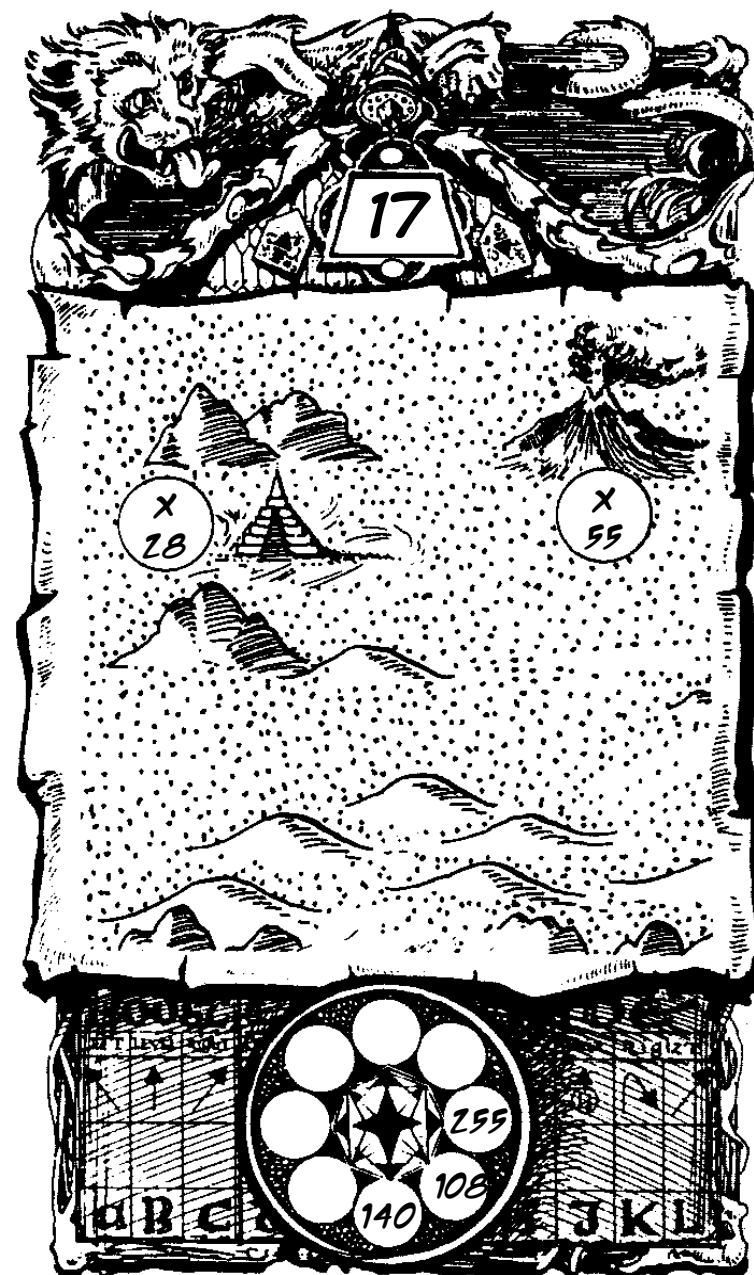
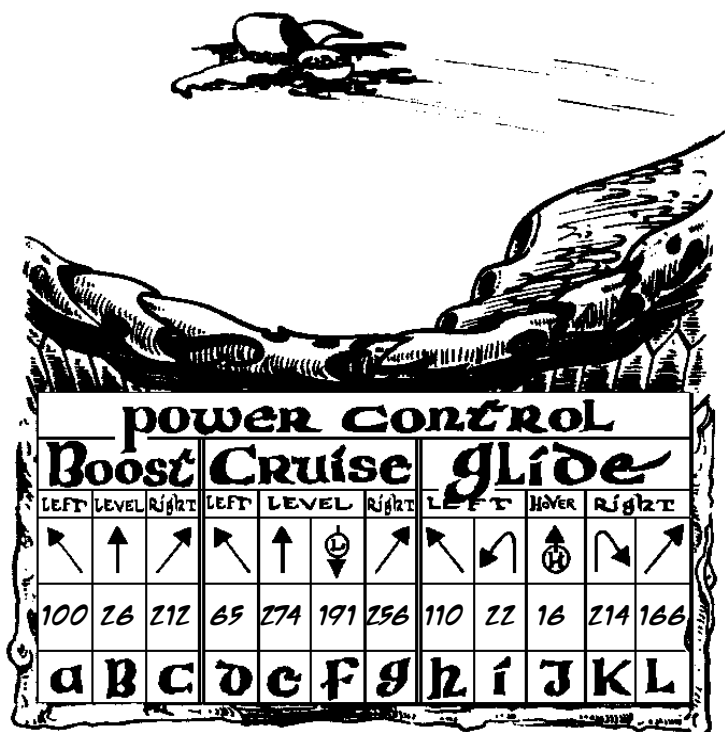
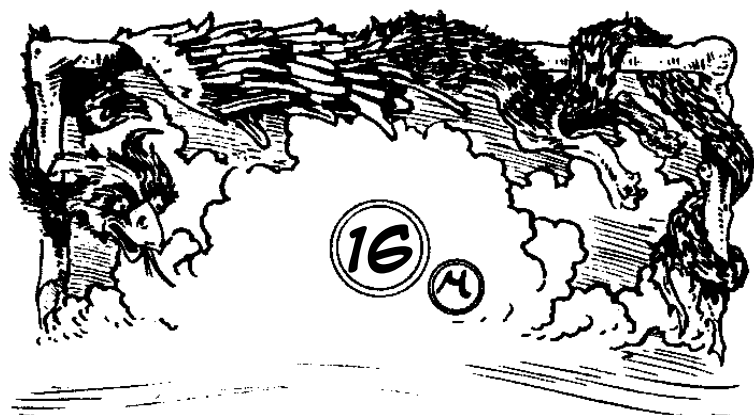


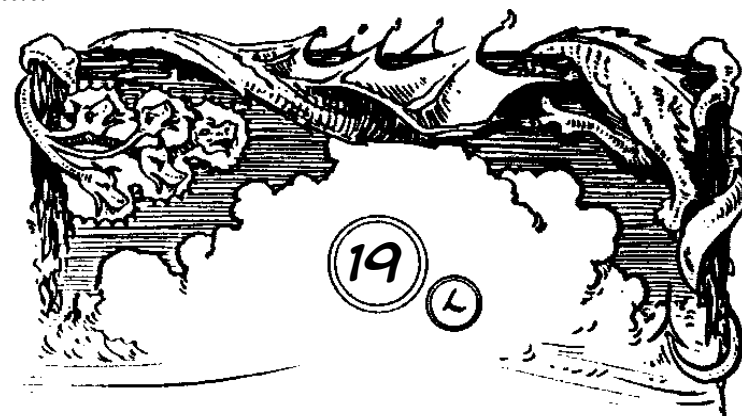
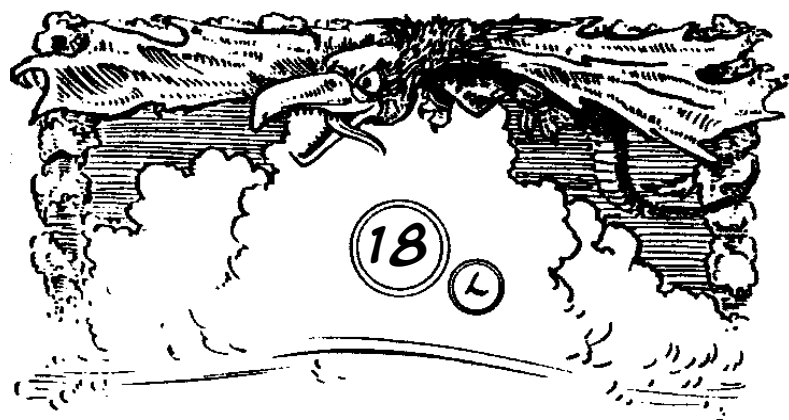




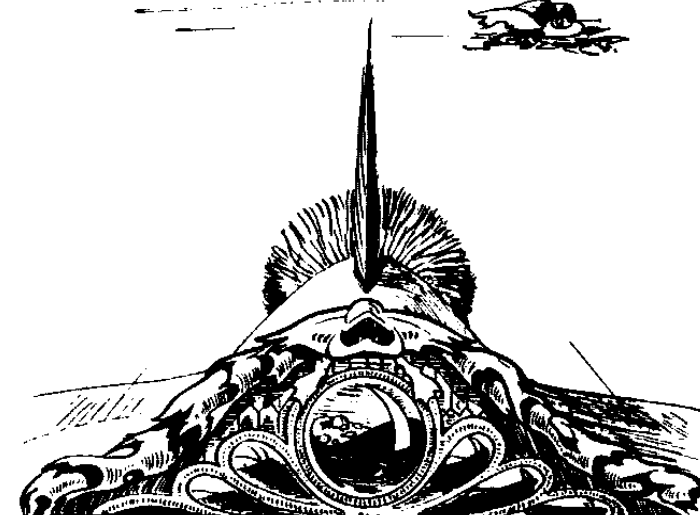
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HAVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↗	⬆	↗
191	200	100		203	207	145	100	63	85	13	112
a	B	C		d	e	f	g	h	i	j	K L



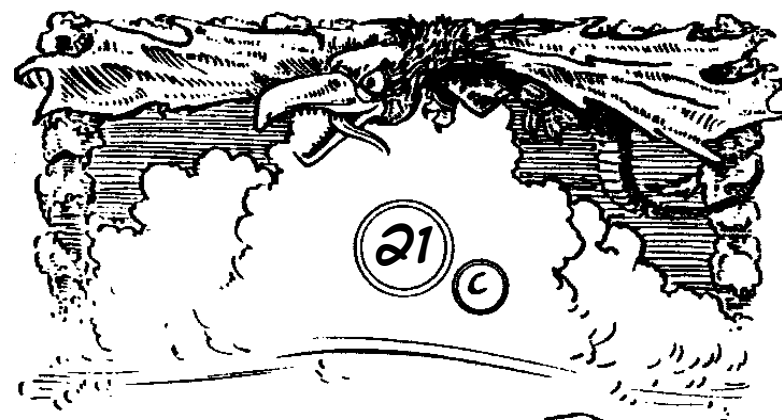
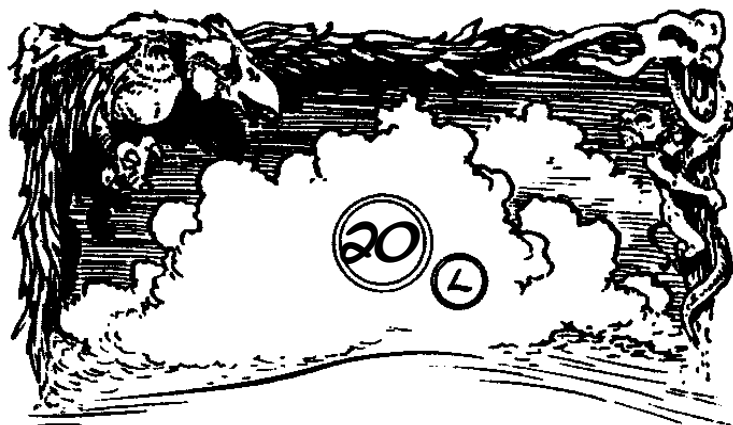




power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↗	
50	100	201	50	100	229	172	97	50	18	273	4
a	B	C	d	e	f	g	h	i	j	K	L

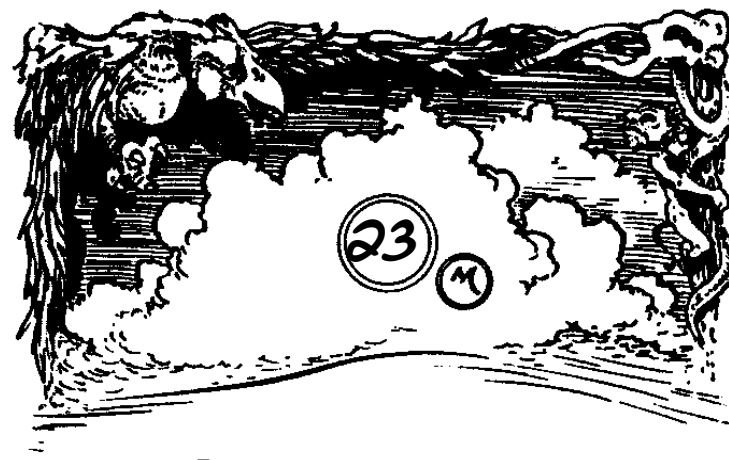
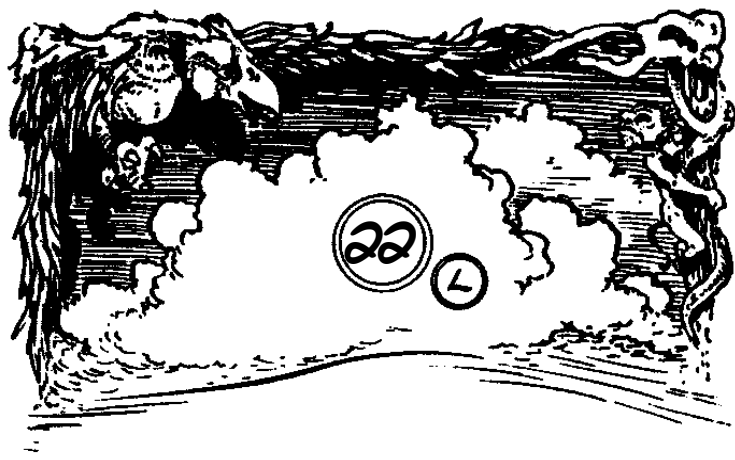



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
200	100	50	111	100	49	50	90	185	19	100	252
a	B	C	d	e	f	g	h	i	j	K	L




power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
136	100	50		84	50	179	100	240	32	20	228
a	B	C		d	e	f	g	h	i	j	KL

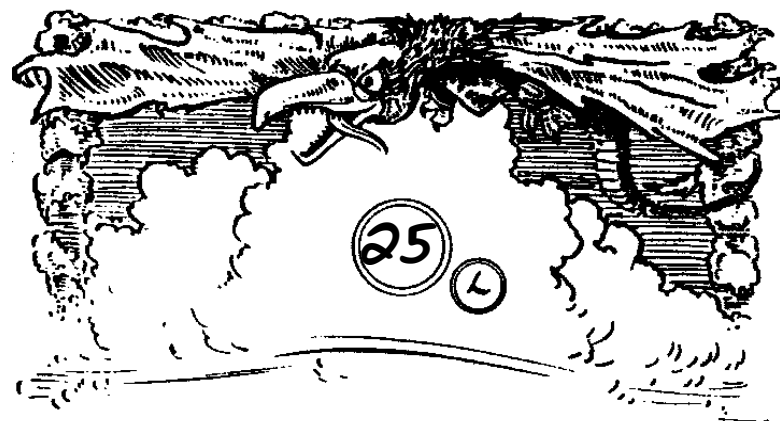
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
2	106	128		149	142	6	76	89	209	21	206 175
a	B	C		d	e	f	g	h	i	j	KL

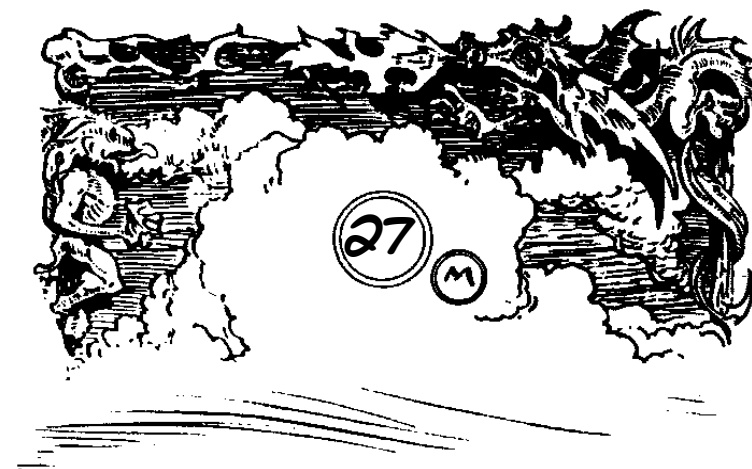
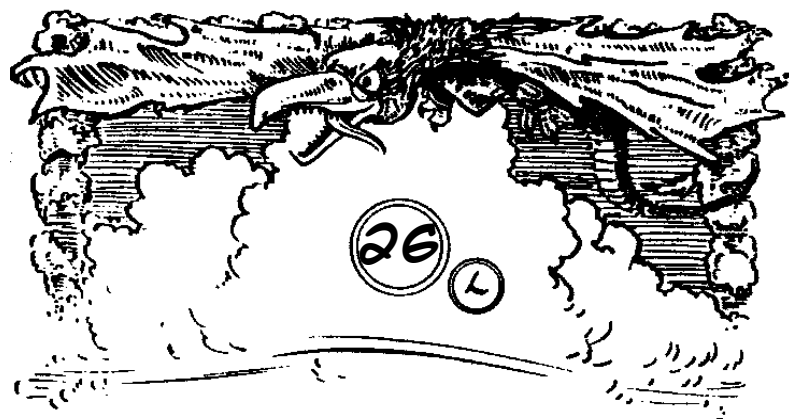



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	Hover	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
263	100	200	144	100	155	200	227	211	22	50	65
a	B	C	d	e	f	g	h	i	j	K	L



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	Hover	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
137	50	100	237	97	258	121	259	151	23	172	187
a	B	C	d	e	f	g	h	i	j	K	L



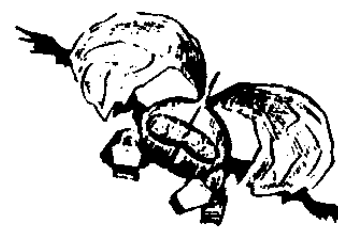
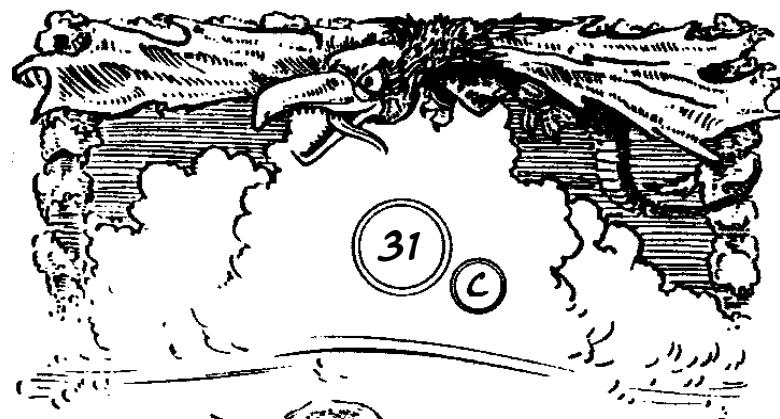
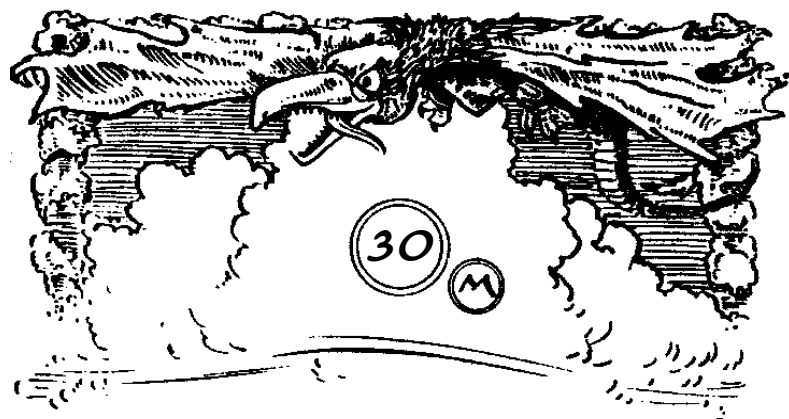


power control											
Boost			Cruise			glide					
LEFT	LEVEL	Right	LEFT	LEVEL	Right	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↗	↗	
50	100	254	50	100	63 167	112	50	26	99	145	
a	B	C	d	e	f g	h	i	j	K	L	

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↗	↗	↗
42	62	225	234	73	30	125	160	31	27	193	253
a	B	C	d	e	f	g	h	i	j	K	L

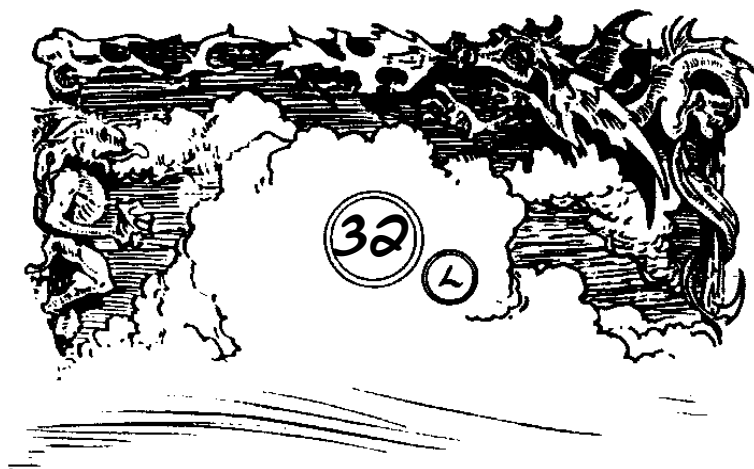






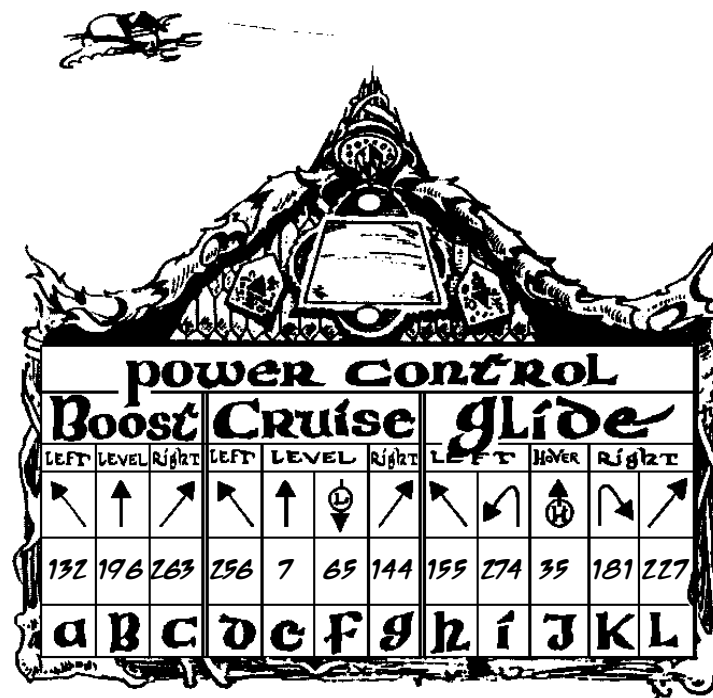
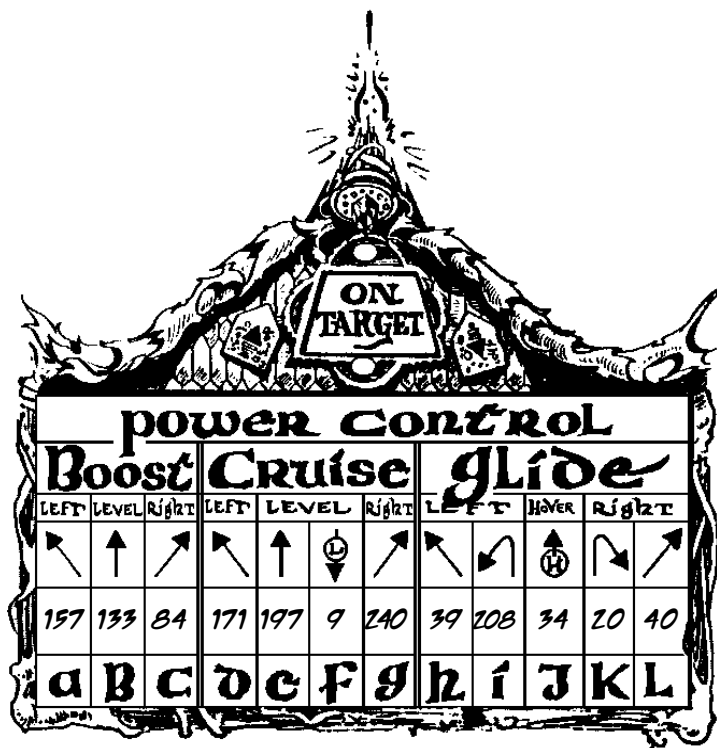
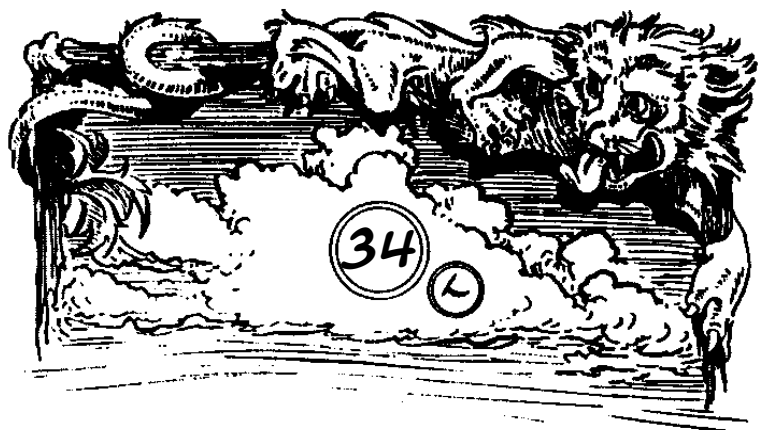
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↙	⬆	↗
50	200	208		82	228	27	250	267	84	30	177 162
a	B	C		d	e	f	g	h	i	j	K L

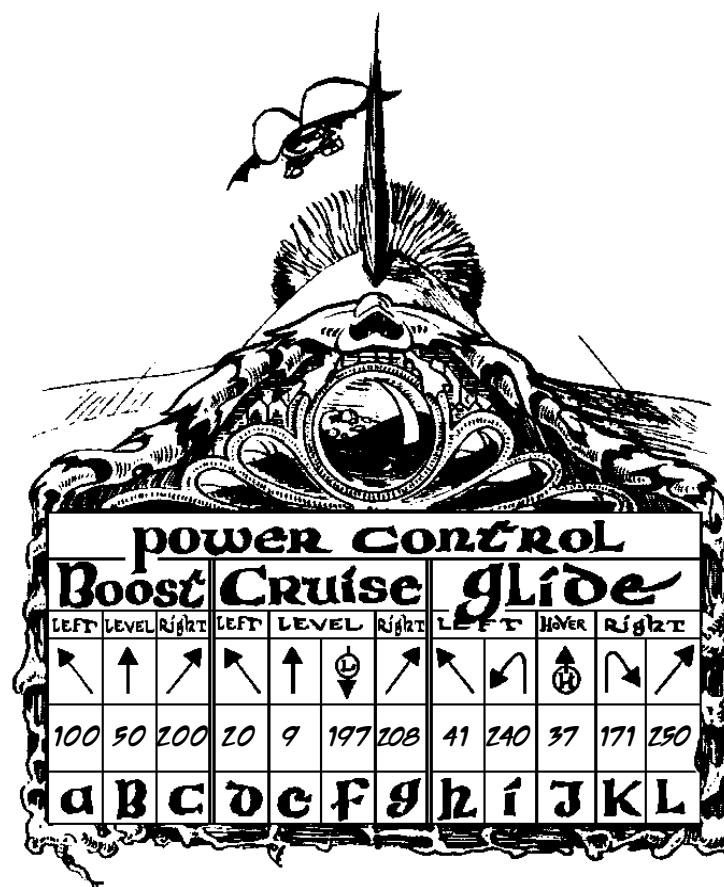
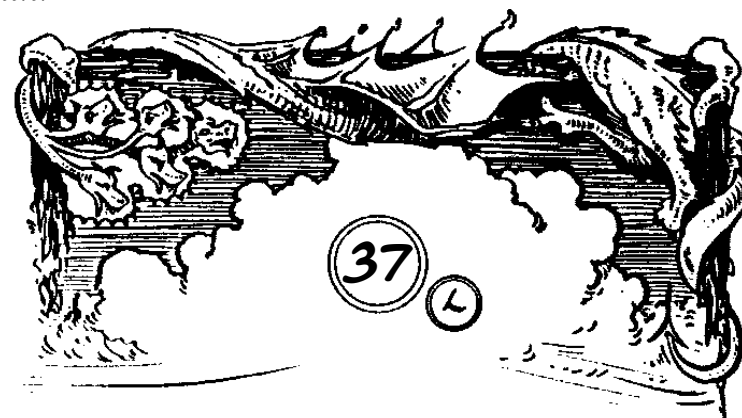
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↙	⬆	↗
9	65	59		37	110	196	42	143	41	31	195 234
a	B	C		d	e	f	g	h	i	j	K L




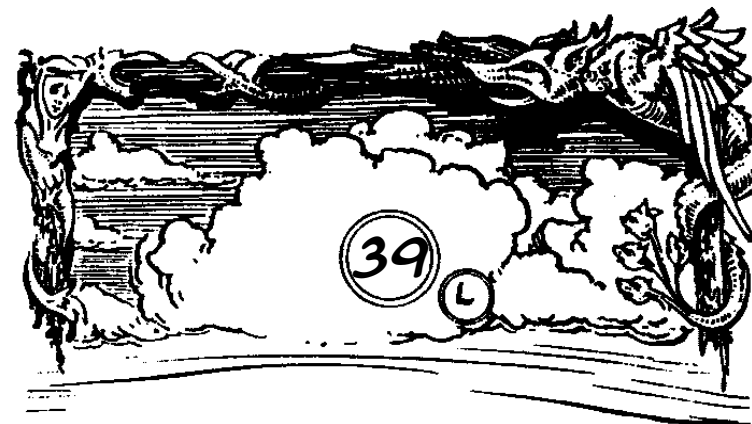
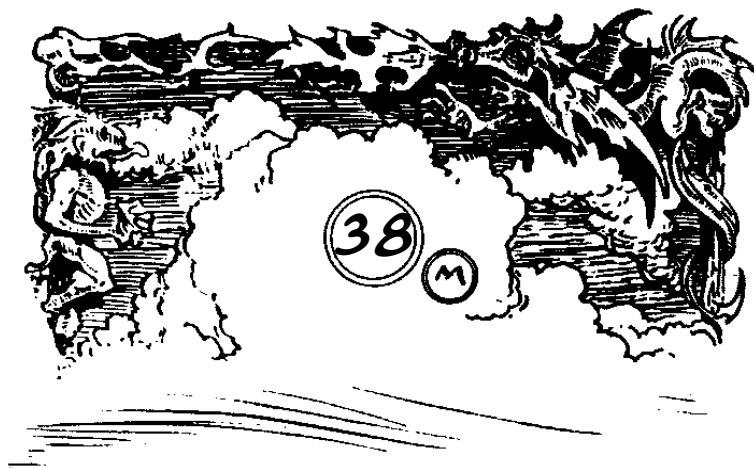
power control											
Boost			Cruise			glide					
Left	Level	Right	Left	Level	Right	Left	Hover	Right	Left	Right	
↖	↑	↗	↖	↑	⬇	↗	⬆	↗	↖	↗	
234	235	200	160	174	271	136	52	162	32	270	84
a	B	C	d	e	f	g	h	i	j	K	L




















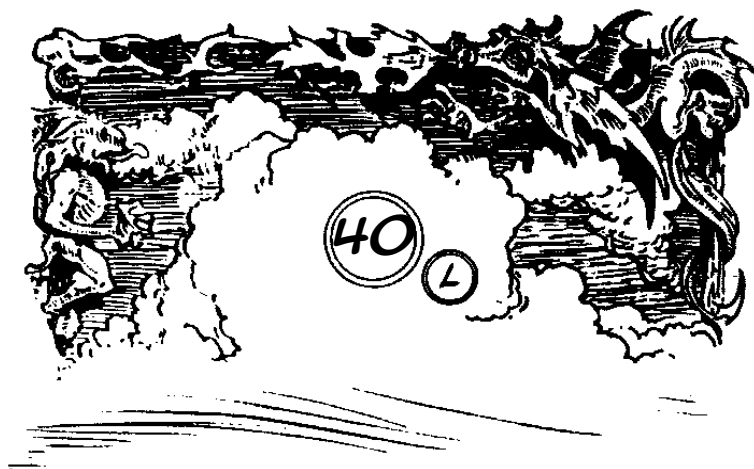
power control											
Boost				Cruise				glide			
LEFT	LEVEL	Right		LEFT	LEVEL	Right		LEFT	HOVER	Right	
↖	↑	↗		↖	↑	⬇	↗	↖	↗	⬆	↗
100	50	200		20	9	197	208	41	240	37	171
a	B	C		D	E	F	G	H	I	J	K





power control											
Boost			Cruise				glide				
LEFT	LEVEL	Right	LEFT	LEVEL	Right	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↗	
170	125	100	133	253	250	20	197	234	38	228 41	
a	B	C	d	e	f	g	h	i	j	K	L



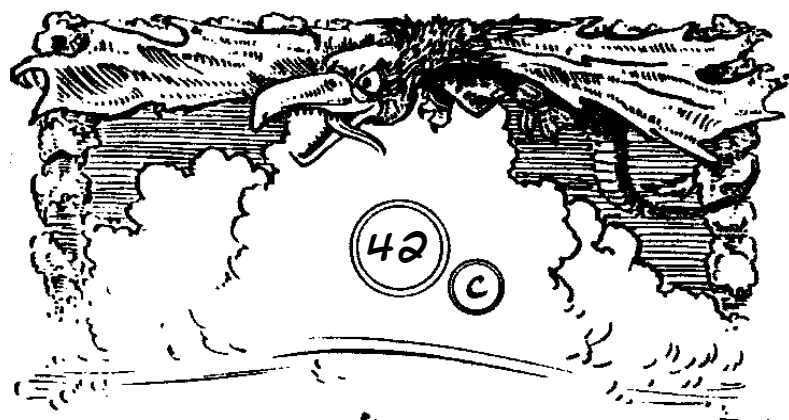
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
100	157	133	50	171	263	197	46	50	39	38	34
a	B	C	d	e	f	g	h	i	j	K	L



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
133	84	100	197	240	46	100	34	177	40	100	263
a	B	C	d	e	f	g	h	i	j	K	L



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
125	50	100	253	20	177	9	38	27	41	46	37
a	B	C	d	e	f	g	h	i	j	K	L



**power control**

Boost			Cruise			Glide		
Left	Level	Right	Left	Level	Right	Left	Hover	Right
↖	↑	↗	↖	↑	⬇	↖	⬆	↗
188	58	187	221	59	69	212	249	78
42	58	187	221	59	69	212	249	78
a	b	c	d	e	f	g	h	i
j	k	l						

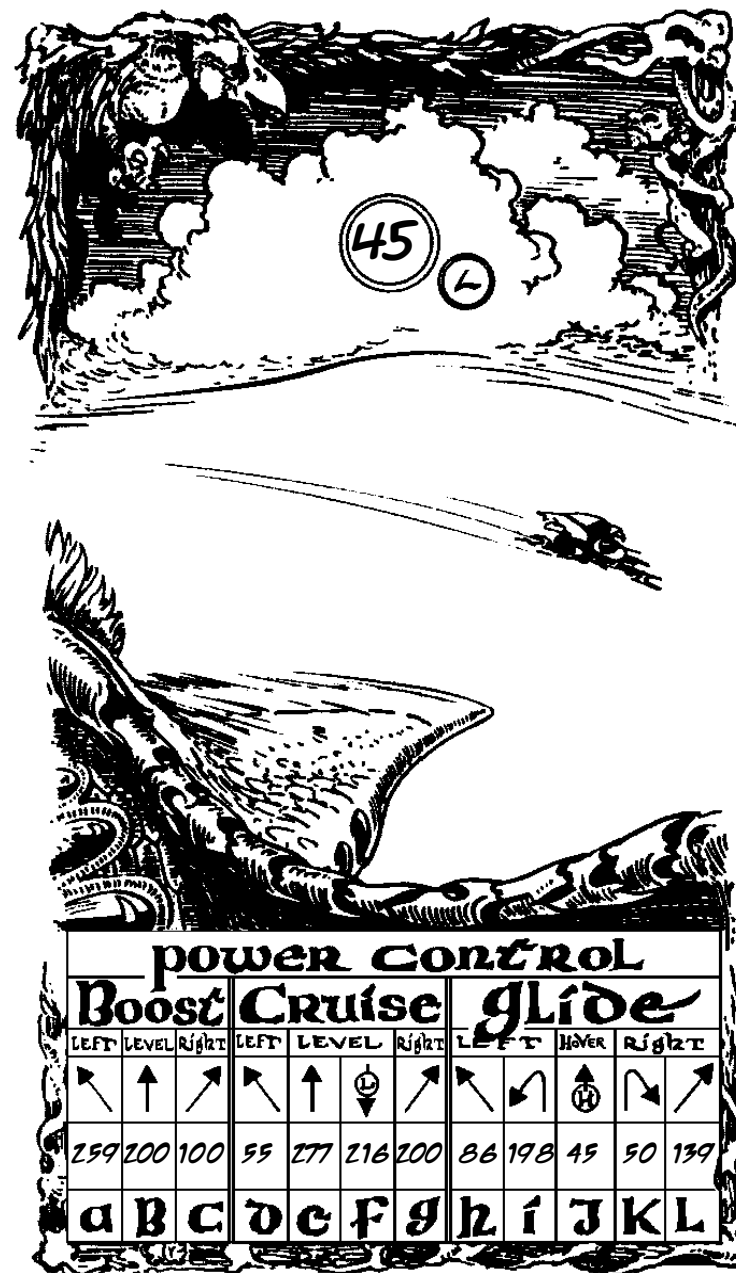
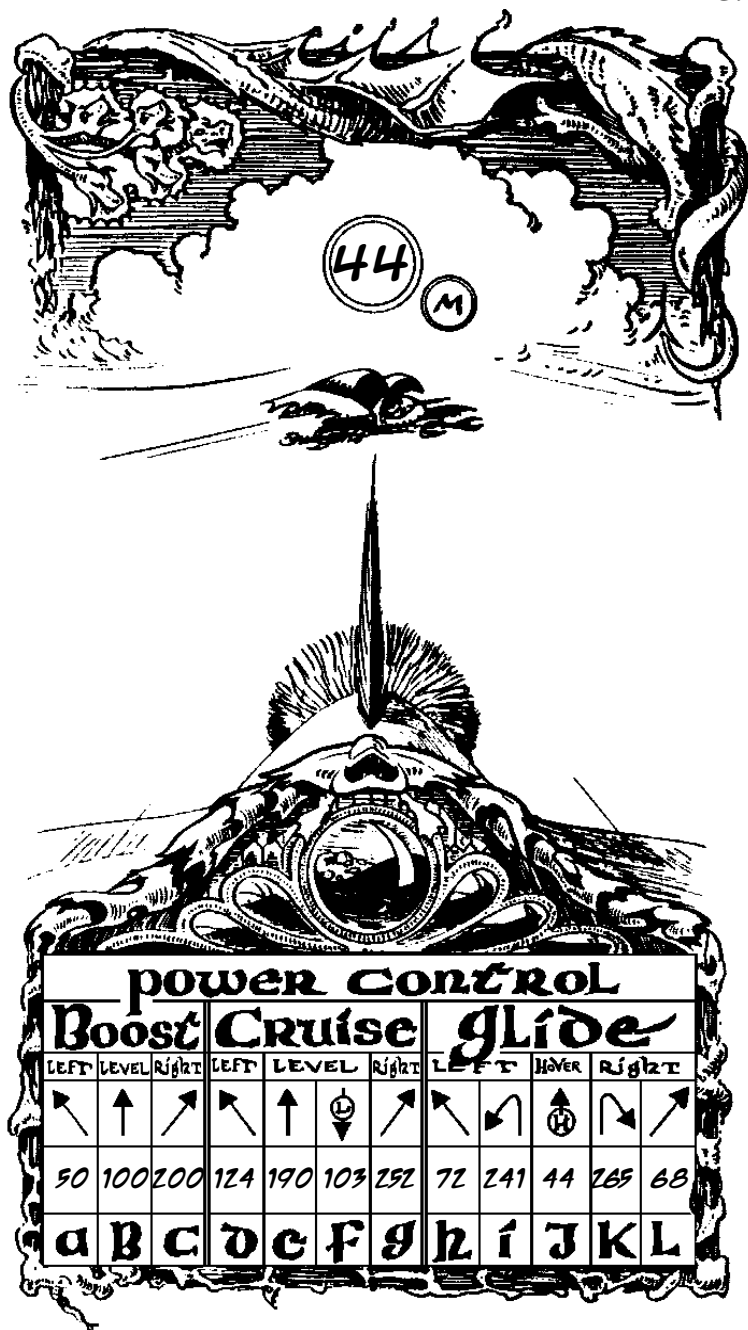
**43**

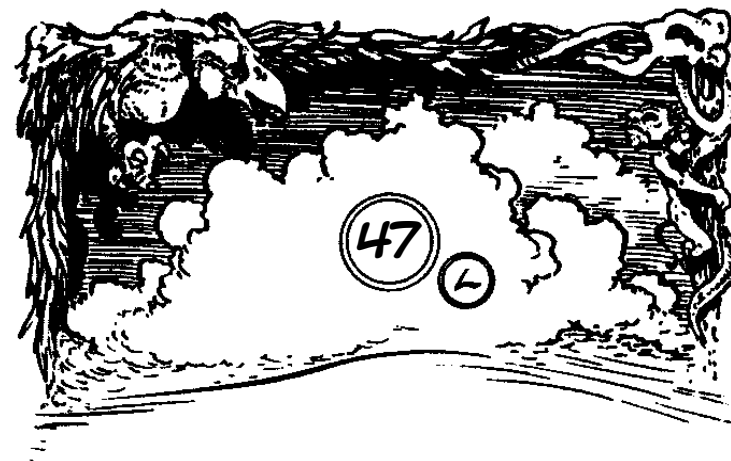
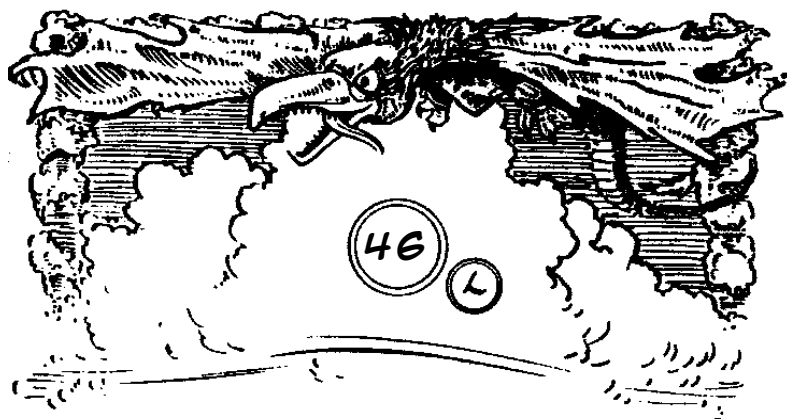
**X 29**

**X 37**

**75 67 205 156 165**

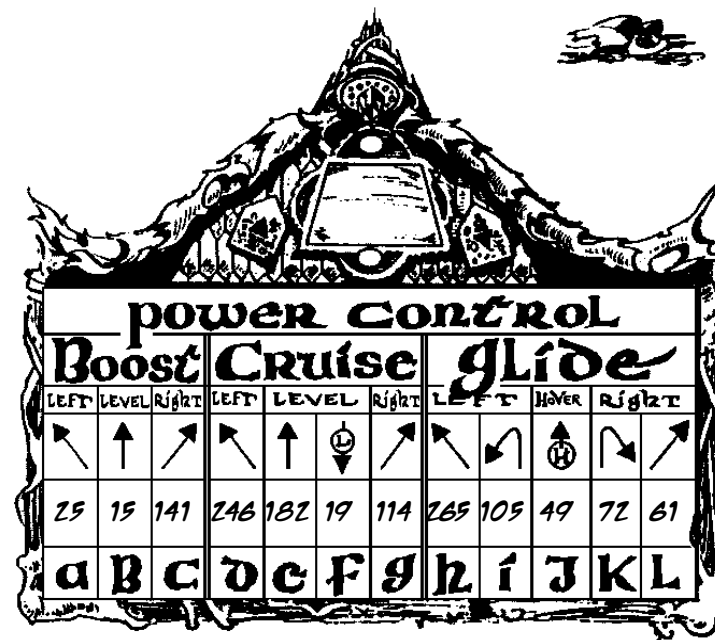




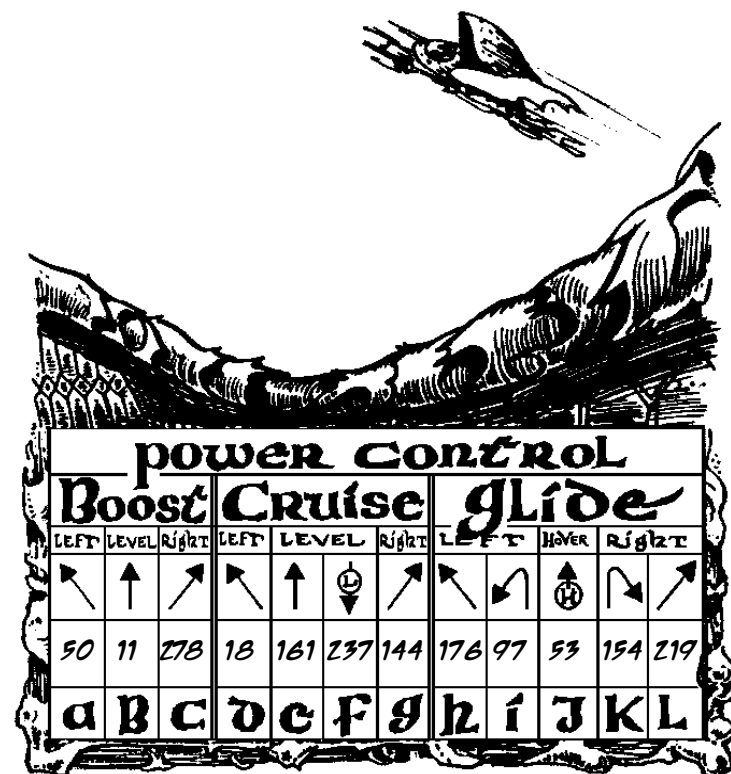
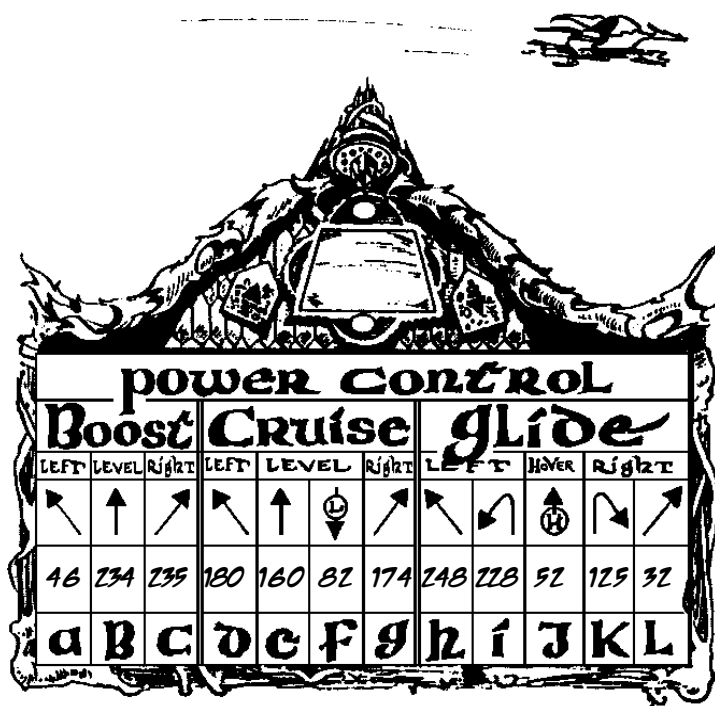
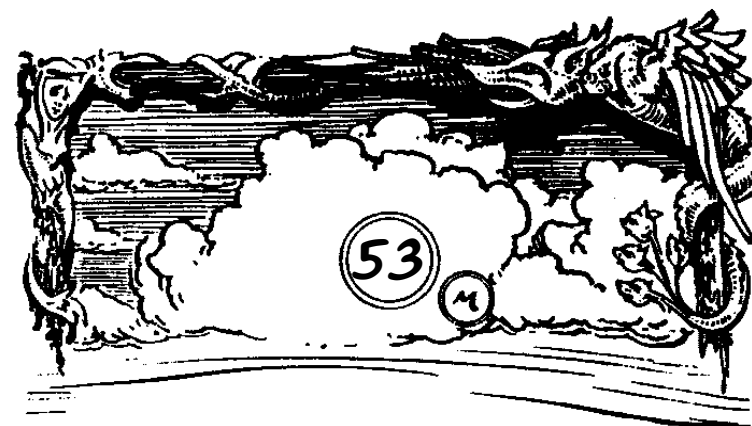
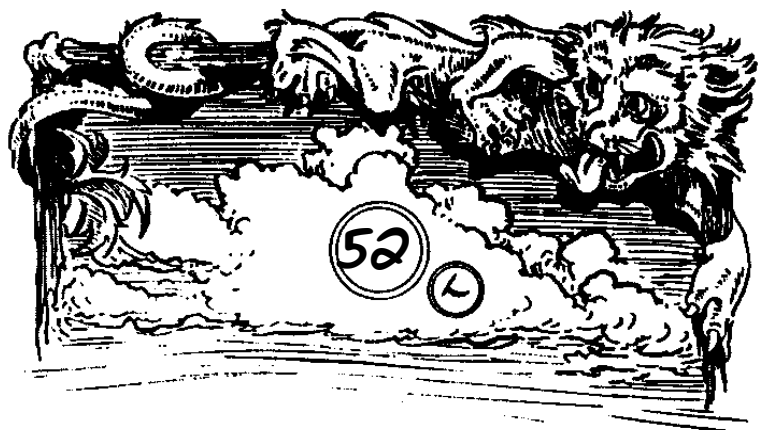


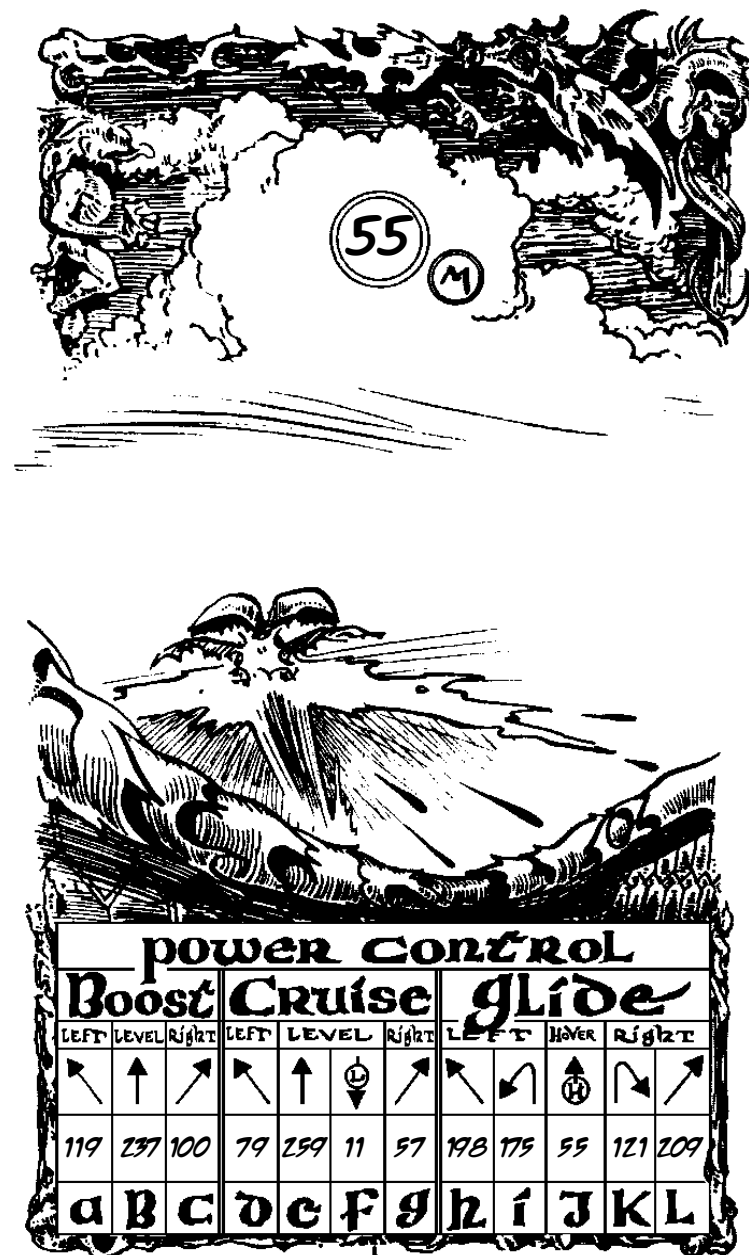
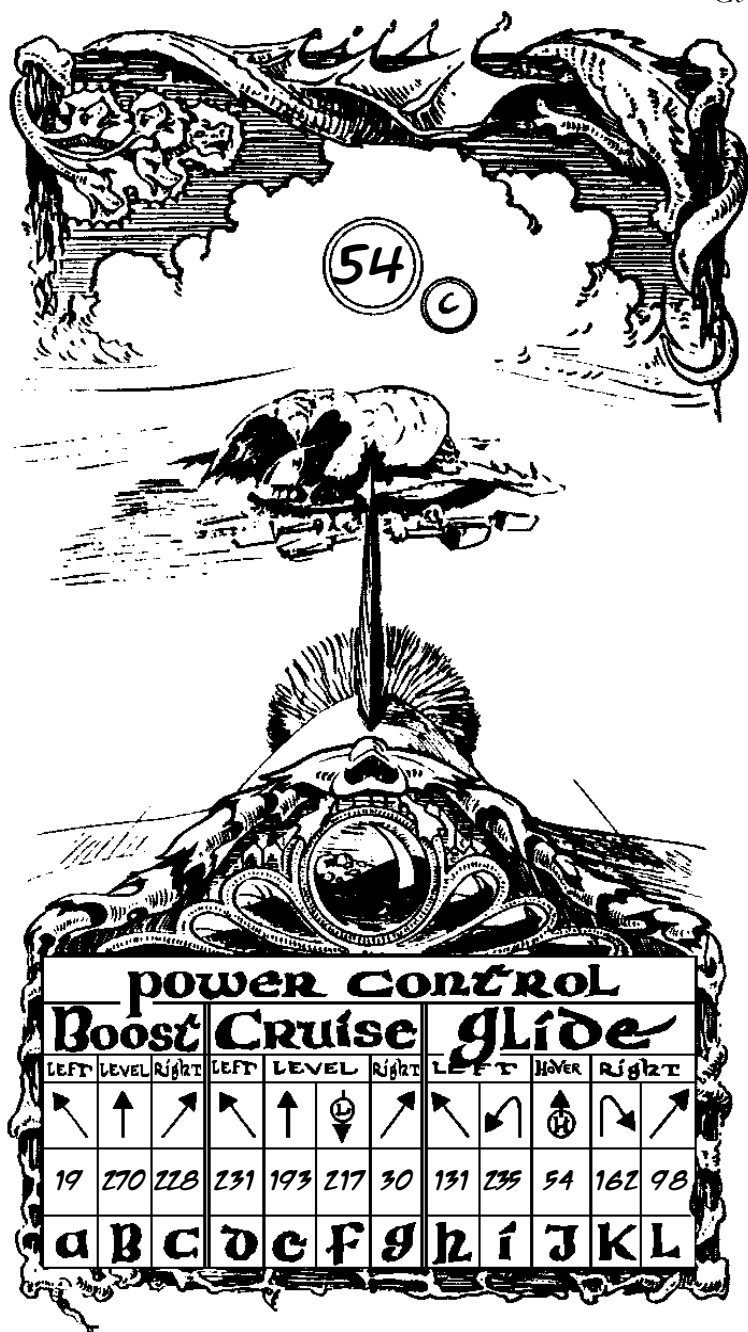
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↖	⬆	↗	
50	100	157	50	100	40	171	9	50	46	164	39
a	B	C	d	e	f	g	h	i	j	K	L

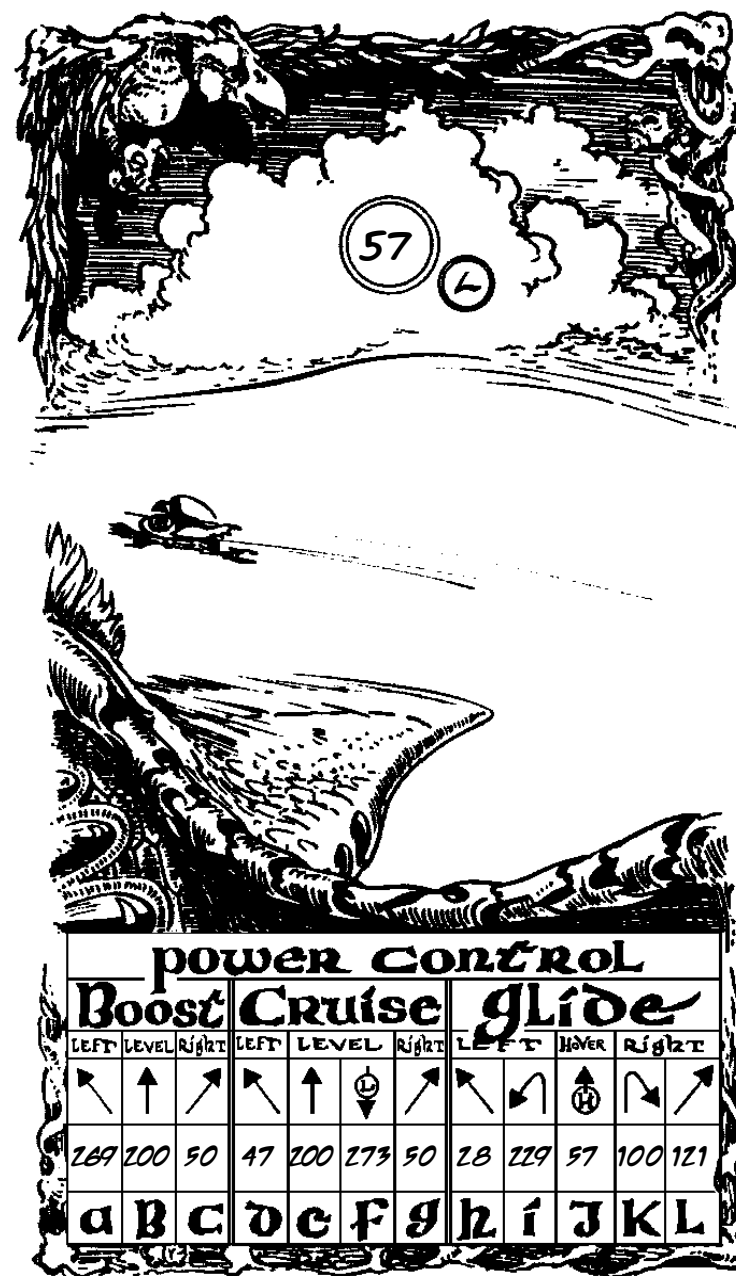
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	⬆	↖	↗	↗	
115	100	50	151	269	4	100	229	219	47	200	97
a	B	C	d	e	f	g	h	i	j	K	L

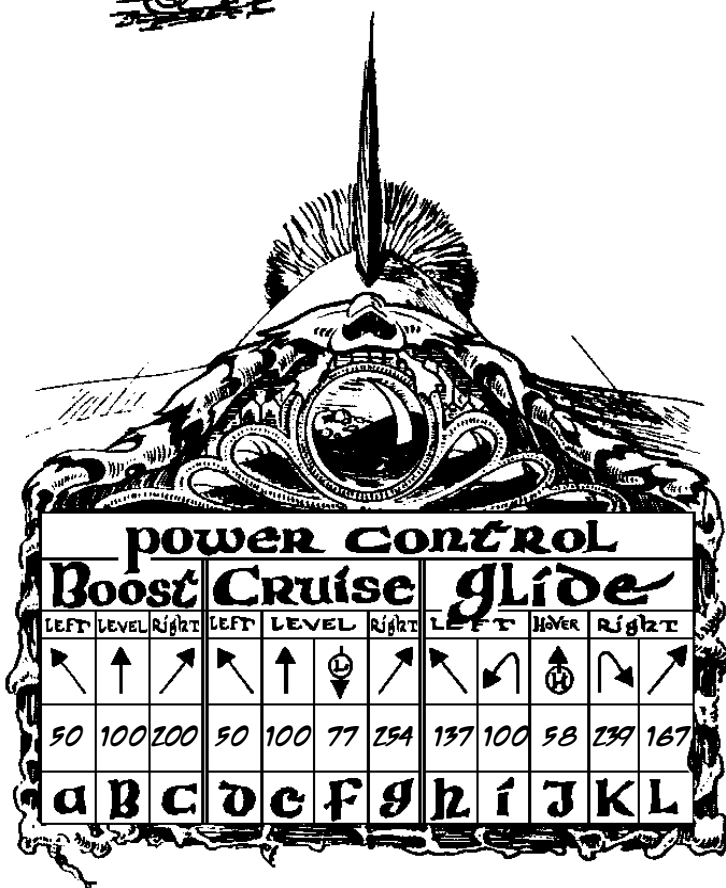
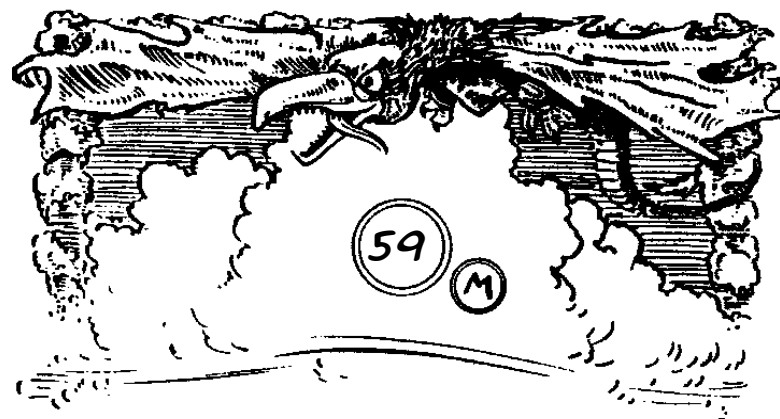
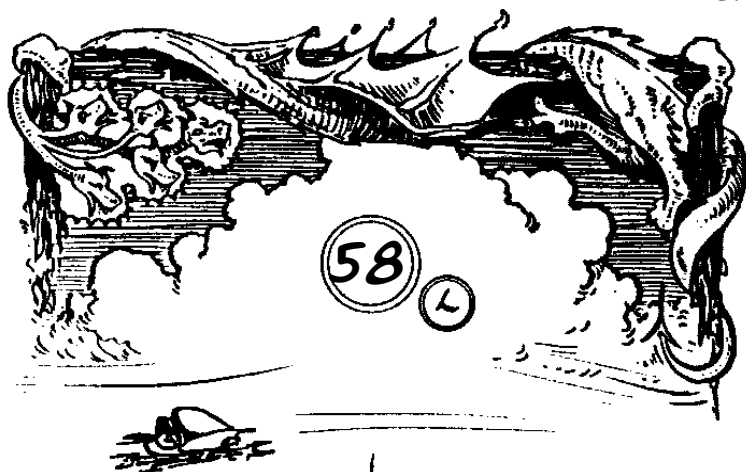




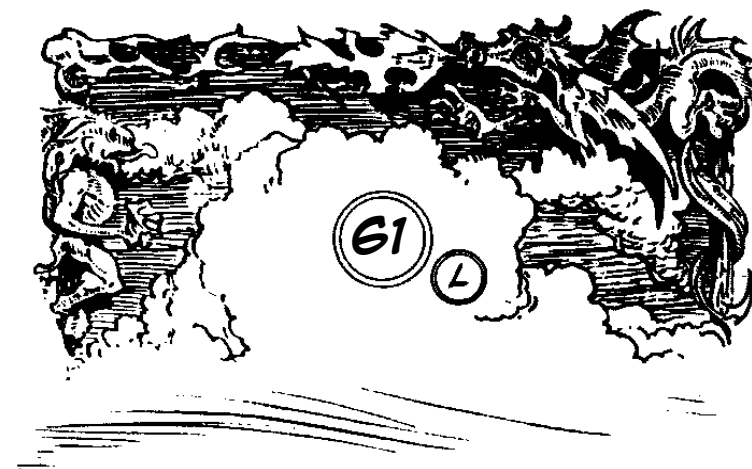
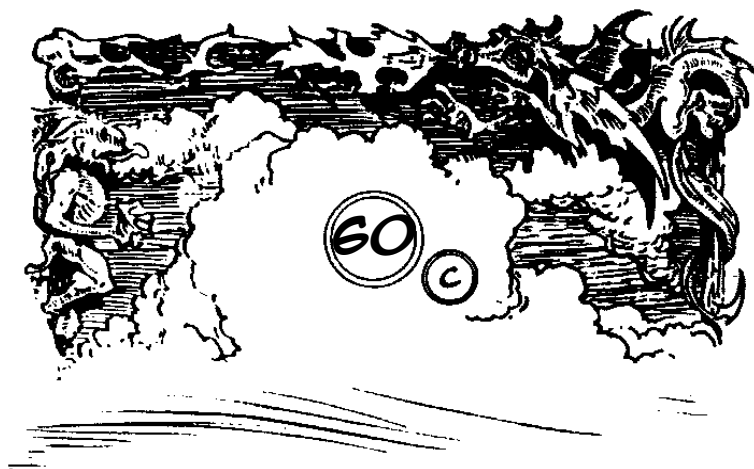
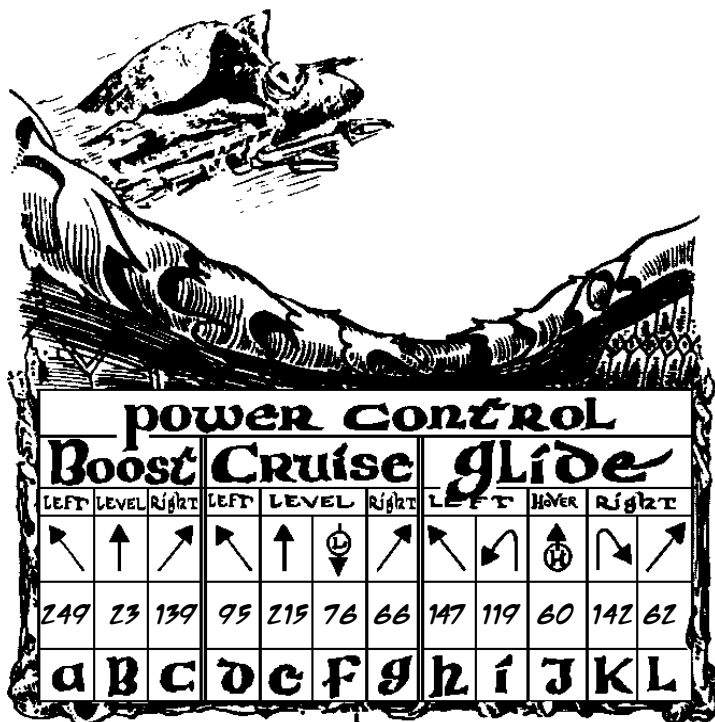










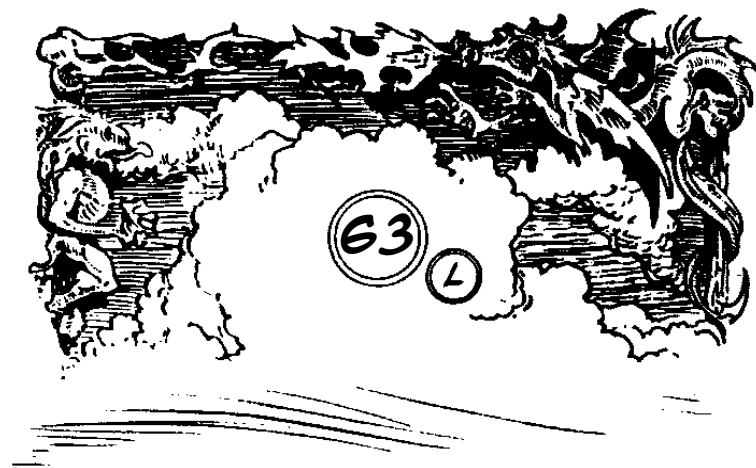
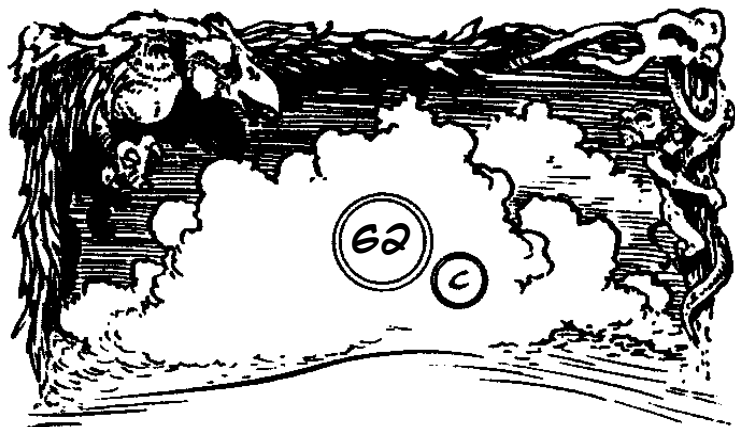














power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	↗
249	23	139	95	215	76	66	147	119	60	142	62
a	B	C	d	e	f	g	h	i	j	K	L

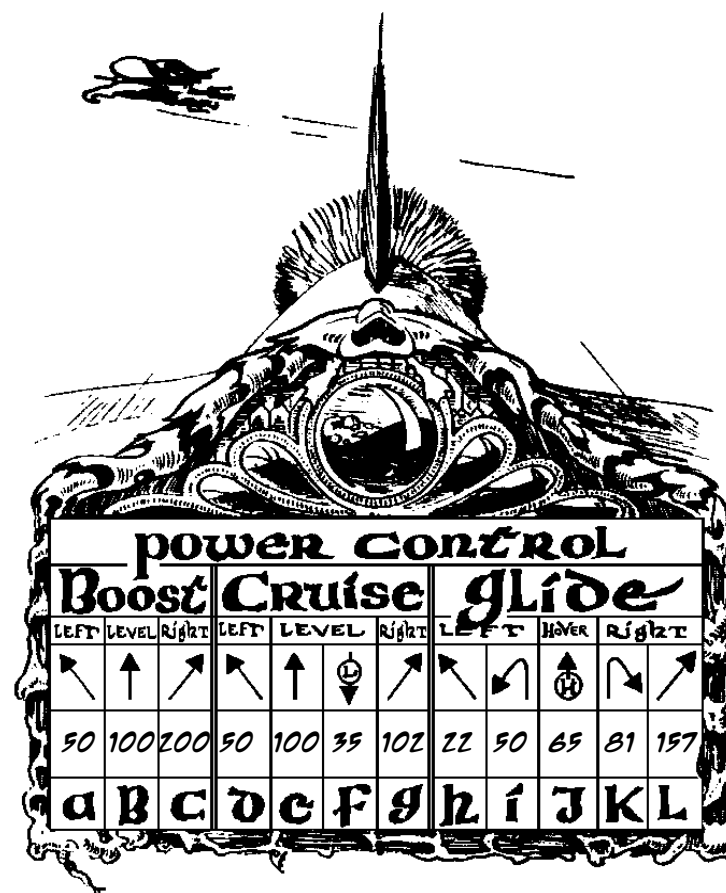
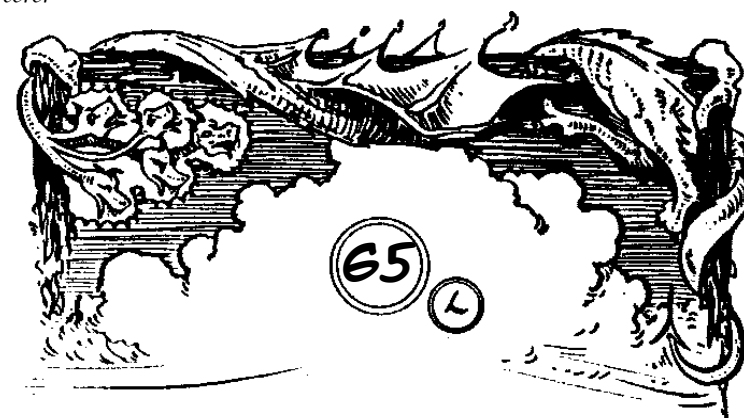


power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	↗
15	141	200	182	114	252	111	49	236	61	190	90
a	B	C	d	e	f	g	h	i	j	K	L

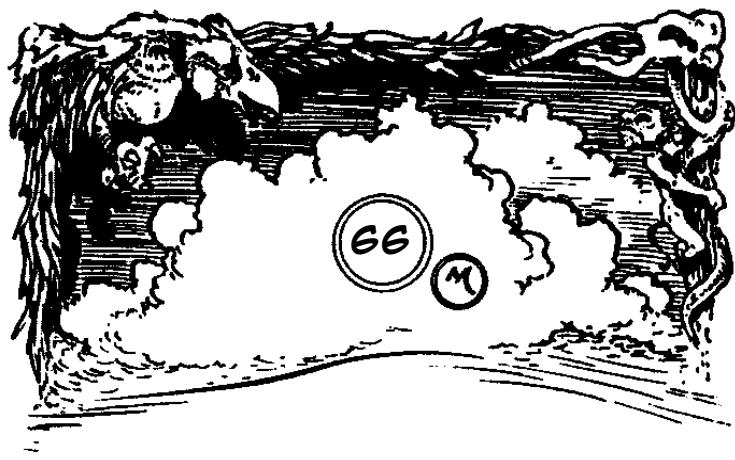


power control											
Boost			Cruise				glide				
LEFT	LEVEL	Right	LEFT	LEVEL	Right	LEFT	HOVER	Right			
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	
23	139	190	215	66	206	44	60	6	62	68	123
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
297	191	100	14	203	26	207	264	132	63	188	13
a	B	C	d	e	F	g	h	i	J	K	L



power control											
Boost				Cruise				glide			
LEFT	LEVEL	Right		LEFT	LEVEL	Right		LEFT	HOVER	Right	
↖	↑	↗		↖	↑	⬇	↗	↖	↖	⬆	↗
50	100	200		50	100	35	102	22	50	65	81 157
a	B	C		D	E	F	G	H	I	J	K L

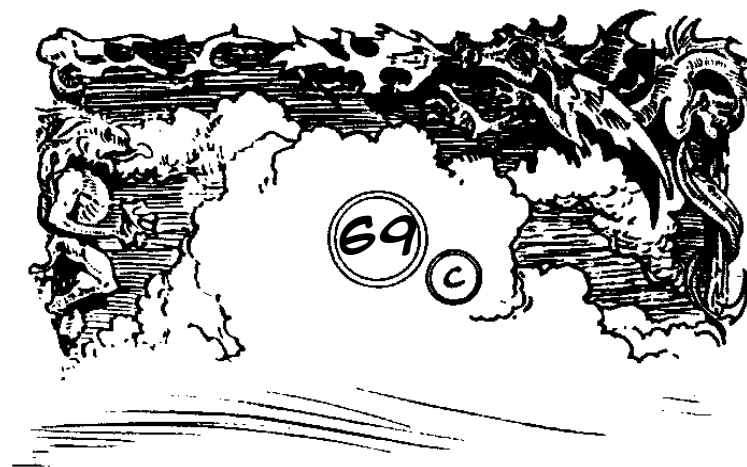
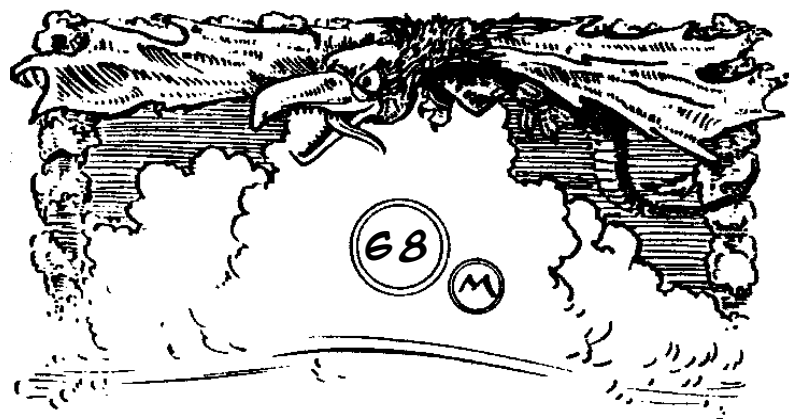


**power control**

Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↙	⬆
57	50	100	209	139	189	106	141	55
a	B	C	d	e	f	g	h	i
j	k	l						

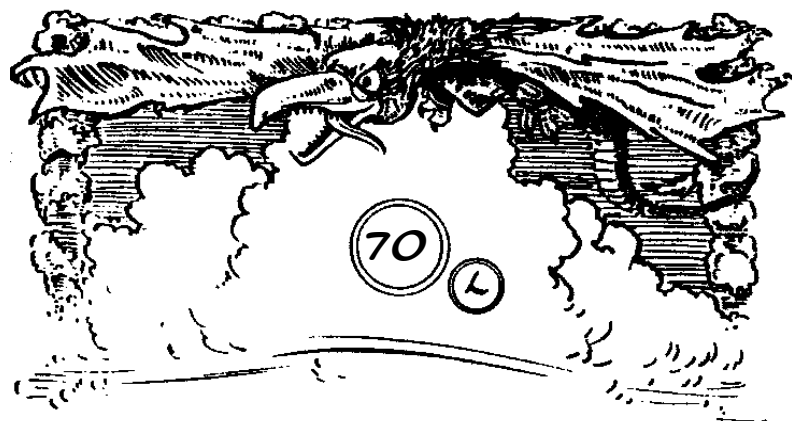
**power control**

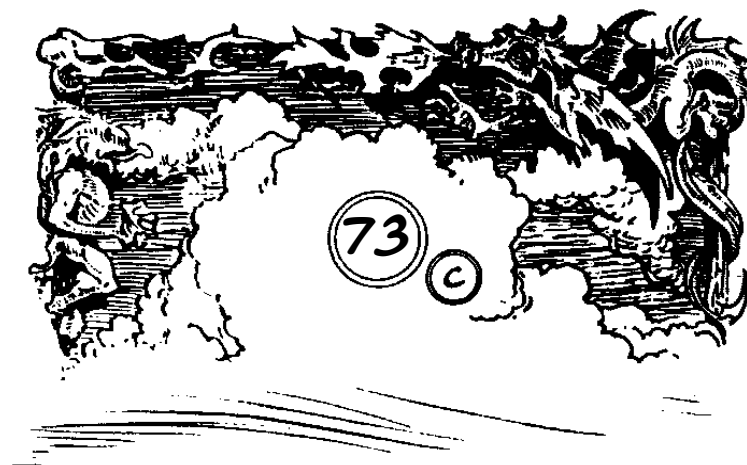
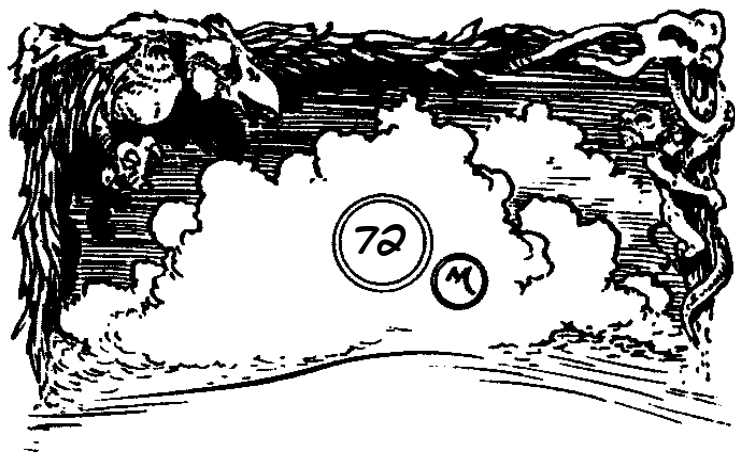
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↙	⬆
57	50	100	209	139	189	106	141	55
a	B	C	d	e	f	g	h	i
j	k	l						



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↖	⬆	↗	↗	
100	50	223	190	252	114	236	44	111	68	182	74
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↖	⬆	↗	↗	
123	267	181	94	109	42	91	214	170	69	110 153	
a	B	C	d	e	f	g	h	i	j	K L	



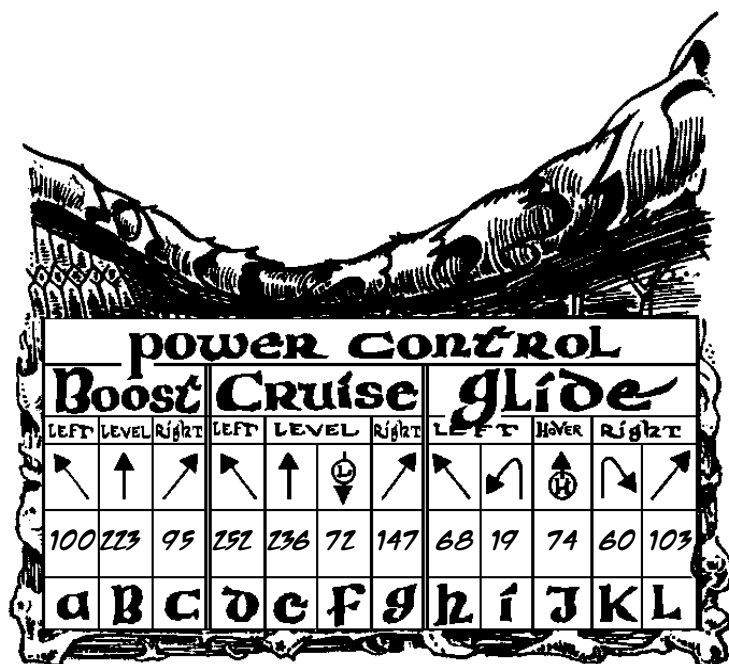
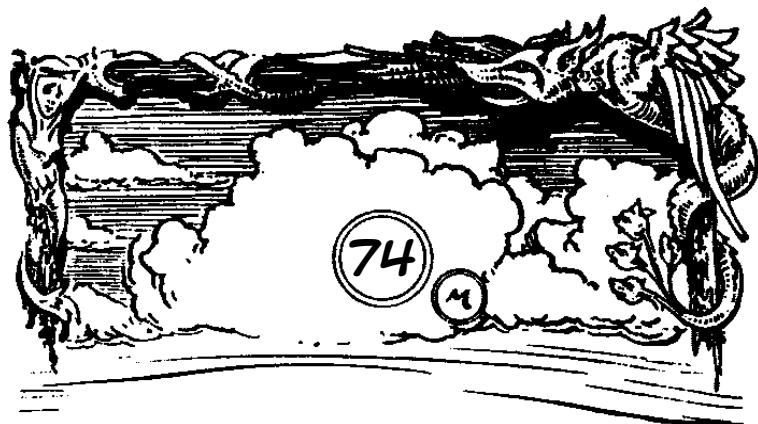


**power control**

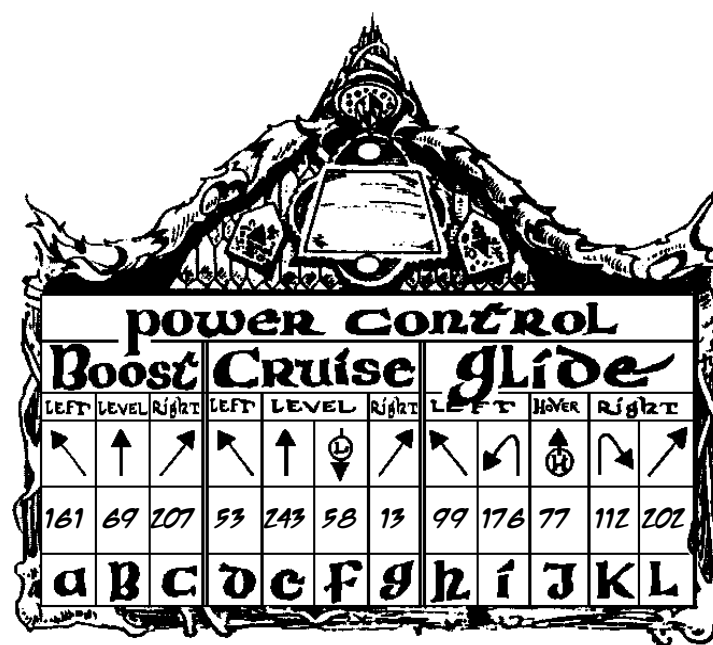
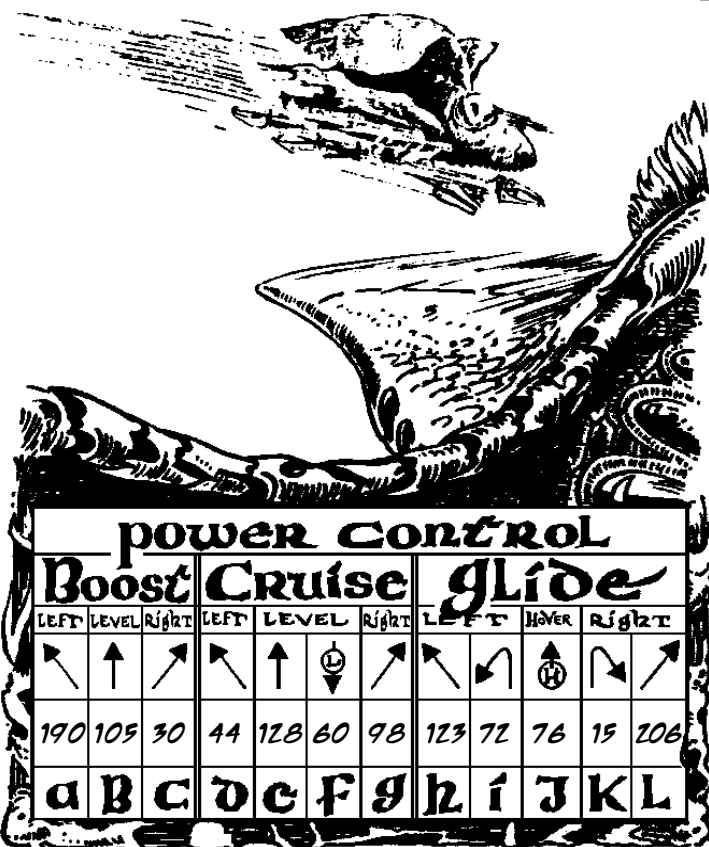
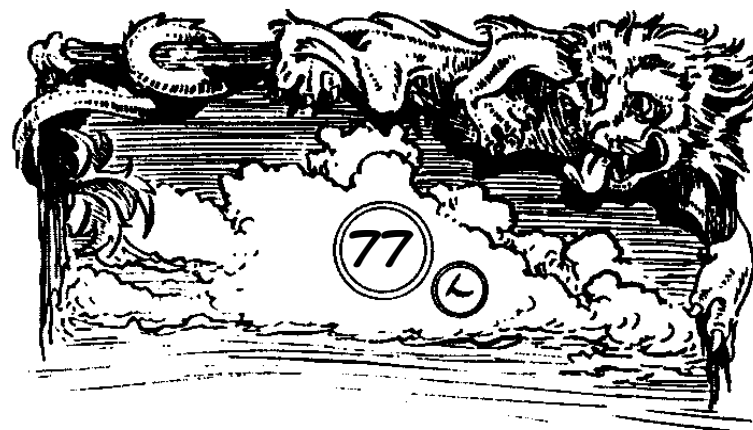
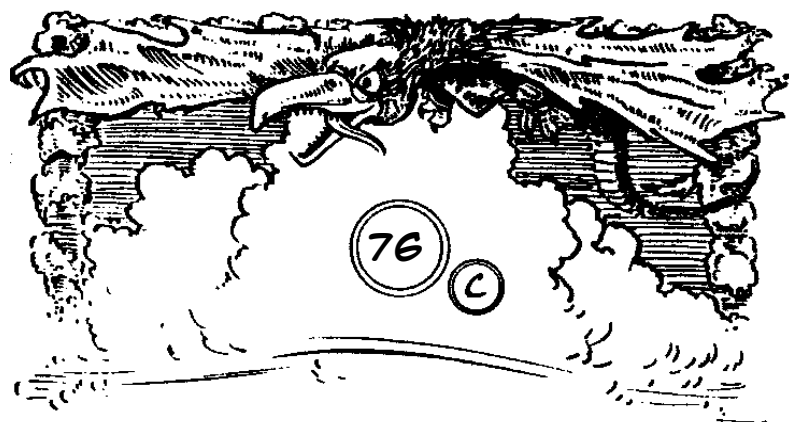
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
209	100	50	141	124	74	190	114	107
72	272	44						
a	B	C	d	e	f	g	h	i
j	k	l						

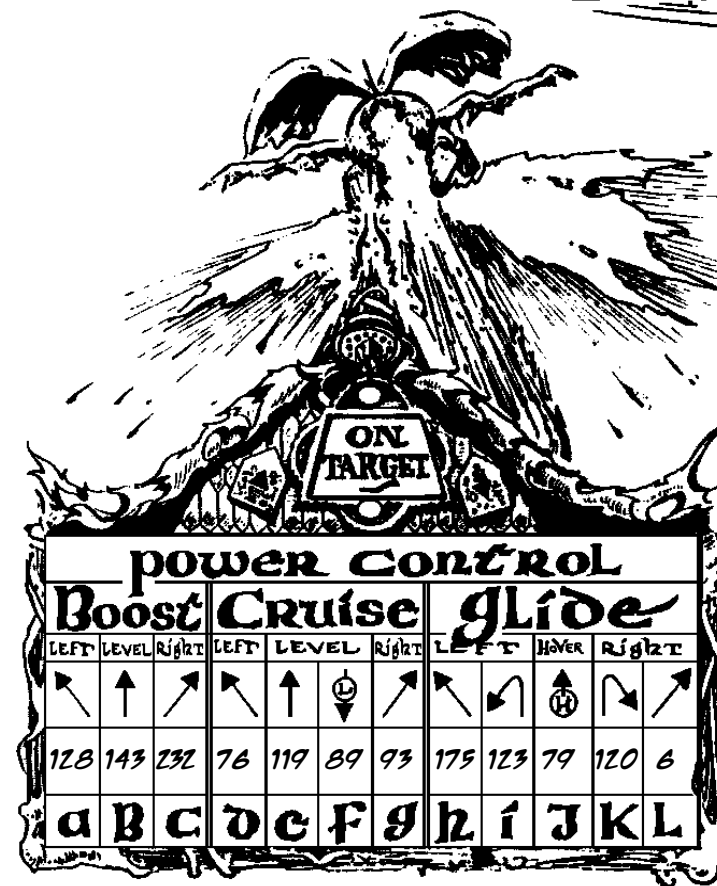
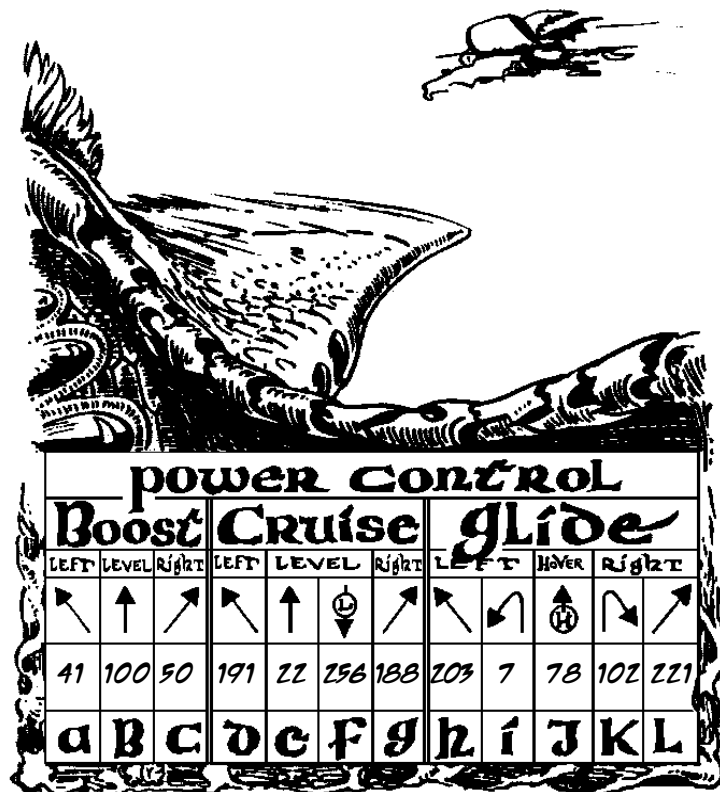
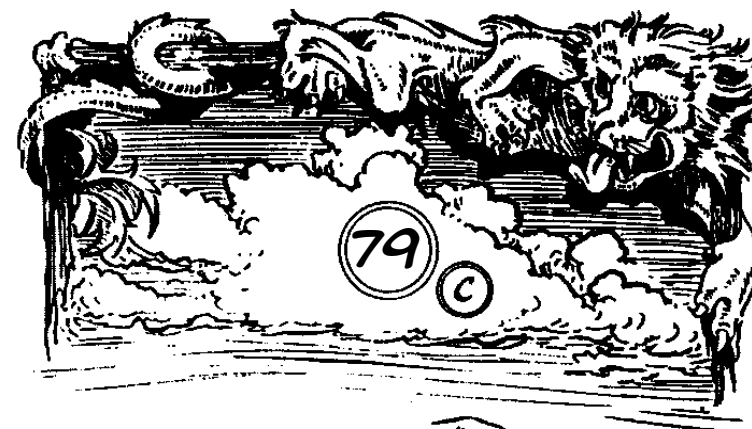
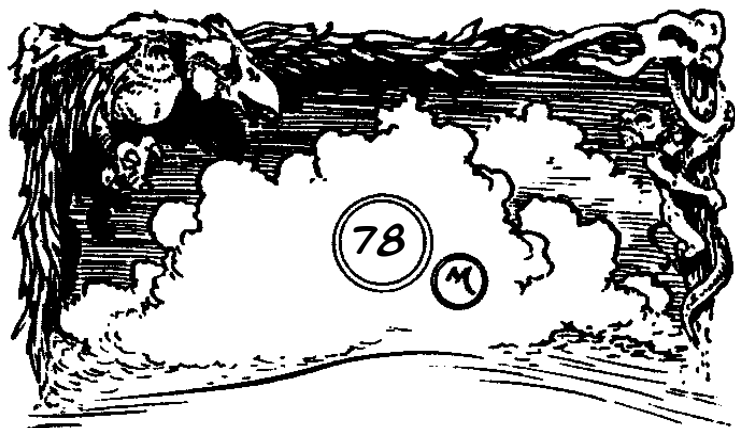
**power control**

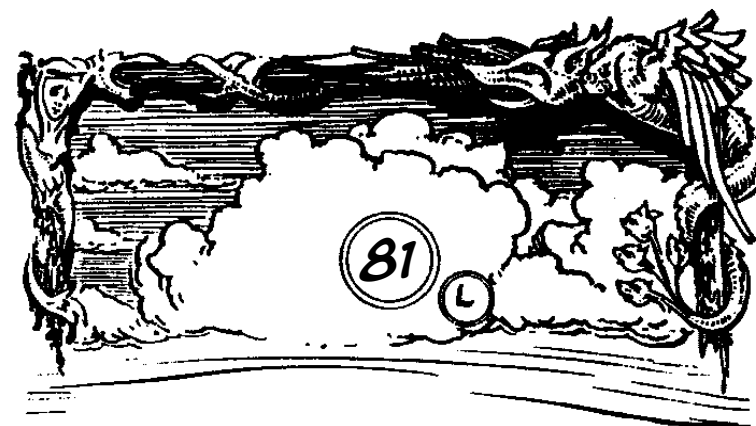
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
120	66	19	168	62	98	231	217	95
73	128	131						
a	B	C	d	e	f	g	h	i
j	k	l						

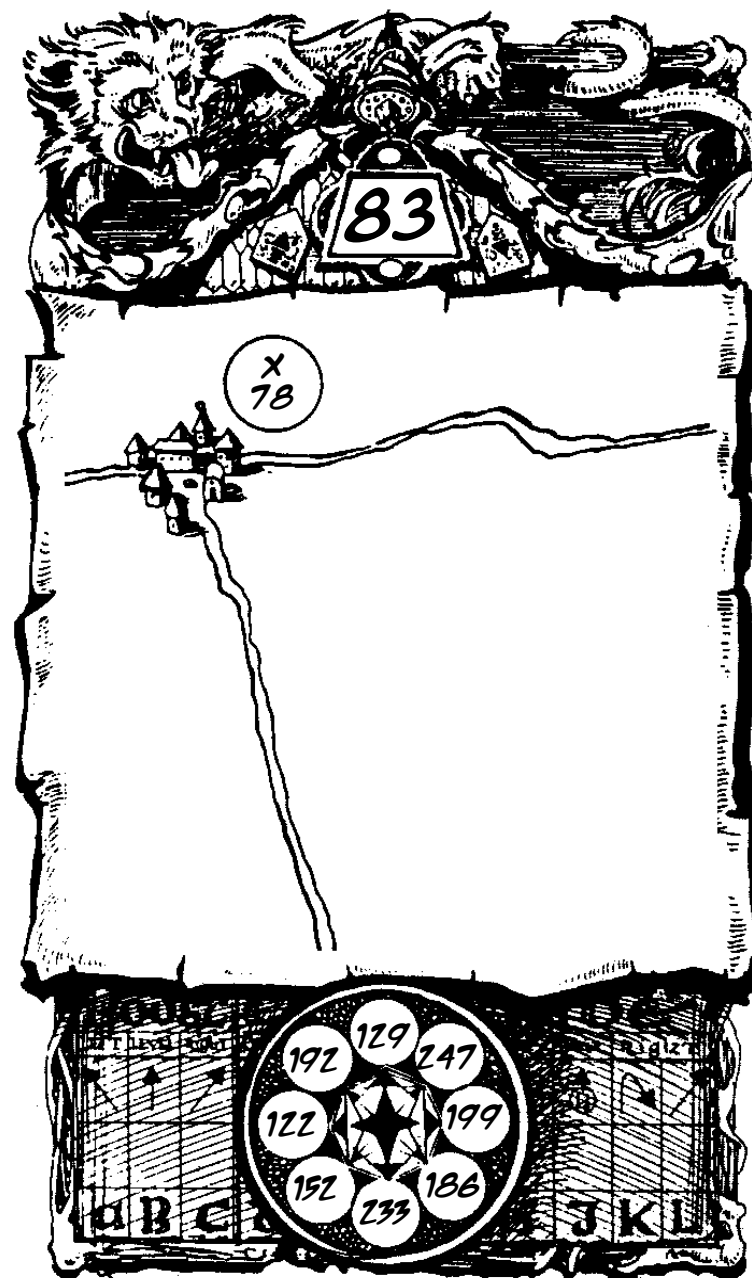
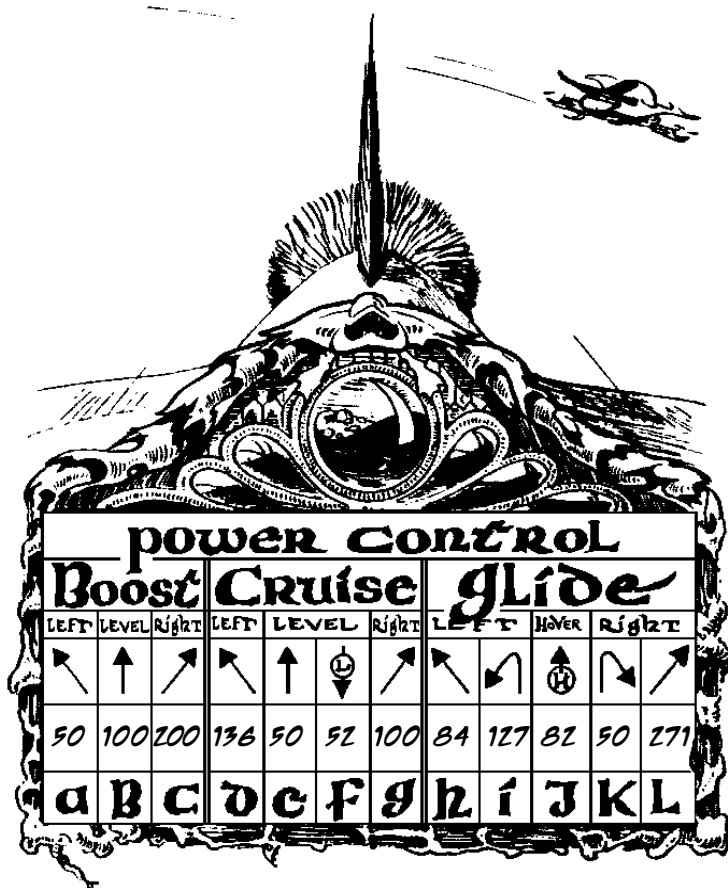
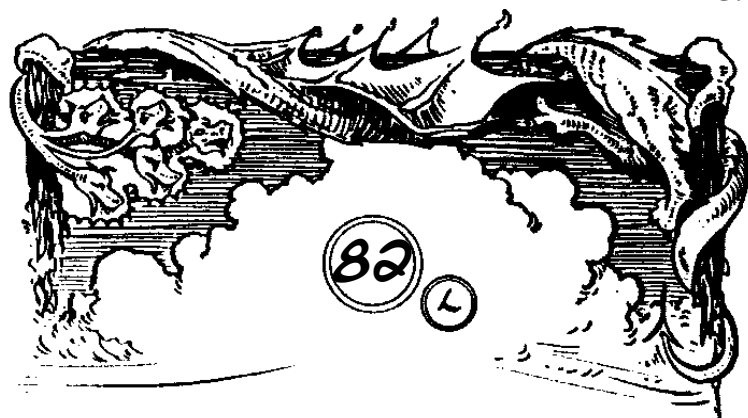


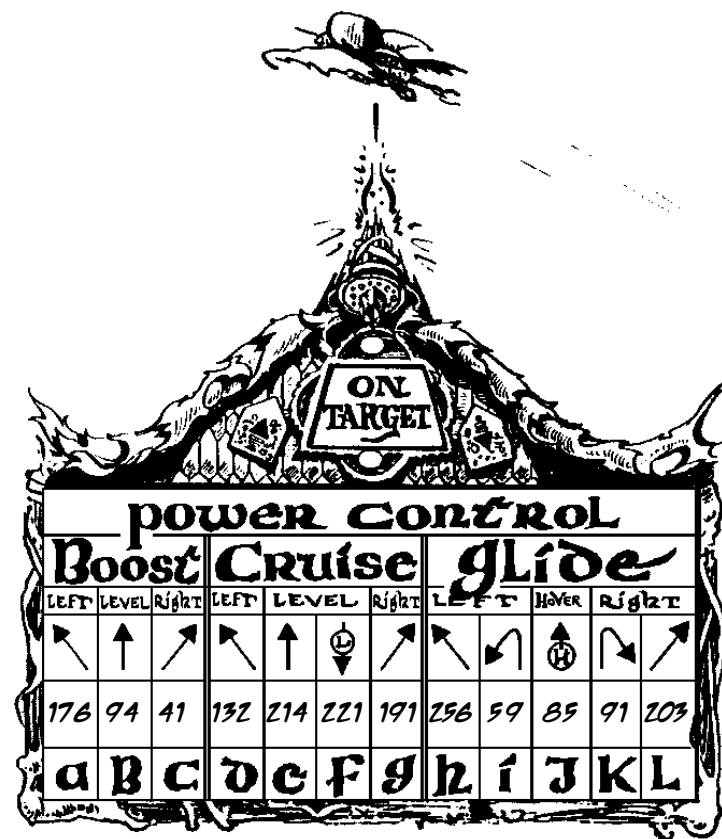
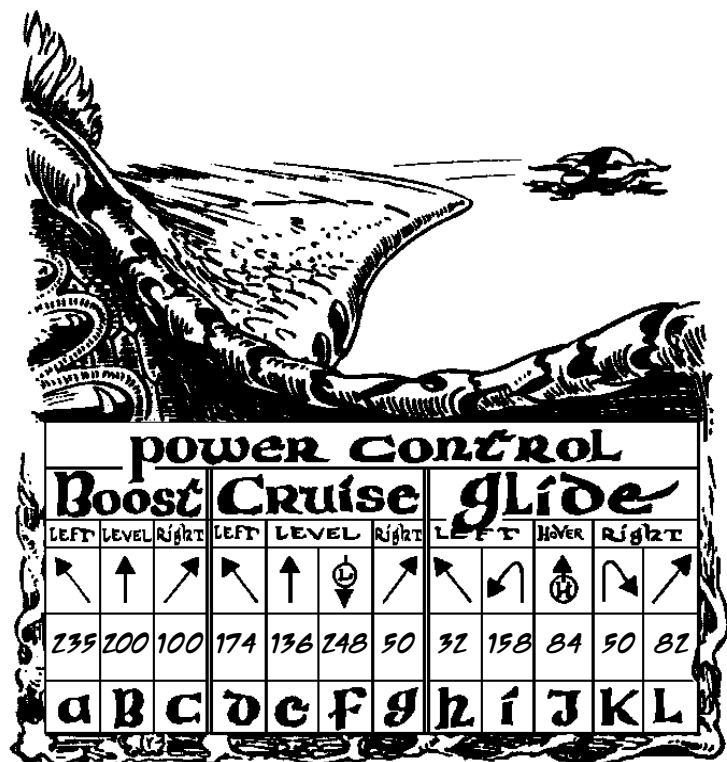
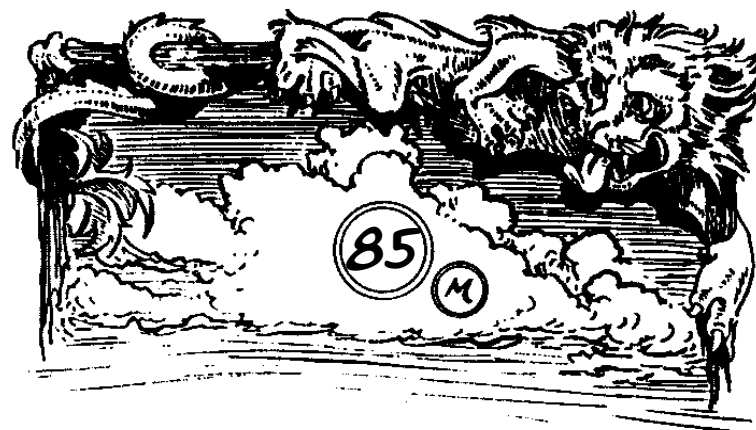
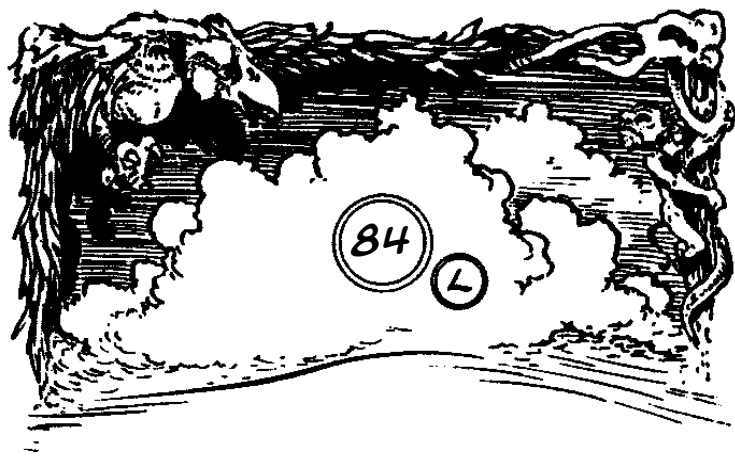


















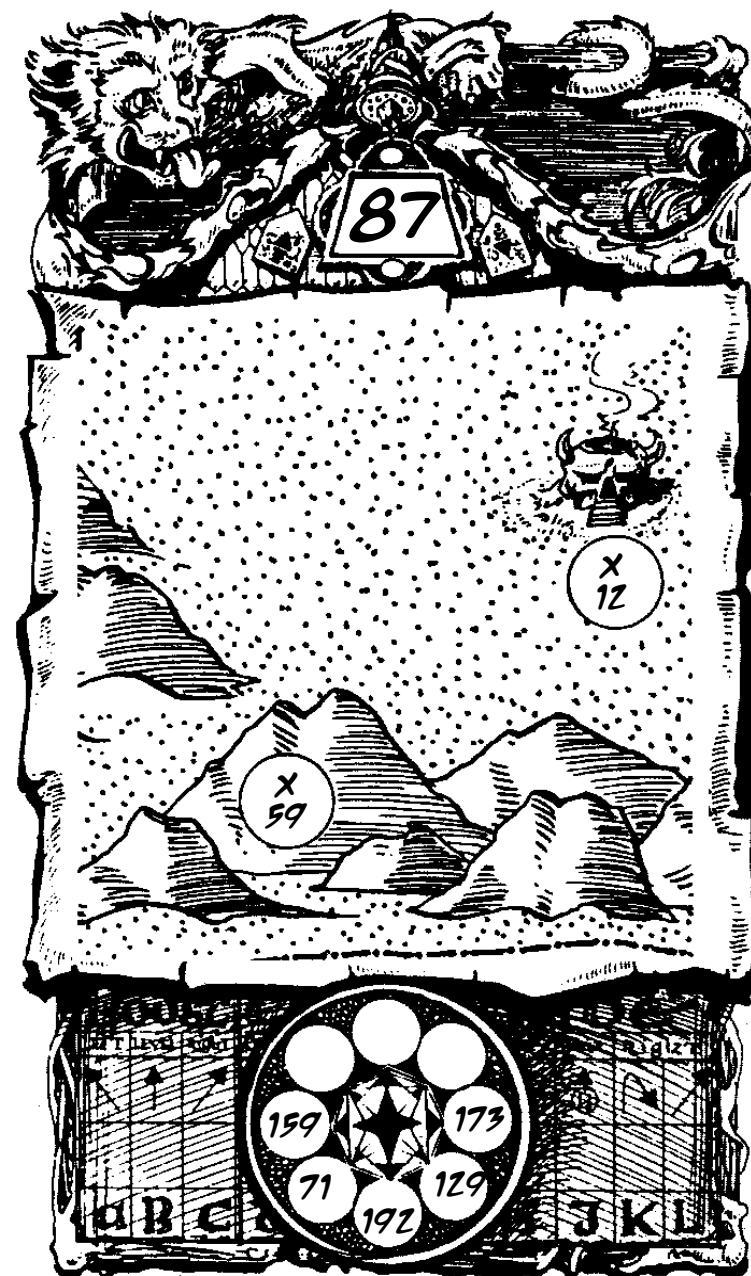


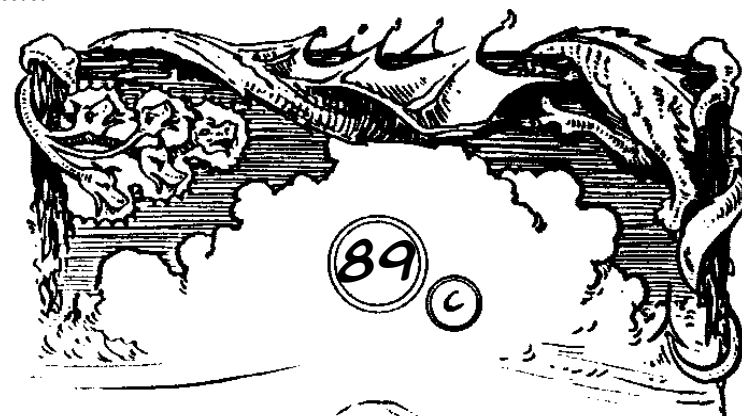
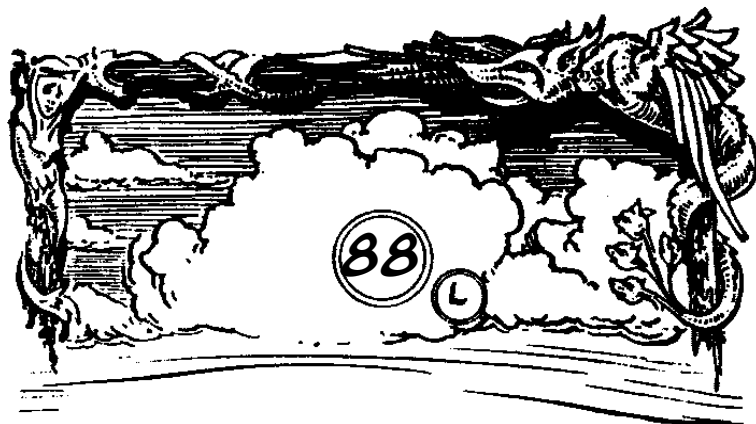






power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
206	25 9	200	189	55	104	277	117	194	86	2	45
a	B	C	d	e	f	g	h	i	j	K	L



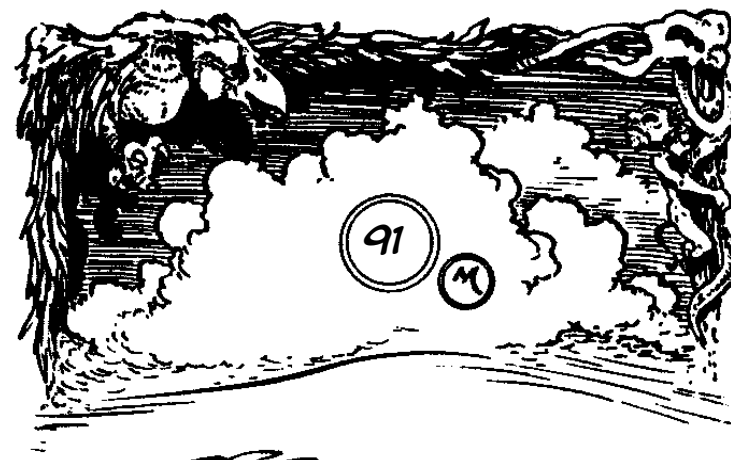
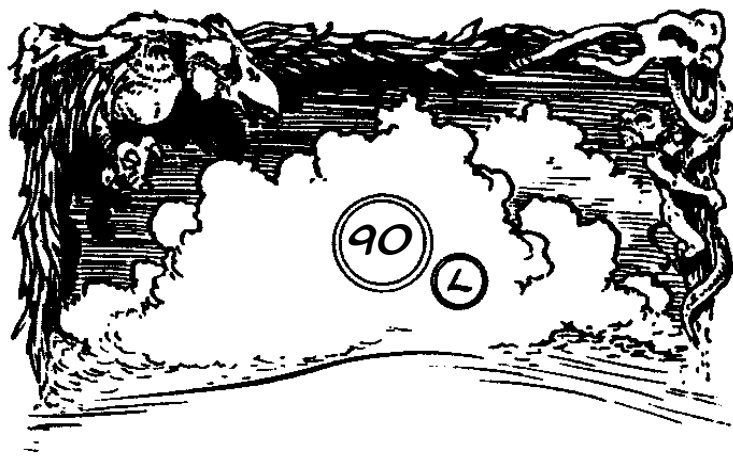


power control

Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
50	180	217	50	248	136	158	25	50
88	174	276						
a	b	c	d	e	f	g	h	i
j	k	l						

power control

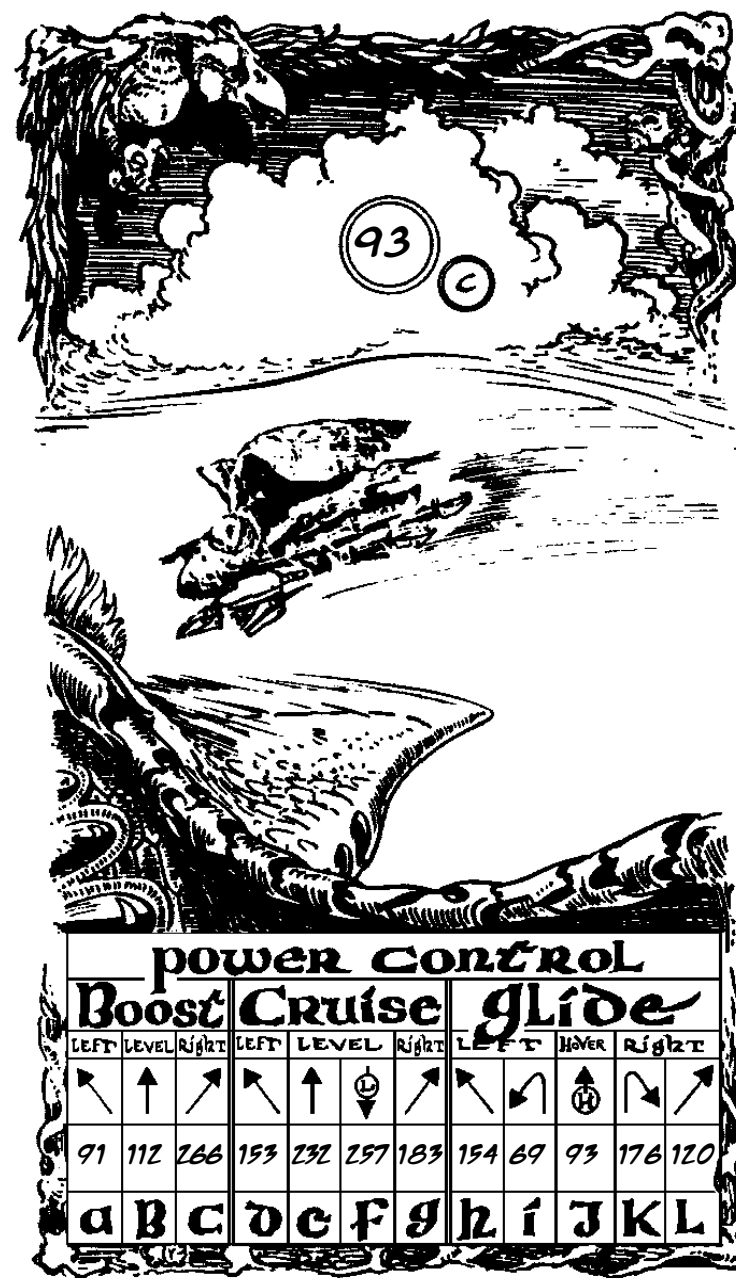
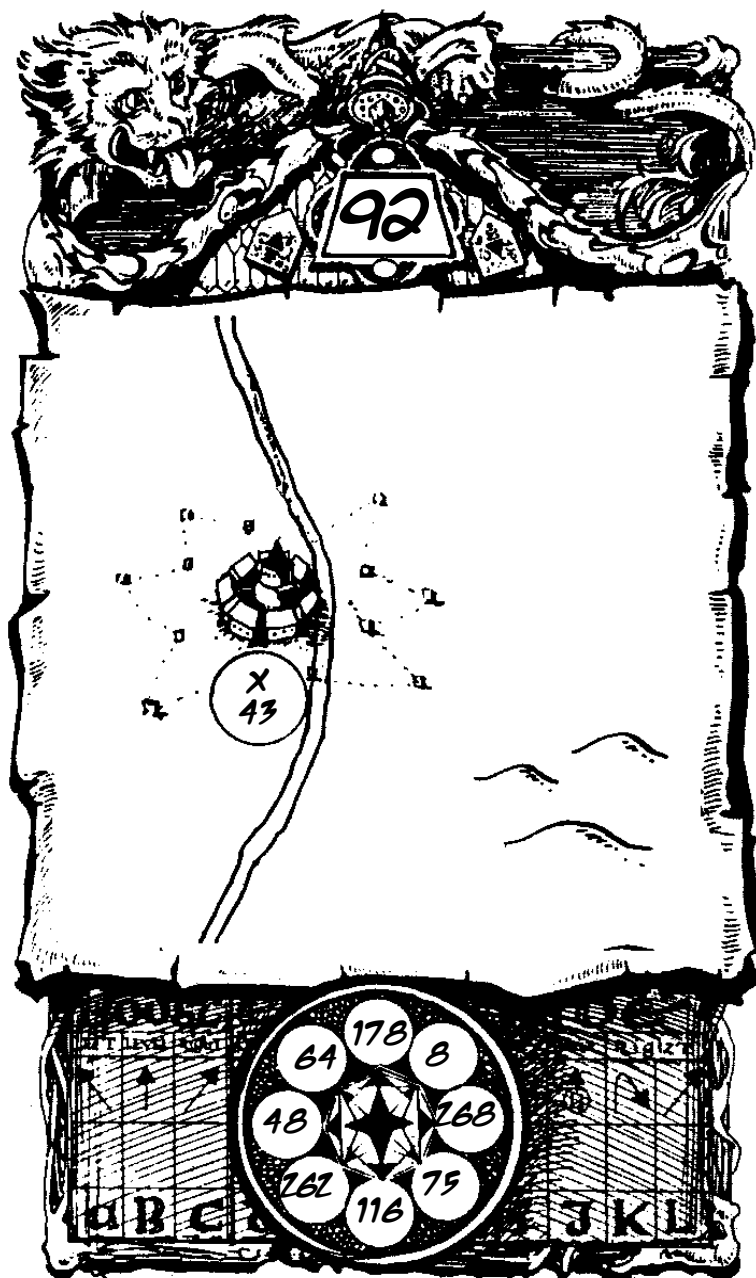
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
97	2	106	23	149	79	142	215	259
89	194	21						
a	b	c	d	e	f	g	h	i
j	k	l						

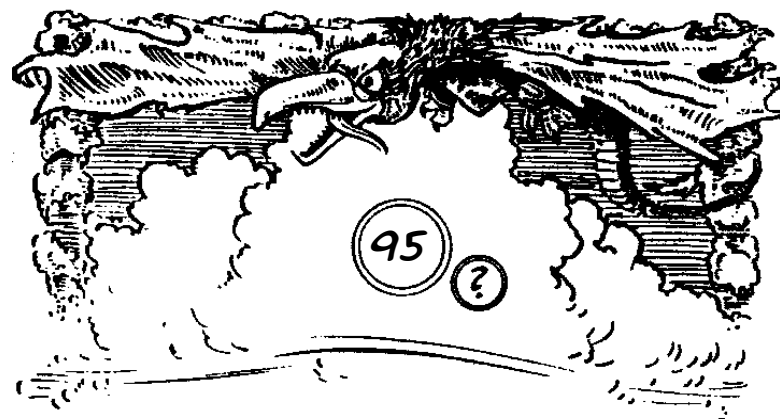
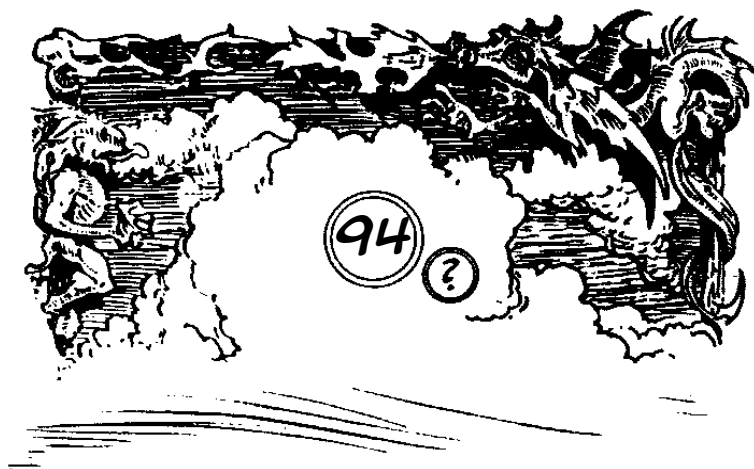


power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HAVER	RIGHT	LEFT	HAVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↗	↗
141	200	100	114	111	265	100	61	103	90	50	19
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HAVER	RIGHT	LEFT	HAVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↗	↗
20	100	50	41	181	166	65	191	38	91	157	110
a	B	C	d	e	f	g	h	i	j	K	L



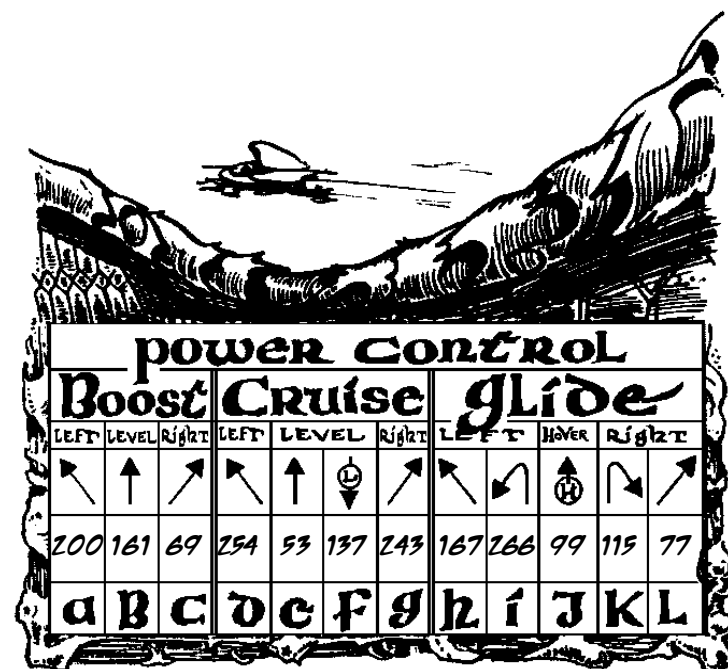
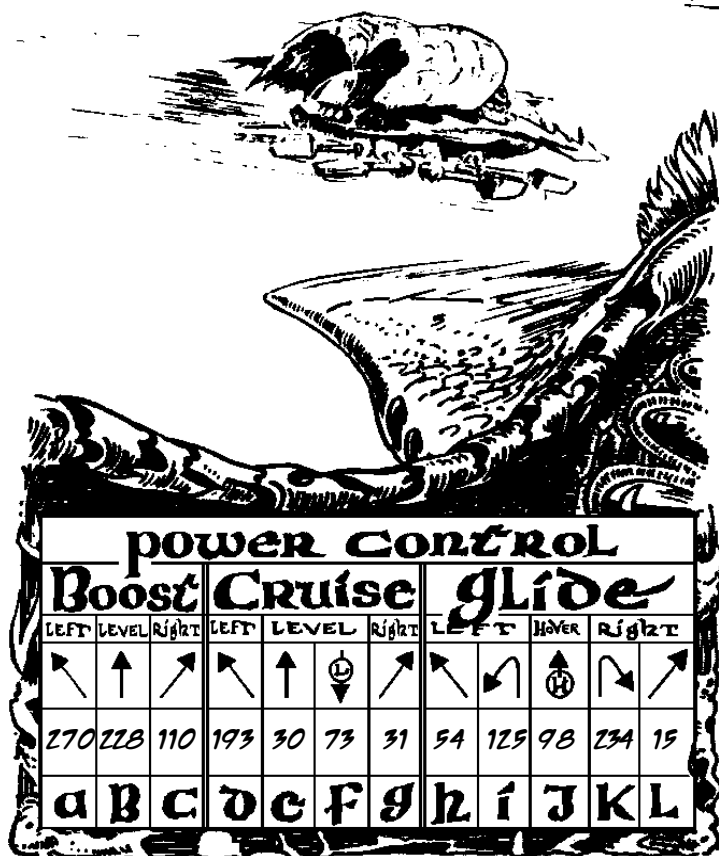
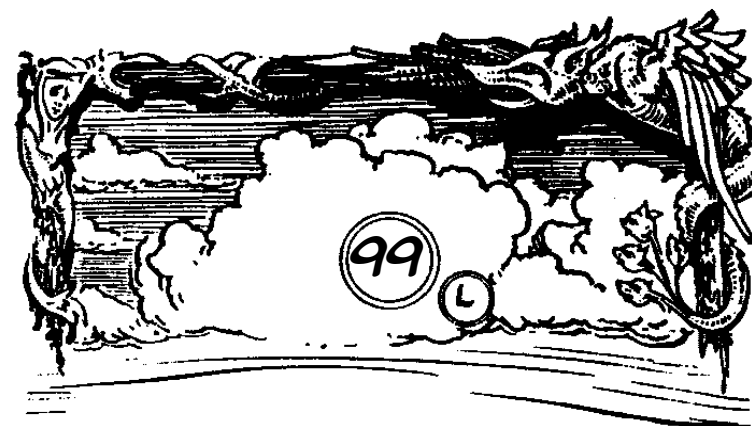
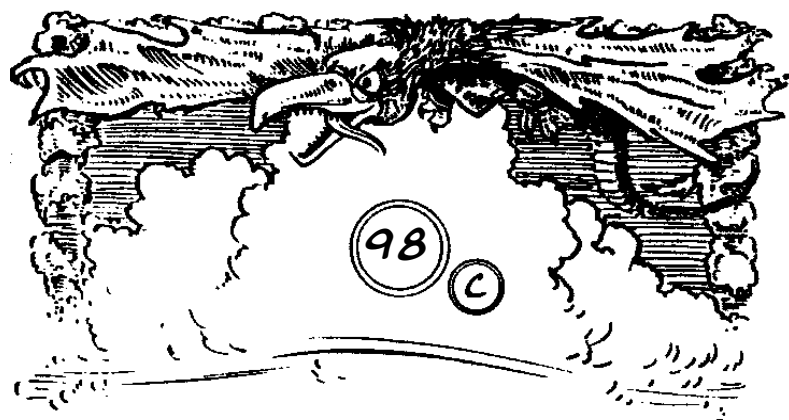


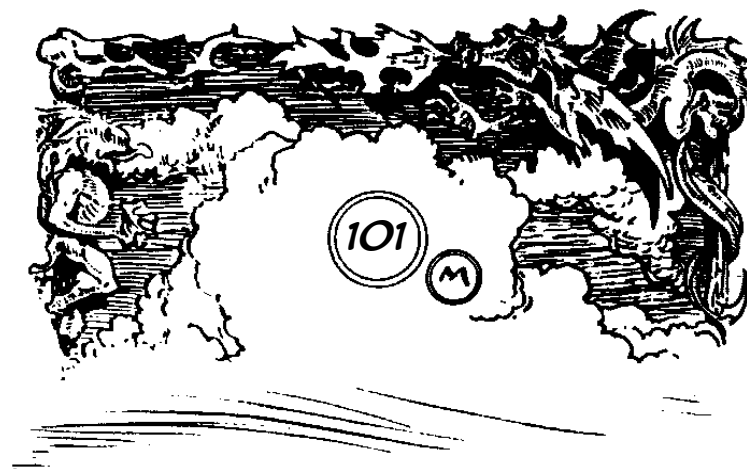
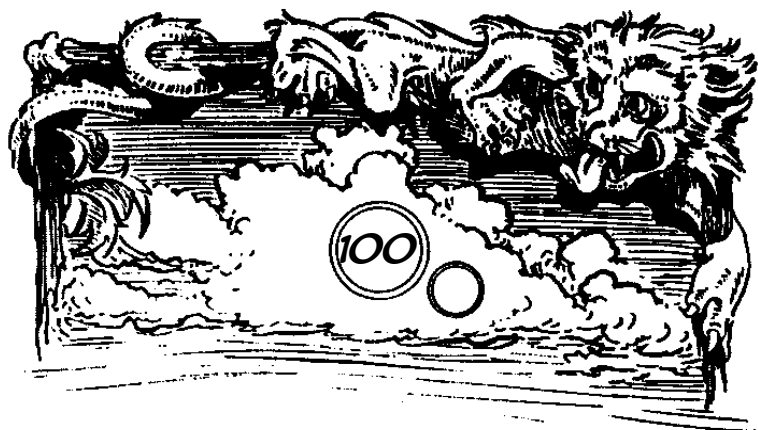


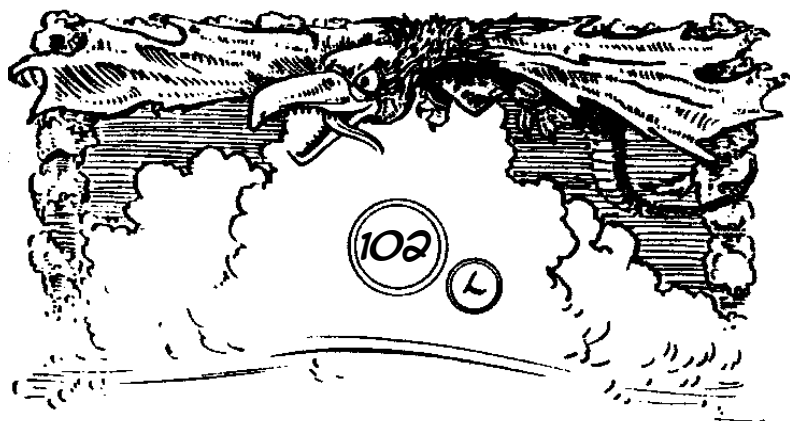
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
149	44	193		89	123	95	54	170	215	94	98 278
a	B	C		d	e	f	g	h	i	j	K L

power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
37	221	183		143	249	94	210	119	109	95	212 168
a	B	C		d	e	f	g	h	i	j	K L









## power control

### Boost

### Cruise

### glide

LEFT	LEVEL	RIGHT
↖	↑	↗
100	50	167
a	B	C

LEFT	LEVEL	RIGHT
↖	↑	⬇
100	50	130 145
d	e	f

LEFT	HOVER	RIGHT
↖	⬆	↗
188	100	102 264 81
h	i	j K L

100

50

167

100

50

130

145

188

100

102

264

81

a

B

C

d

e

f

g

h

i

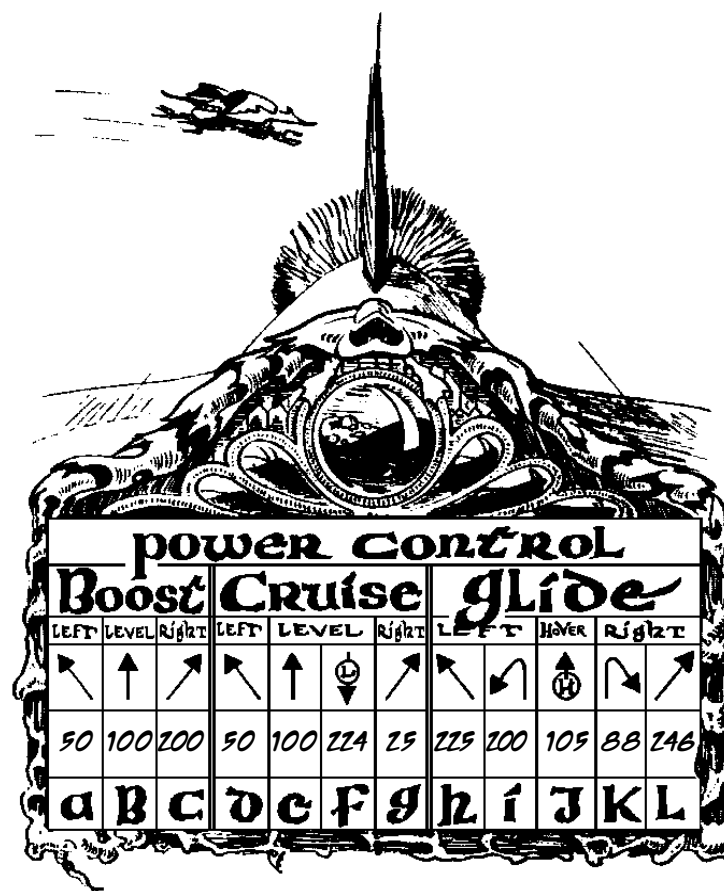
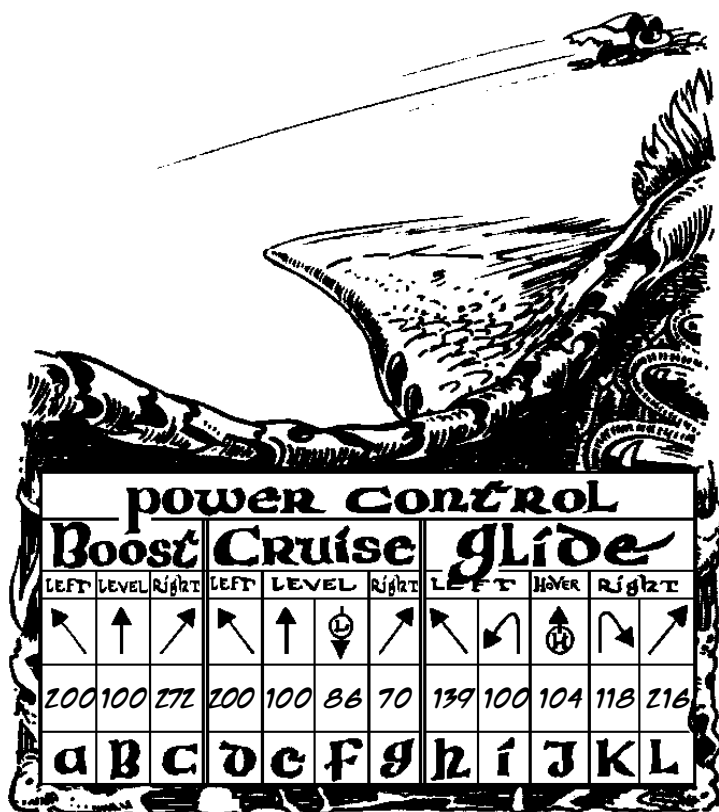
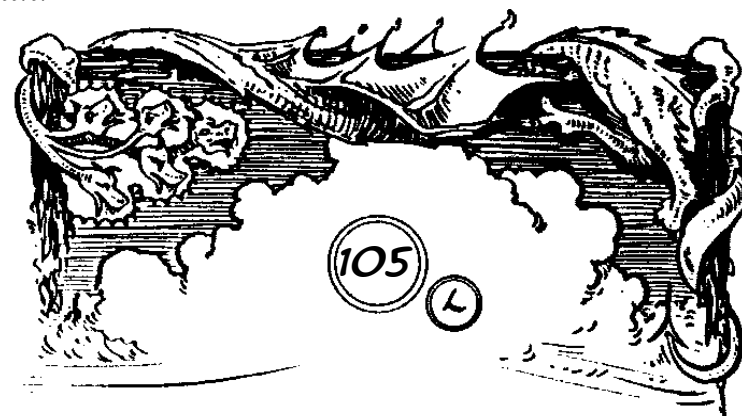
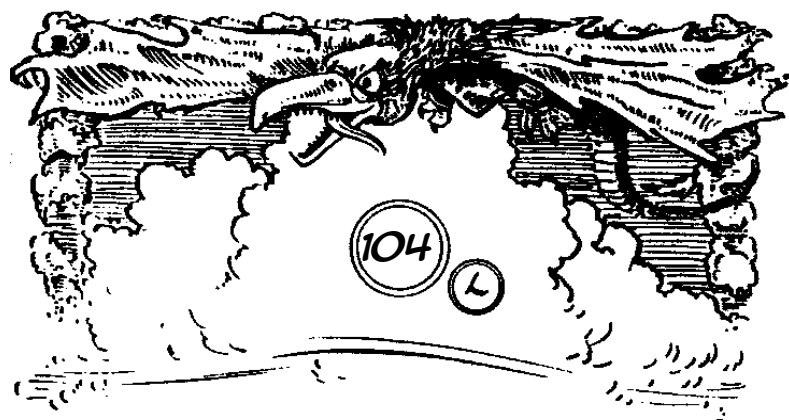
j

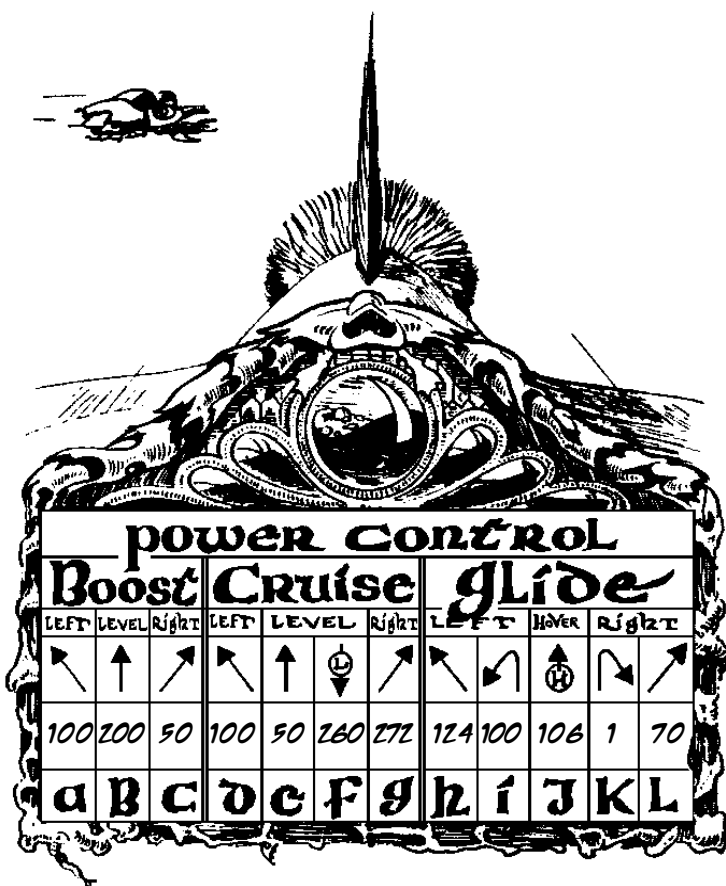
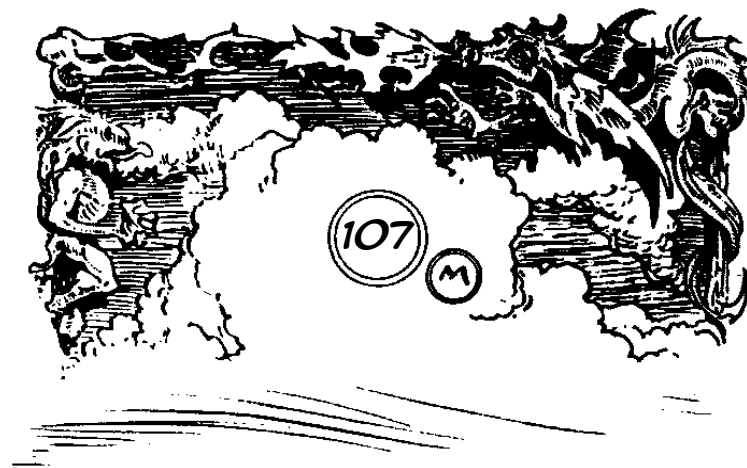
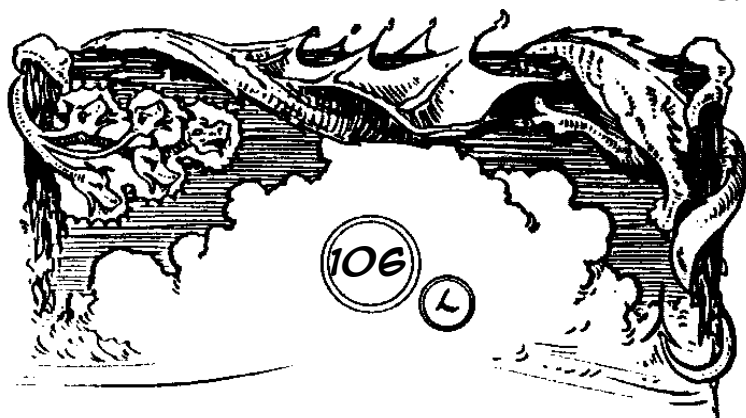
K

L

ON TARGET

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	⬆	↖	↗	↗	
223	95	209	236	147	44	141	74	128	103	66	114
a	B	C	d	e	f	g	h	i	j	K	L

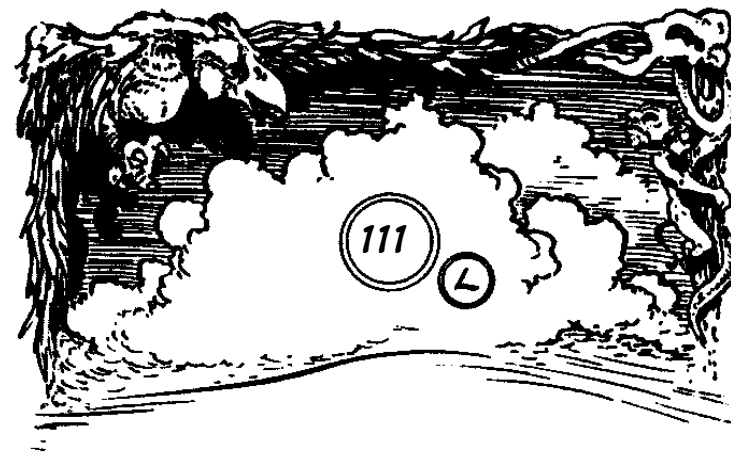
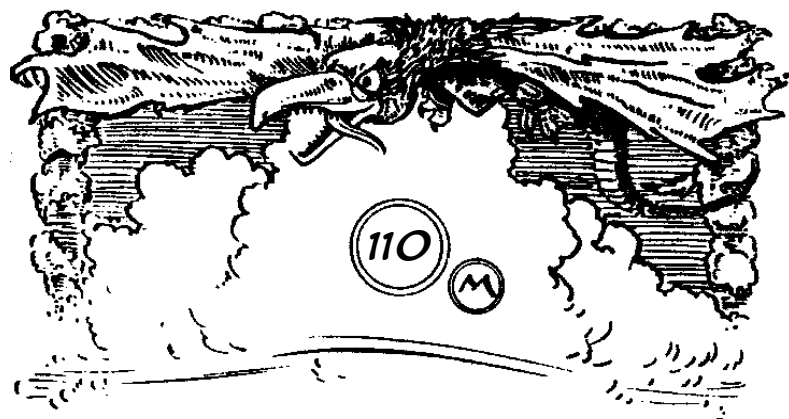






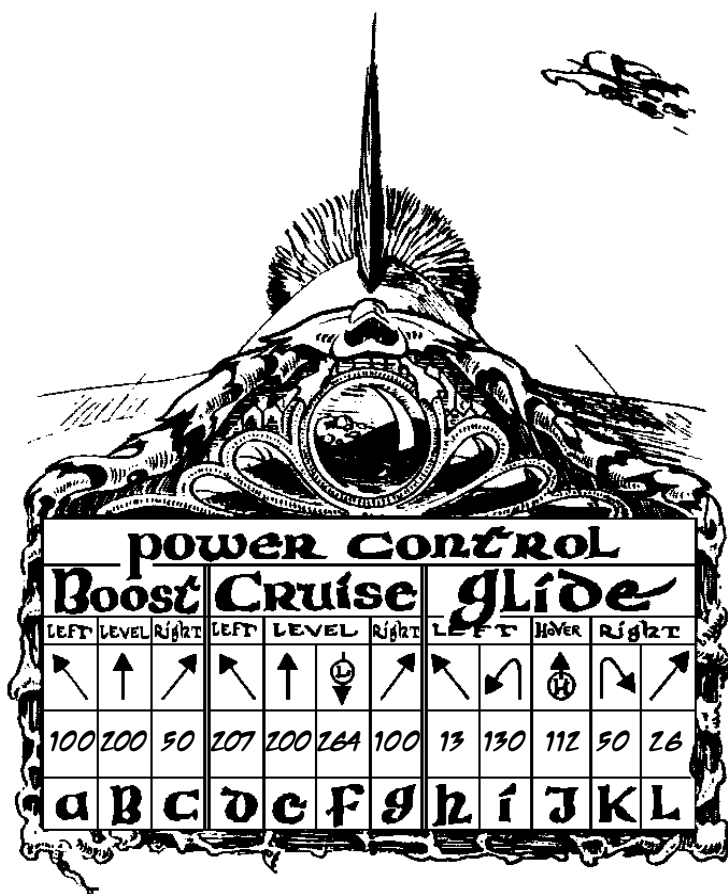
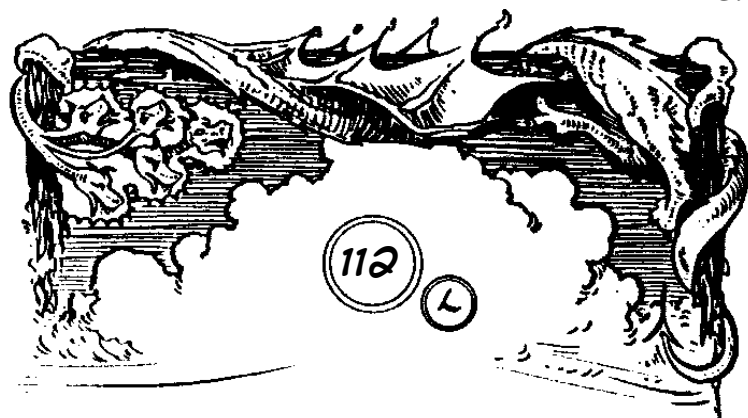


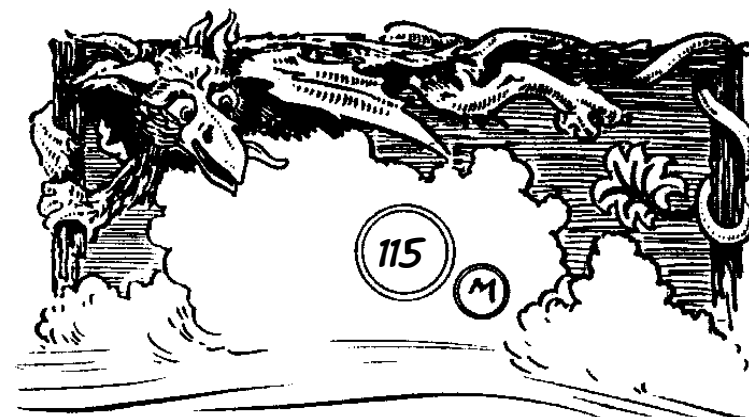
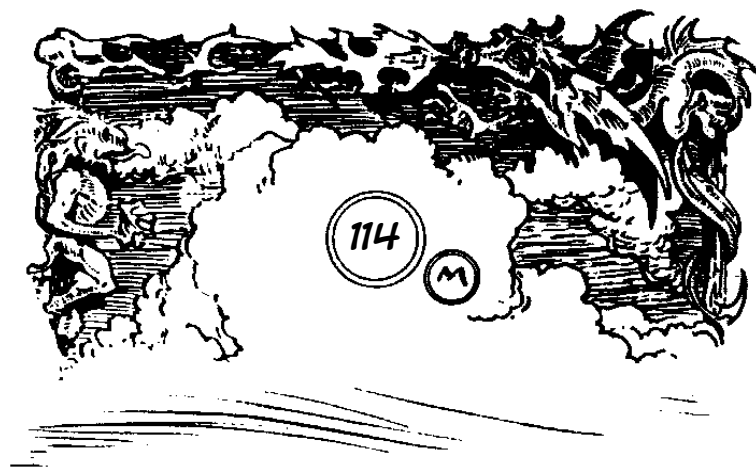

power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↗	⬆	↗
231	82	9		131	267	234	37	196	73	109	250
a	B	C		d	e	f	g	h	i	J	K



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↙	⬆	↘	↗
100	50	26	181	65	7	274	91	144	110	256	16
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↙	⬆	↘	↗
45	50	100	241	200	1	100	185	260	111	100	190
a	B	C	d	e	f	g	h	i	j	K	L

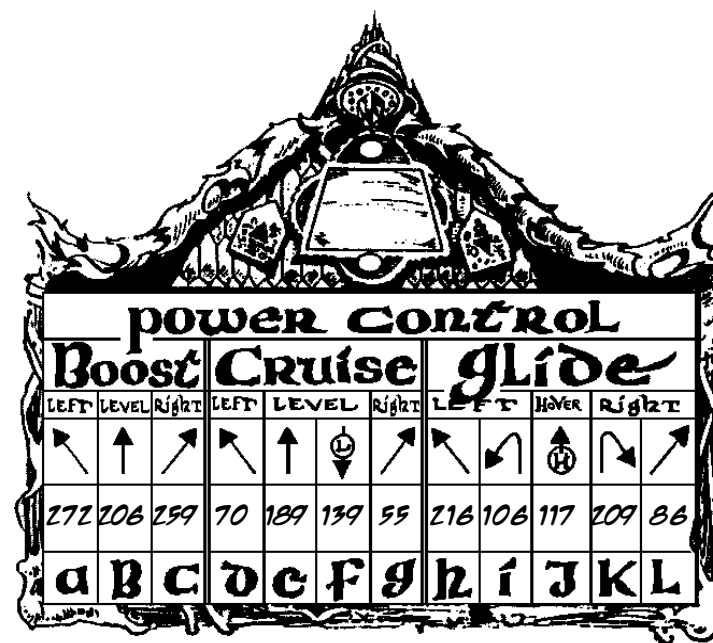
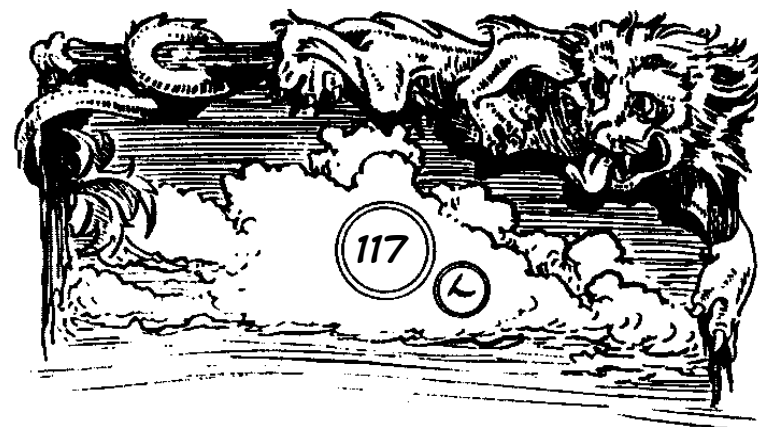


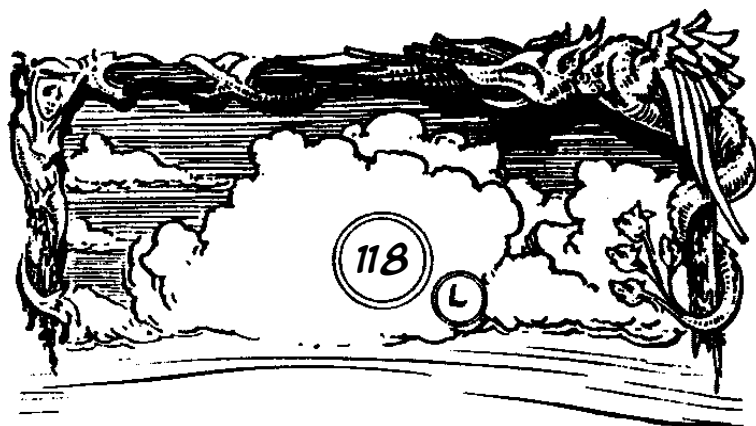



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
95	209	50	147	141	68	124	103	206	114	106	72
a	B	C	d	e	f	g	h	i	j	K	L



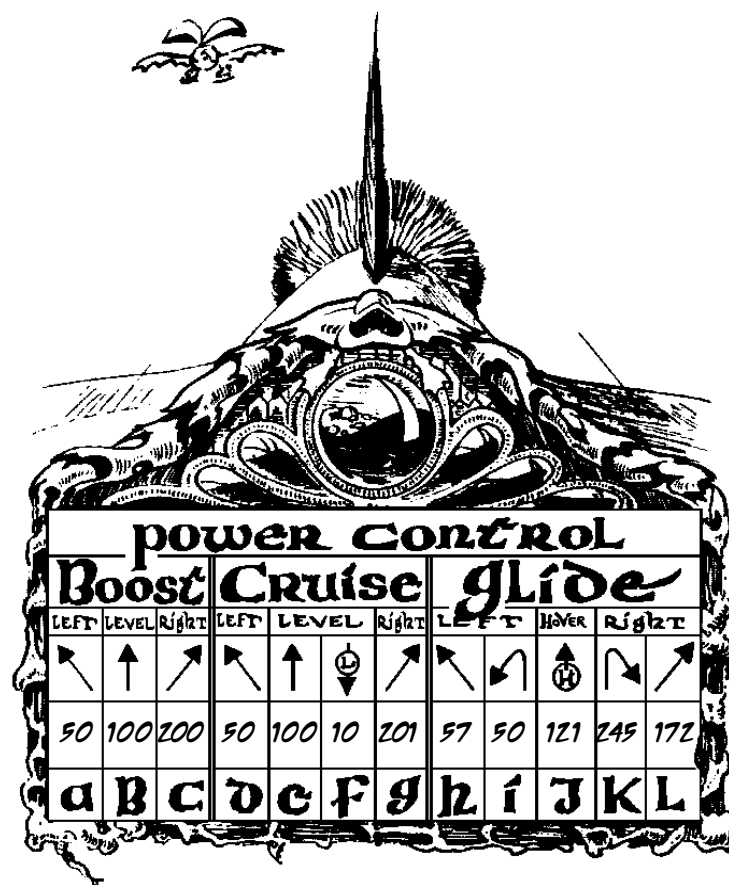
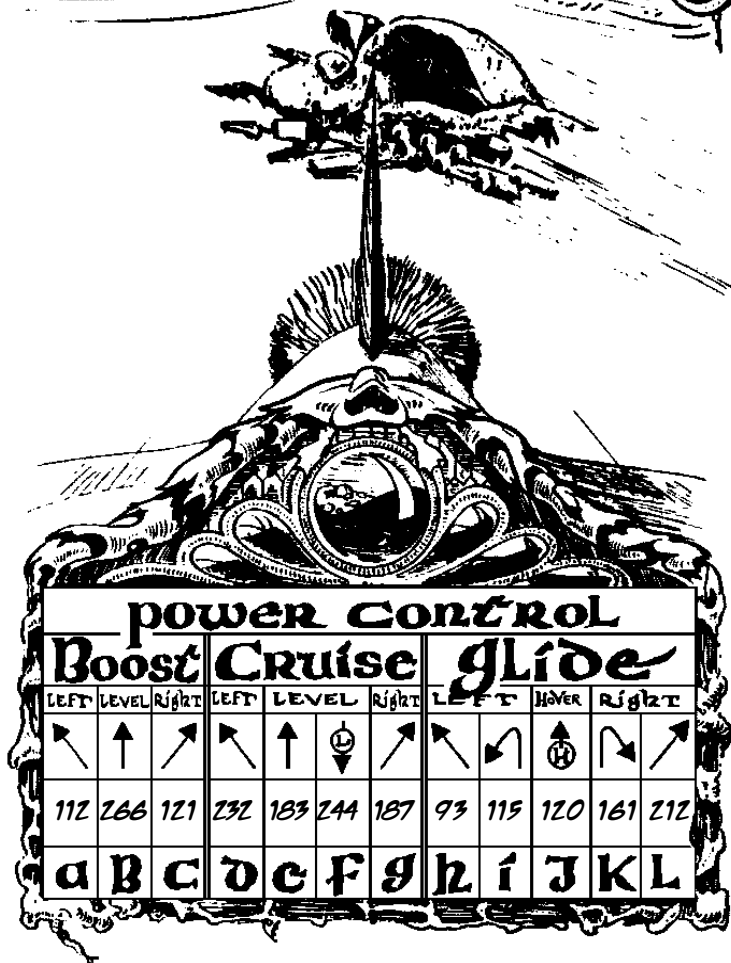
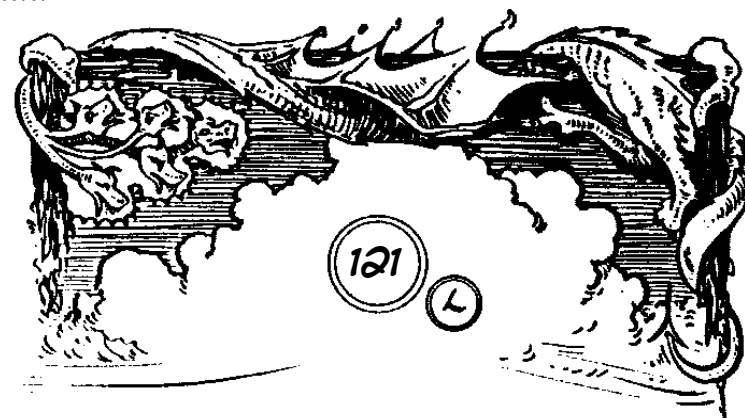
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
109	22	50	69	78	132	112	243	214	115	26	232
a	B	C	d	e	f	g	h	i	j	K	L

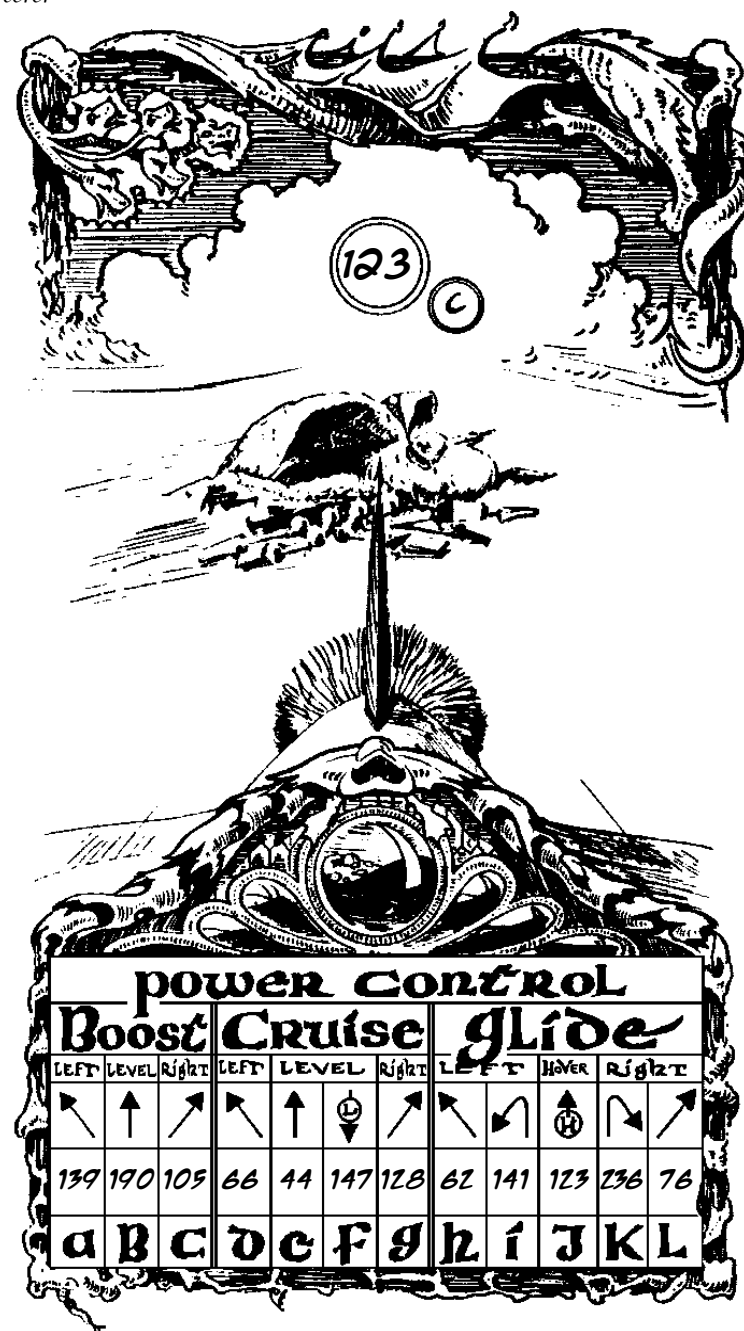




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↖	⬆	↖	↖	↗
200	236	6	272	74	124	107	70	190	118	141	260
a	B	C	d	e	f	g	h	i	j	K	L

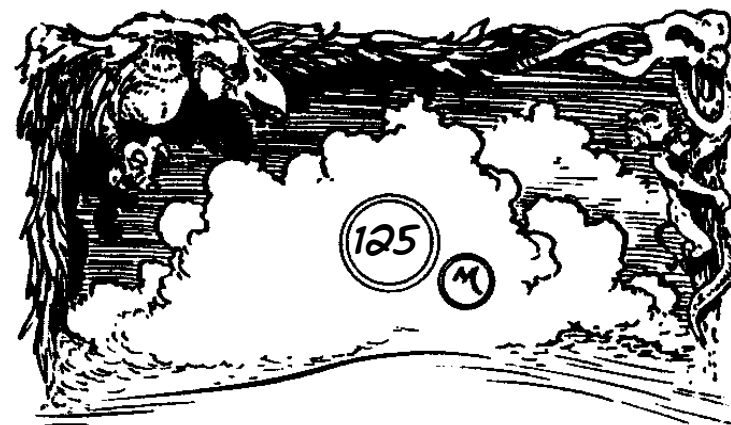
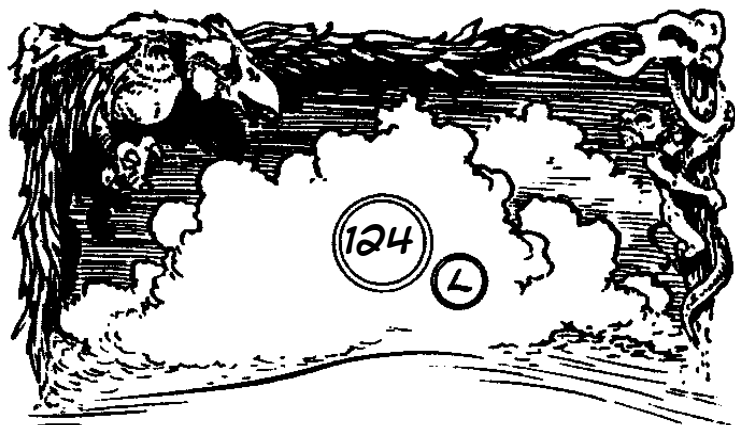
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↖	⬆	↖	↖	↗
193	37	221	54	143	170	249	278	131	119	42	95
a	B	C	d	e	f	g	h	i	j	K	L





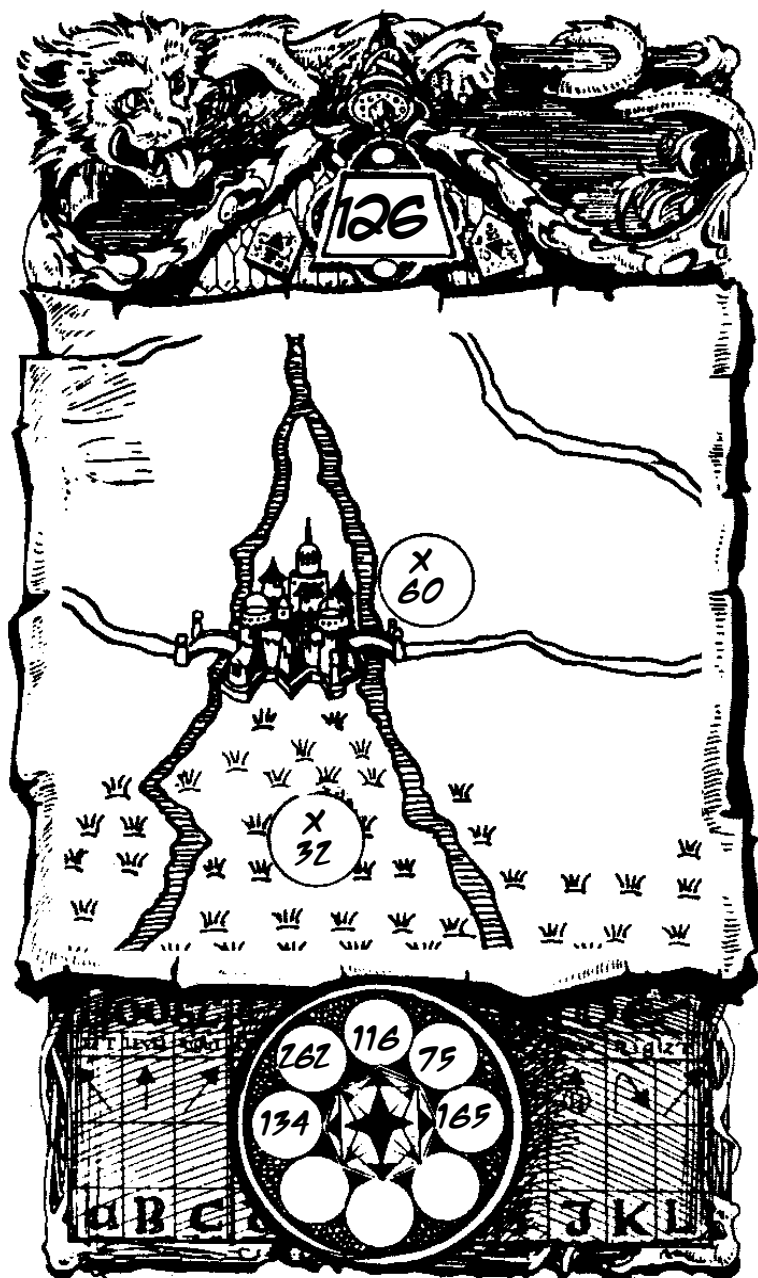
power control											
Boost			Cruise			glide					
LEFT	LEVEL	Right	LEFT	LEVEL	Right	LEFT	HOVER	Right			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↗	↗
139	190	105	66	44	147	128	62	141	123	236	76
a	B	C	D	E	F	G	H	I	J	K	L

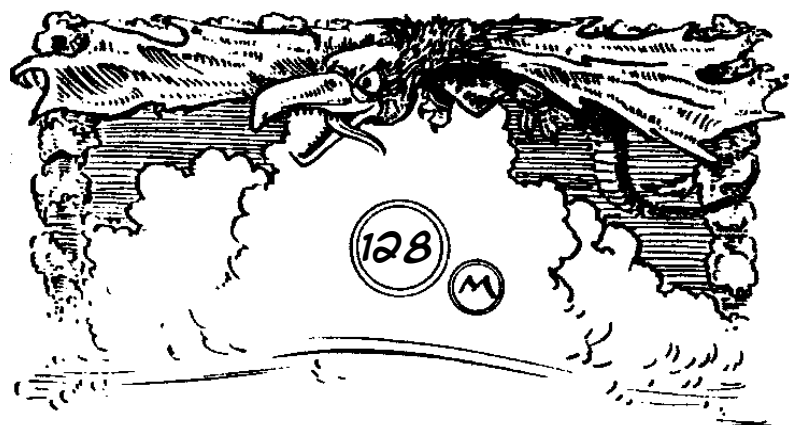




power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↙	⬆	↗
277	100	200		45	100	118	50	241	86	124	100
a	B	C		d	e	f	g	h	i	j	K

power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↙	⬆	↗
72	100	50		235	225	150	270	174	169	125	25
a	B	C		d	e	f	g	h	i	j	K





**power control**

Boost			Cruise			Glide		
Left	Level	Right	Left	Level	Right	Left	Hover	Right
↖	↑	↗	↖	↑	⬇	↖	⬆	↗
100	50	271	19	105	169	223	231	90
a	b	c	d	e	f	g	h	i
j	k	l						

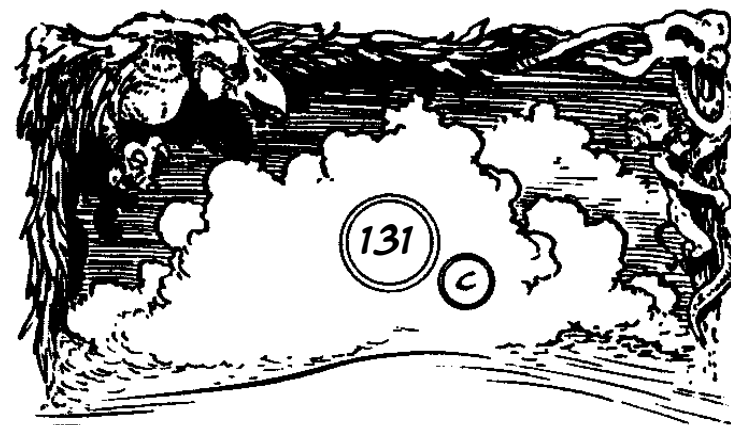
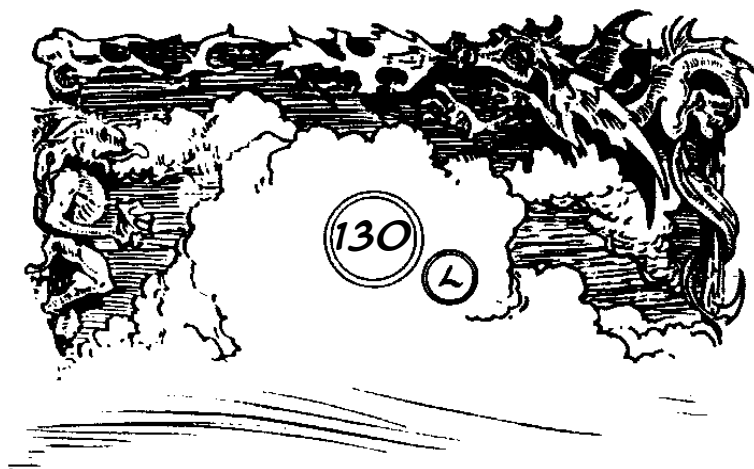
**129**

**X 38**

**X 47**

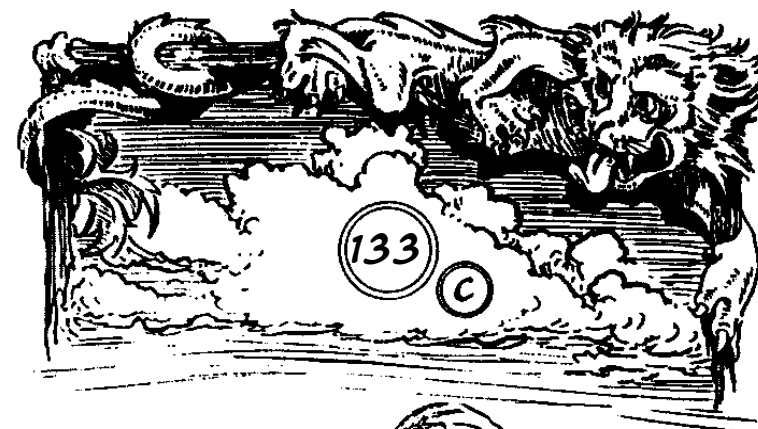
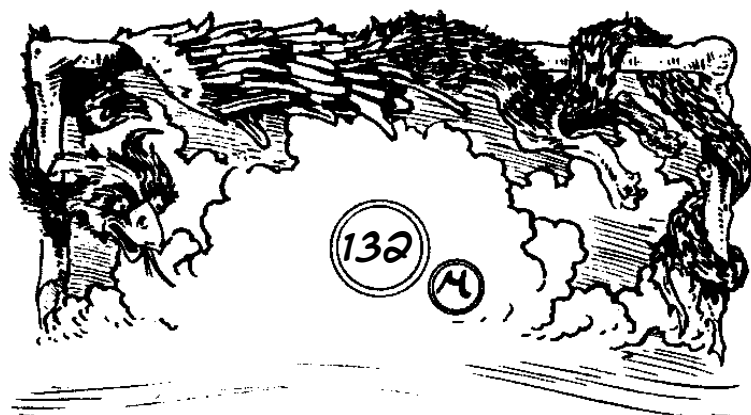
**173 80 247 199 83 122 192 87**

**a b c d e f g h i j k l**



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↗	↗	↗
214	144	100	85	227	102	50	210	256	130	200	207
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↗	↗	↗
66	19	270	62	231	15	193	73	60	131	223	54
a	B	C	d	e	f	g	h	i	j	K	L



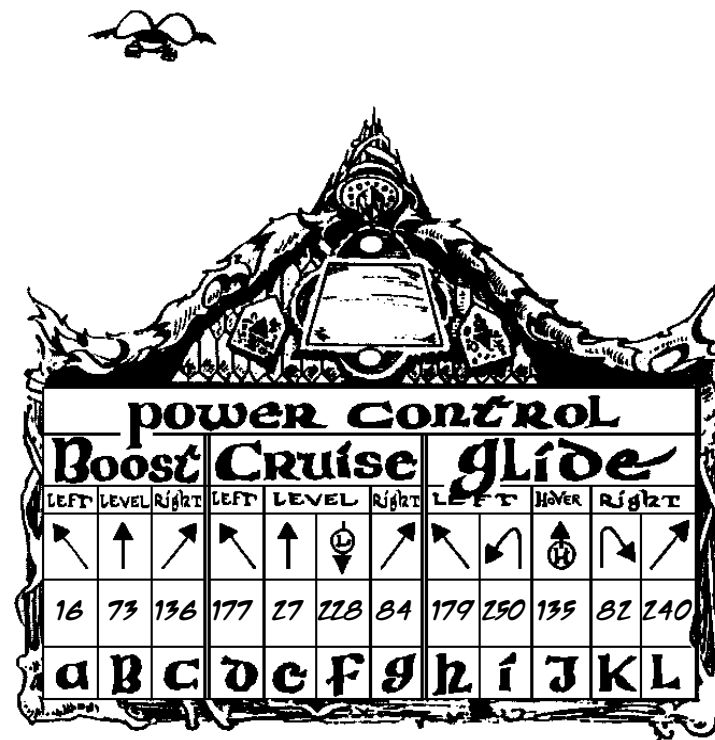
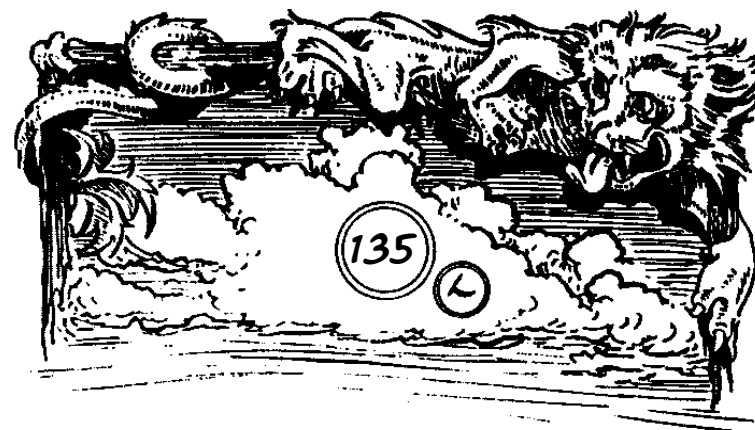
power control

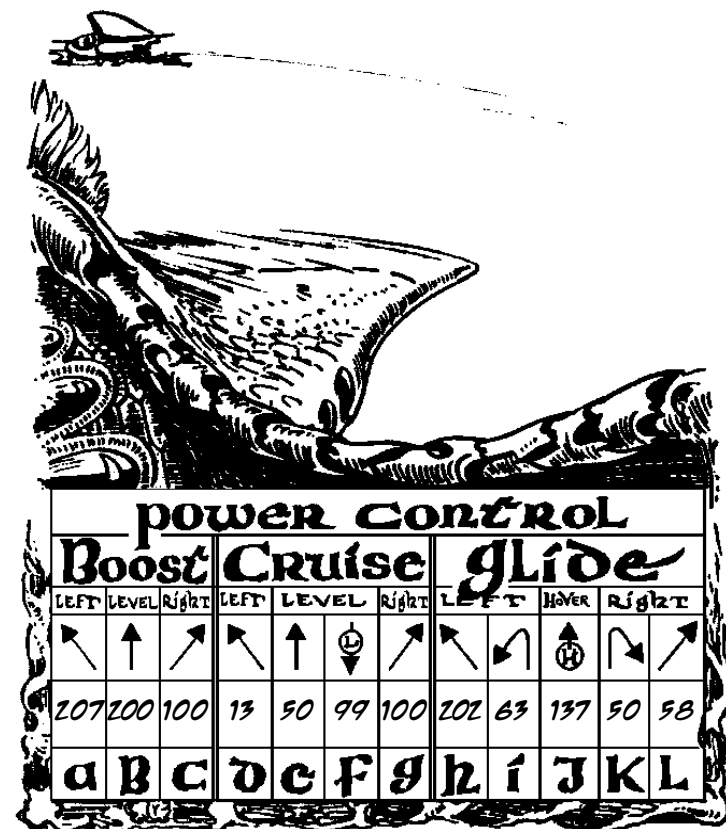
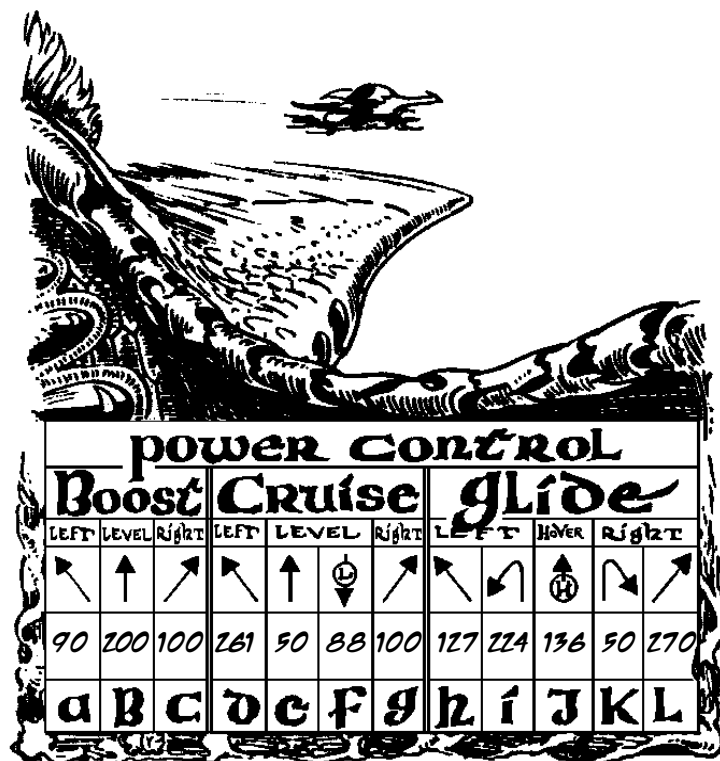
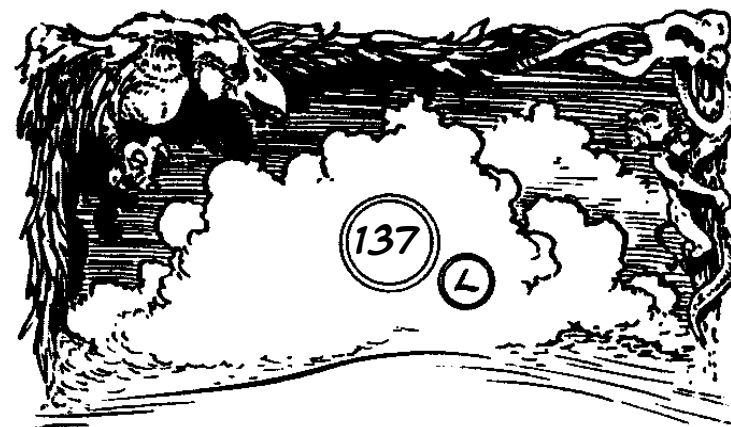
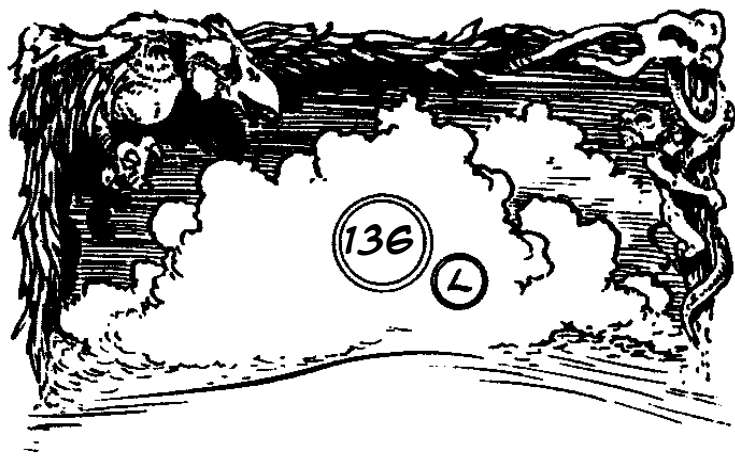
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
200	18	21	58	176	115	297	59	137
132	244	14						
a	B	C	d	e	f	g	h	i
j	k	L						

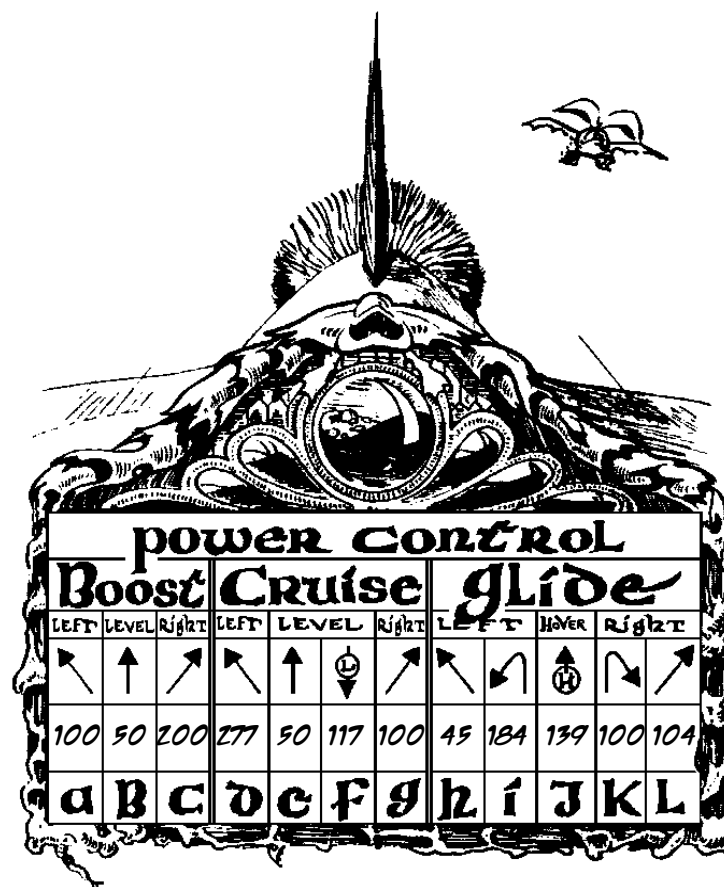
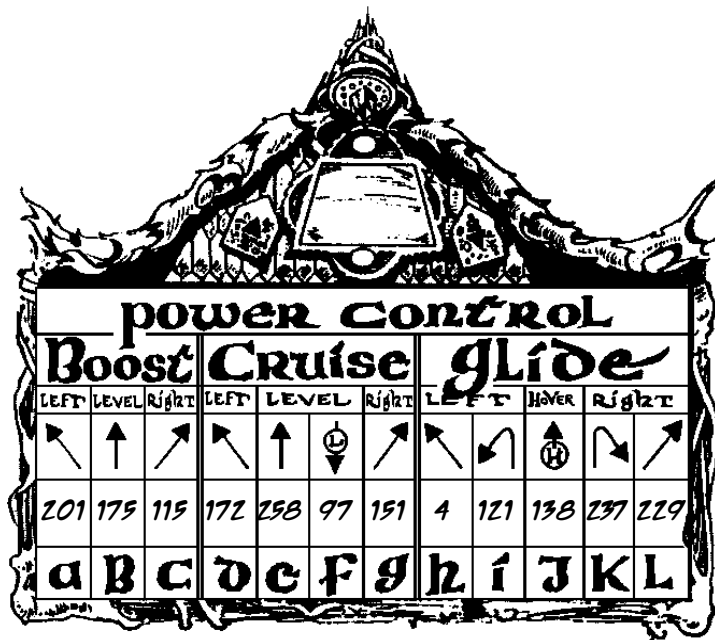
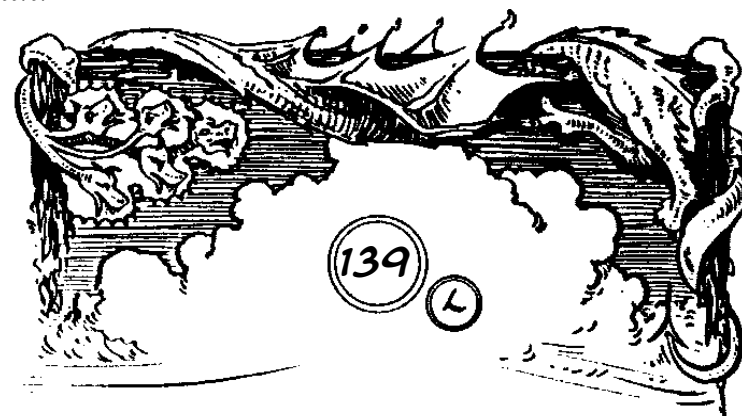
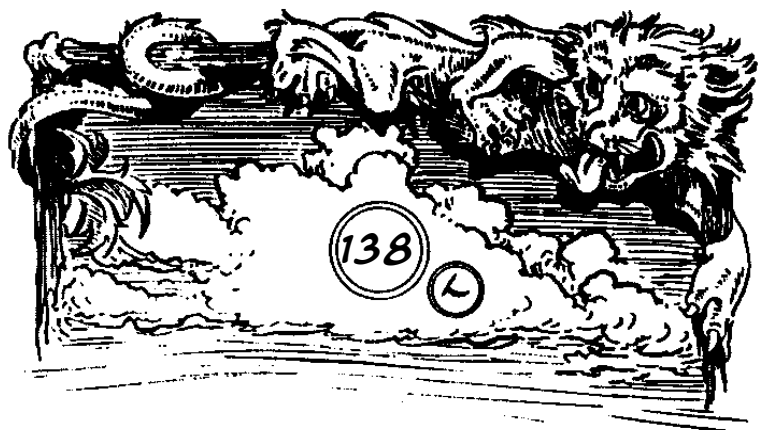
ON TARGET

power control

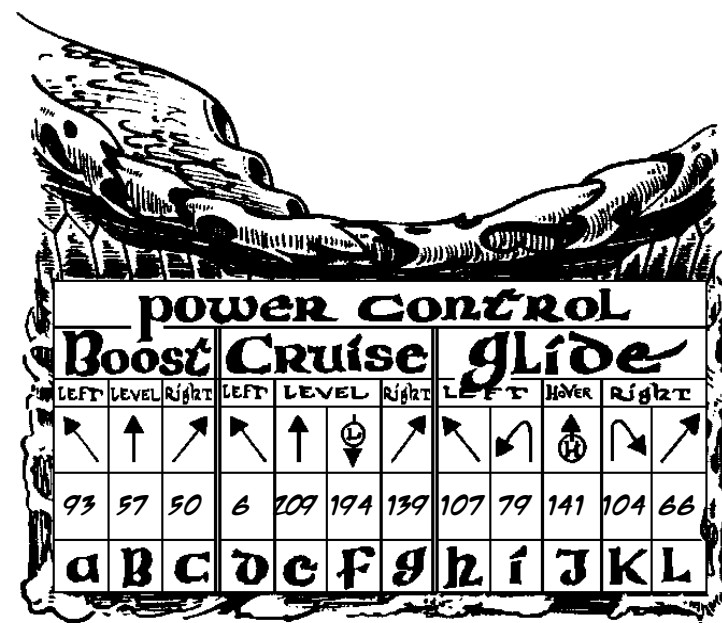
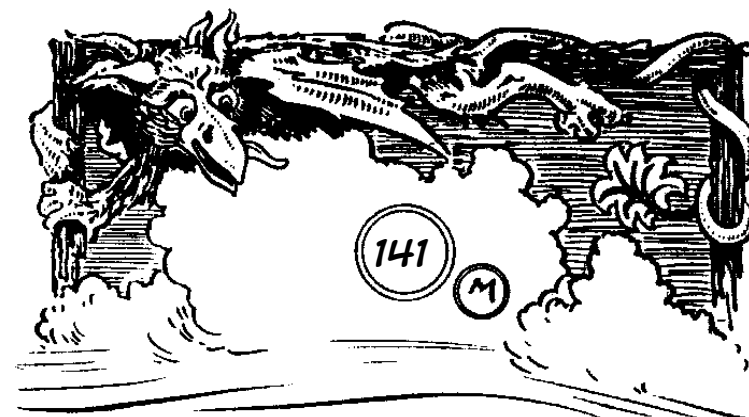
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
59	89	231	42	170	143	131	234	249
133	54	196						
a	B	C	d	e	f	g	h	i
j	k	L						

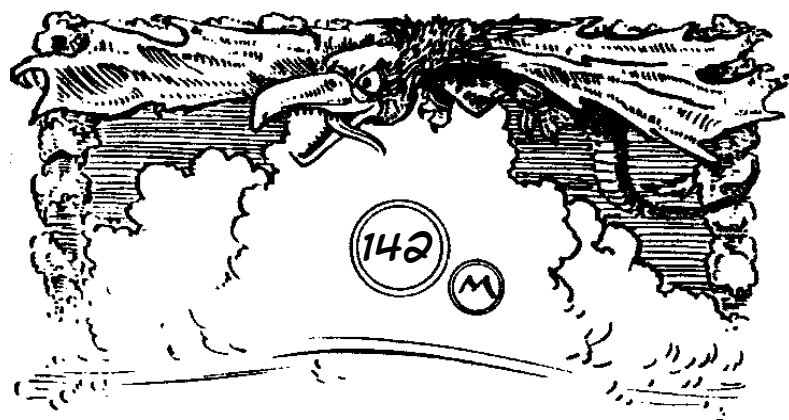







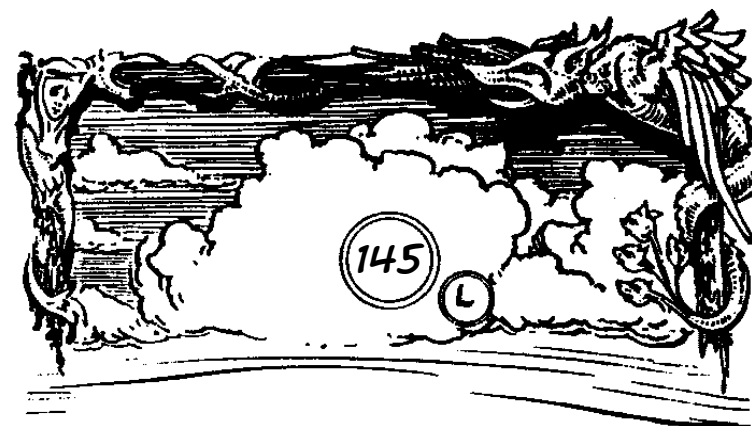
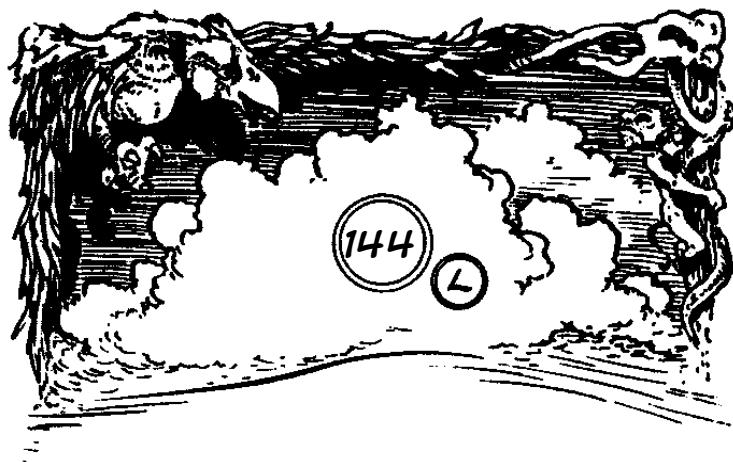






power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↖	⊕	↗	↗
50	100	252	139	106	107	68	66	45	142	74	194
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	⬆	↖	↗	↗	
82	9	65	267	37	133	110	109	253	143	16	31
a	B	C	d	e	f	g	h	i	j	K	L

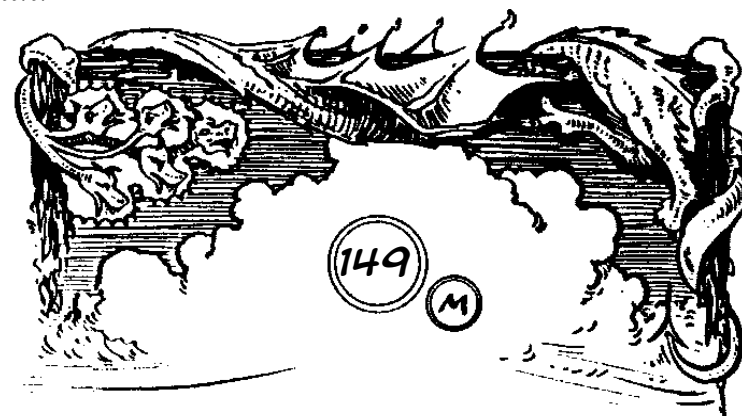
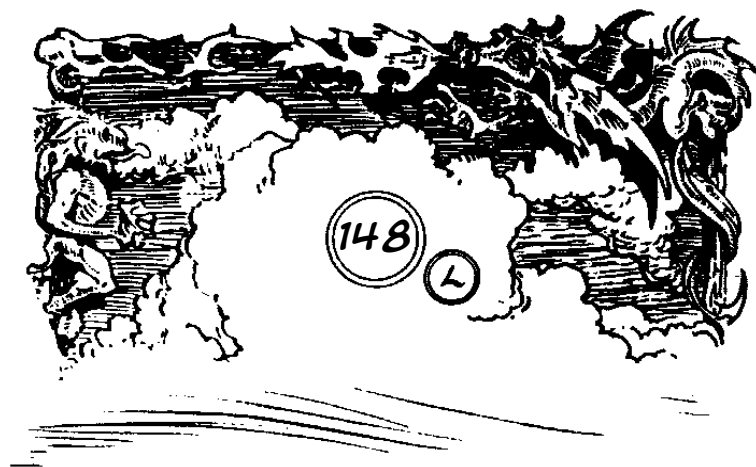


power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↙	⬆	↘	↗
253	200	100	38	263	171	100	211	197	144	200	181
a	B	C	d	e	f	g	h	i	j	K	L

A black and white illustration of a scroll with a decorative border. The table below is part of the scroll's content.

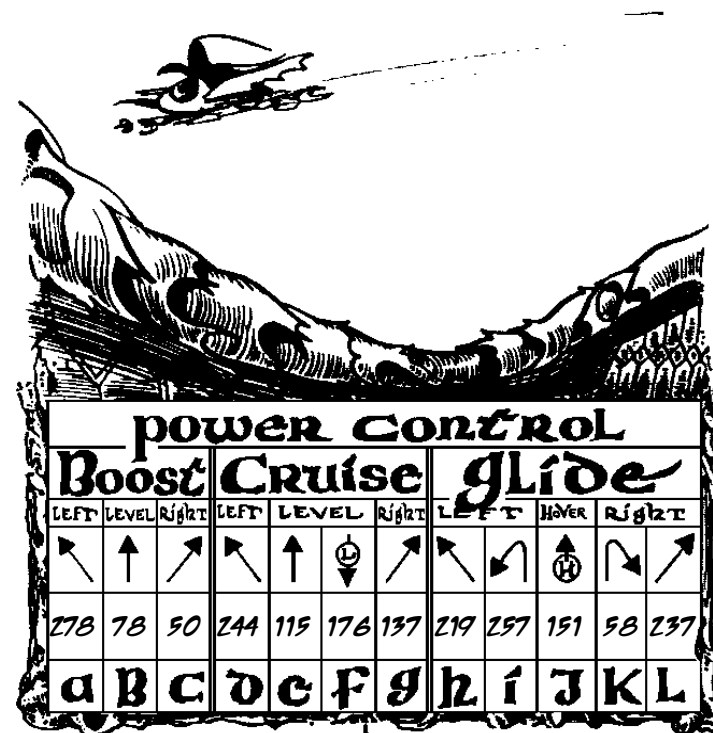
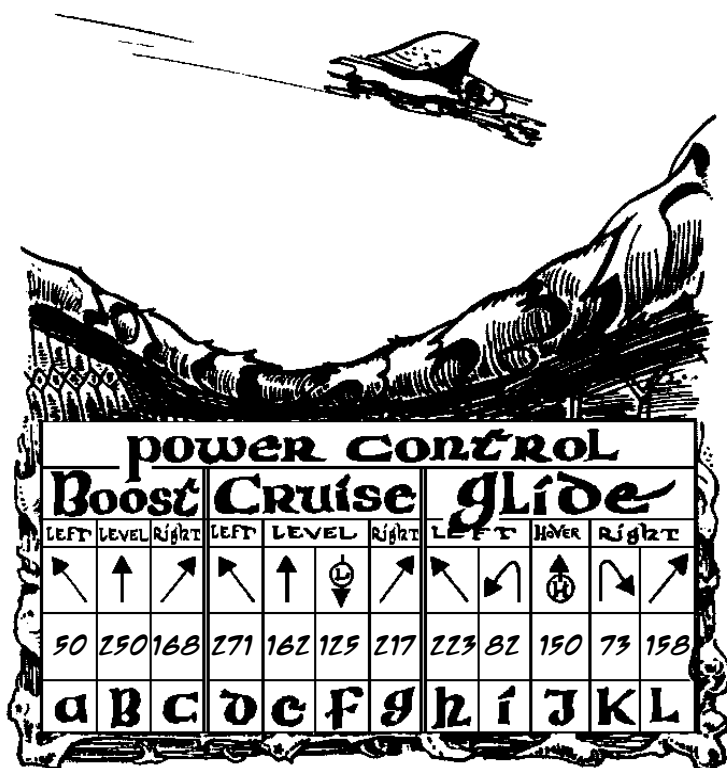
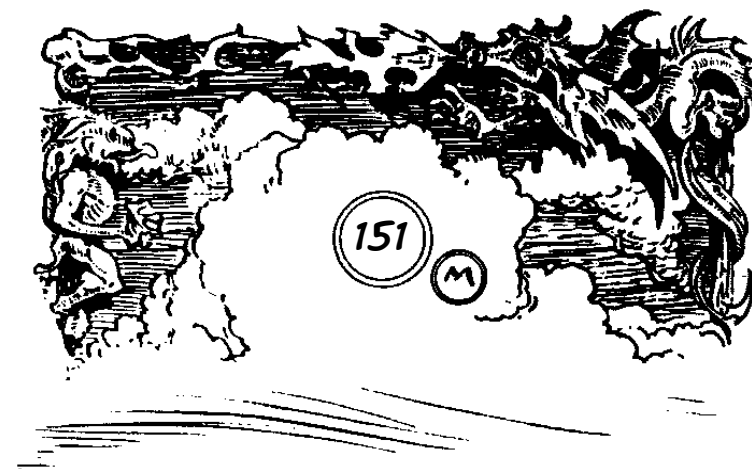
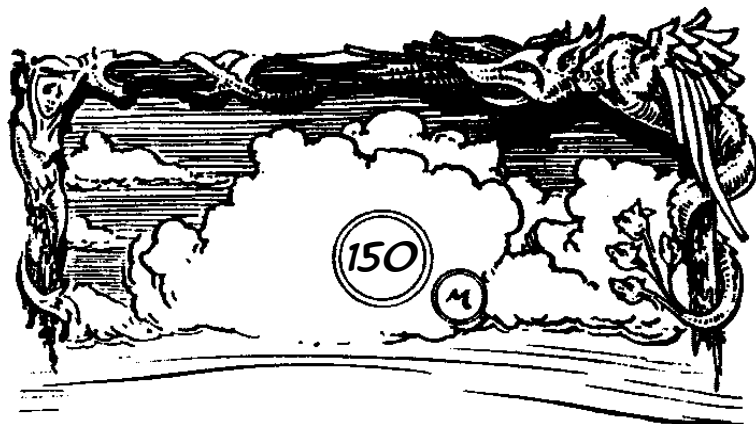
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↙	⬆	↘	↗
100	254	257	100	167	13	14	26	50	145	243	264
a	B	C	d	e	f	g	h	i	j	K	L

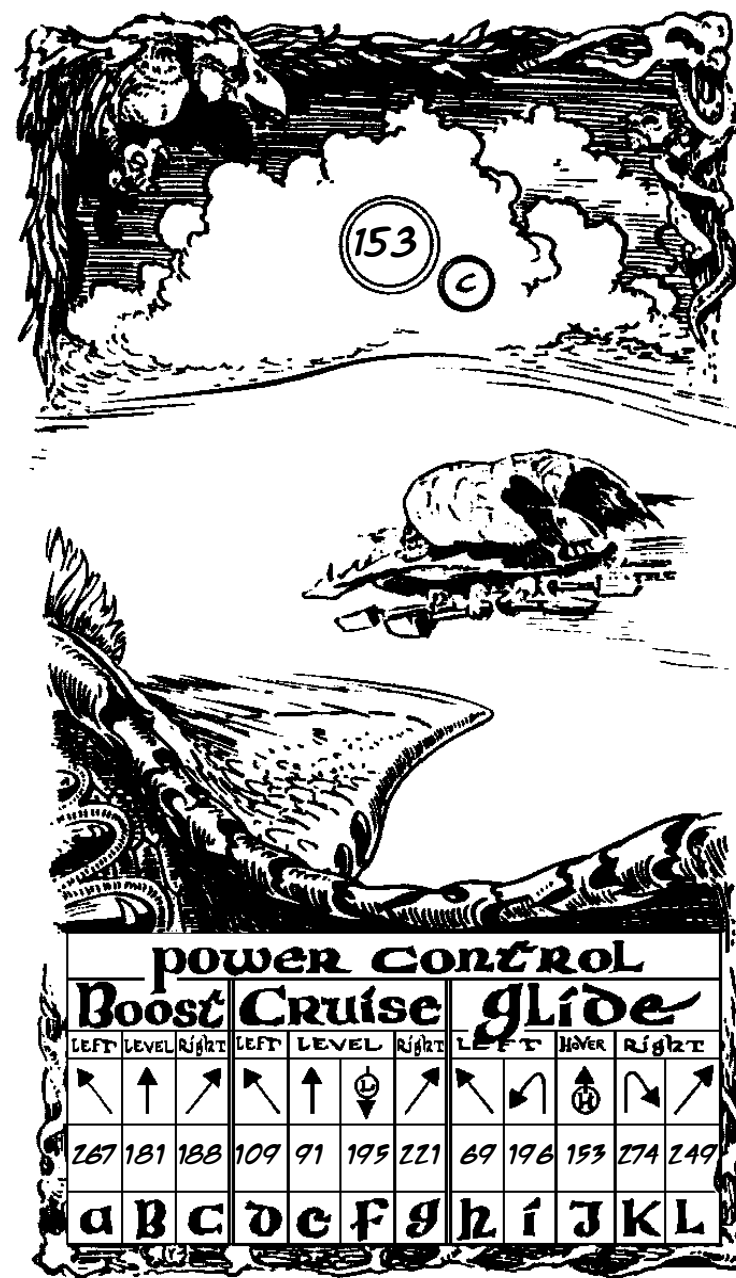


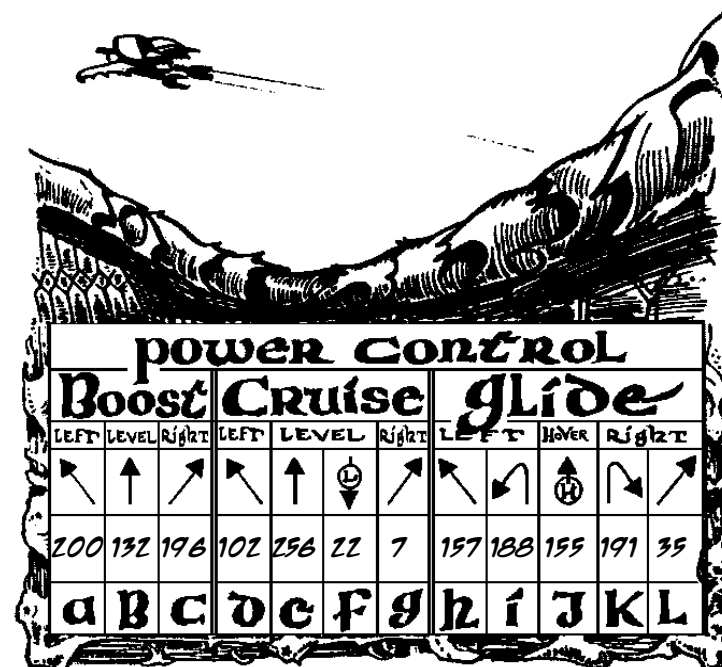
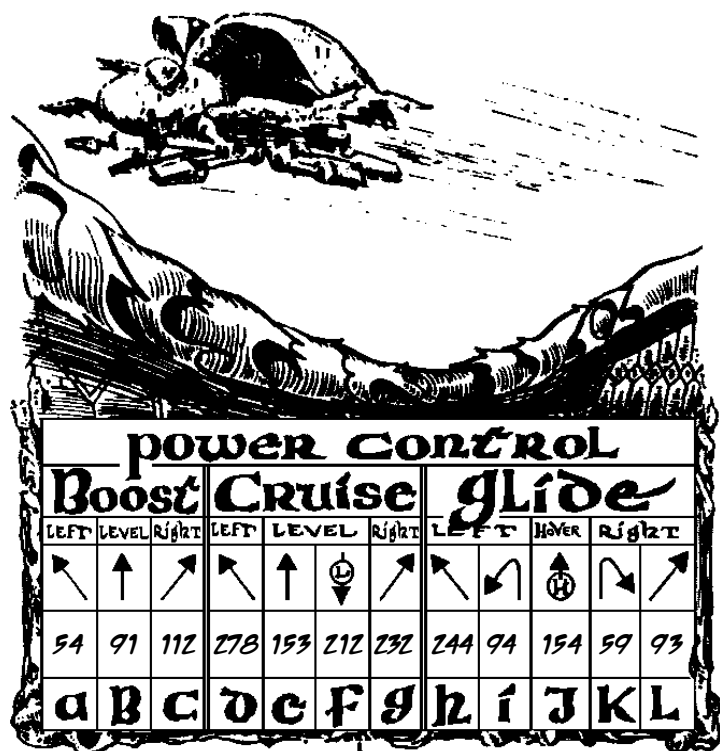
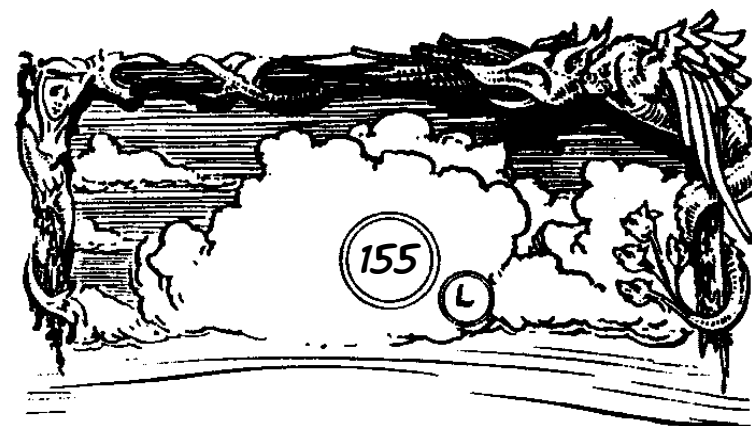
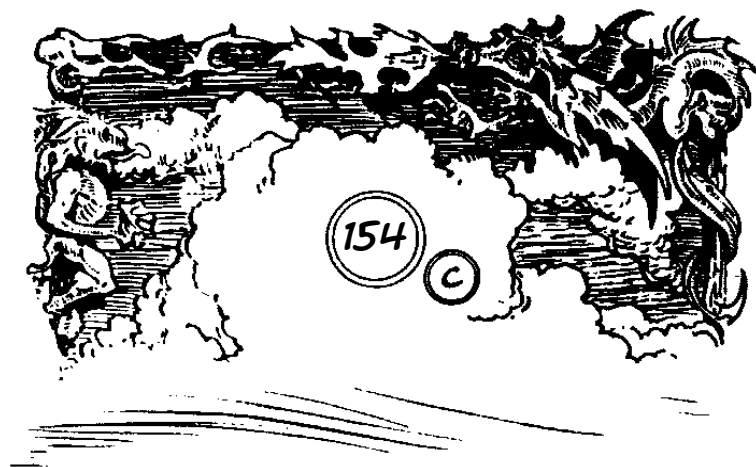


power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	↗
244	13	50	219	202	254	200	163	53	148	100	289
a	B	C	d	e	f	g	h	i	j	K	L

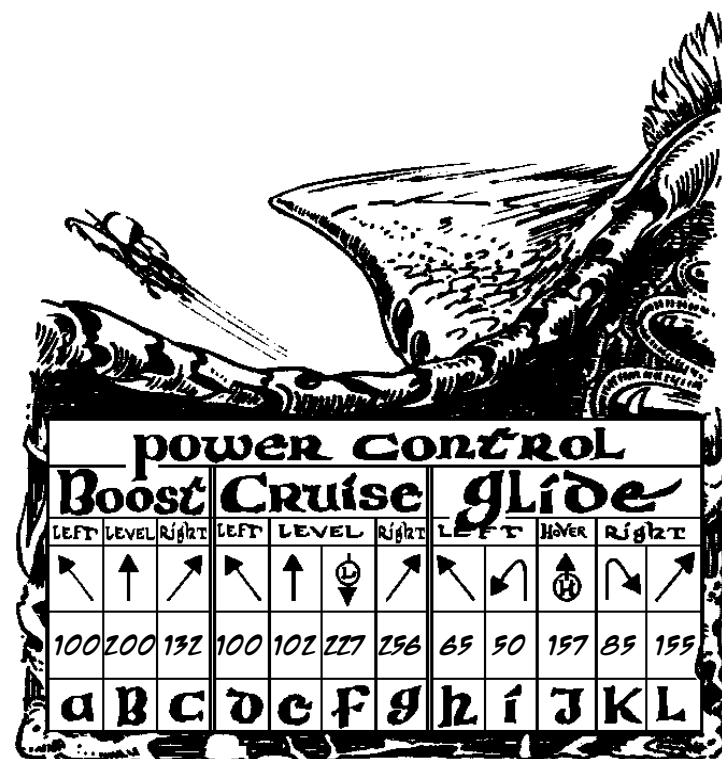
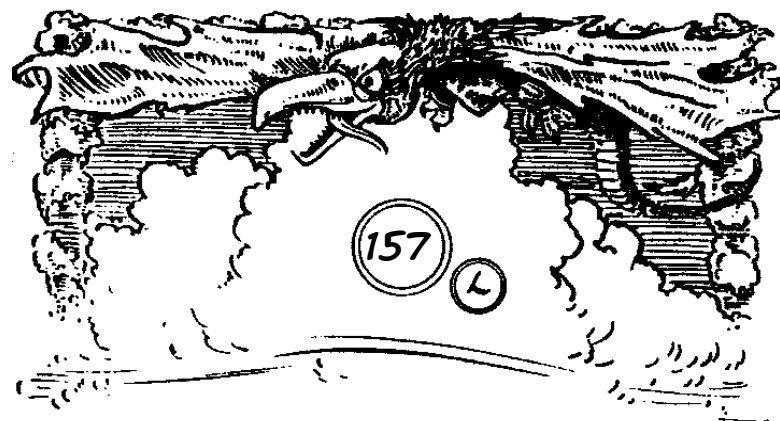
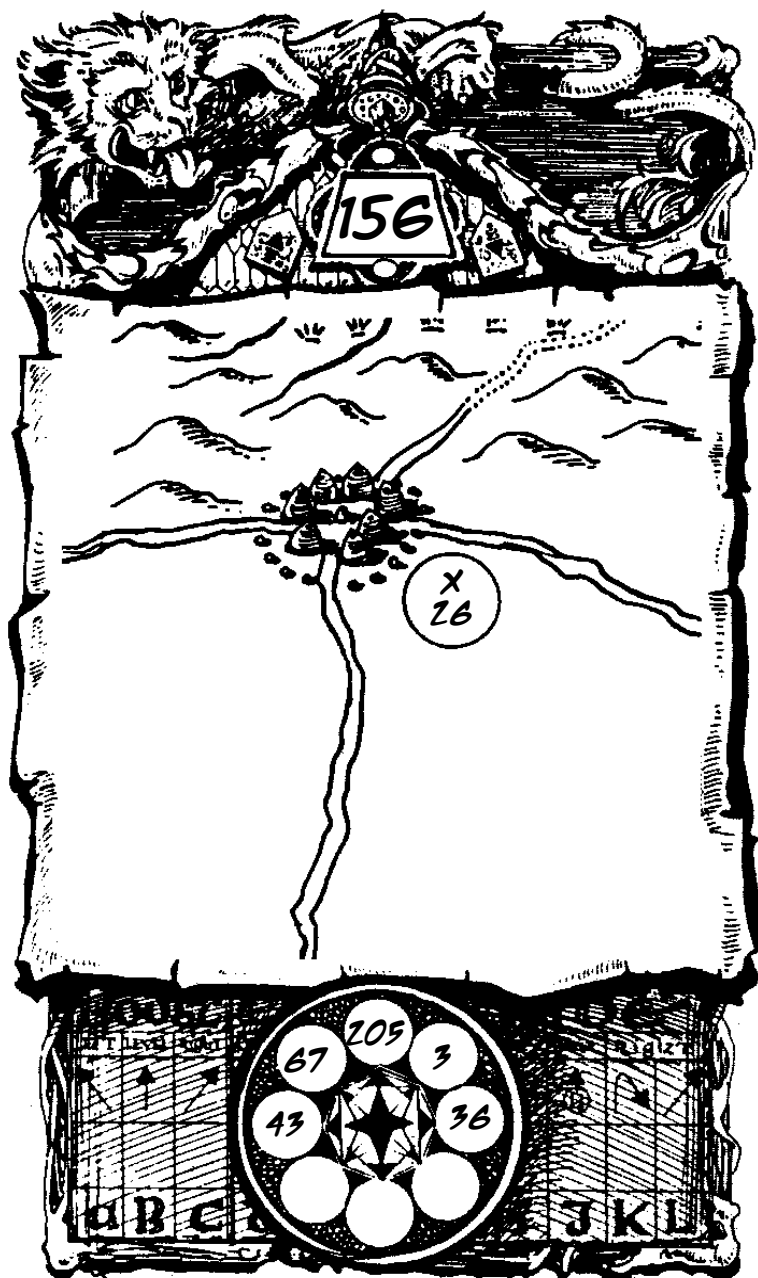
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	↗
100	200	50	57	2	198	104	209	28	149	216	11
a	B	C	d	e	f	g	h	i	j	K	L

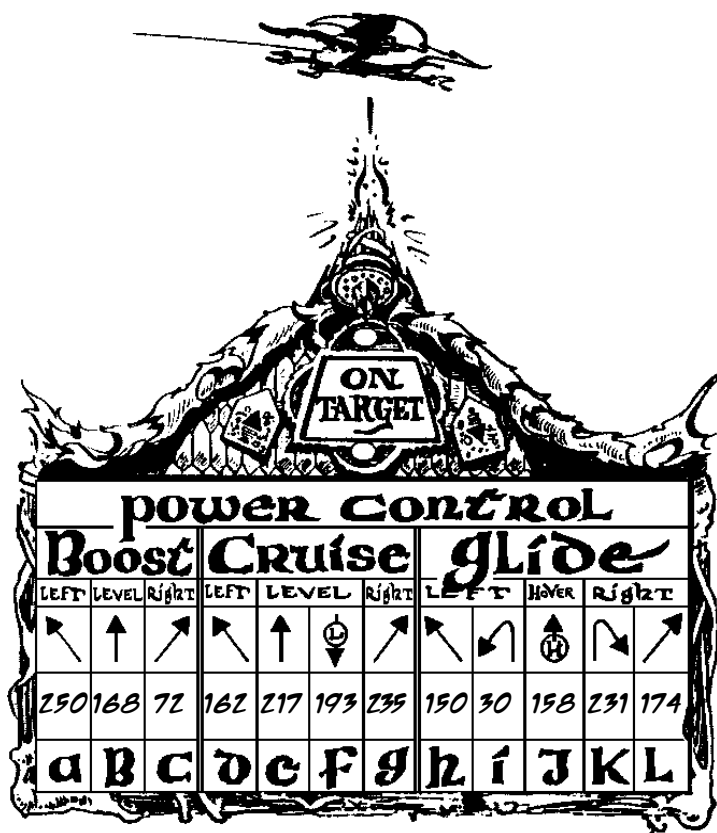
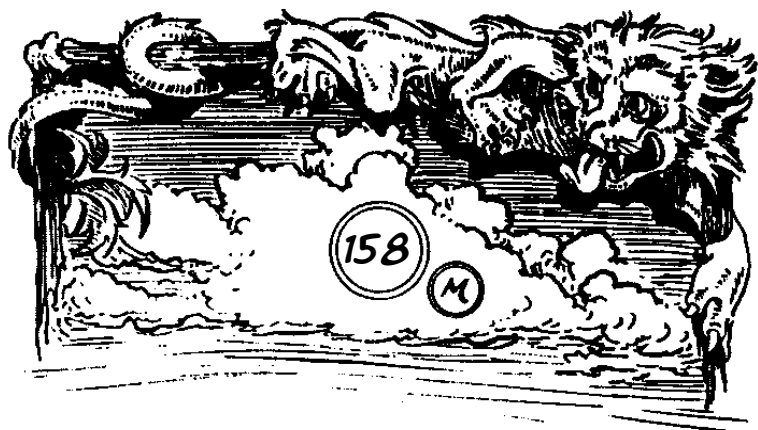


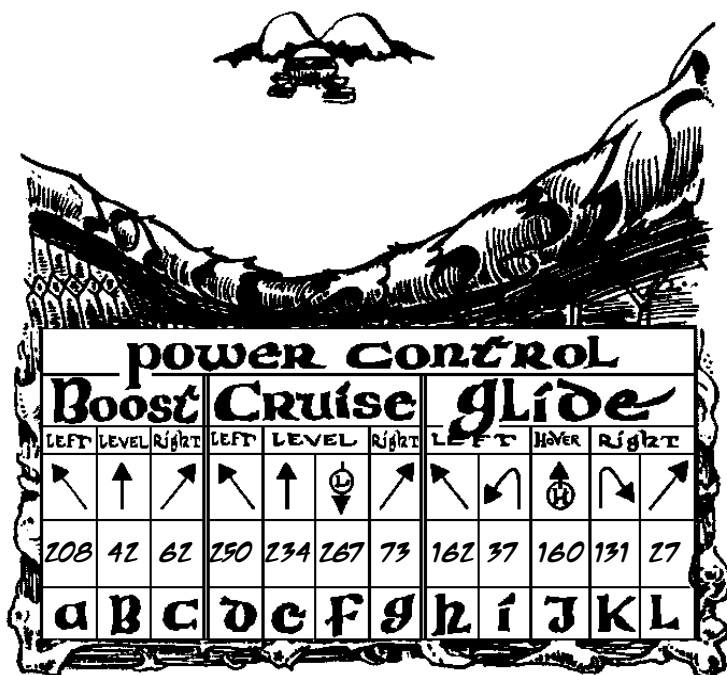
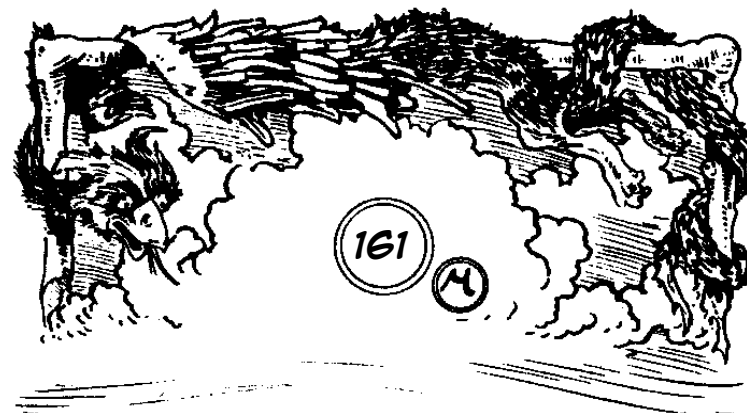
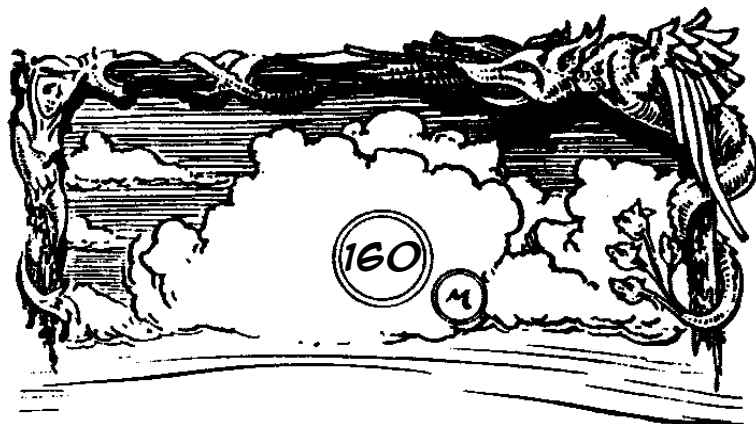


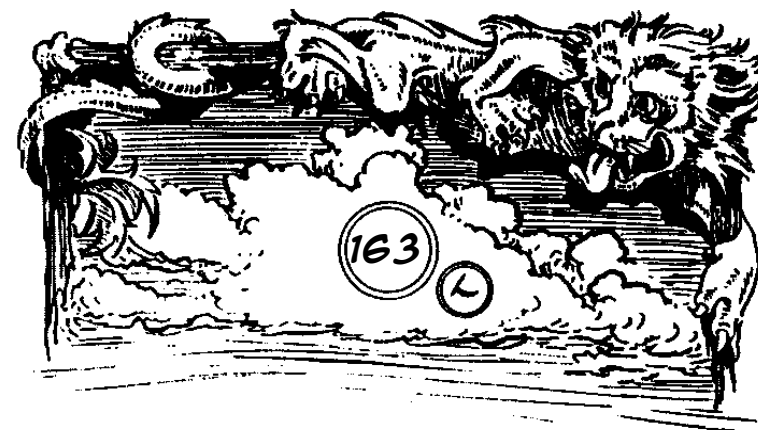
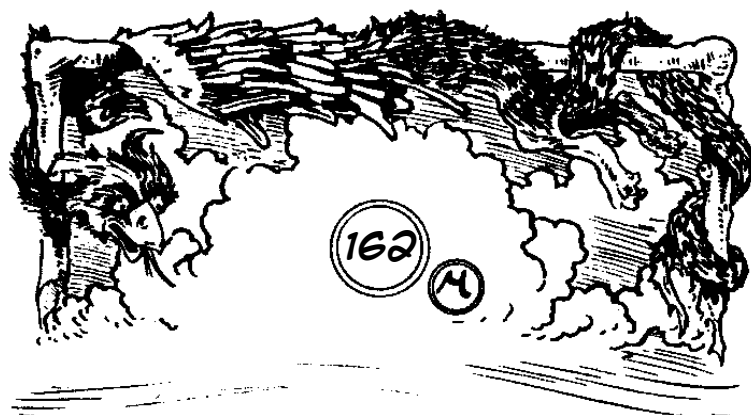






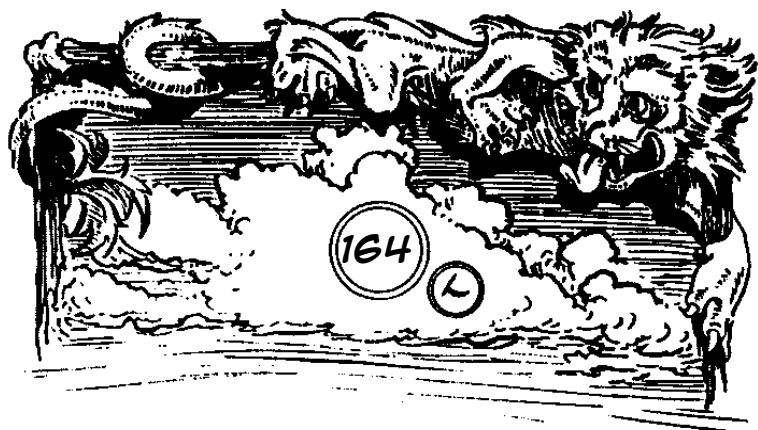




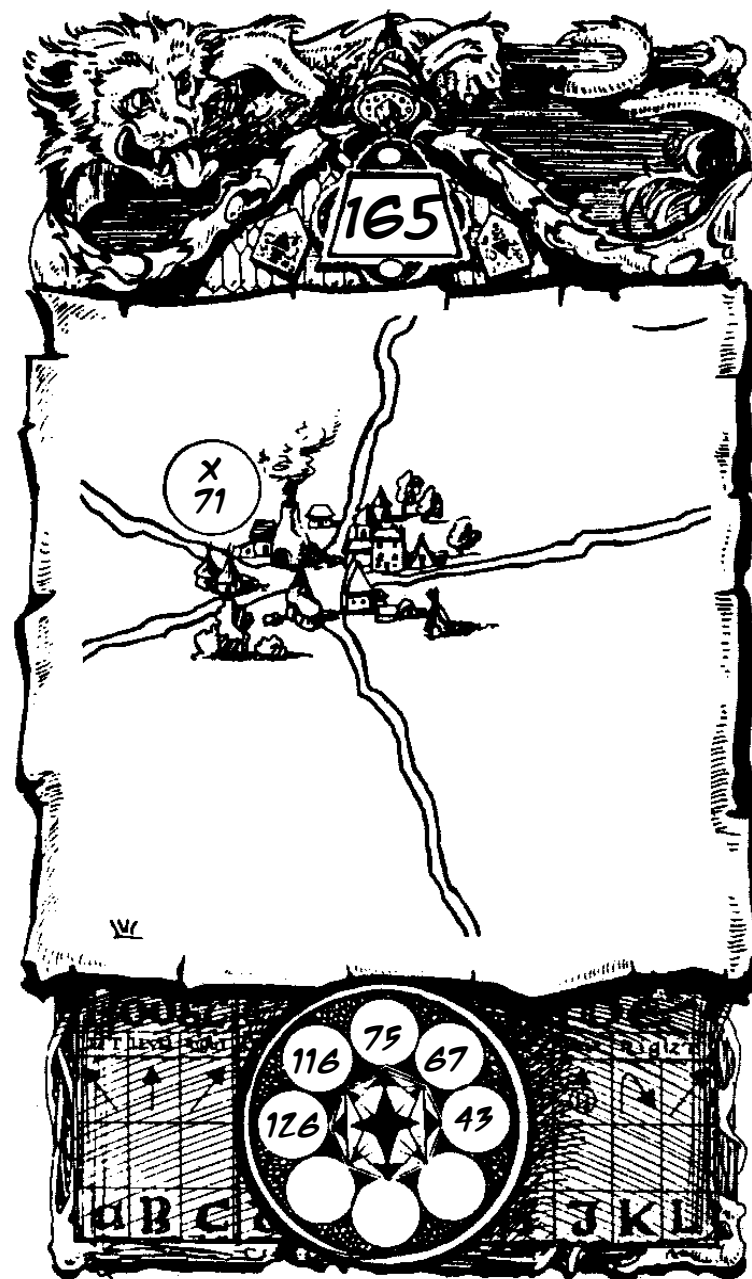


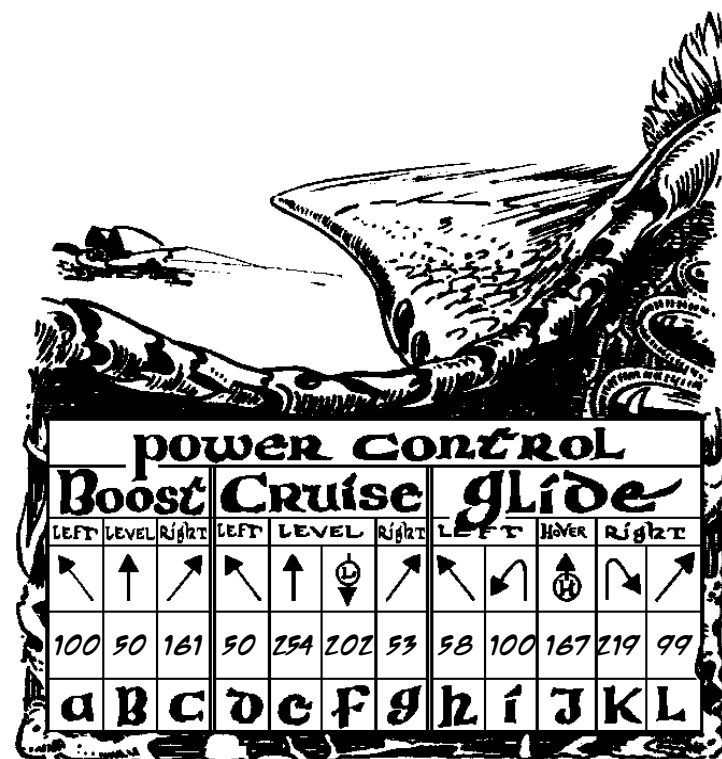
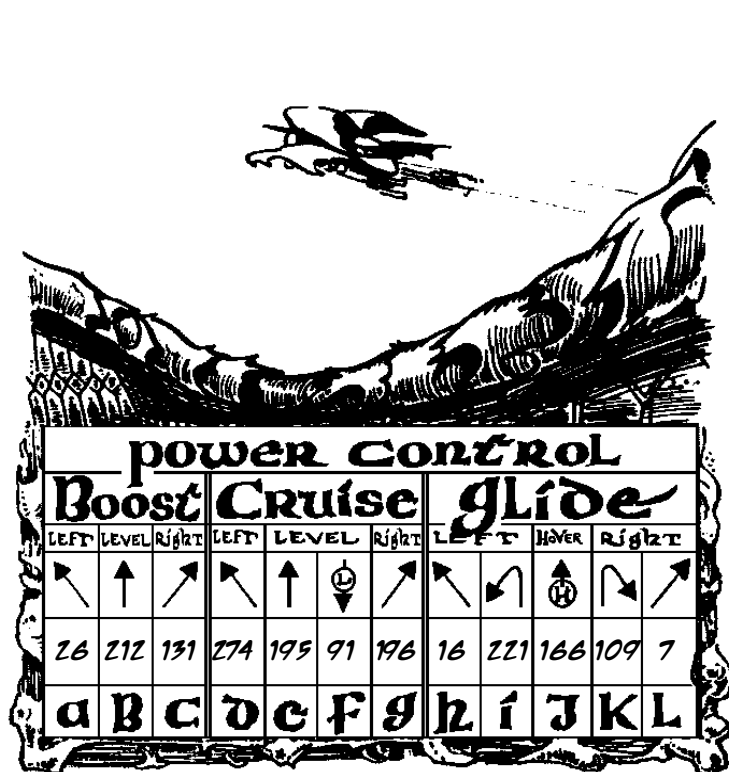
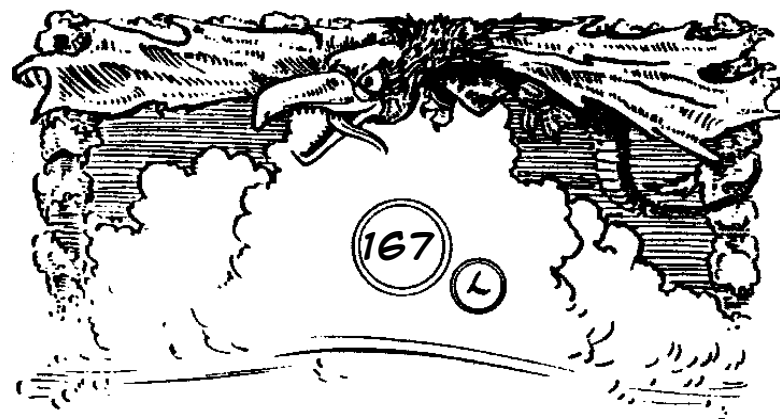
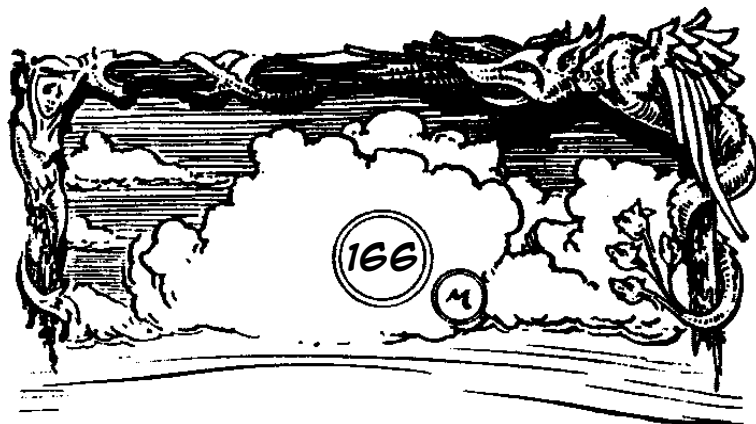
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
50	208	42		228	250	253	234	30	20	162	133 160
a	B	C		d	e	f	g	h	i	j	K L

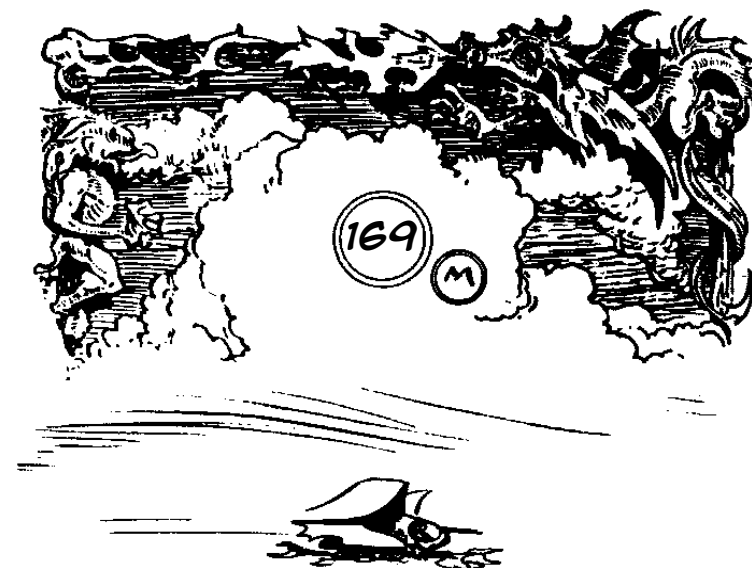
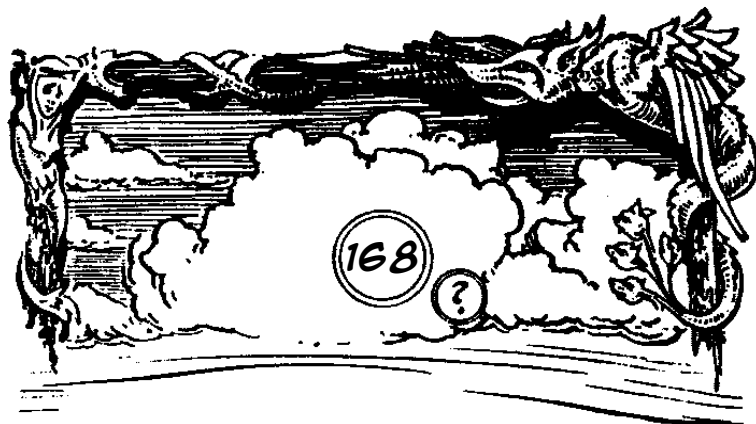
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
172	244	13		4	219	266	202	239	18	163	137 148
a	B	C		d	e	f	g	h	i	j	K L



power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HAVER	RIGHT	
↖	↑	↗		↖	↑	⬇		↖	↗	⬆	
102	195	253		157	166	181	38	171	65	164	41
a	B	C		d	e	f	g	h	i	J	K

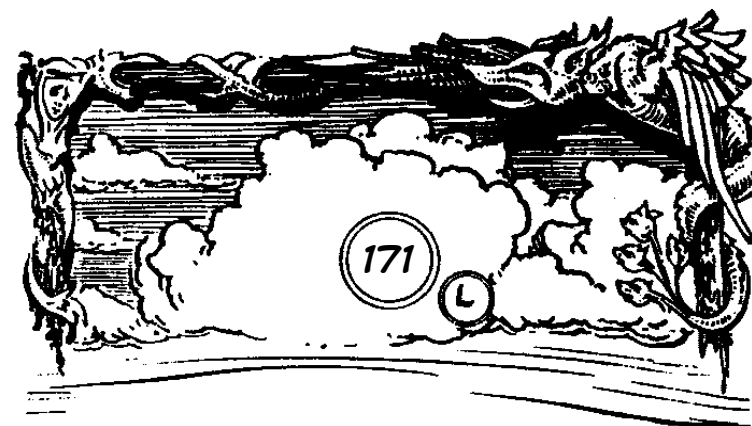
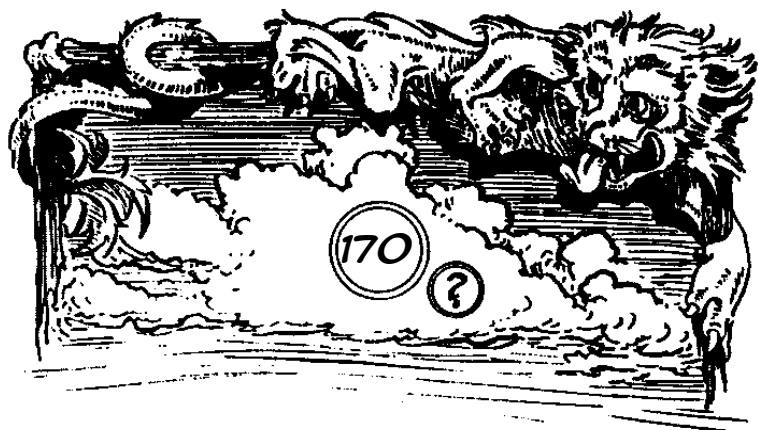






power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
221	183	149		249	120	278	89	95	153	168	21 70
a	B	C		d	e	f	g	h	i	j	K L

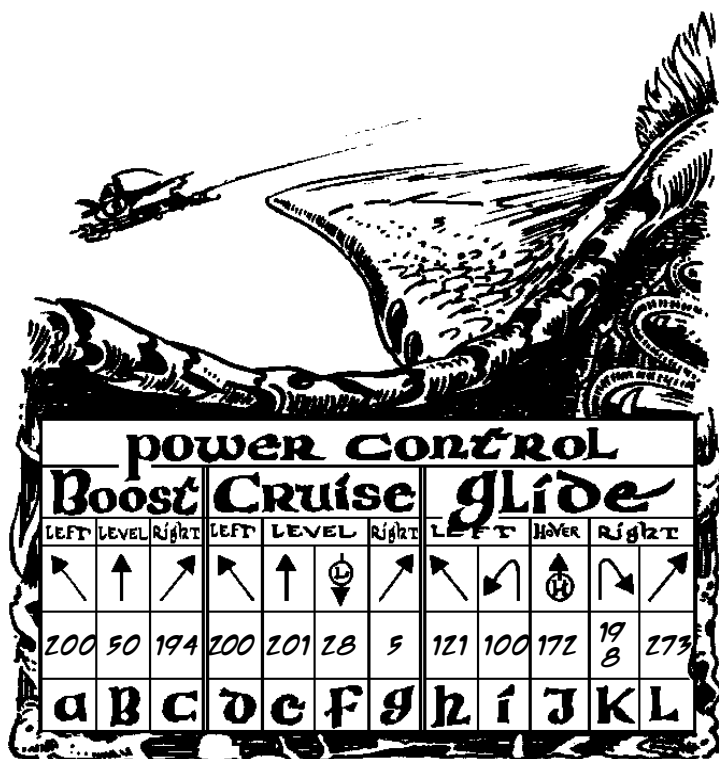
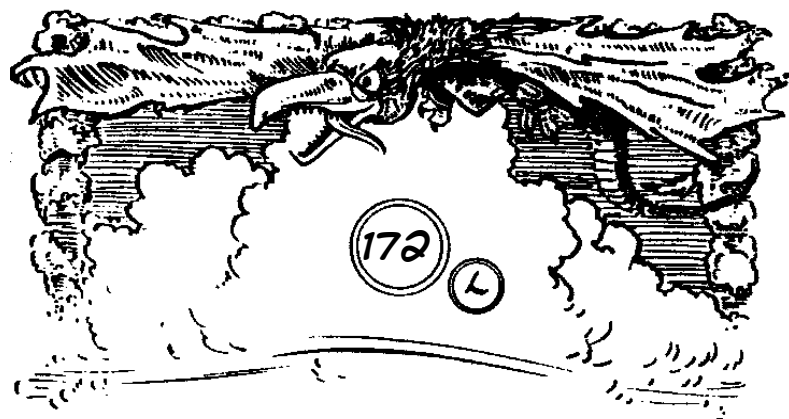
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
31	215	124		15	60	128	72	182	98	169	44 235
a	B	C		d	e	f	g	h	i	j	K L

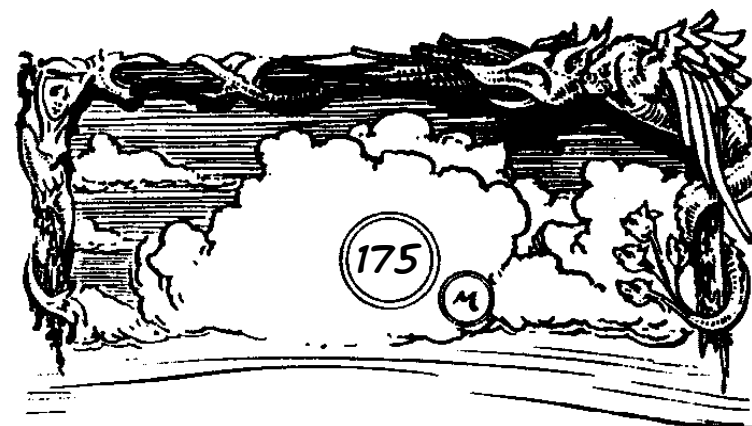
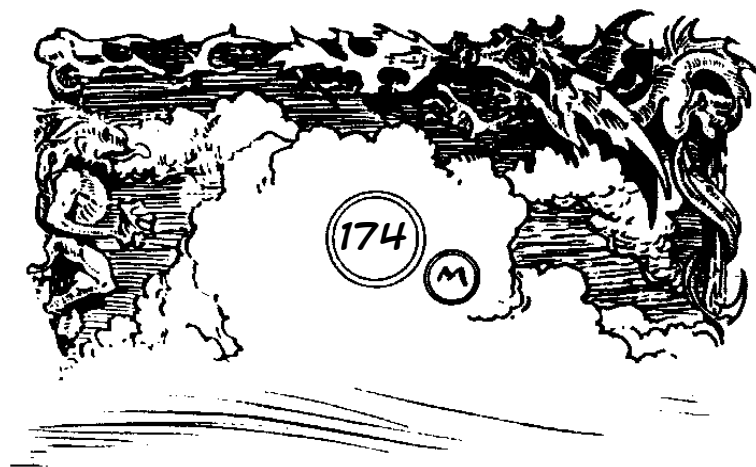



power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↗	⬆	↗
183	149	44		120	89	119	123	168	93	170	76 94
a	B	C		d	e	f	g	h	i	j	K L


power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↗	⬆	↗
200	102	195		200	157	144	166	208	200	171	7 164
a	B	C		d	e	f	g	h	i	j	K L



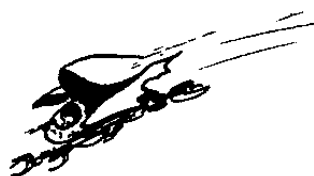
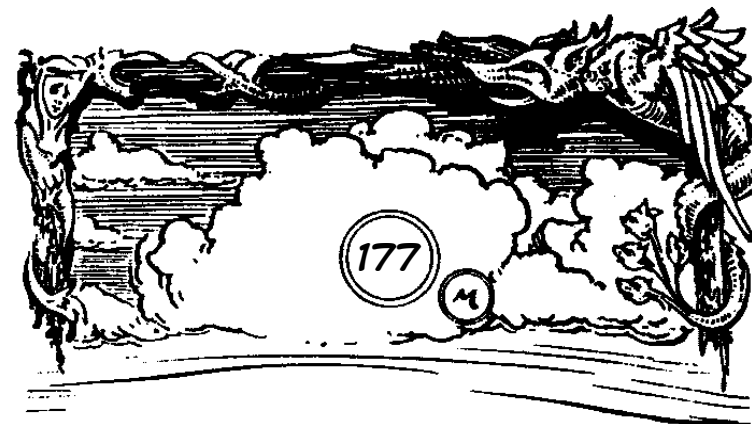
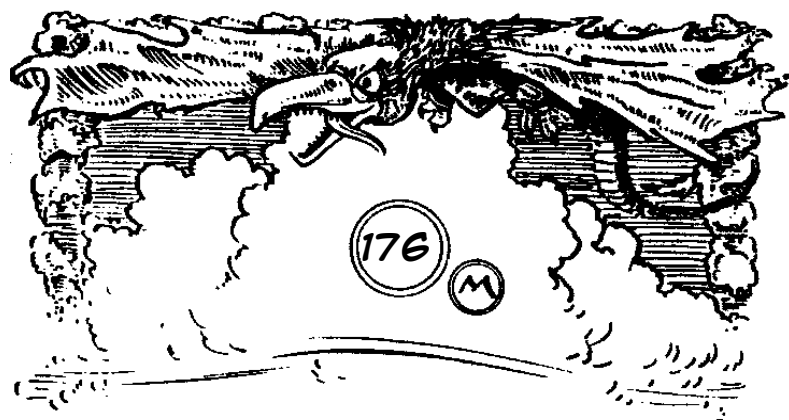


power control											
Boost			Cruise				glide				
LEFT	LEVEL	Right	LEFT	LEVEL	Right		LEFT	HOVER	Right	Left	Right
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↻	↗
168	72	100	217	235	223	225	158	15	174	105	125
a	B	C	d	e	f	g	h	i	j	K	L

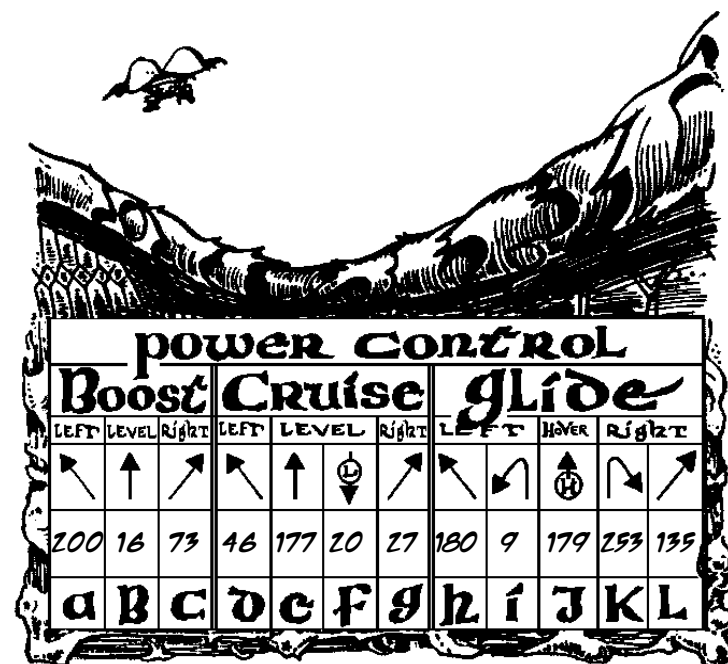
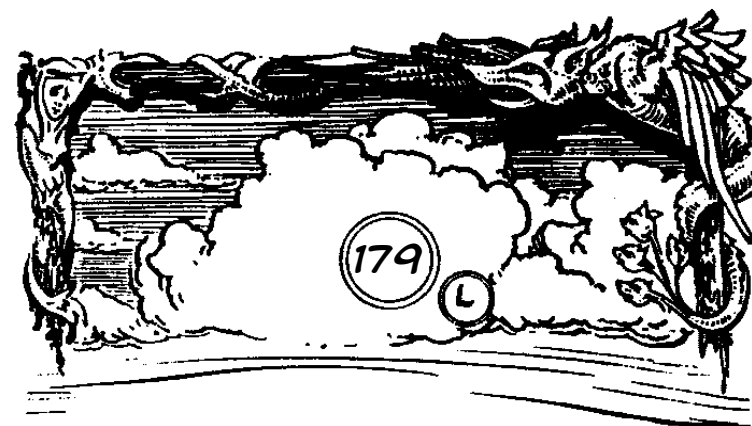


power control											
Boost			Cruise				glide				
LEFT	LEVEL	Right	LEFT	LEVEL	Right		LEFT	HOVER	Right	Left	Right
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↻	↗
106	128	143	142	76	215	119	21	66	175	95	79
a	B	C	d	e	f	g	h	i	j	K	L


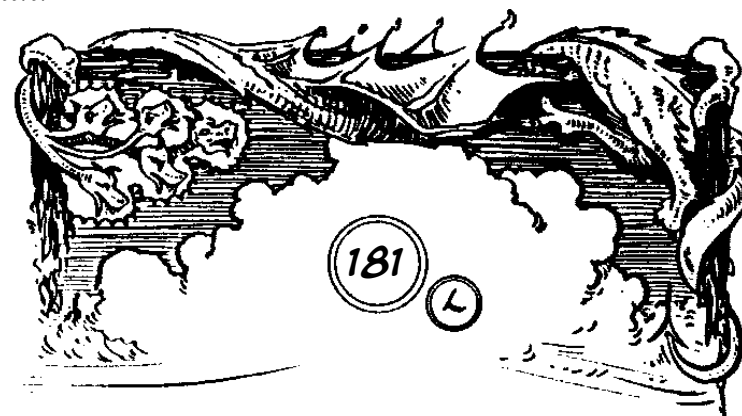
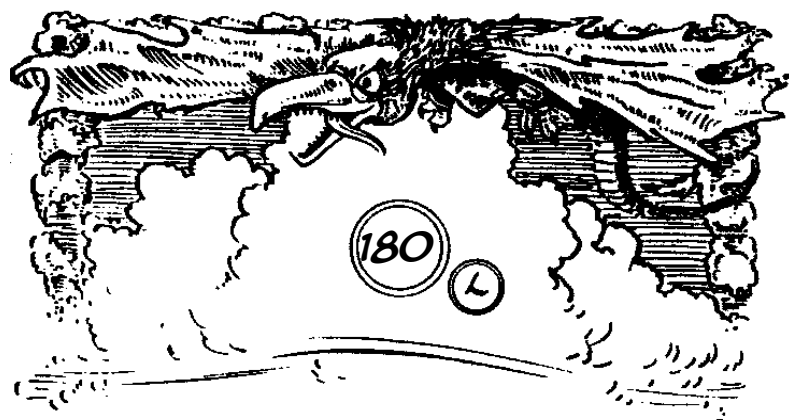


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
100	50	11	266	18	151	161	183	269	176	258	53
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
100	274	170	208	16	41	133	250	181	177	196	197
a	B	C	d	e	f	g	h	i	j	K	L

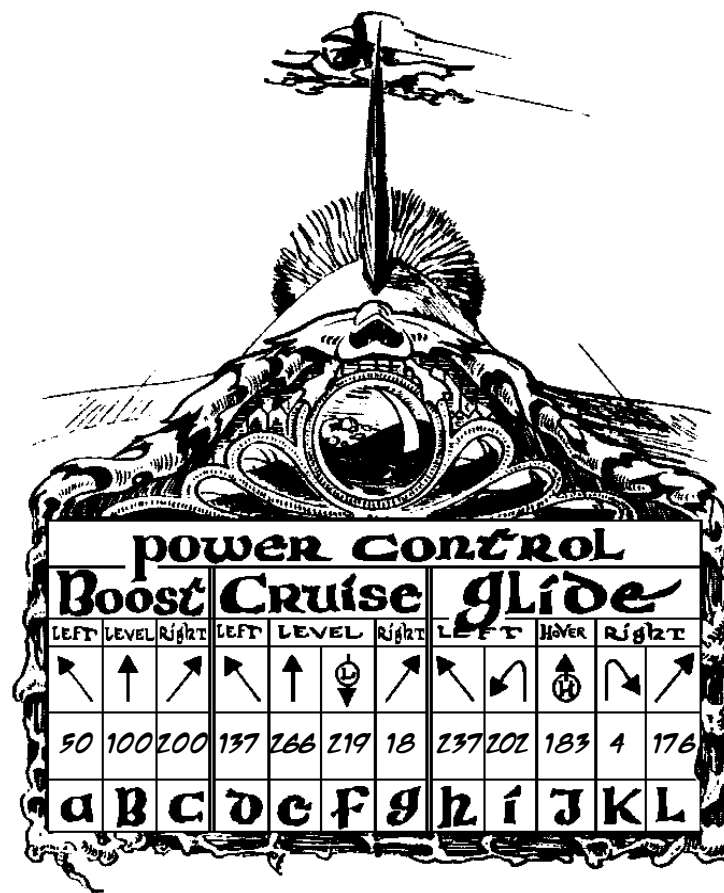
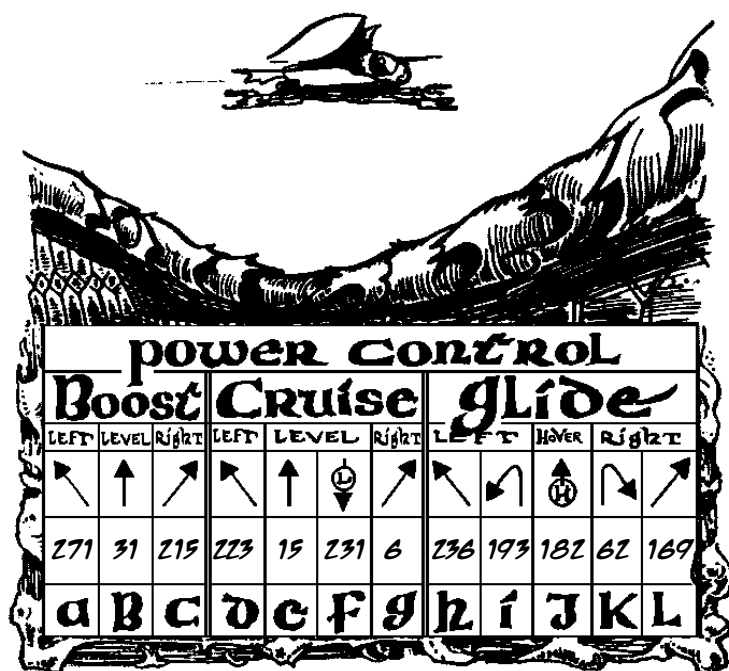
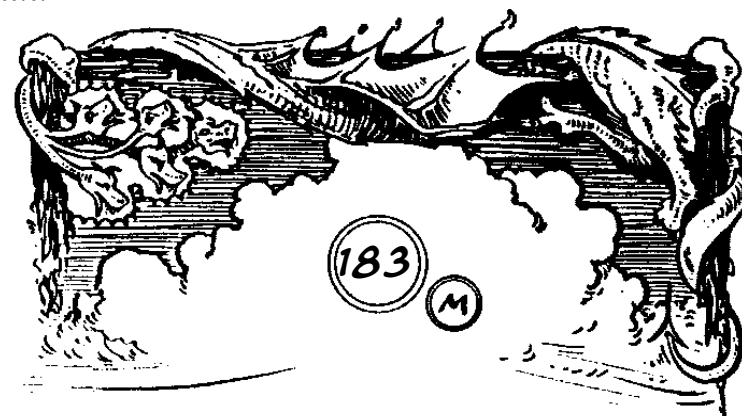
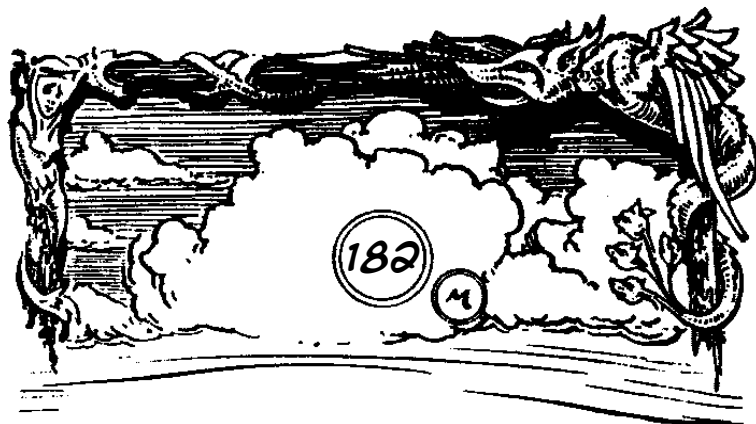


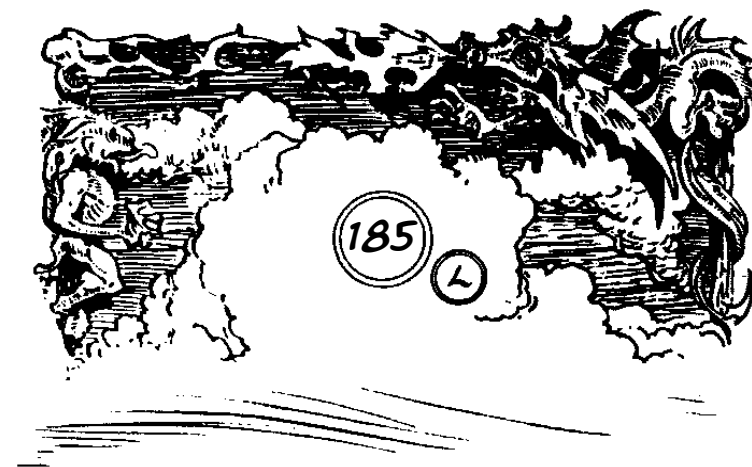
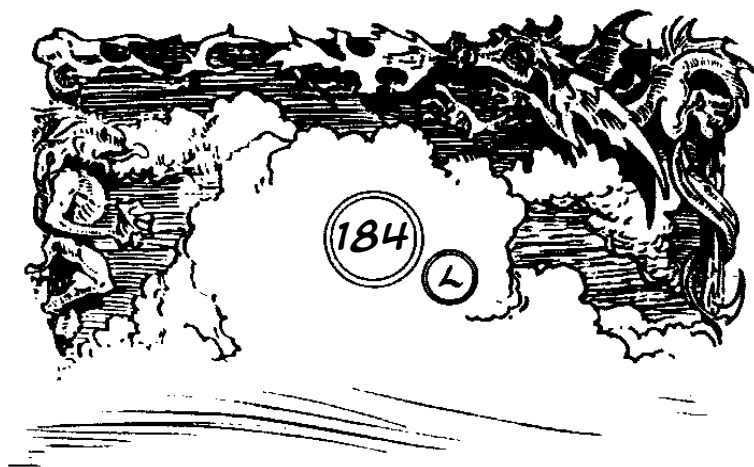
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
200	16	73		46	177	20	27	180	9	179	253 135
a	B	C		d	e	f	g	h	i	J	K L



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
100	50	16	100	46	240	177	228	200	180	197	179
a	B	C	d	e	f	g	h	i	j	K	L

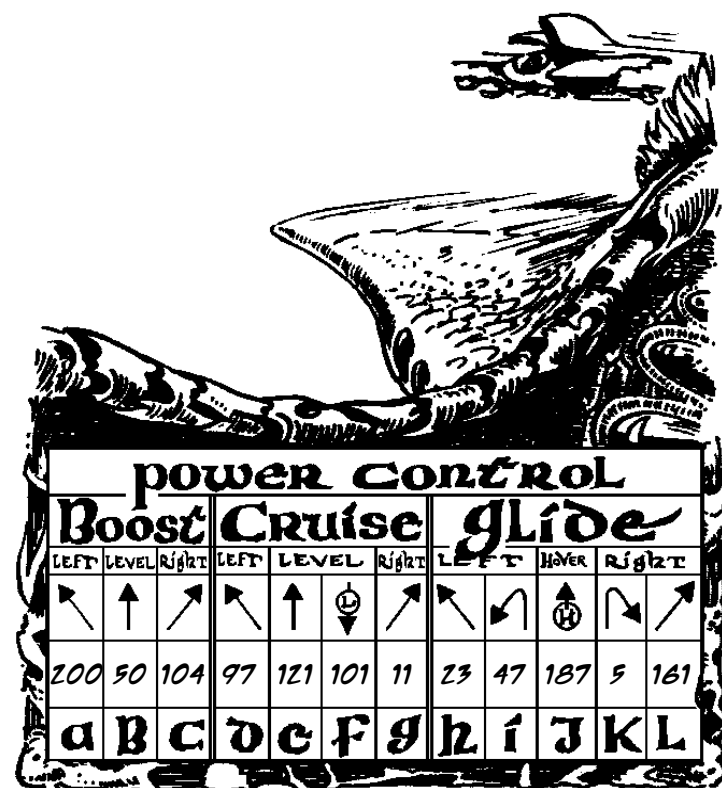
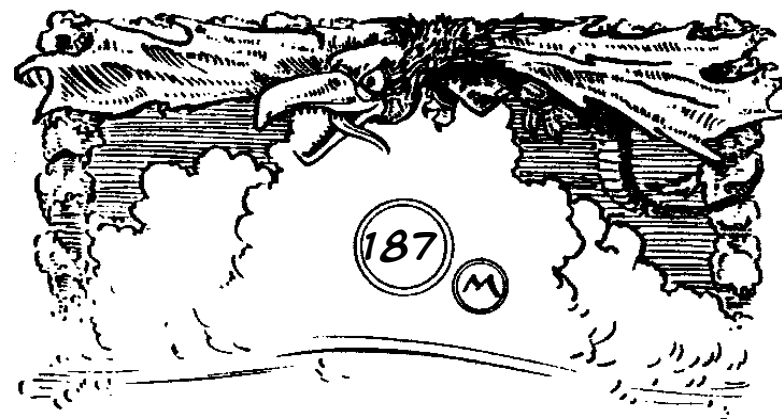
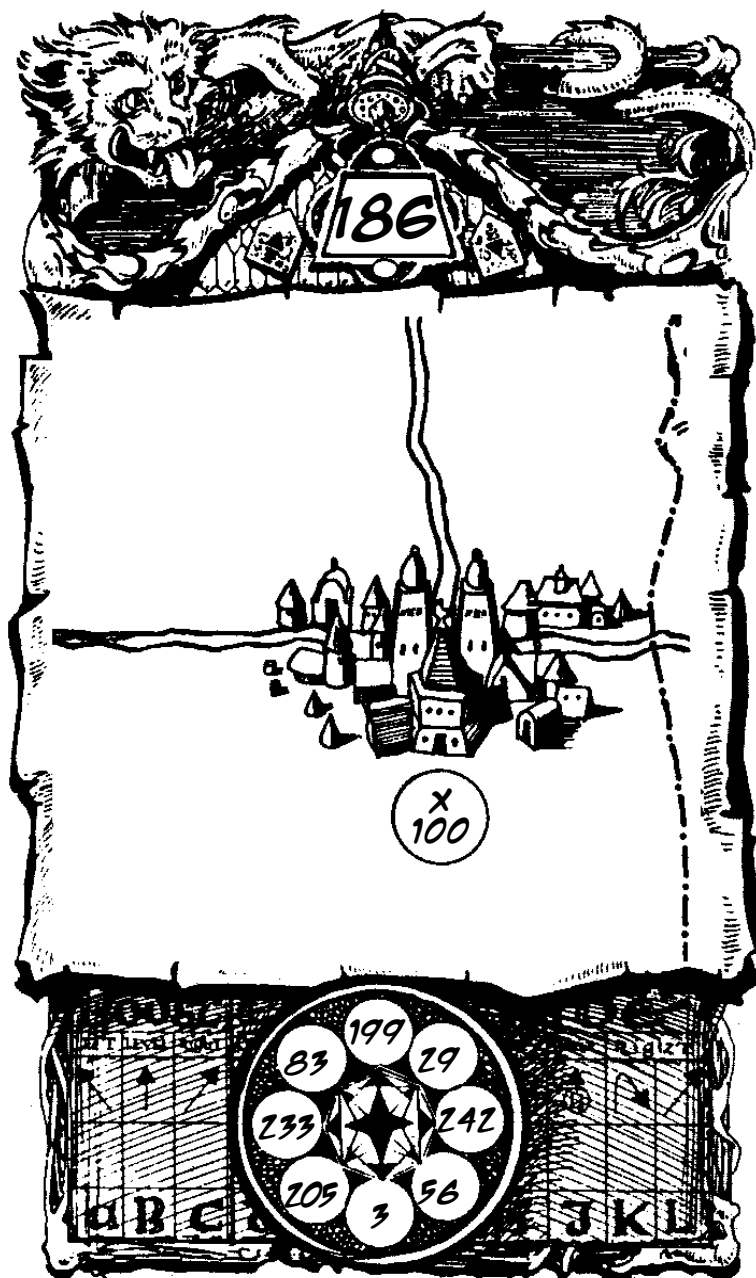
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
100	50	200	263	50	164	100	144	40	181	50	208
a	B	C	d	e	f	g	h	i	j	K	L





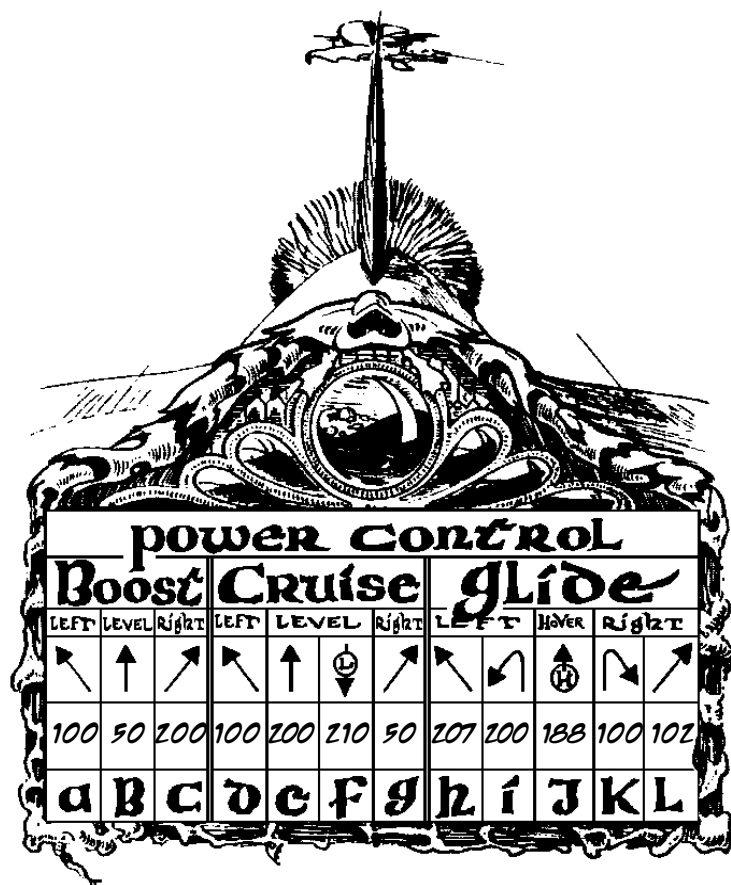
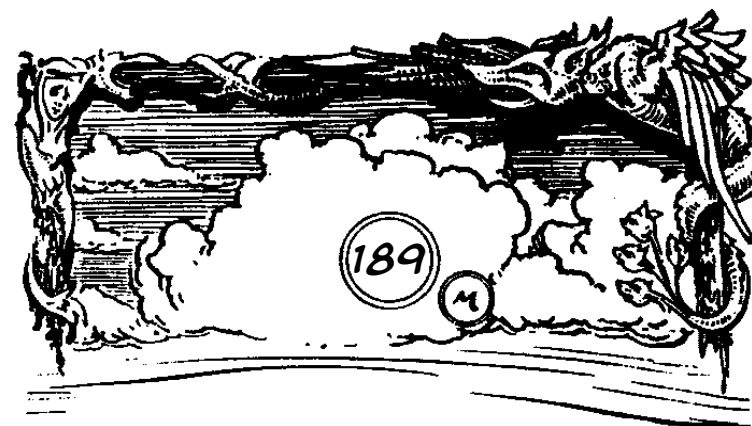
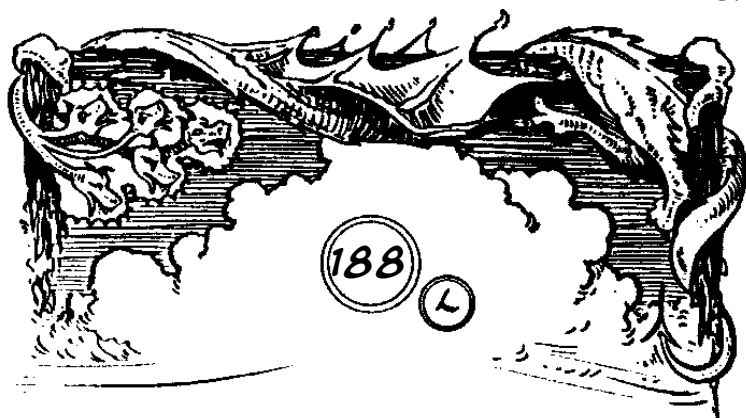
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	RIGHT	HOVER
↖	↑	↗	↖	↑	↘	↖	↗	↘	↖	↗	↘
79	47	50	198	28	201	200	204	5	184	200	277
a	B	C	d	e	f	g	h	i	j	K	L

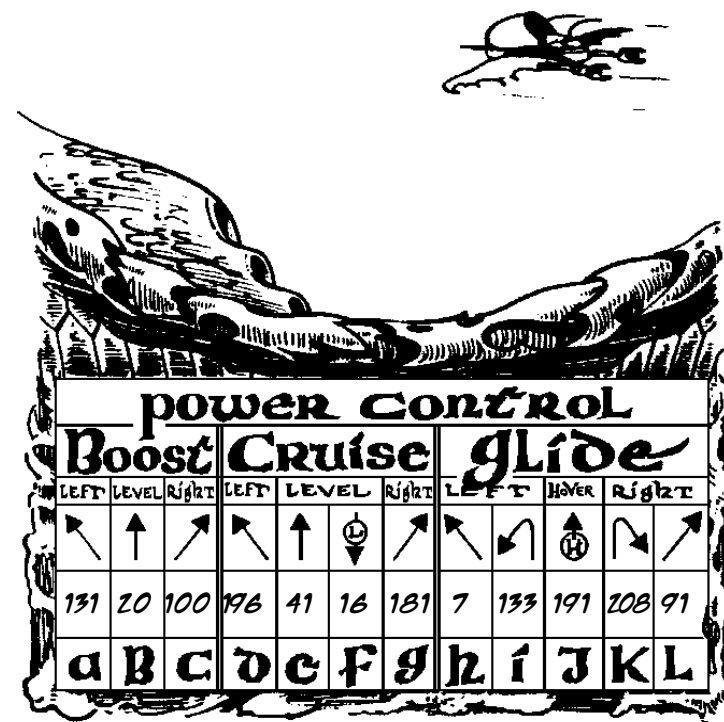
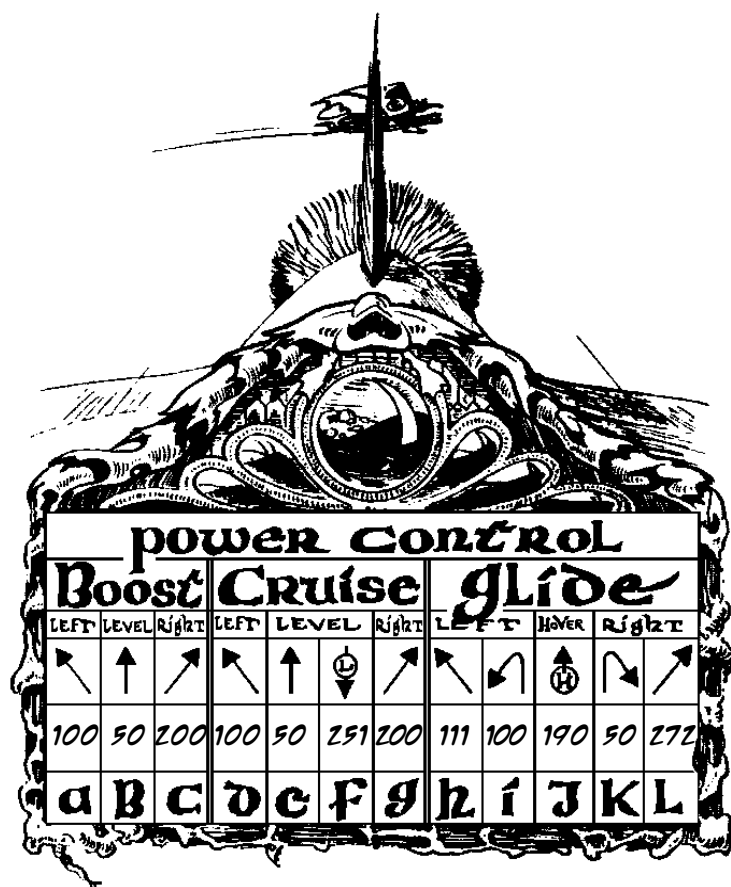
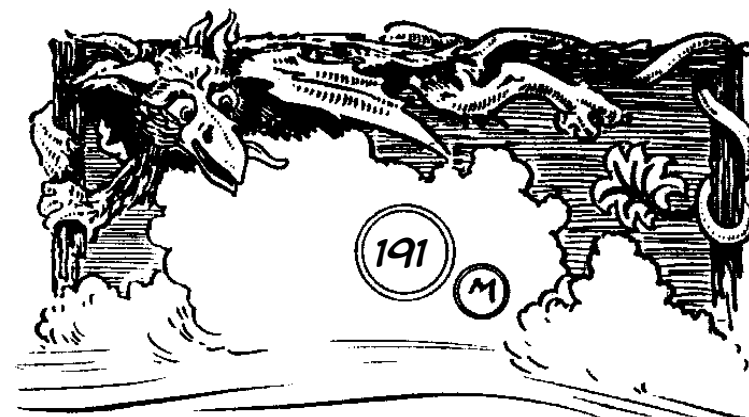
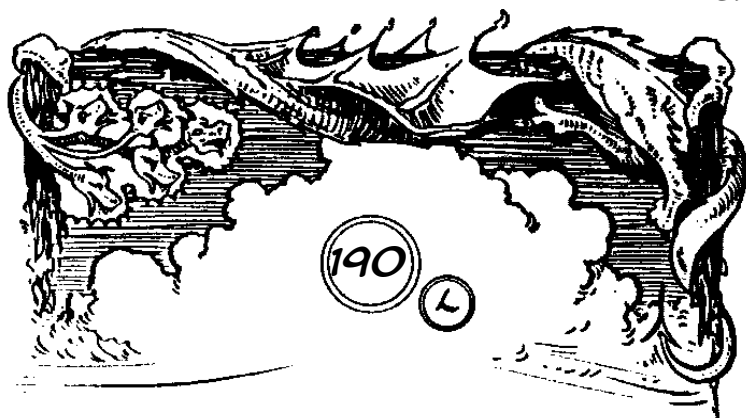
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	RIGHT	HOVER
↖	↑	↗	↖	↑	↘	↖	↗	↘	↖	↗	↘
147	45	100	103	241	272	100	251	74	185	200	111
a	B	C	d	e	f	g	h	i	j	K	L



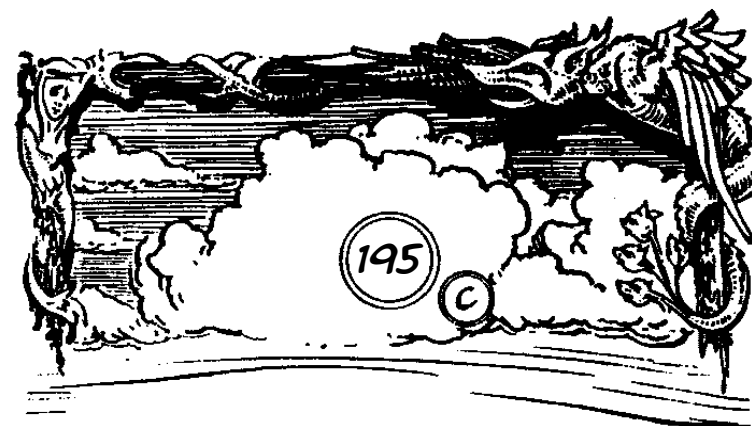
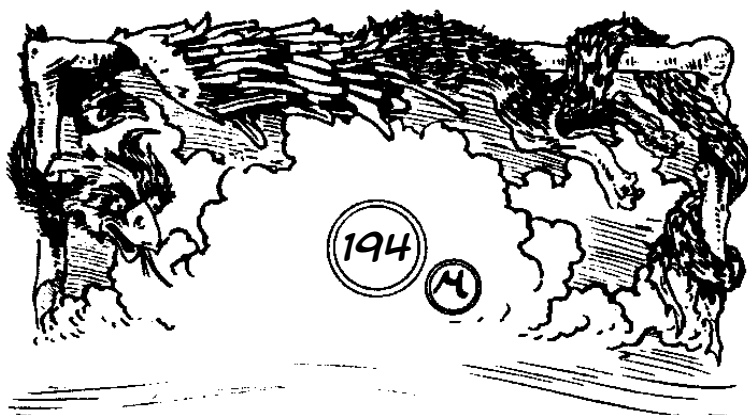
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	↘	↖	↗	↘	↖	↗	↘
200	50	104	97	121	101	11	23	47	187	5	161
a	B	C	d	e	f	g	h	i	J	K	L

















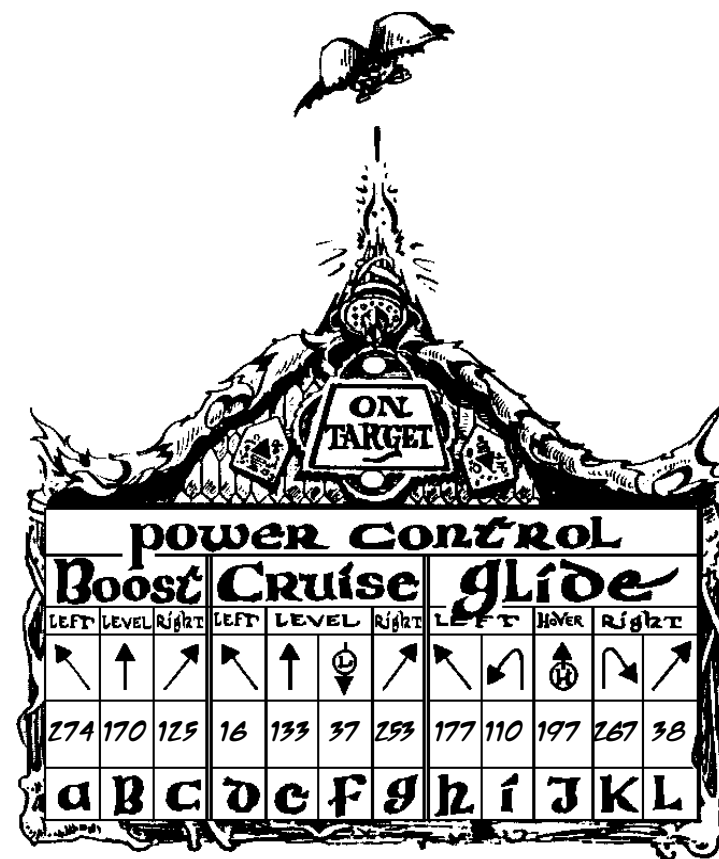
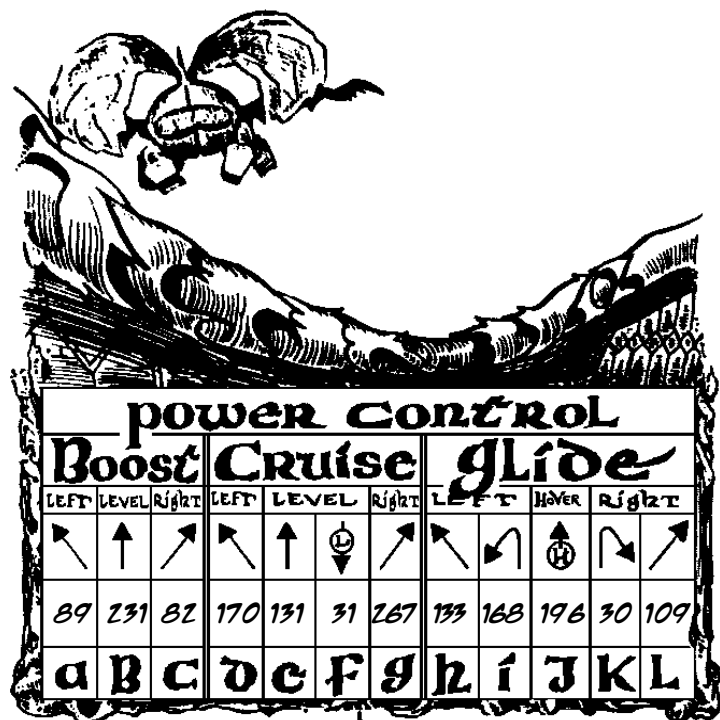
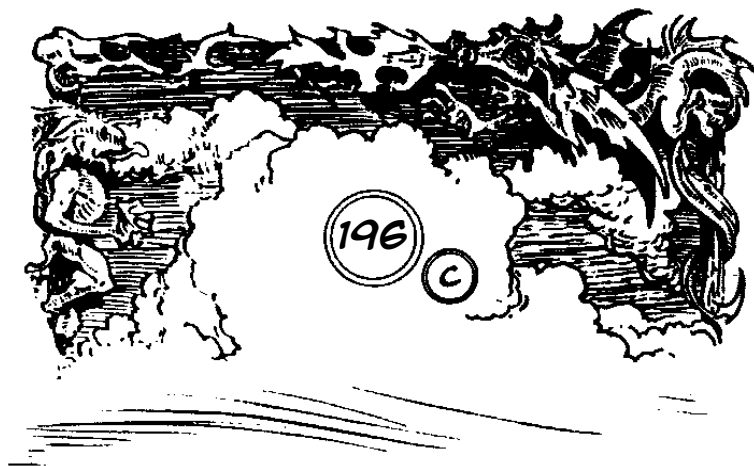


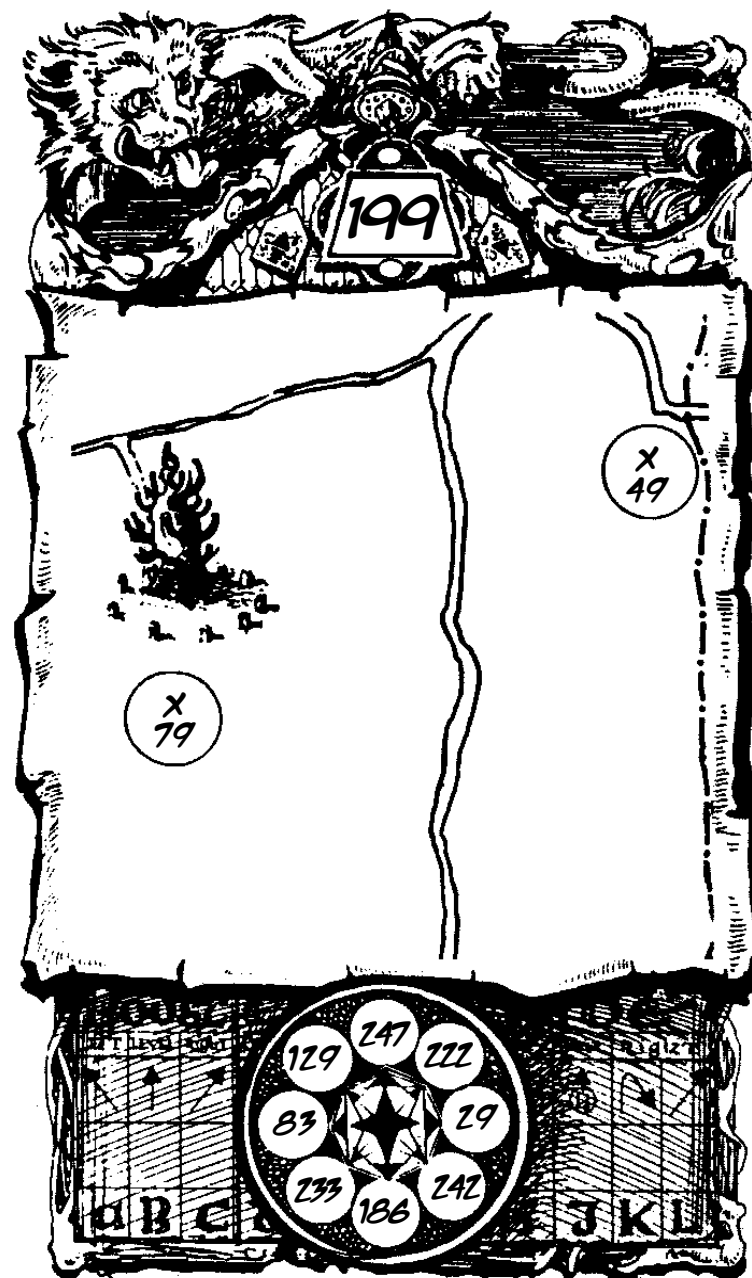
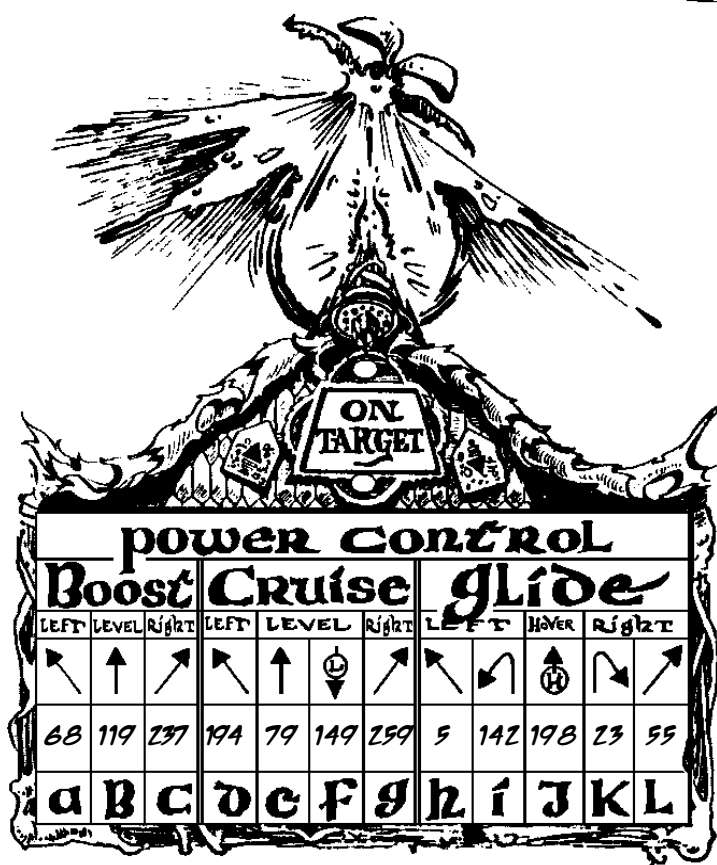
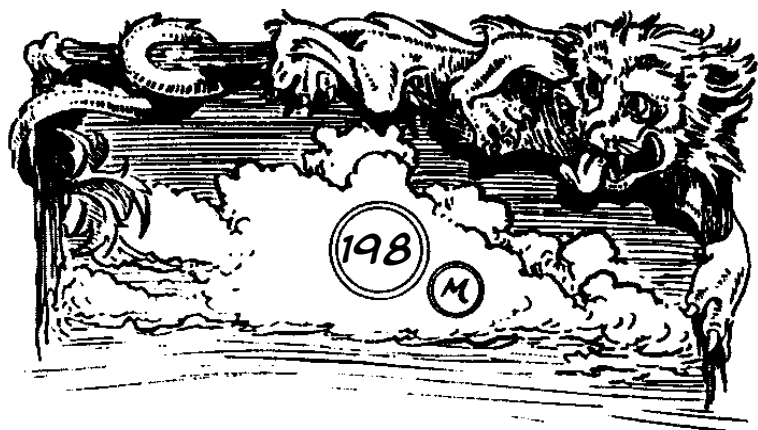


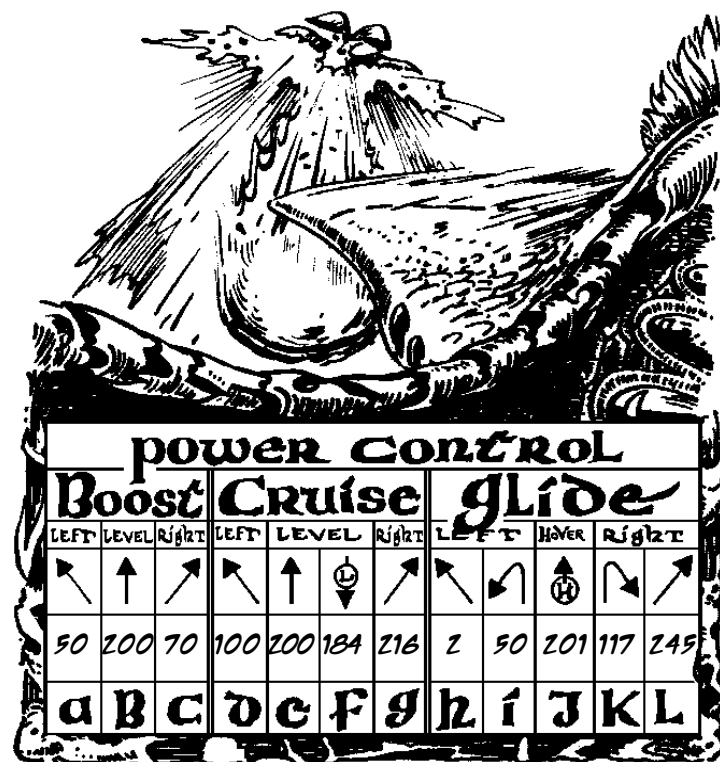
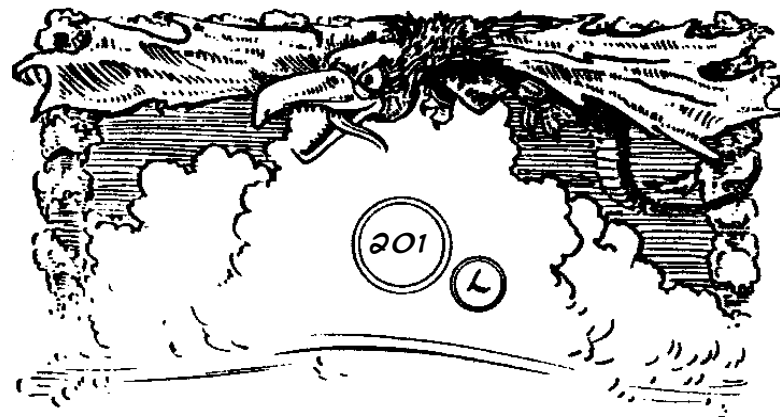
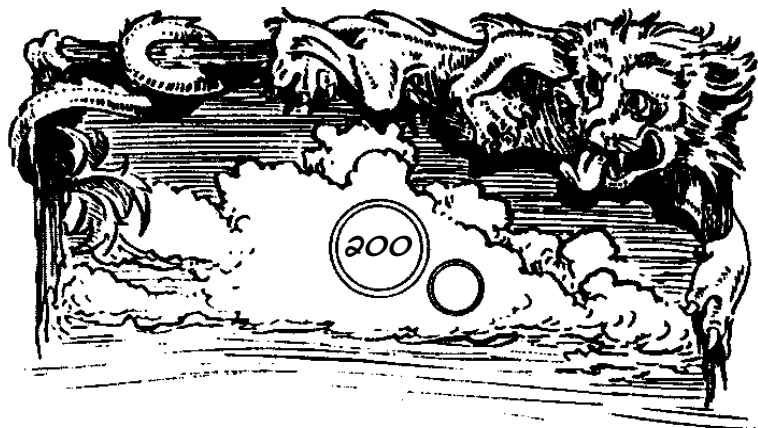


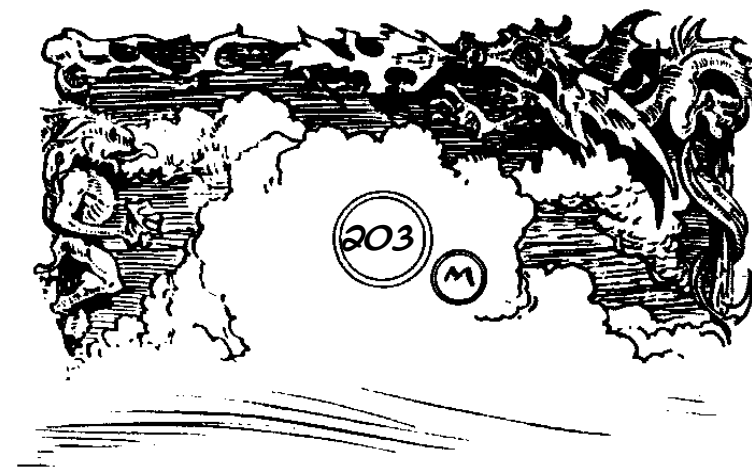
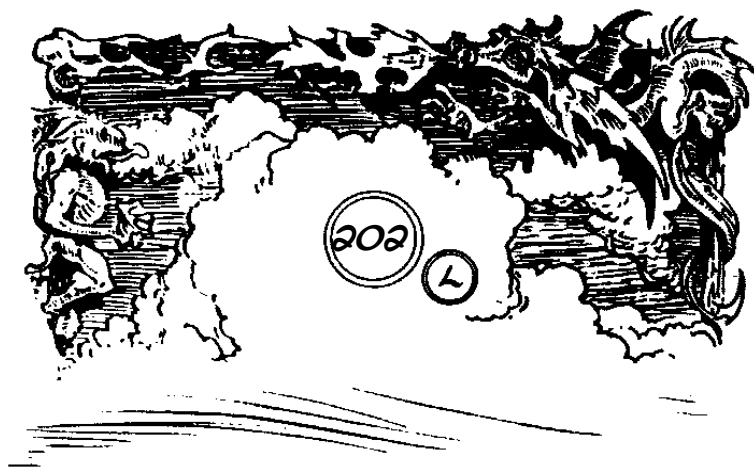
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↖	⬆	↗	
200	252	98	106	68	141	206	142	124	194	147	189
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
58	187	123	59	212	153	94	42	232	195	278	214
a	B	C	d	e	f	g	h	i	j	K	L





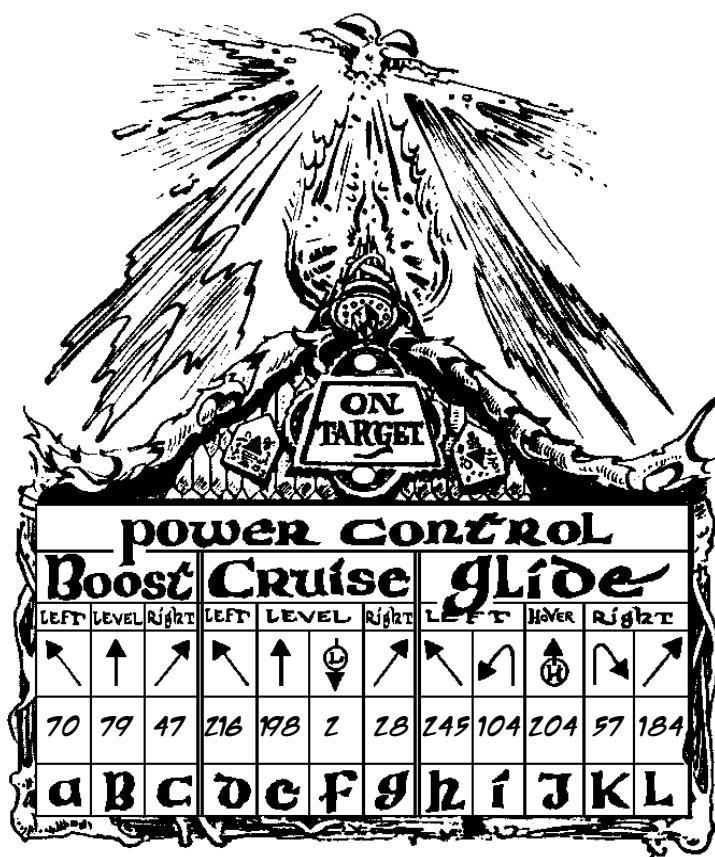
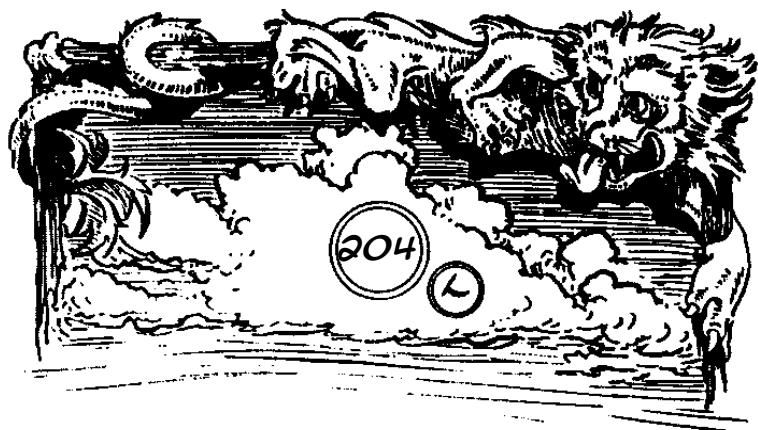


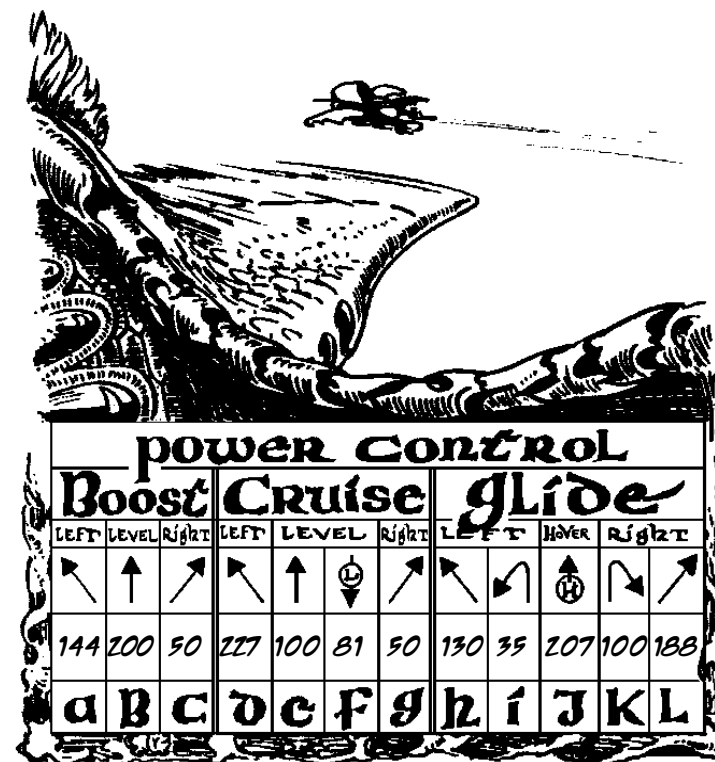
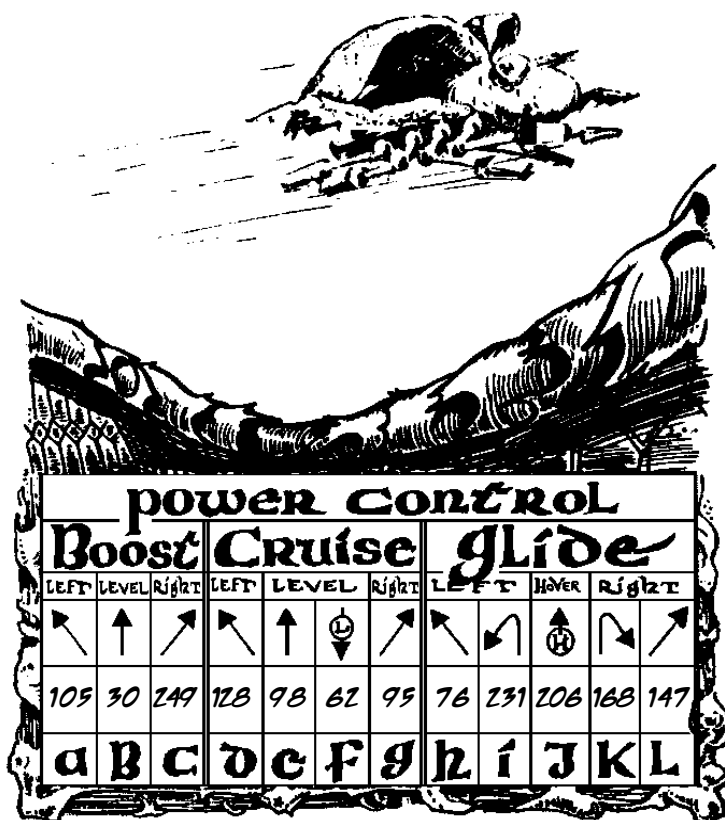
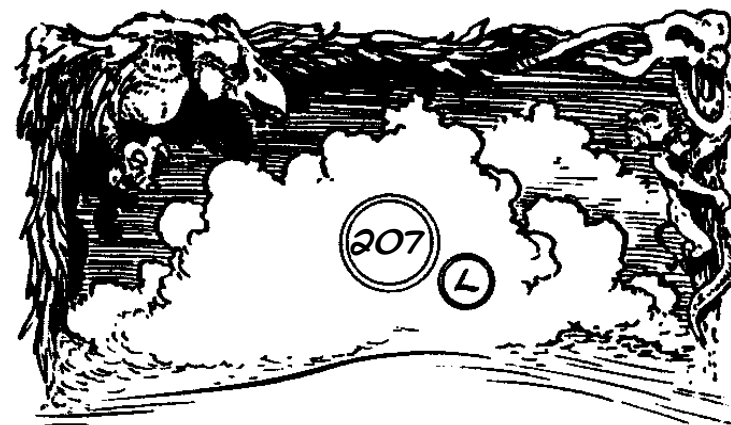
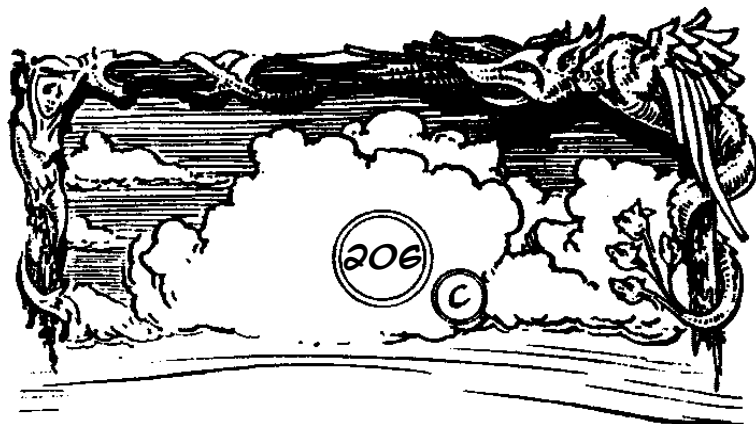


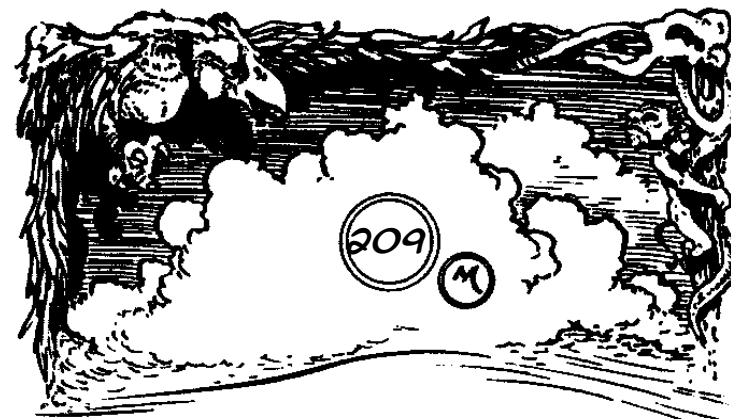
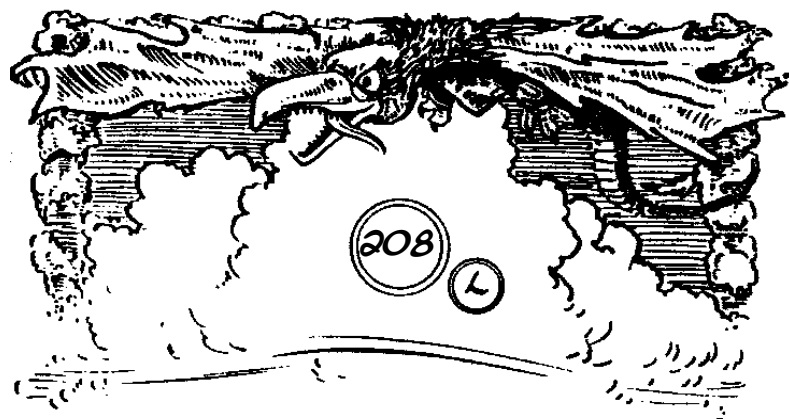
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	↗
69	207	100	243	13	167	200	77	14	202	50	137
a	B	C	d	e	f	g	h	i	j	K	L

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⬇	↗	↖	↻	⬆	↗	↗
94	41	50	214	191	274	22	85	195	203	65	78
a	B	C	d	e	f	g	h	i	j	K	L



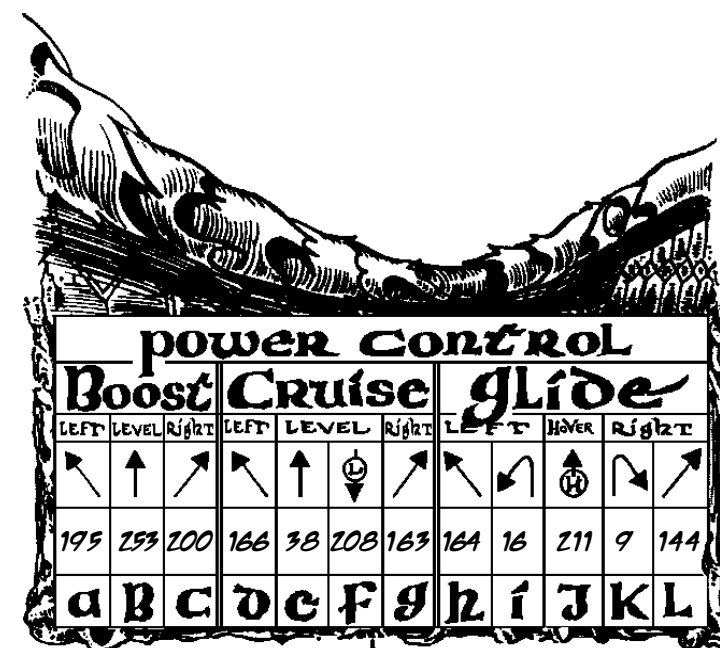
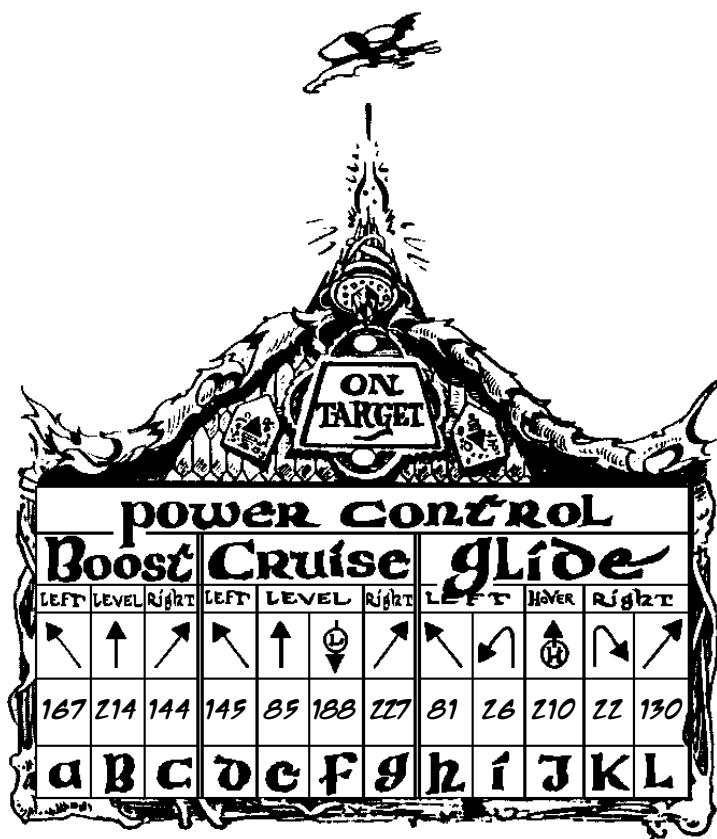
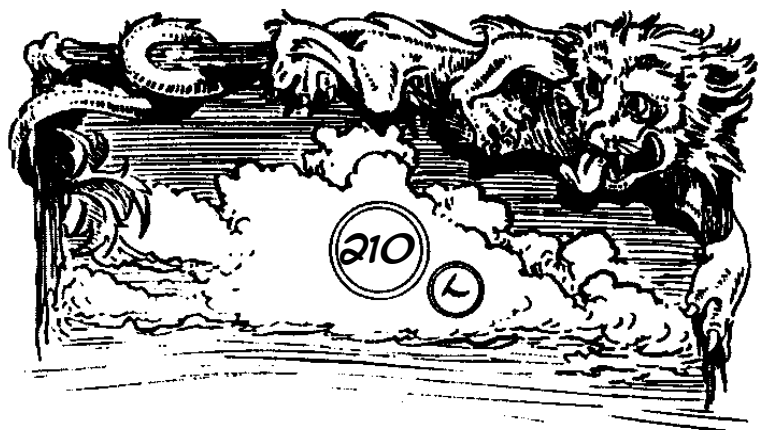


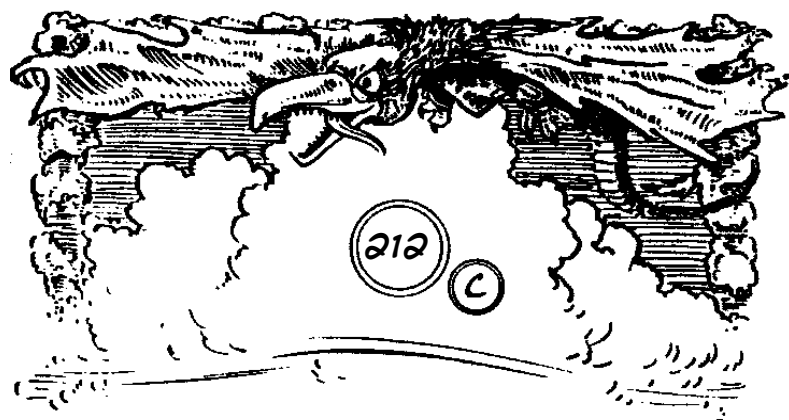




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
50	100	102	50	100	211	157	181	100	208	155	171
a	B	C	d	e	f	g	h	i	j	K	L

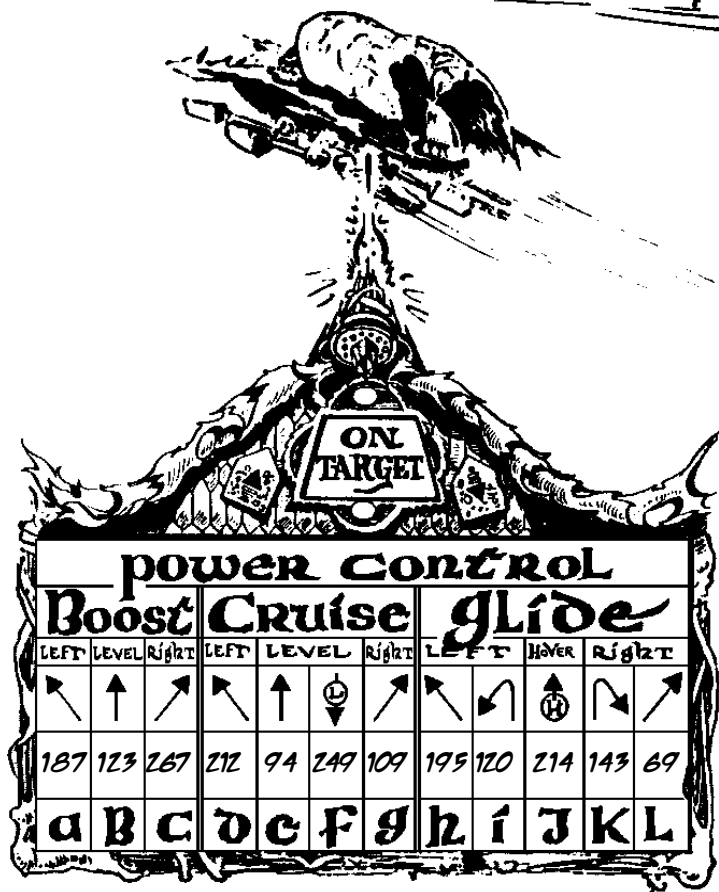
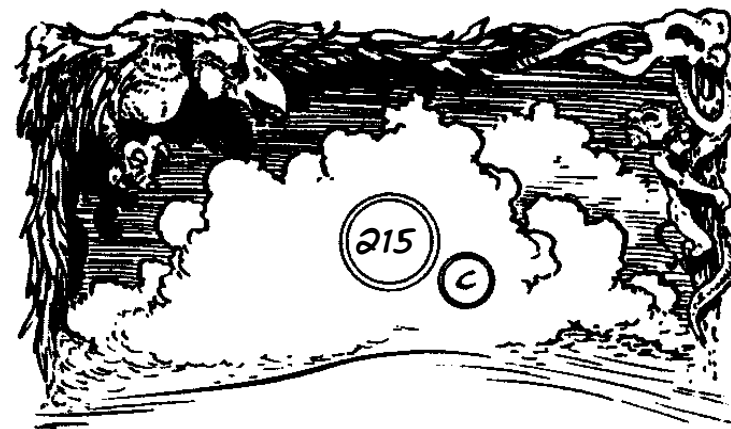
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
237	50	100	259	57	5	2	55	101	209	201	149
a	B	C	d	e	f	g	h	i	j	K	L

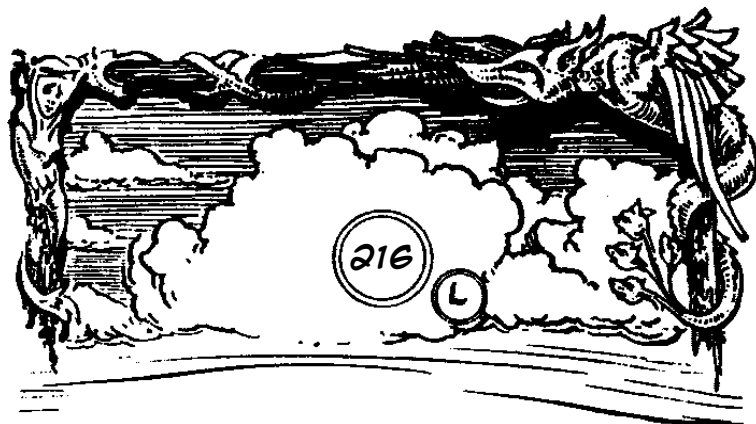




power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇		↖	↙	⬆	↗
266	121	142		183	187	154	21	120	297	212	179 297
a	B	C		d	e	f	g	h	i	j	KL





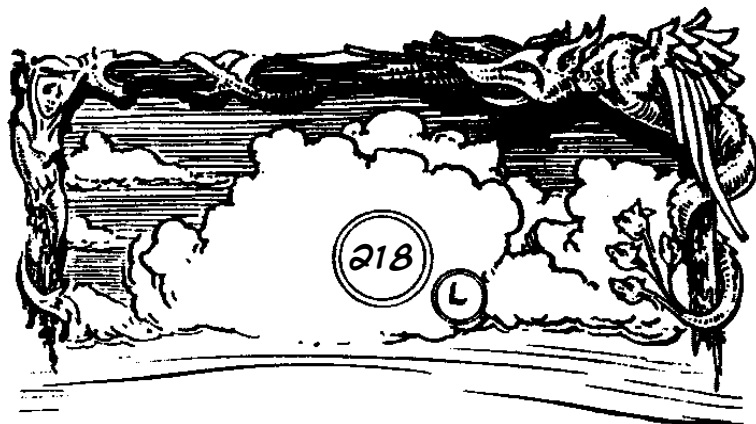


A decorative scroll with a dragon-like head on the right. Below the head is a table titled "power control".

power control								
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
100	272	206	50	70	45	189	104	200
a	B	C	d	e	f	g	h	i
							j	k
								l

A decorative scroll with a dragon-like head on the right. Above the head is a target symbol with the text "ON TARGET". Below the head is a table titled "power control".

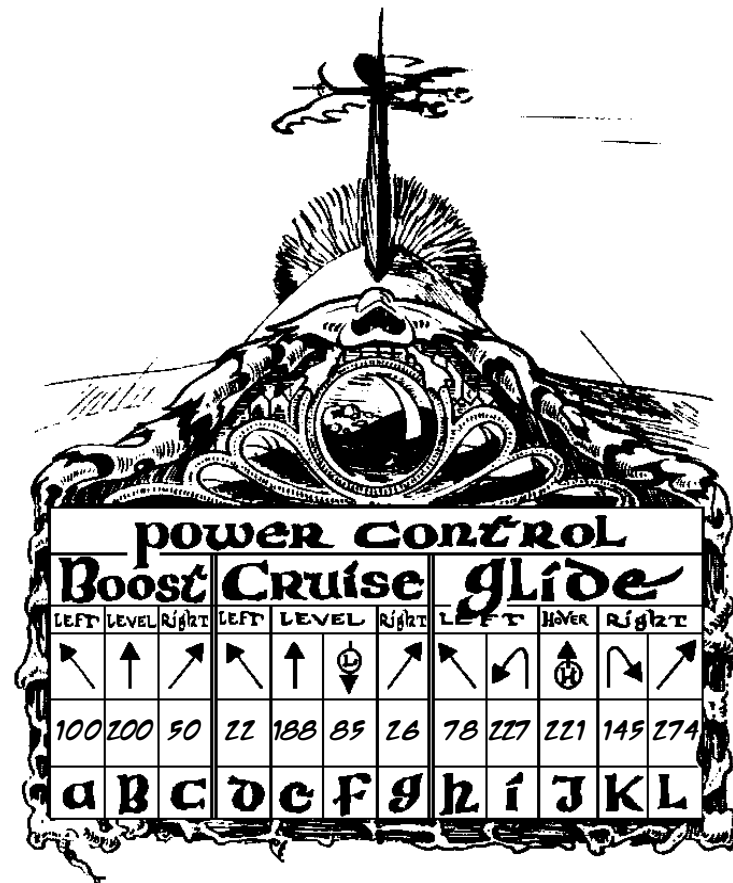
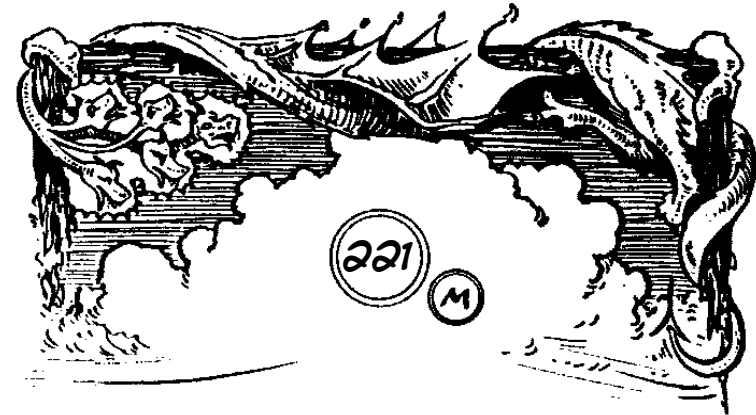
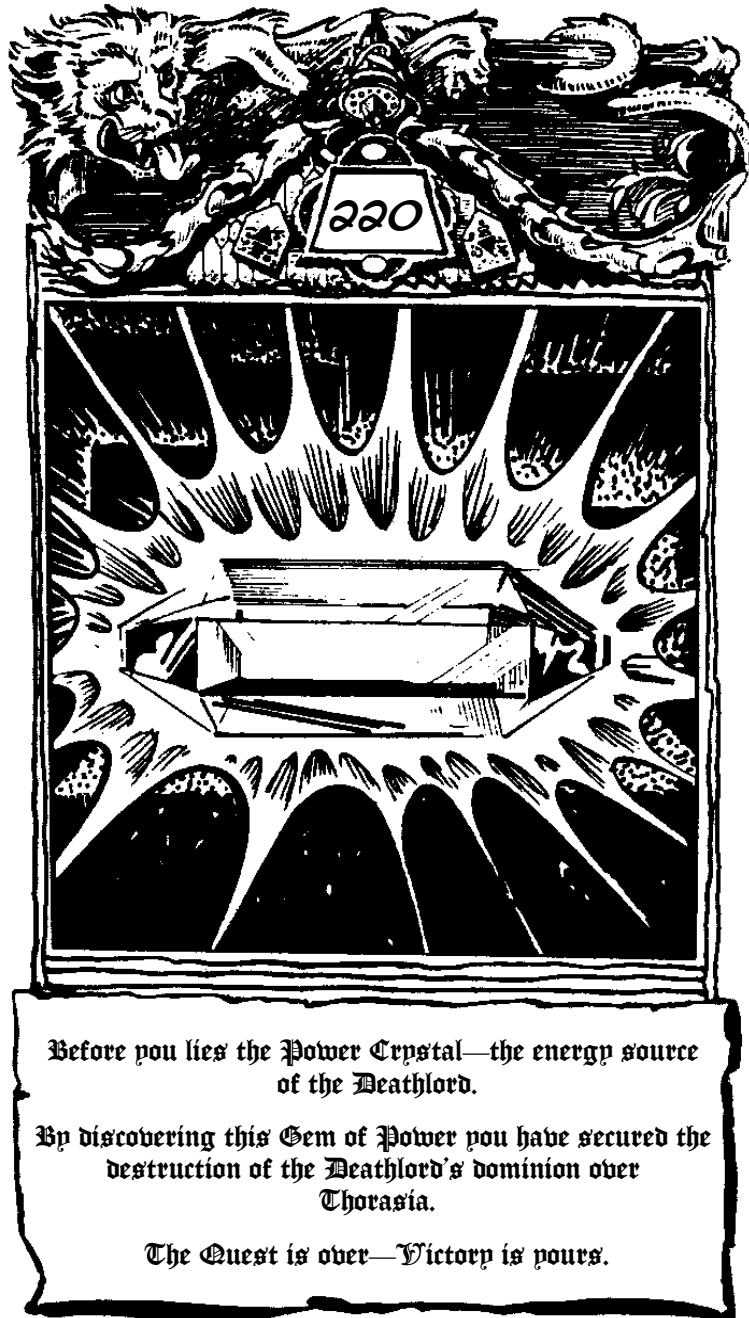
power control								
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↻	↗
110	120	66	31	168	54	62	15	143
a	B	C	d	e	f	g	h	i
							j	k
								l

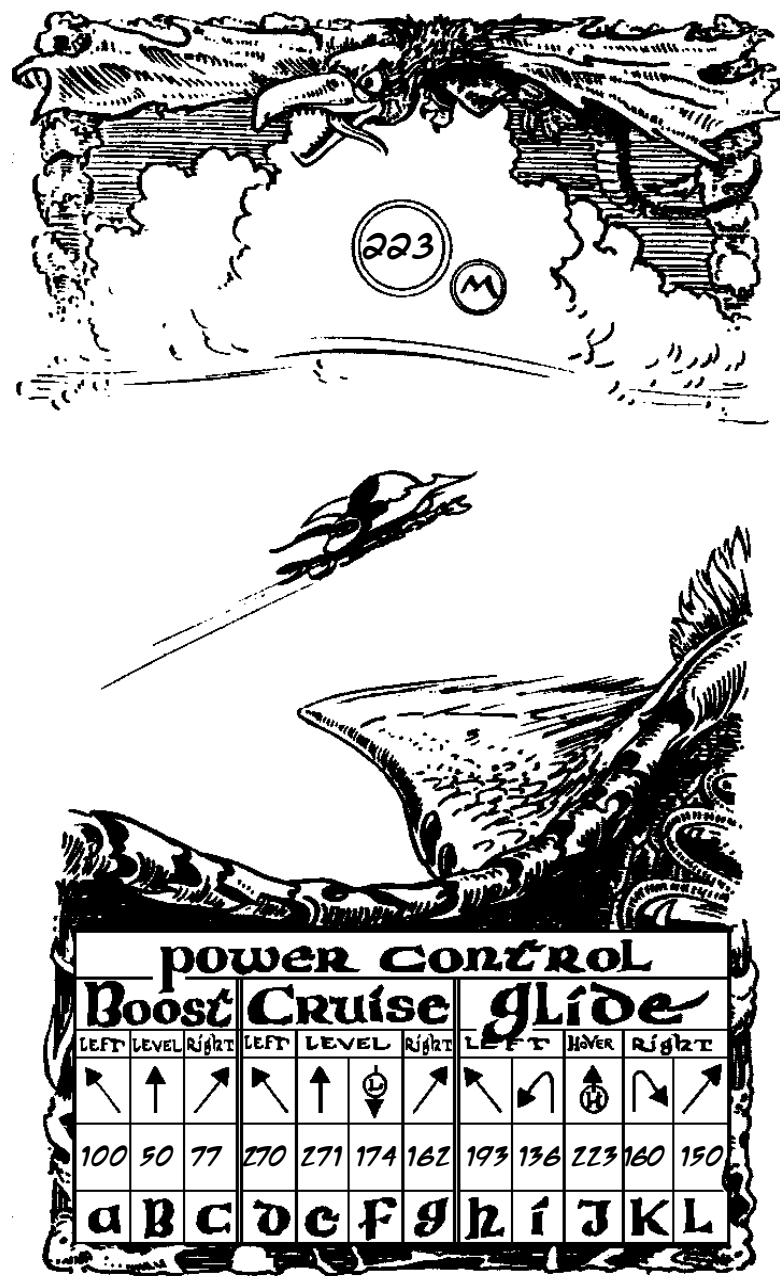


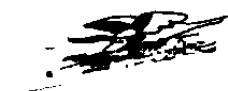
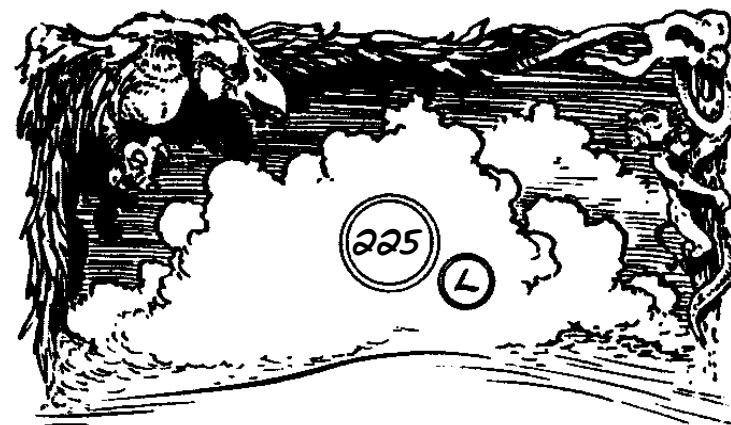
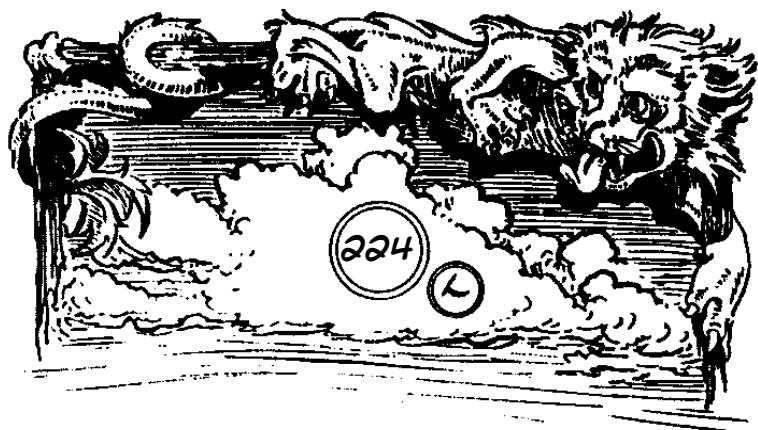
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
50	162	60		25	150	225	169	246	270	218	235 224
a	B	C		d	e	f	g	h	i	j	K L

power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
11	278	78		161	244	183	115	53	187	219	232 151
a	B	C		d	e	f	g	h	i	j	K L





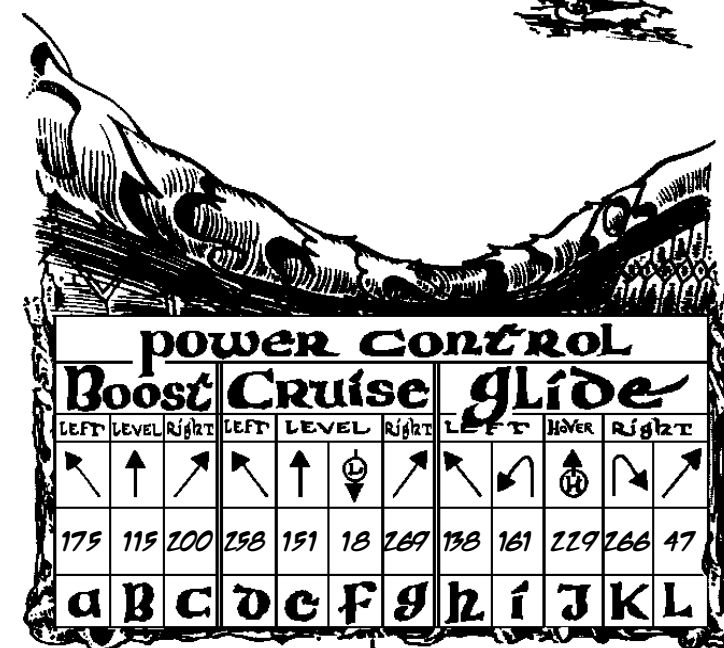
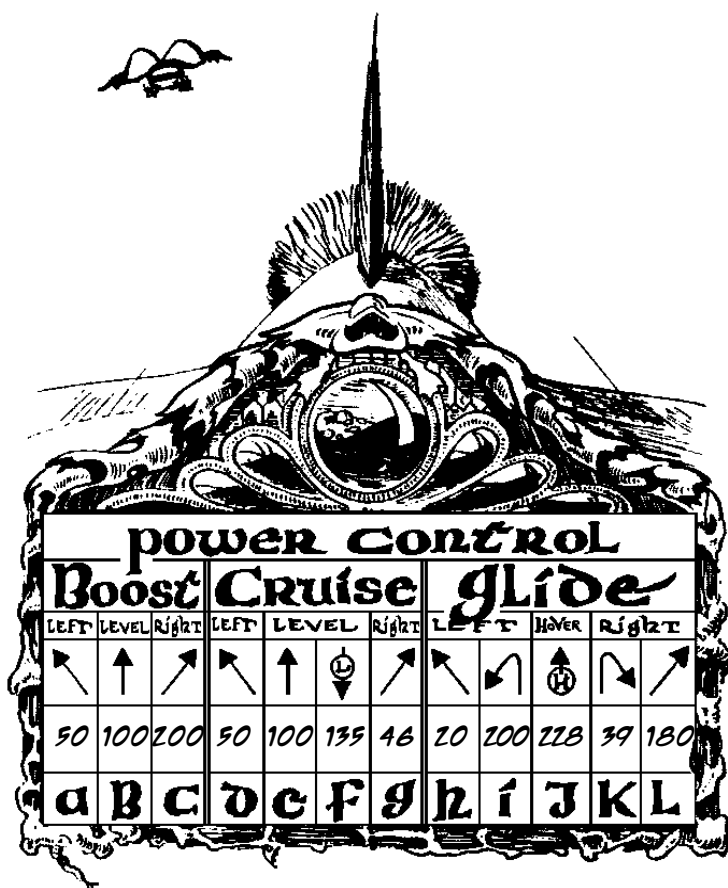
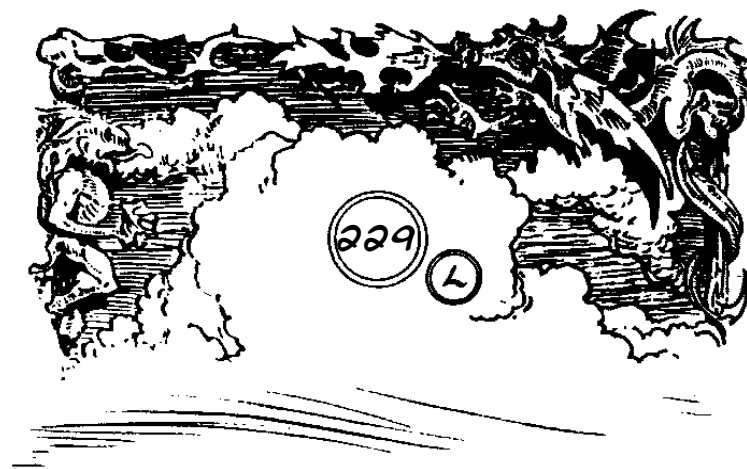
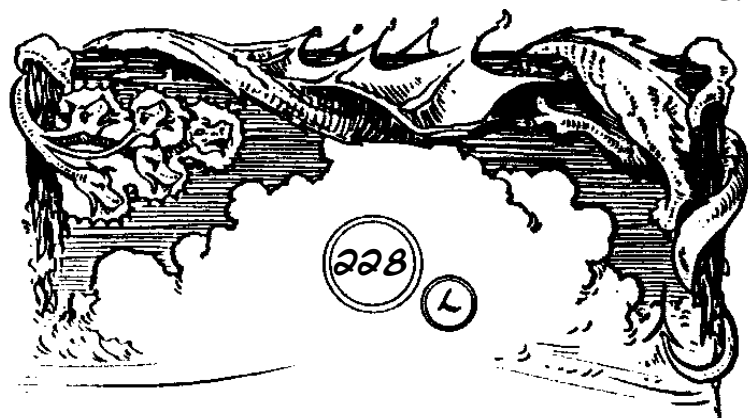


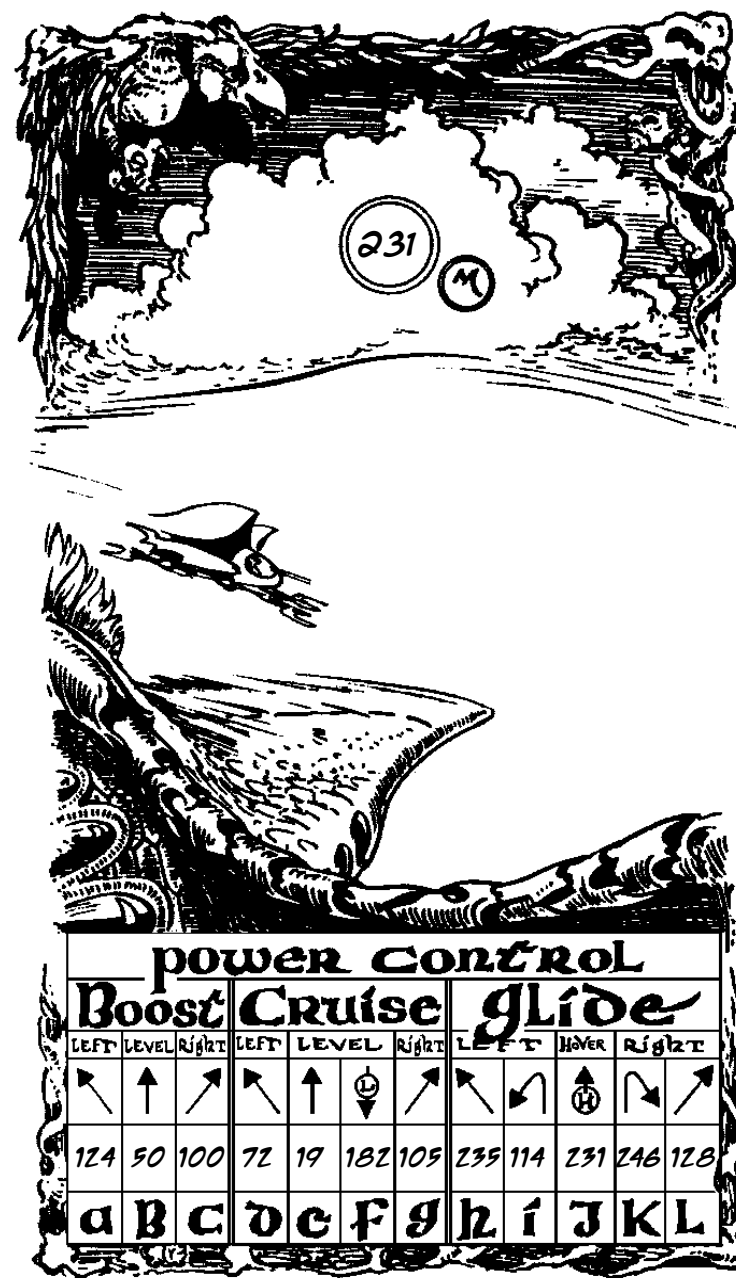


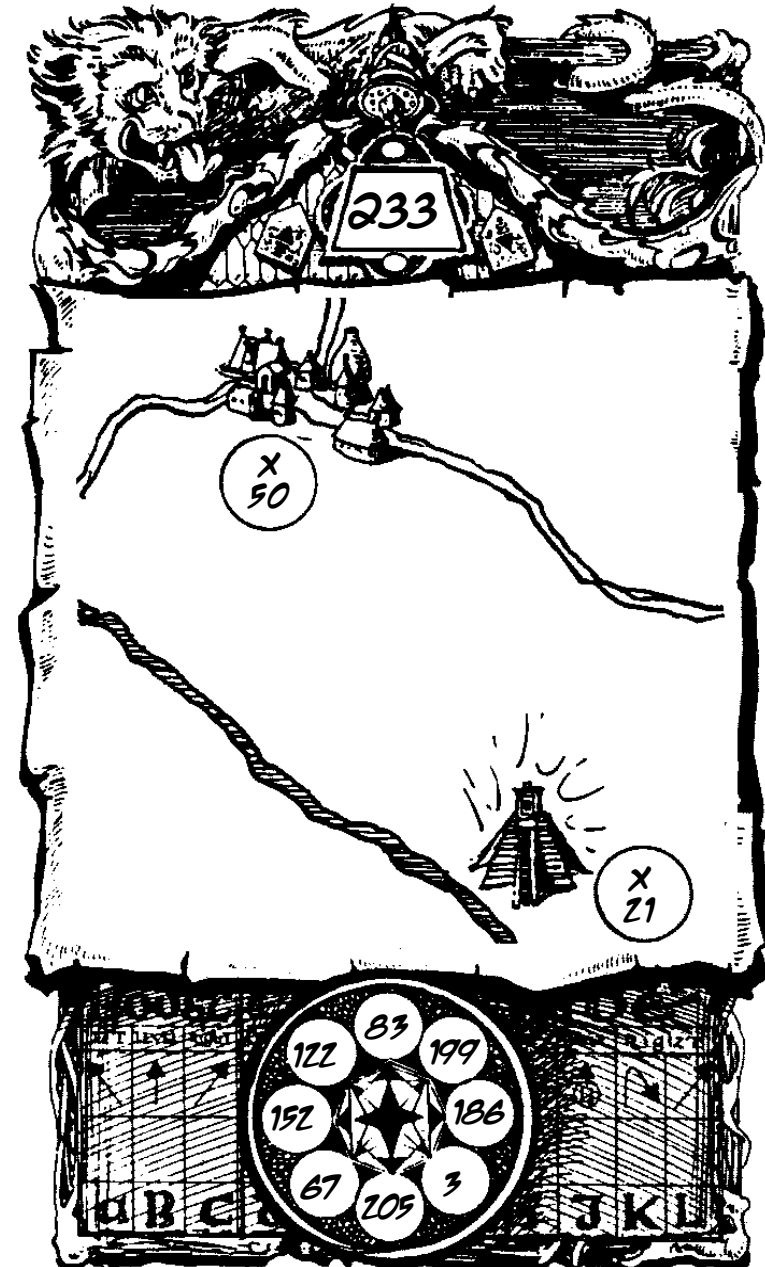
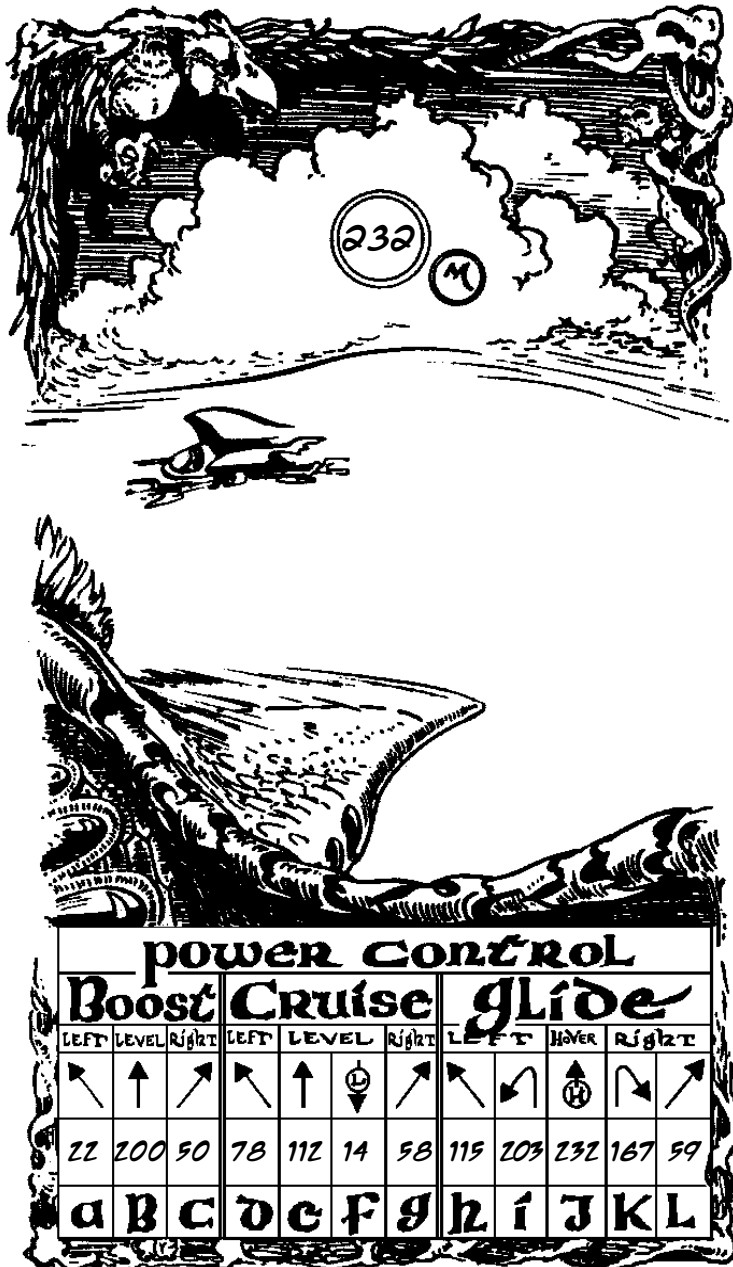
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HAVER	RIGHT	LEFT	HAVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↖	⬆	↖	↖	↗
162	60	111	150	169	105	90	218	223	224	19	261
a	B	C	d	e	f	g	h	i	j	K	L

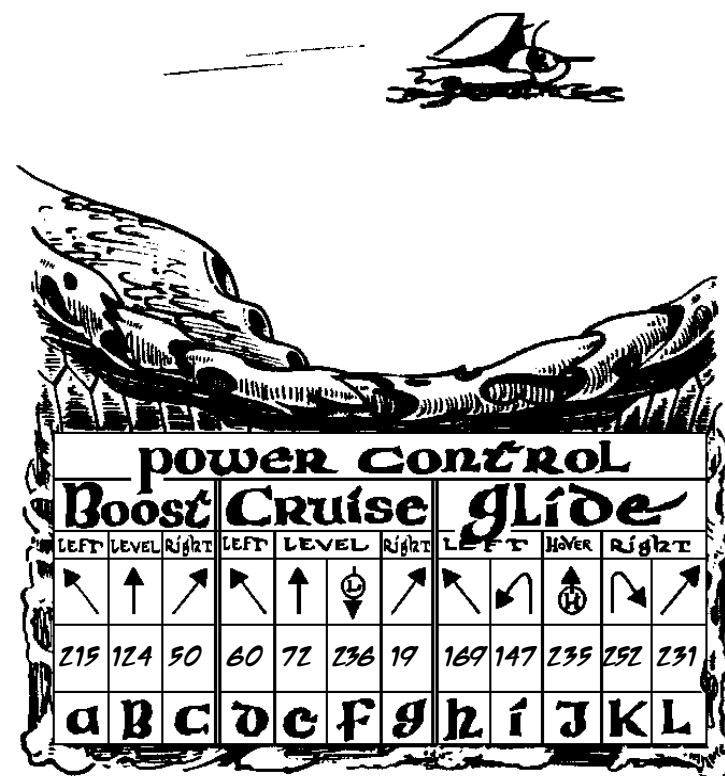
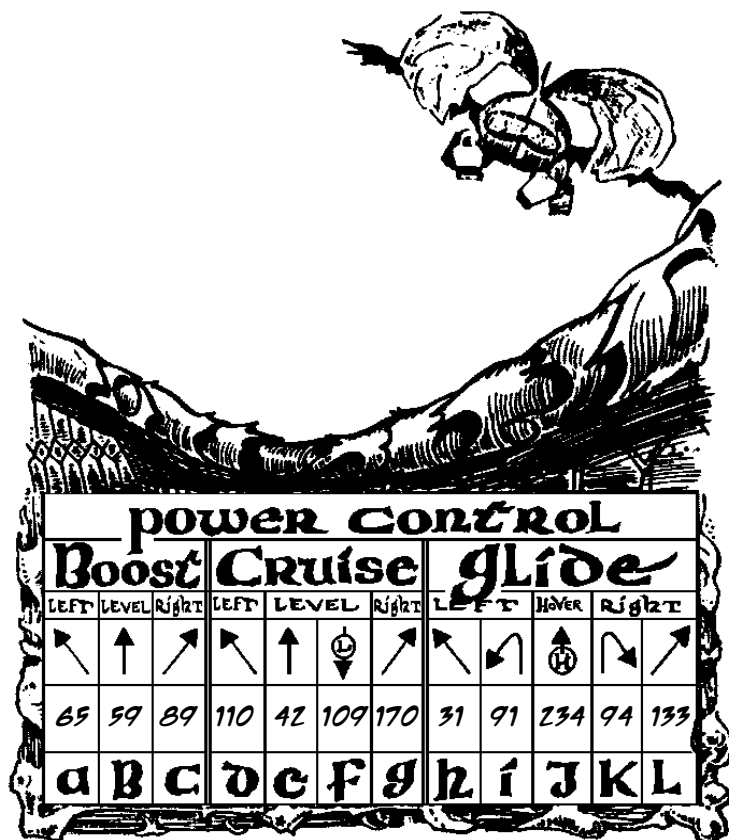
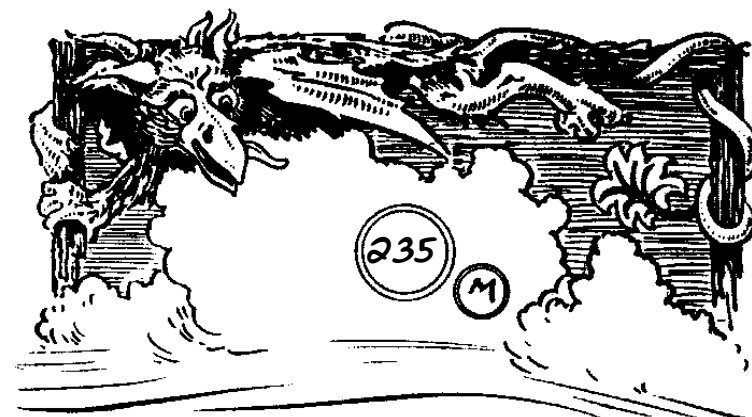
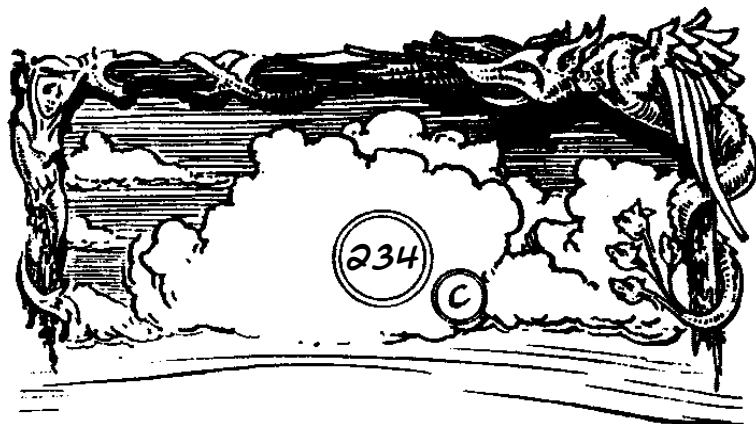
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HAVER	RIGHT	LEFT	HAVER	RIGHT
↖	↑	↗	↖	↑	⬇	↖	↖	⬆	↖	↖	↗
111	100	50	90	100	218	200	261	61	225	50	105
a	B	C	d	e	f	g	h	i	j	K	L



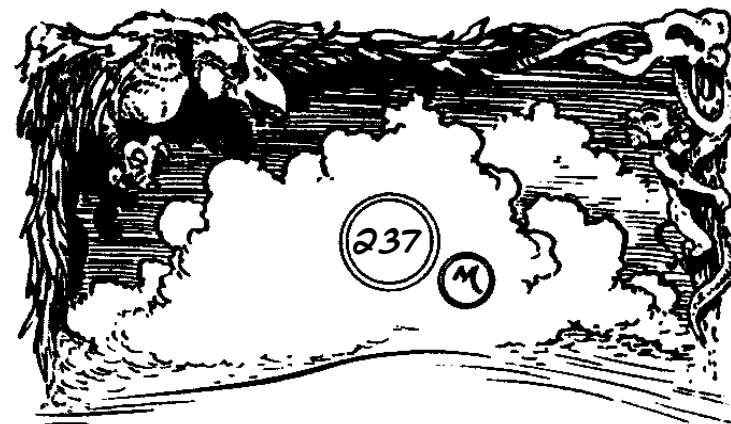
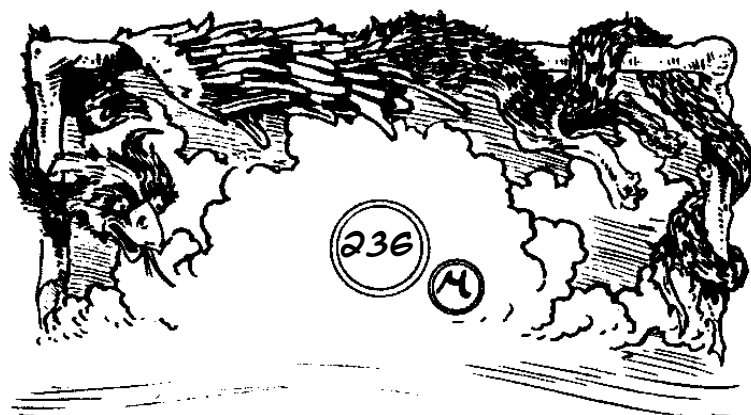






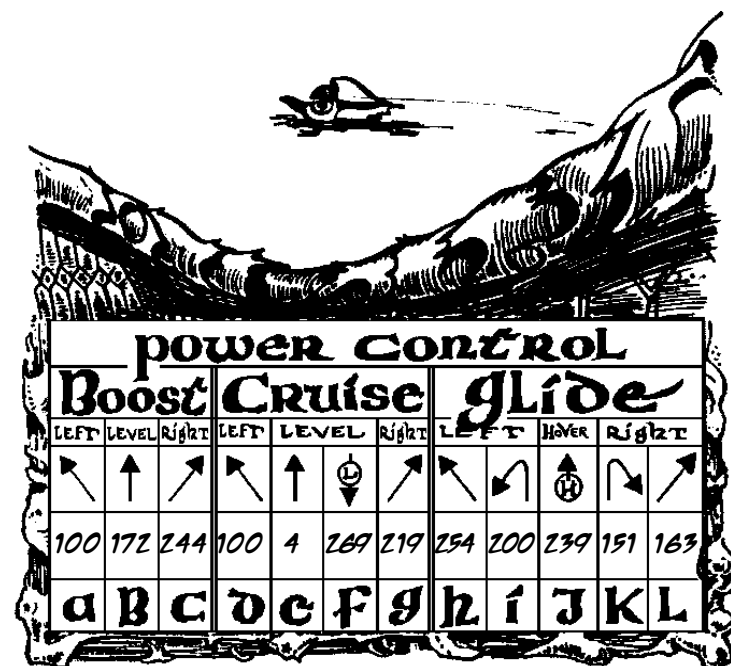
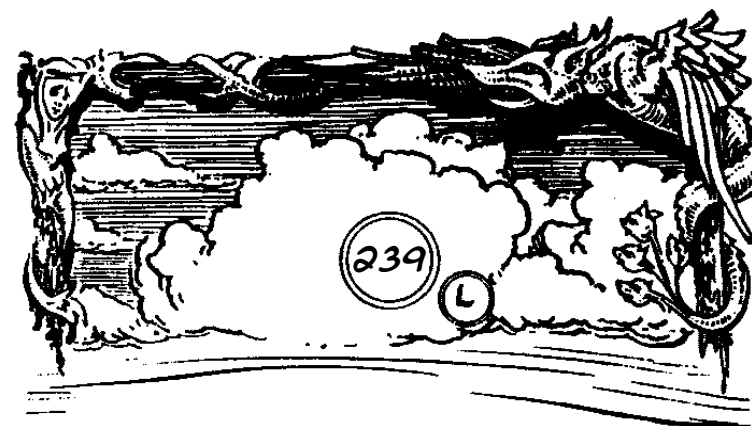


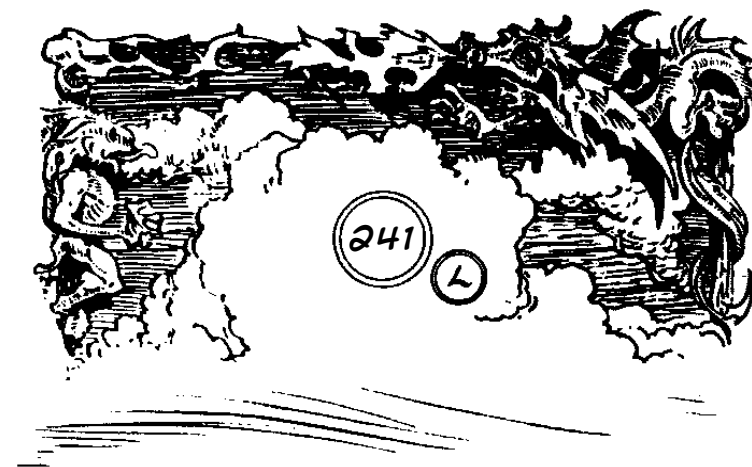
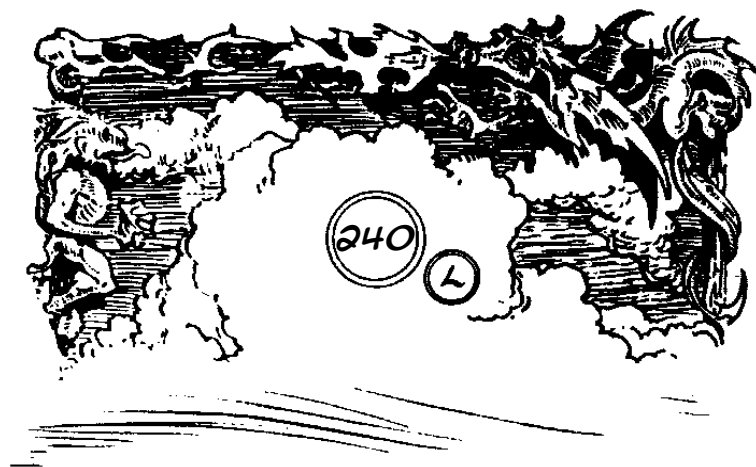




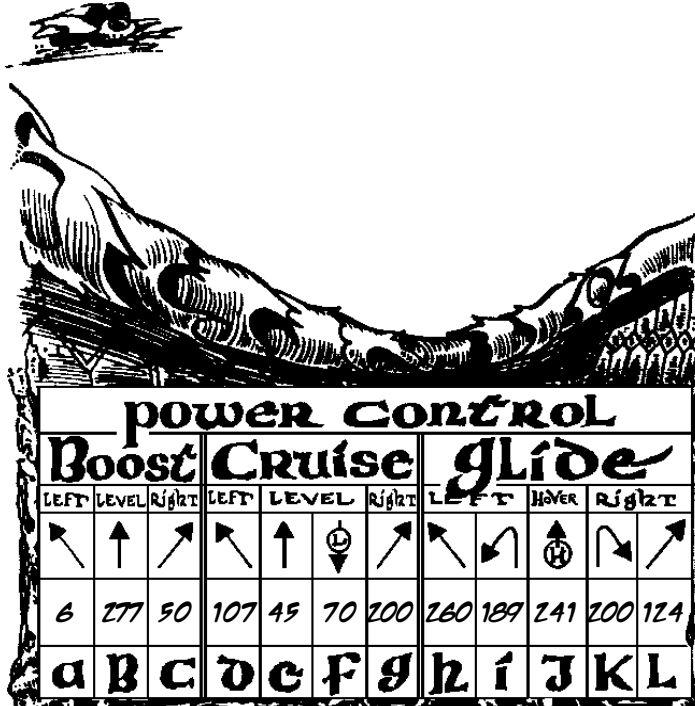
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	↻	↗
50	271	31		105	223	235	15	128	225	236	182
a	B	C		d	e	f	g	h	i	j	K

power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	↻	↗
78	50	200		115	137	53	266	151	243	237	254
a	B	C		d	e	f	g	h	i	j	K














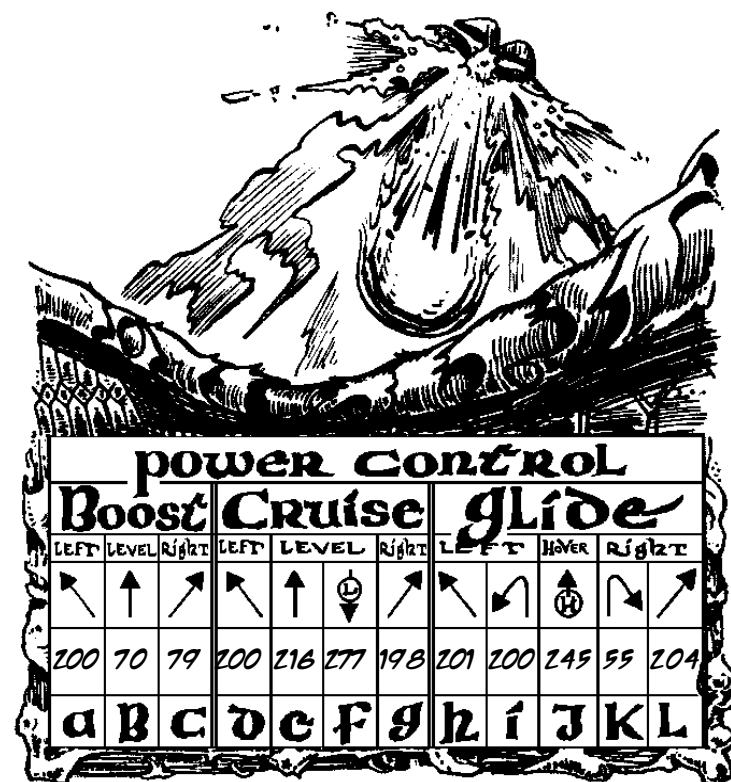
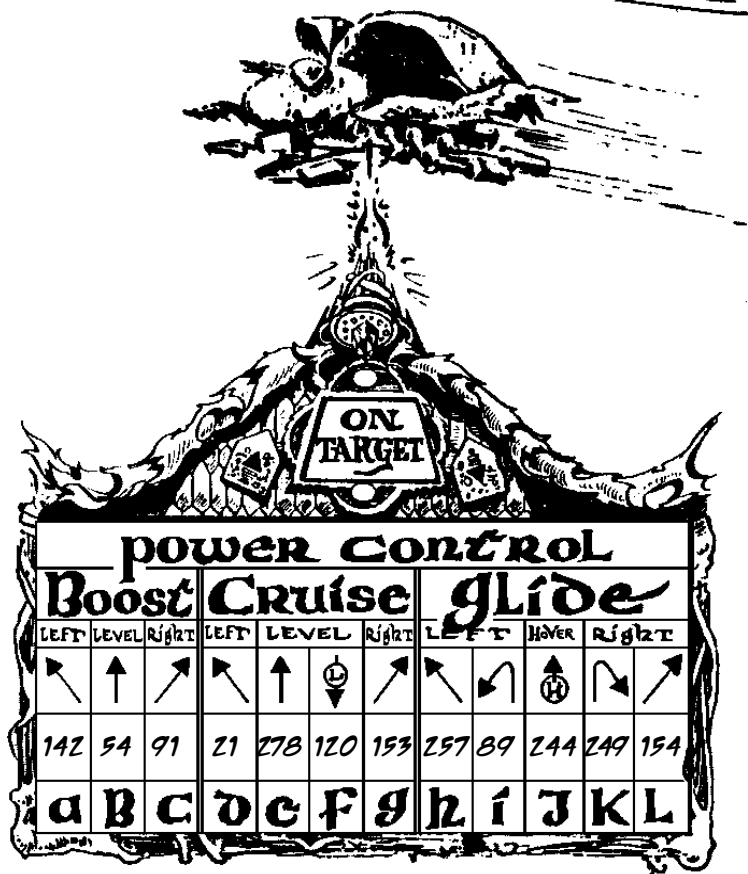
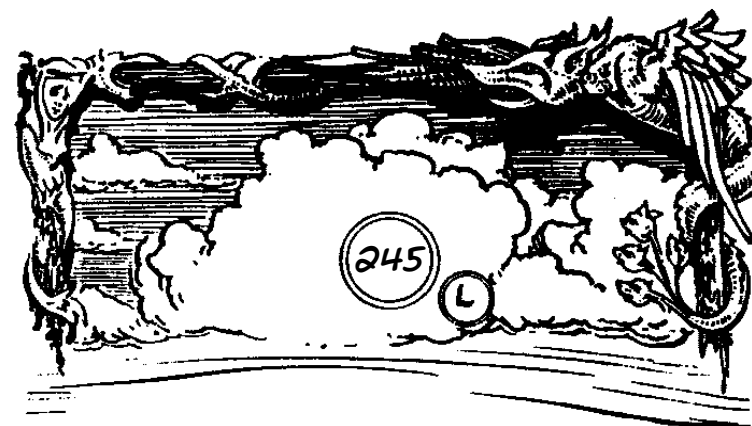
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
											
73	136	100	27	84	180	50	135	160	240	50	20
a	B	C	d	e	f	g	h	i	J	K	L

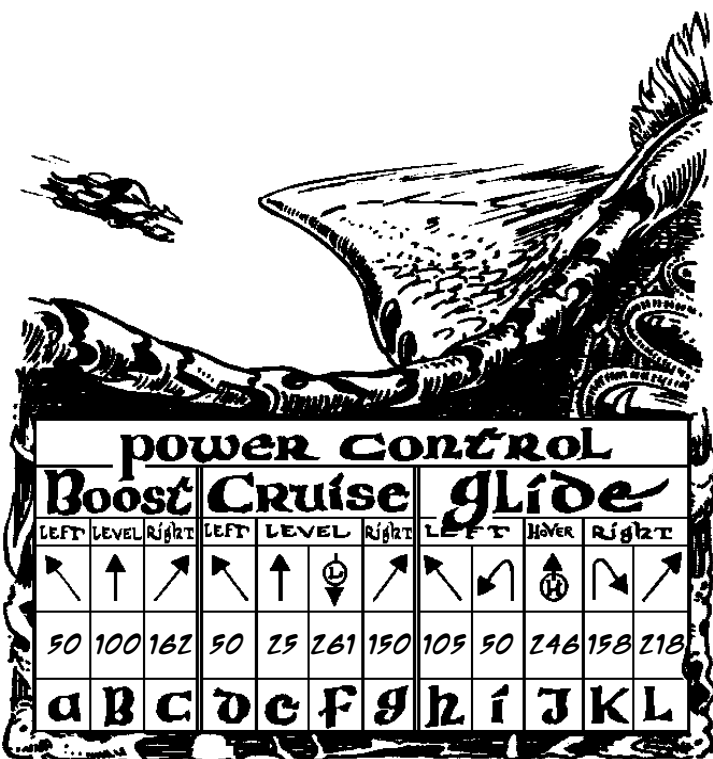
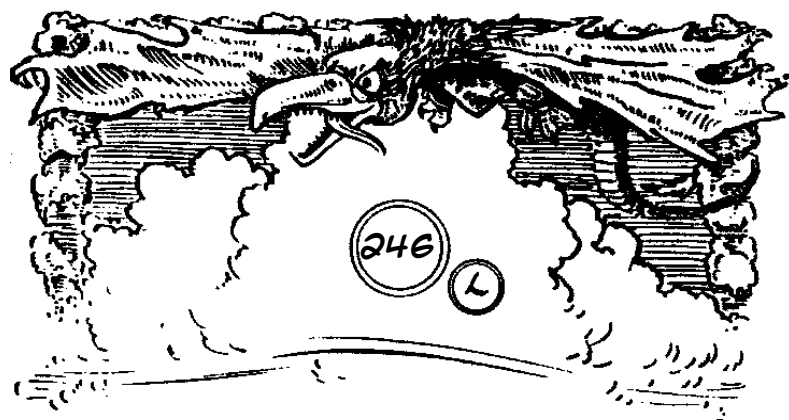


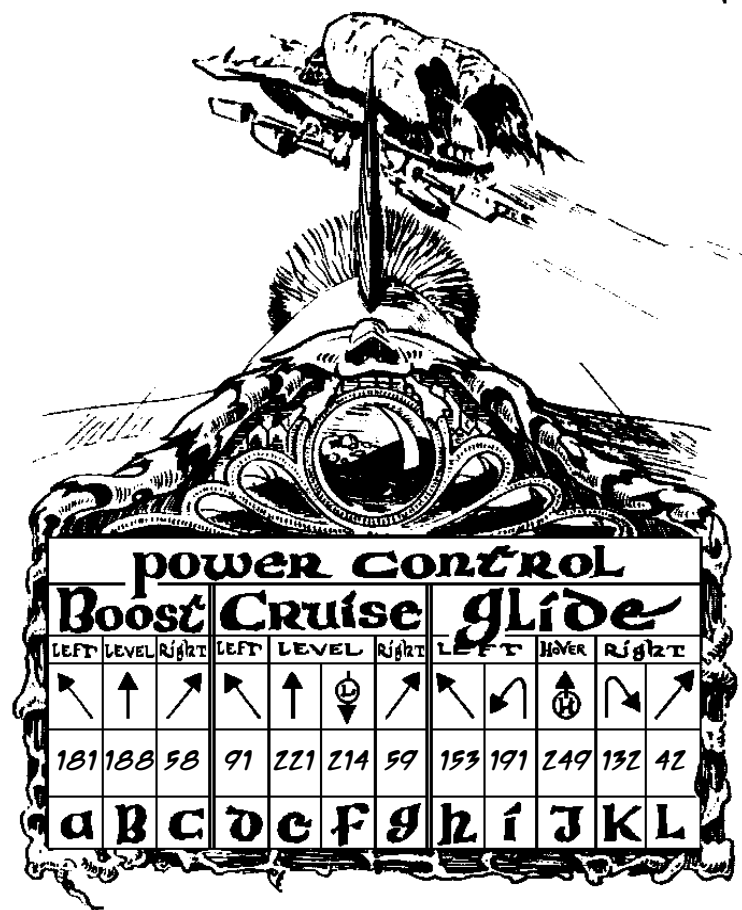
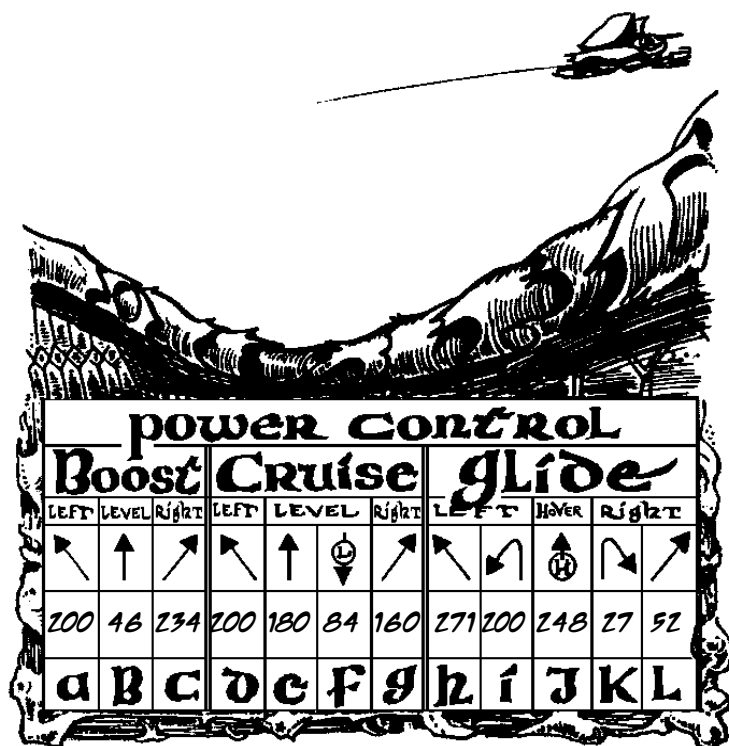
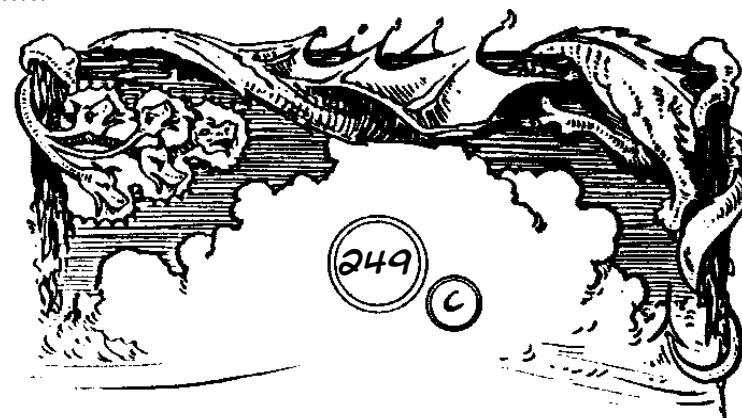
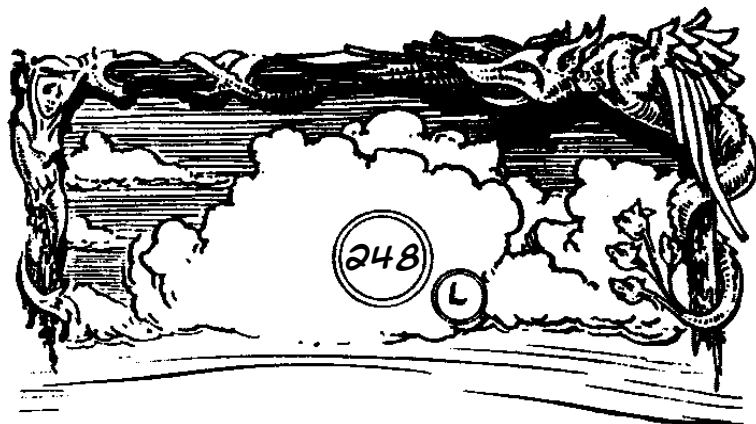
power control

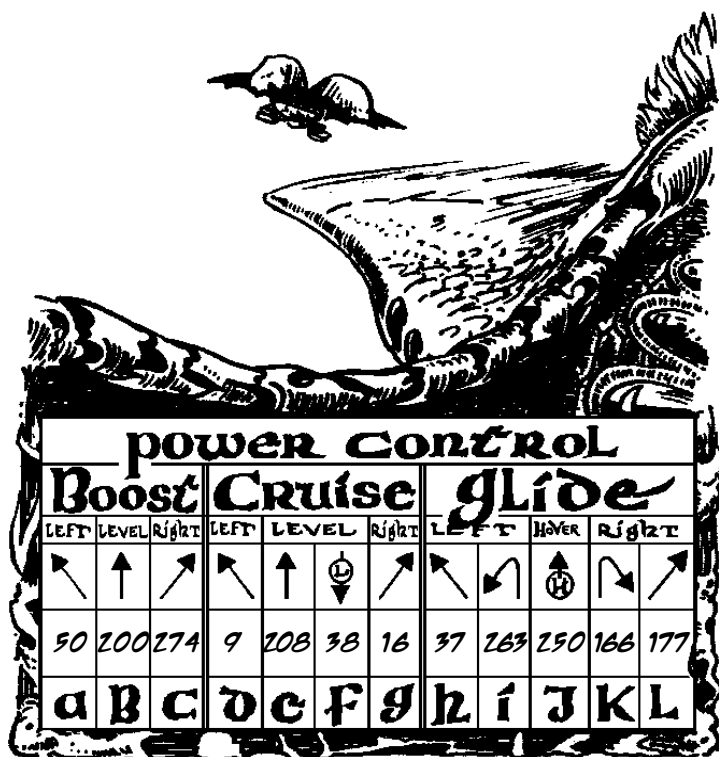
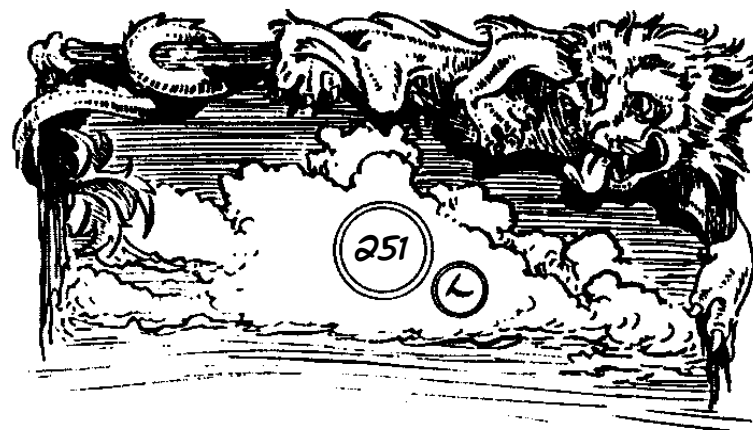
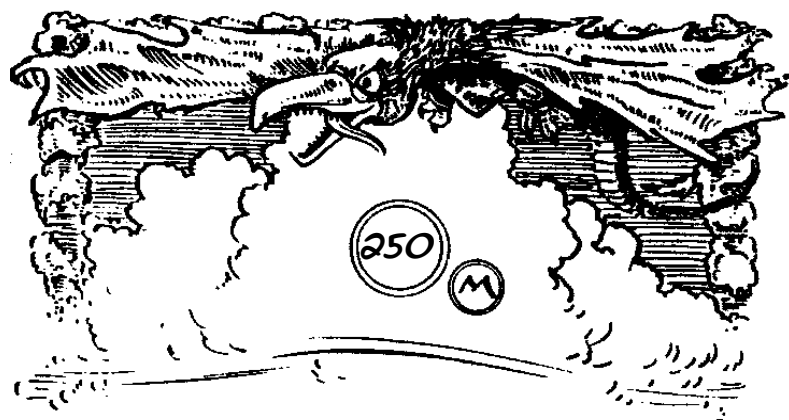
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
								
6	277	50	107	45	70	200	260	189
a	B	C	d	e	f	g	h	i



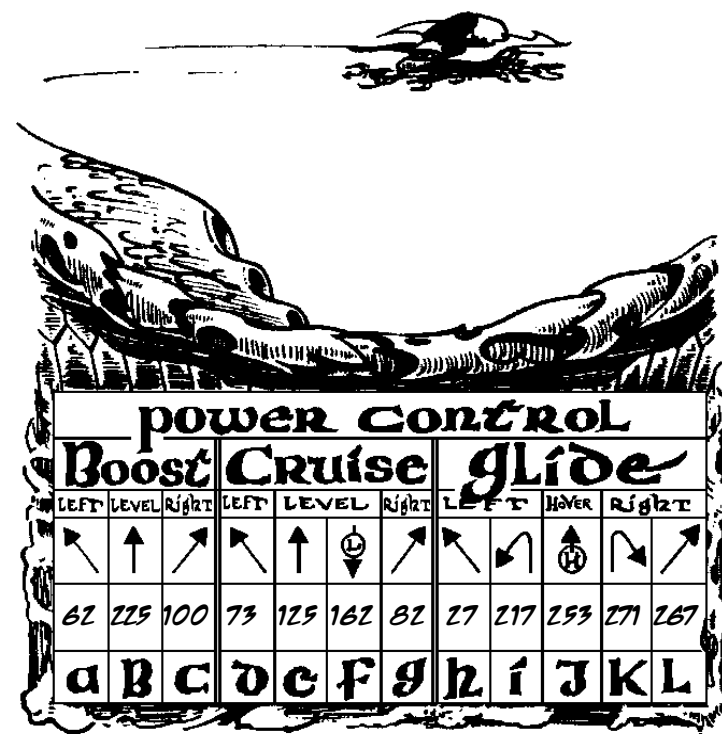
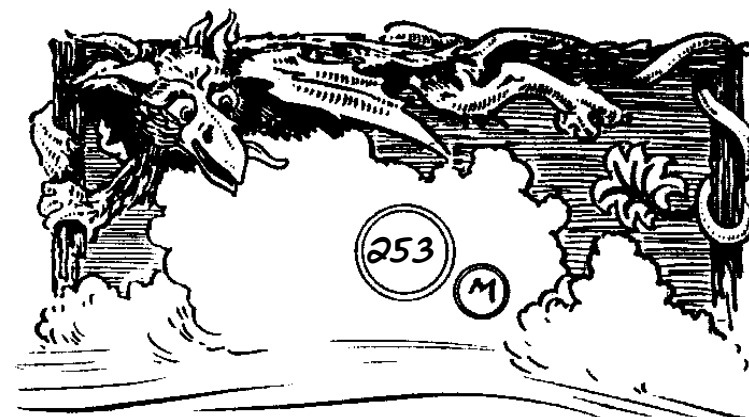
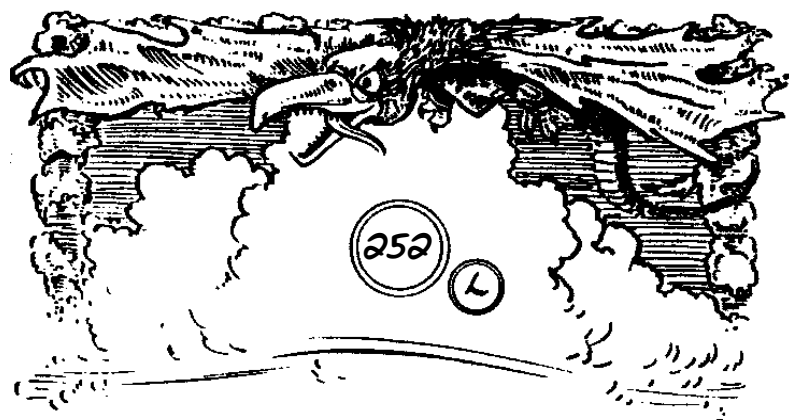


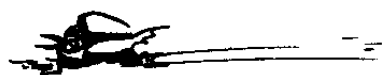
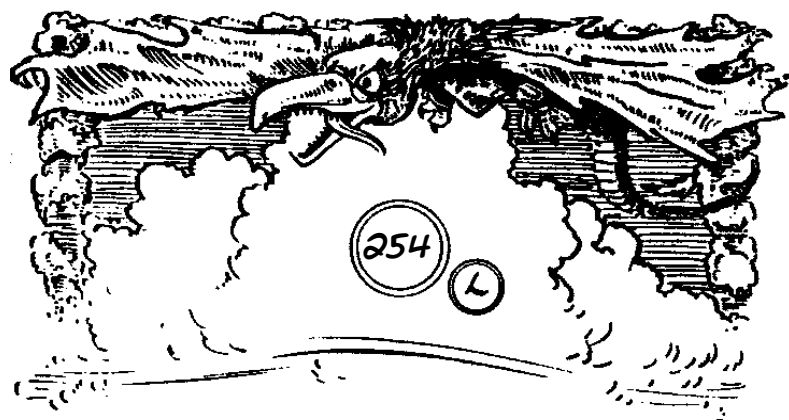






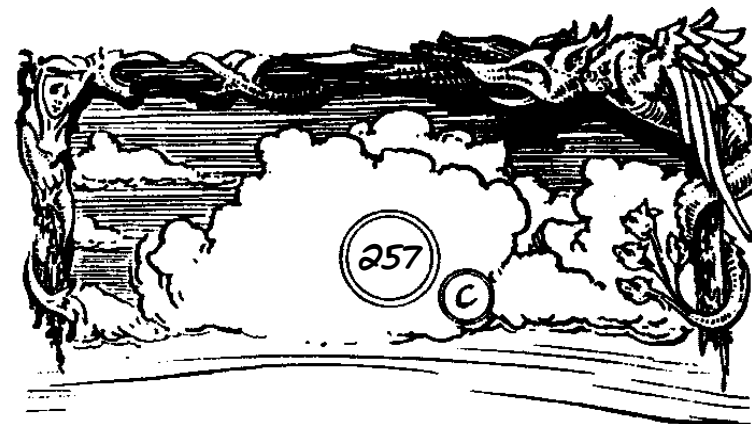
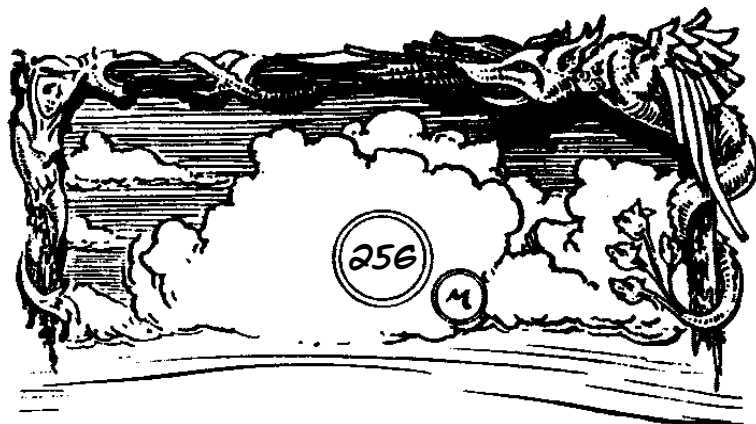






power control											
Boost				Cruise				Glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↙	⬆	↗
100	50	172		100	50	148	4	266	200	254	163 239
a	b	c		d	e	f	g	h	i	j	k l

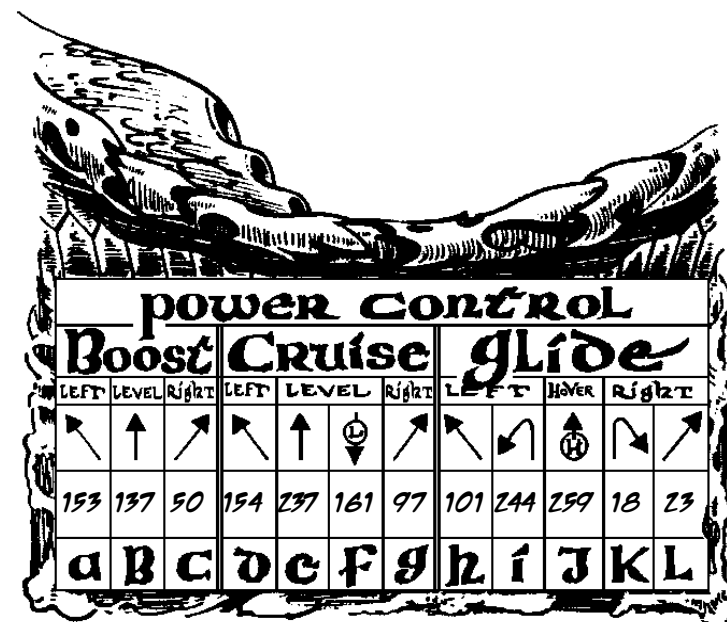
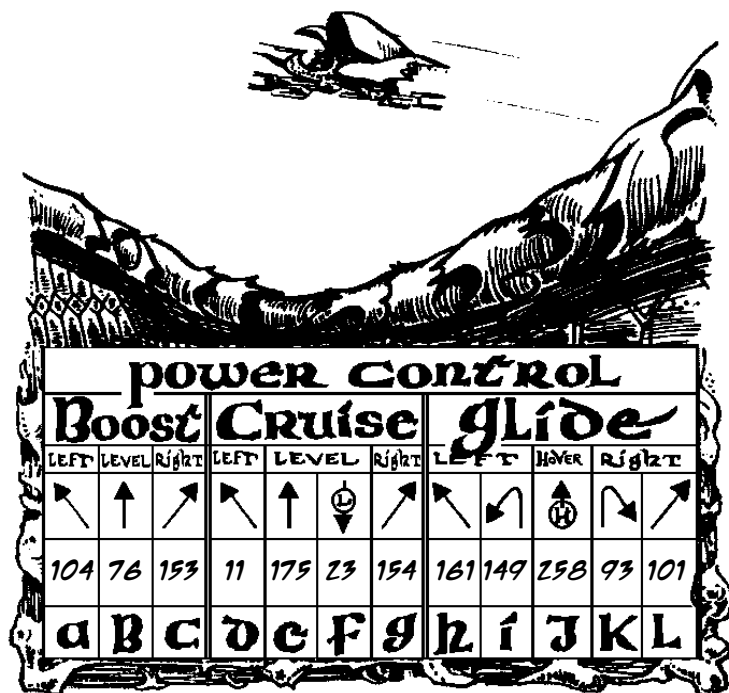
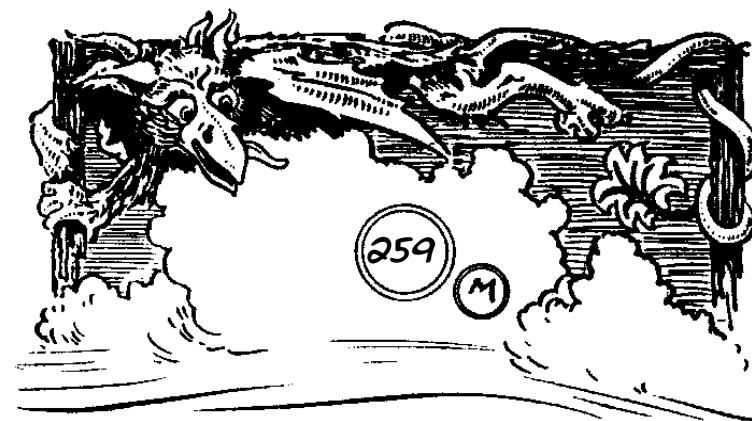
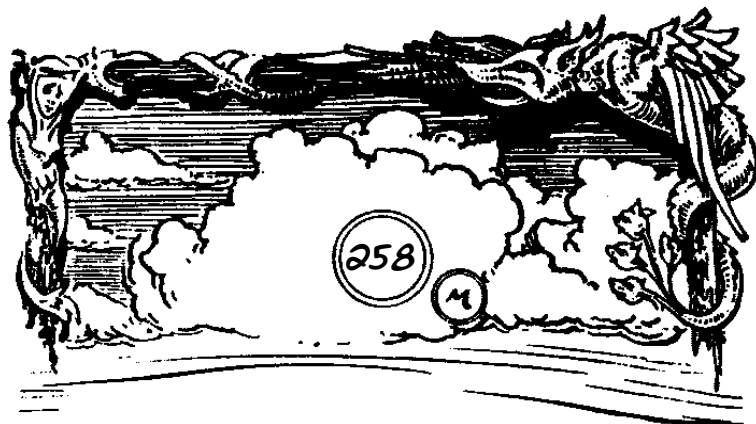


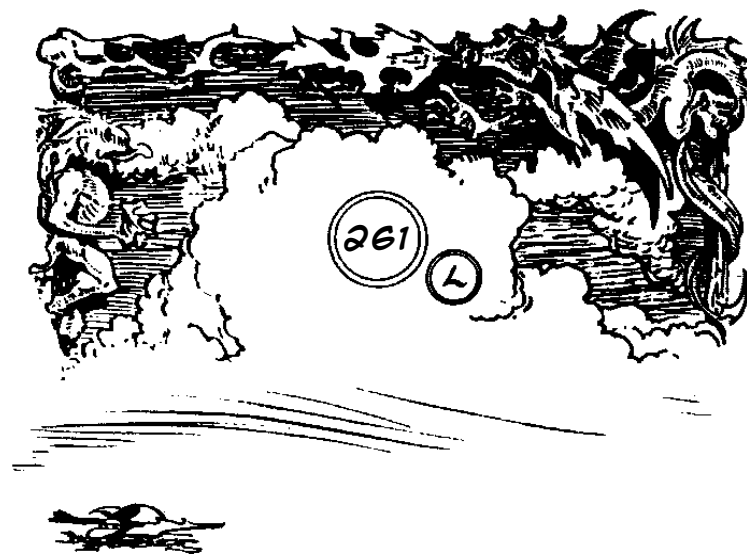
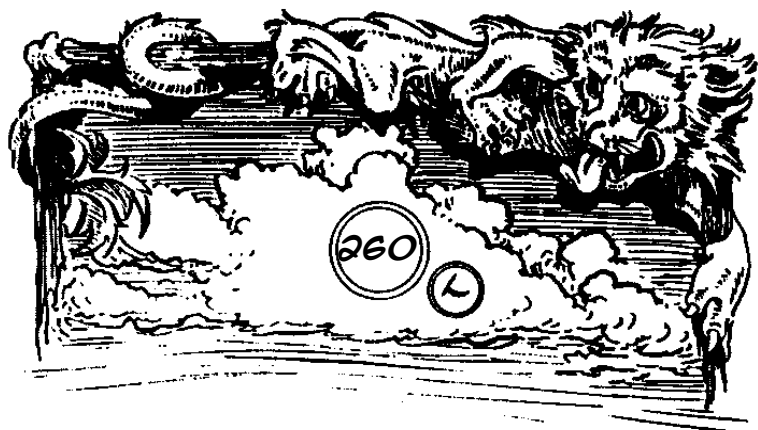


power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
100	176	94		26	132	78	214	274	112	156	69 85
a	B	C		d	e	f	g	h	i	j	K L



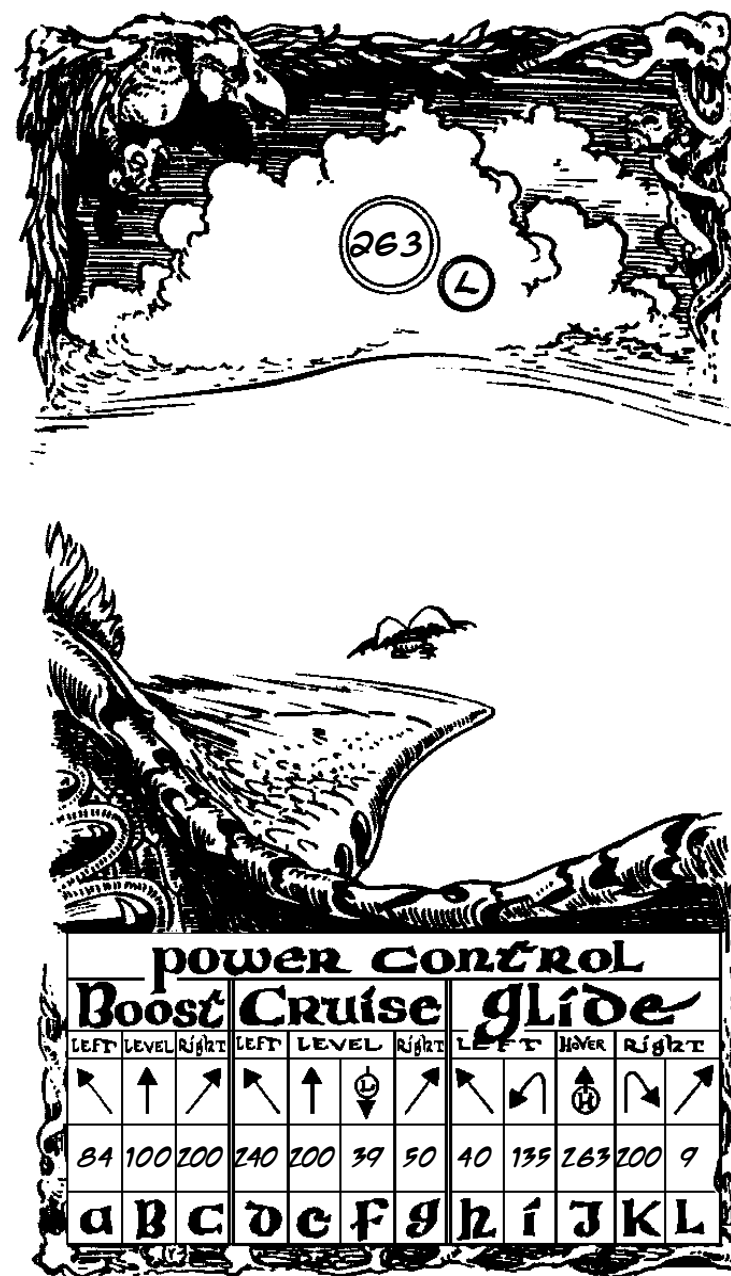
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT	
↖	↑	↗		↖	↑	⬇	↗	↖	↻	⬆	↗
121	142	54		187	21	93	278	212	23	257	119 244
a	B	C		d	e	f	g	h	i	j	K L

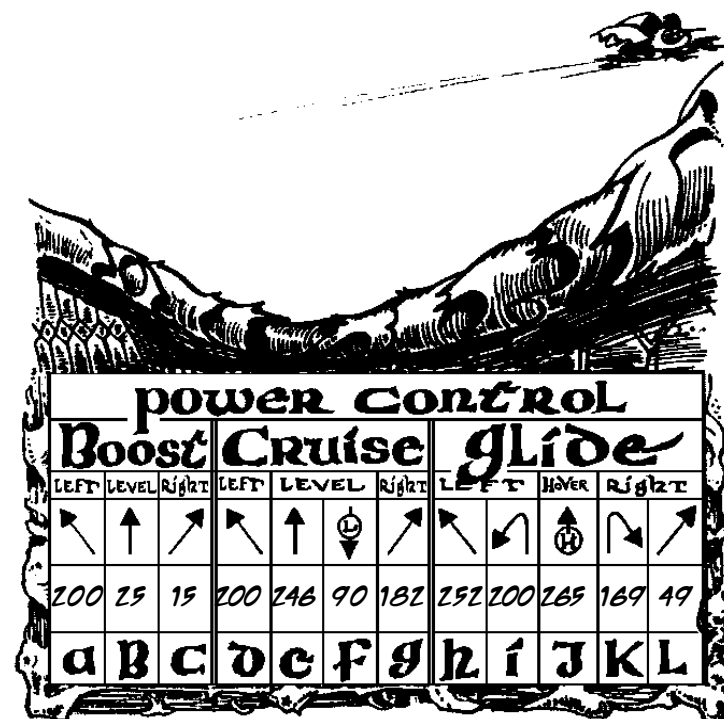
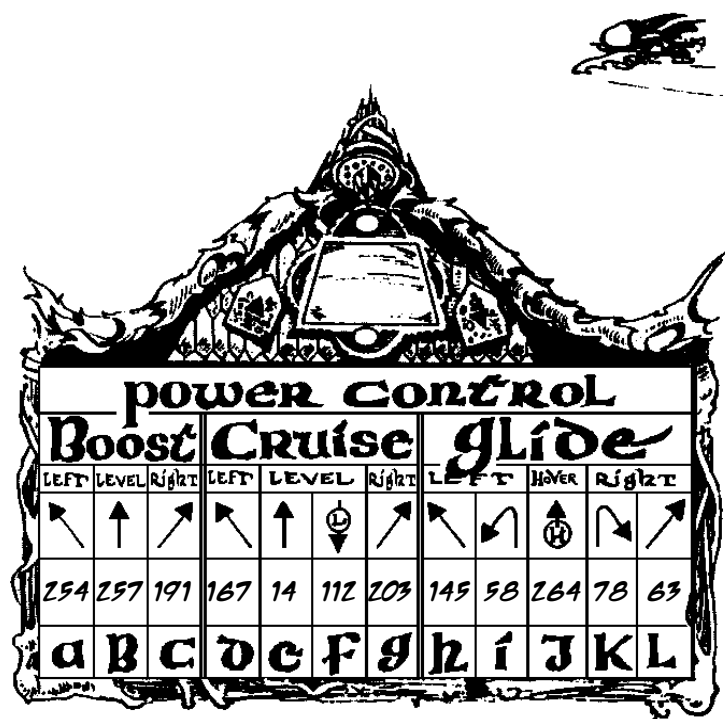
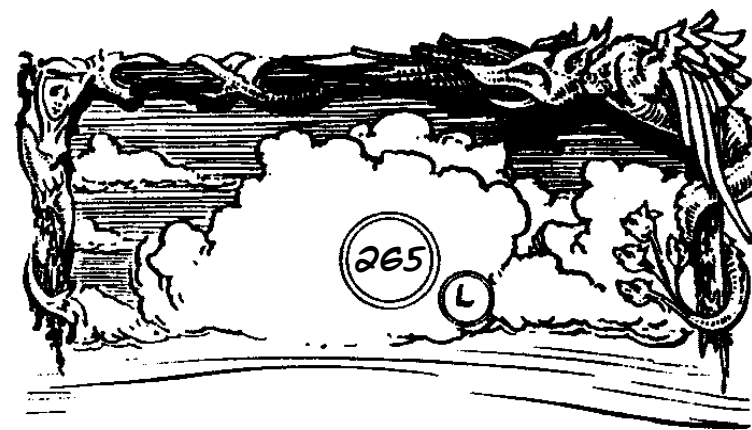
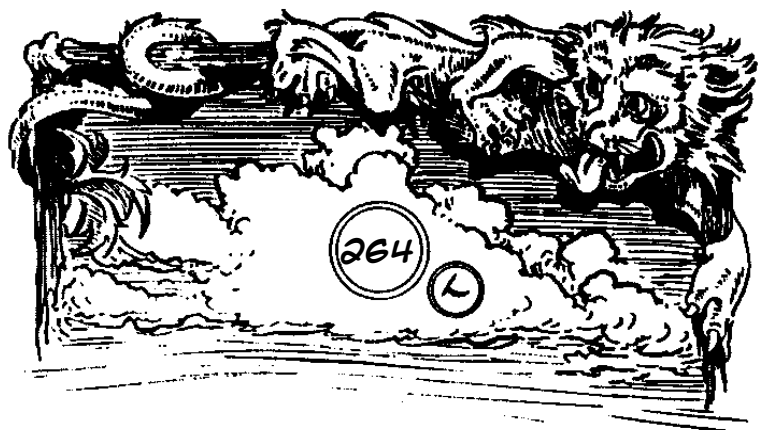


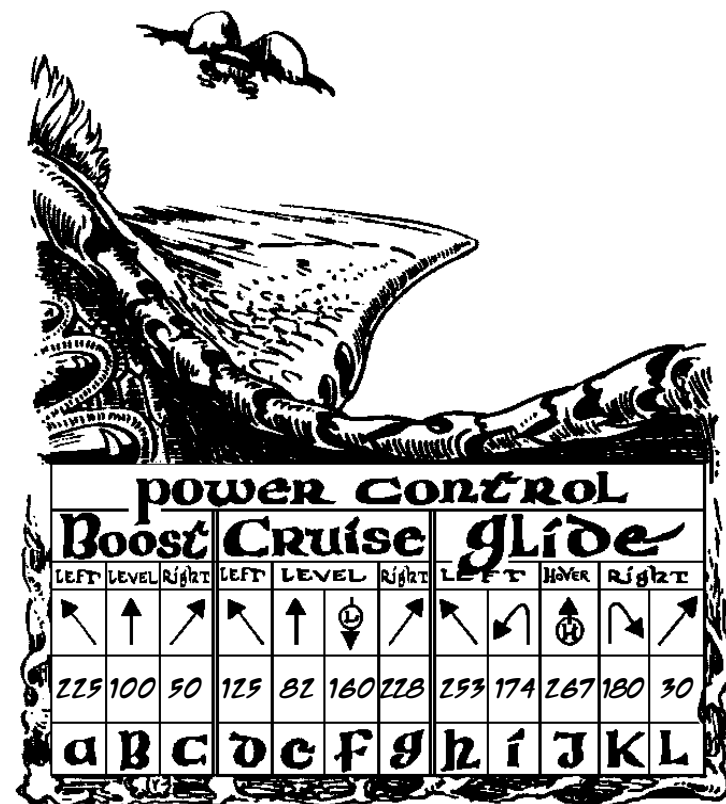
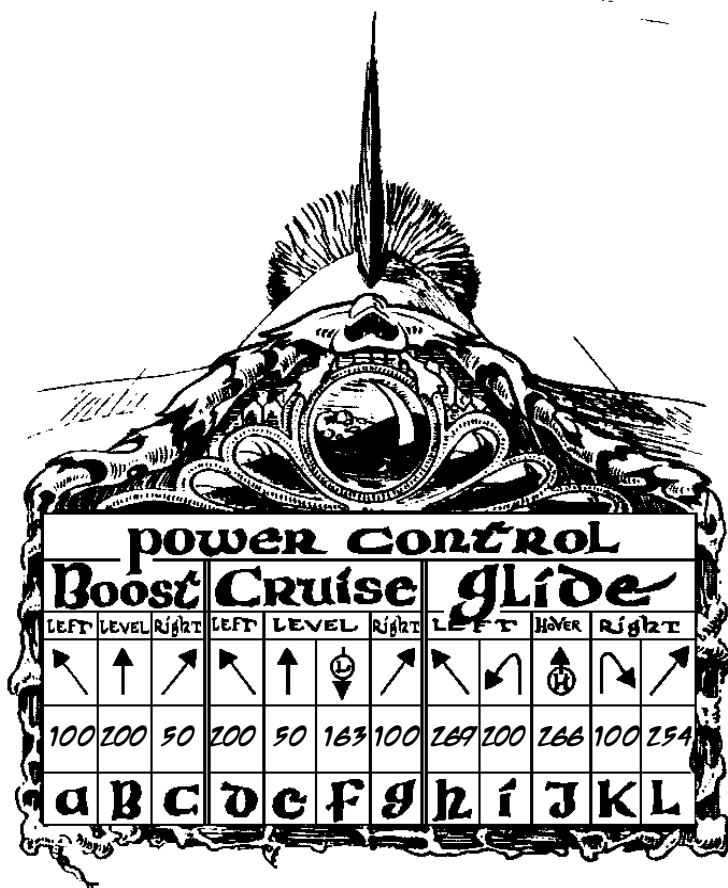
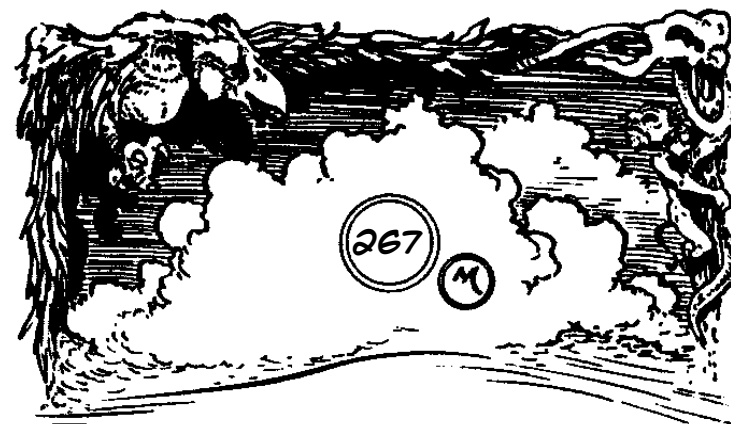
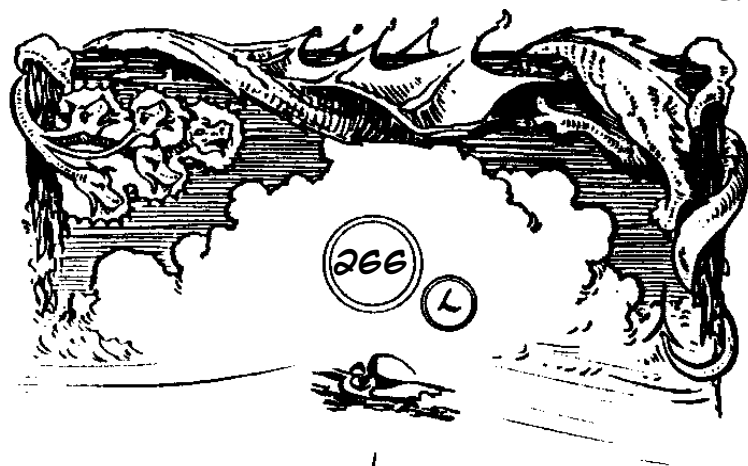


power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HAVER	RIGHT	
↖	↑	↗		↖	↑	⬇		↖	↗	⬆	↗
236	6	277		74	107	106	45	118	68	260	139 241
a	B	C		d	e	f	g	h	i	j	K L

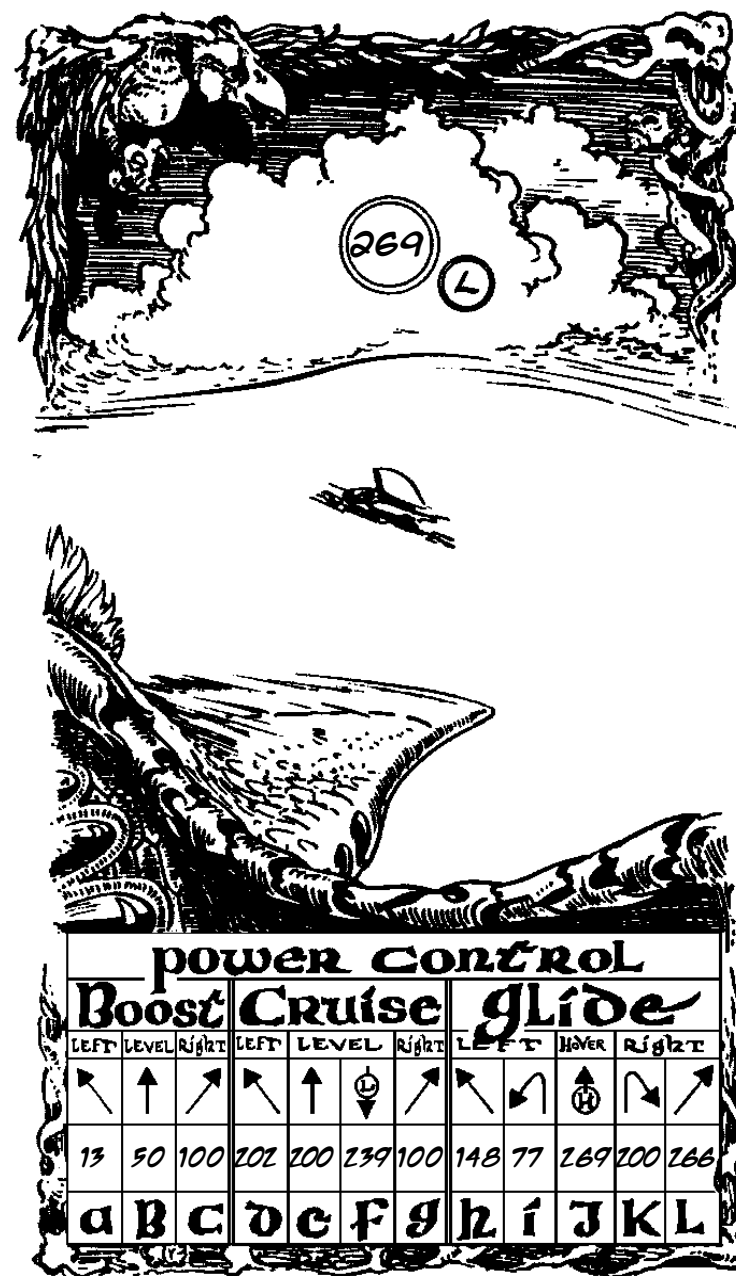
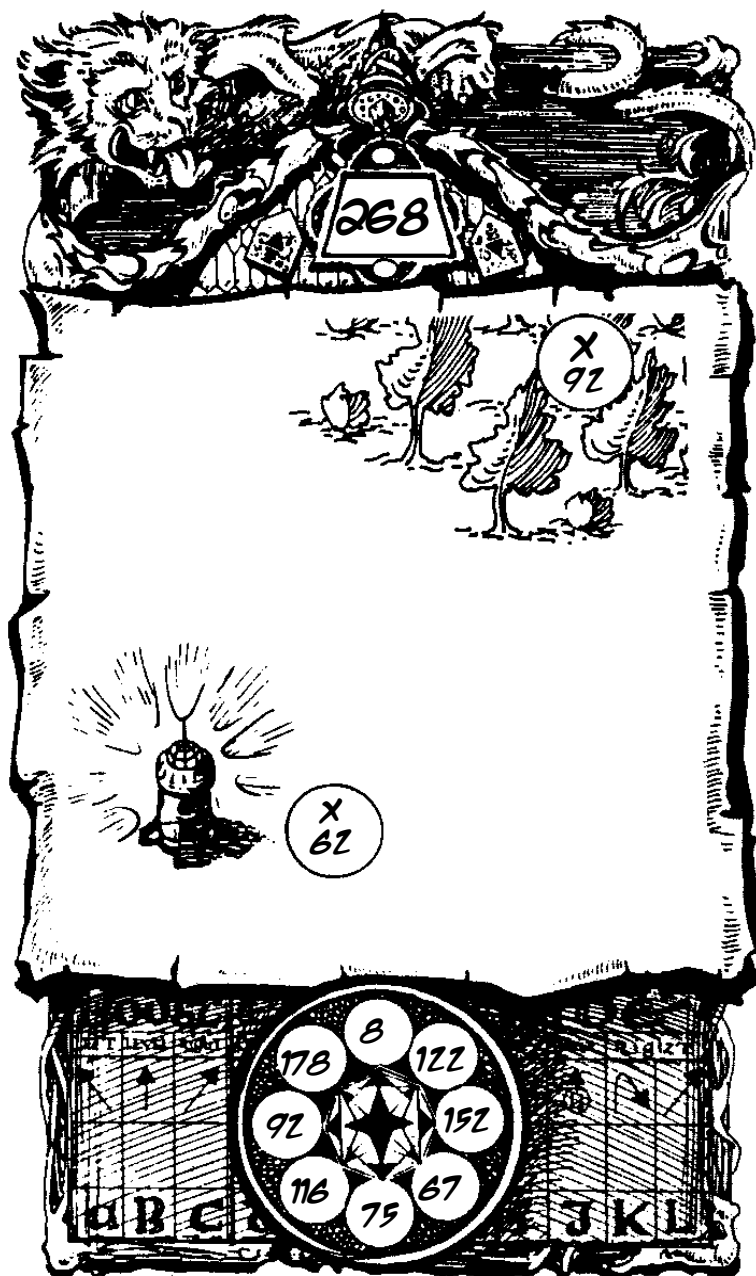
power control											
Boost				Cruise				glide			
LEFT	LEVEL	RIGHT		LEFT	LEVEL	RIGHT		LEFT	HAVER	RIGHT	
↖	↑	↗		↖	↑	⬇		↖	↗	⬆	↗
60	111	100		169	90	246	50	244	182	261	50 225
a	B	C		d	e	f	g	h	i	j	K L

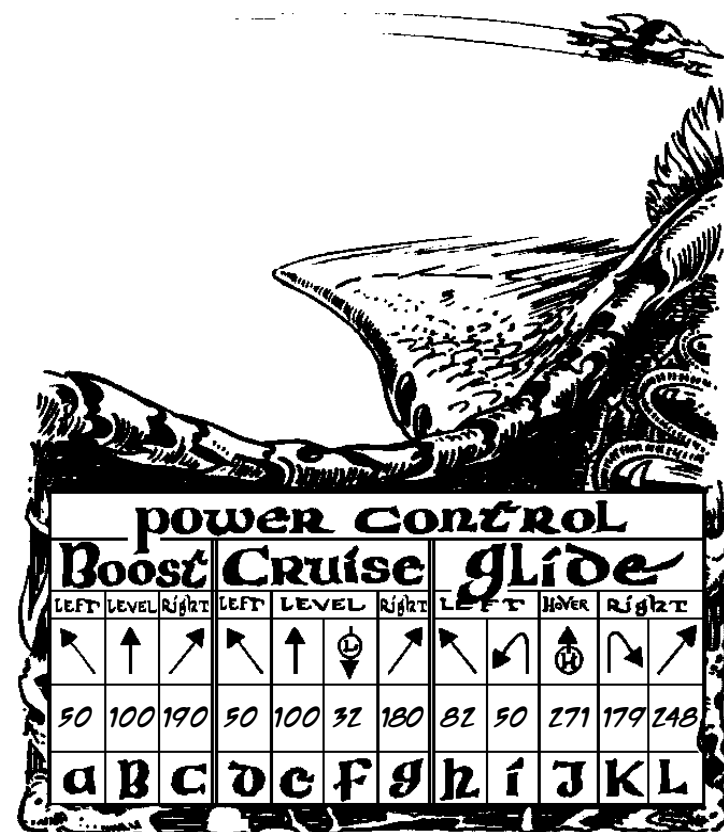
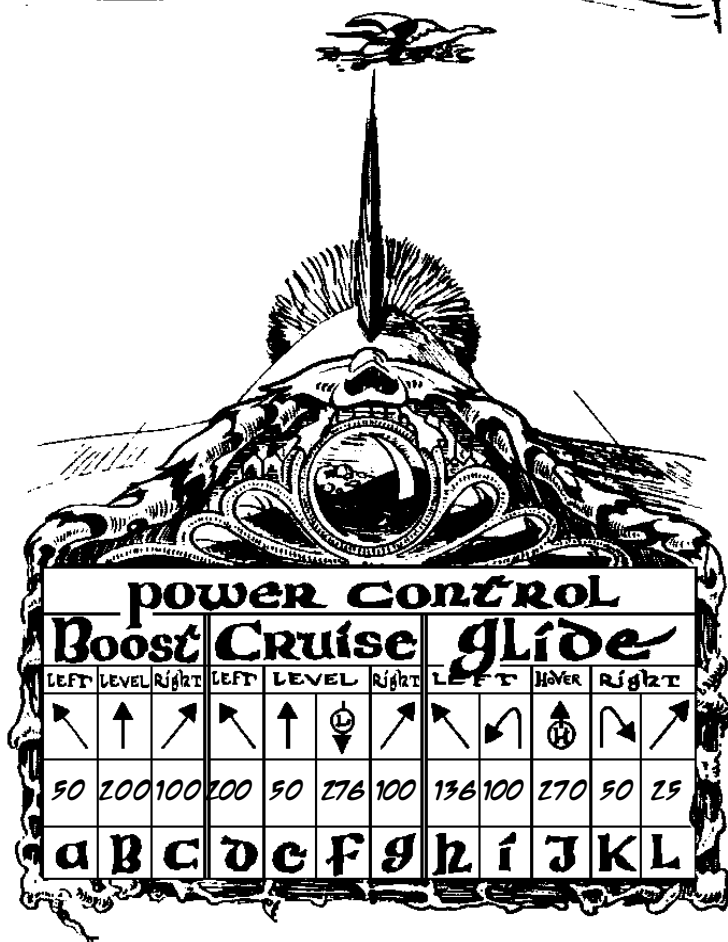
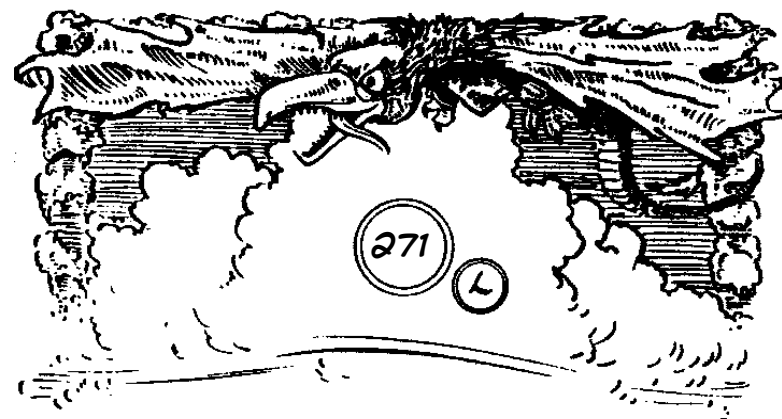


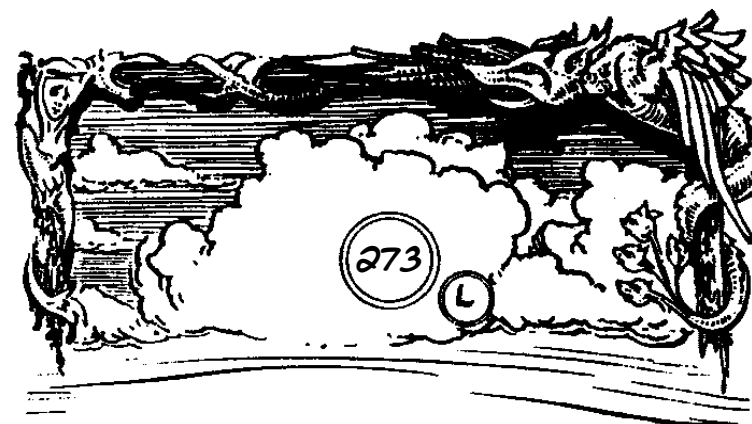
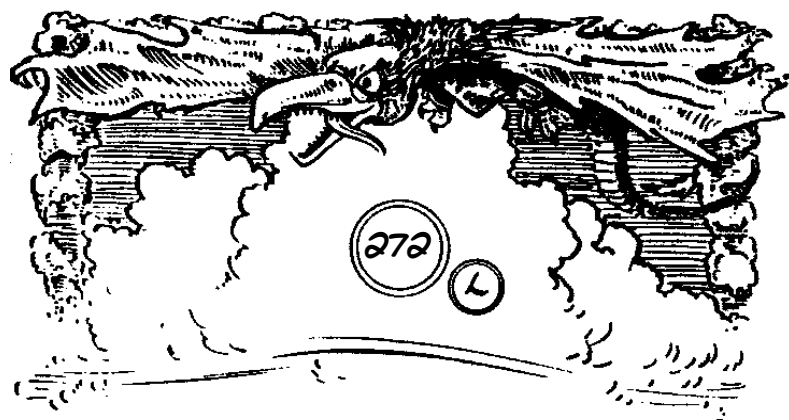






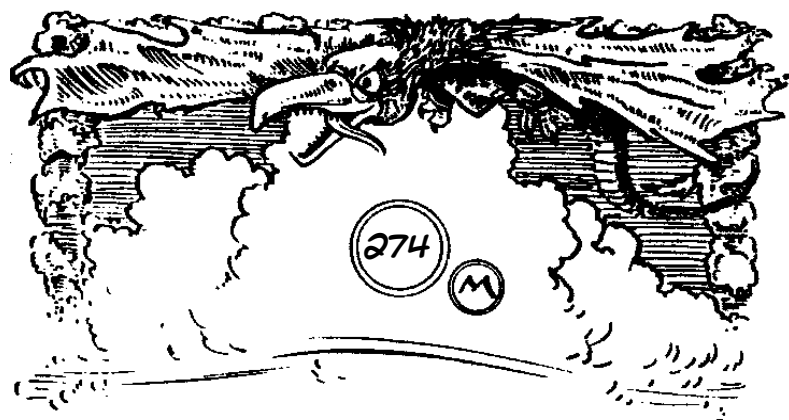






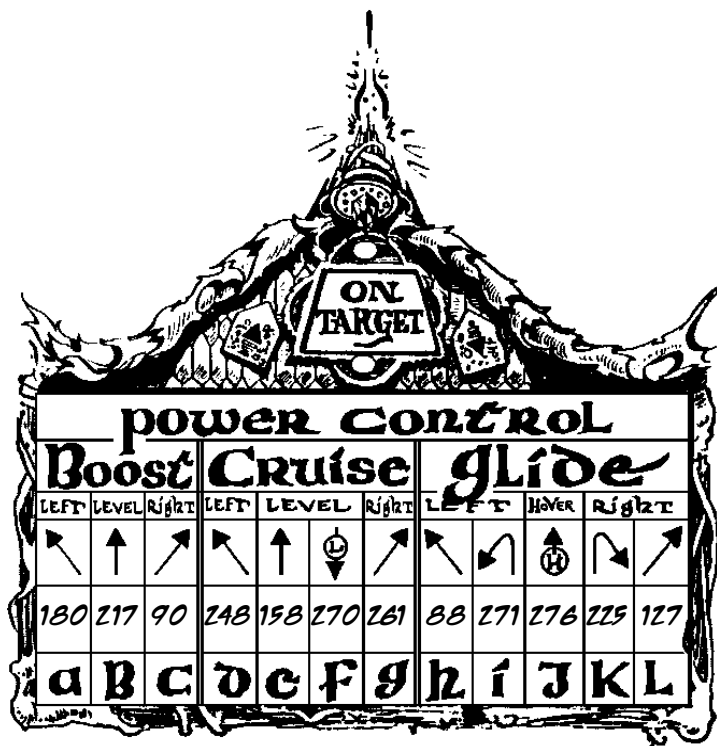
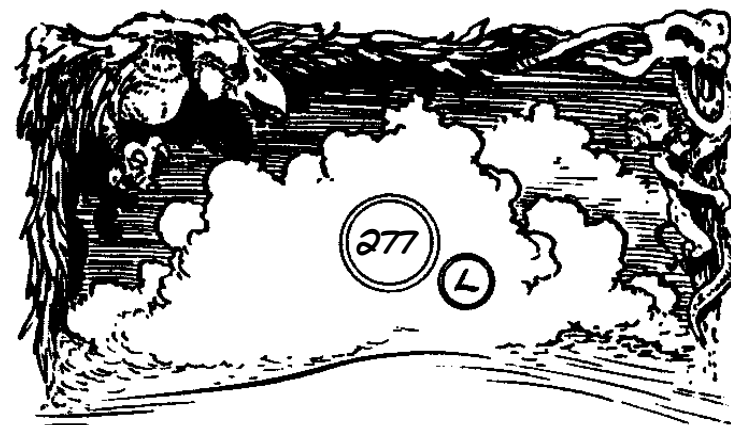
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
50	100	246	50	100	185	265	190	100	272	49	1
a	B	C	d	e	f	g	h	i	j	K	L

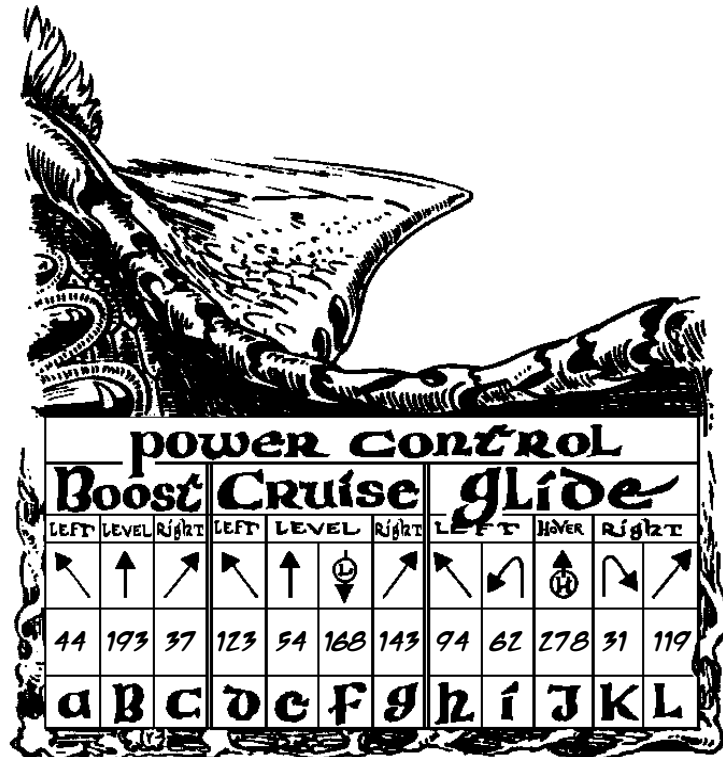
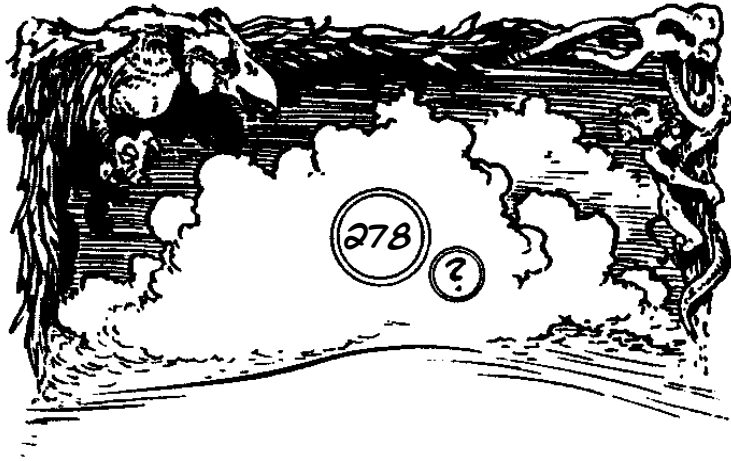
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↙	⬆	↘	↗	
200	194	154	201	5	57	101	172	2	273	259	10
a	B	C	d	e	f	g	h	i	j	K	L



power control											
Boost			Cruise			Glide					
Left	Level	Right	Left	Level	Right	Left	Hover	Right			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	↖	↗	↗
100	50	176	188	26	203	132	221	207	274	14	256
a	b	c	d	e	f	g	h	i	j	k	l







## SPECIAL INFORMATION ENTRIES

**X1:** You discover a ranger's hut in the middle of the forest. The woodsman who lives there says he knows someone in the city of Torsh who can help you in your quest.

If you wish to go with the woodsman to Torsh, lose one day and **turn to X122**.

If you do not wish to accept his offer, turn back to **page 29** and continue your quest.

**X2:** All access to Castle Chol is banned due to an outbreak of Devil Plague—lose one day.

To resume your quest turn back to **page 152**.

**X3:** You land your skyship in a clearing in the trees, where the elven Temple of Lilarion once stood. Some rough-looking human soldiers have made a campsite in the middle of the ruins.

If you wish to question them, **turn to X104**.

If you prefer to leave this place and continue on your way, turn back to **page 108**.

**X4:** The citizens of this fishing village harbour a deep hatred of all Estalonians. They attack you as soon as they hear your voice—lose 3 ENDURANCE points.

To continue on your quest, turn back to **page 113**.

**X5:** The little town of Eagle Crag is full of soldiers preparing to march north, for the city of Lemnos is under attack by the armies of the Deathlord.

If you wish to stay here and question the townspeople, **turn to X107**.

If you decide to leave, turn back to **page 96**.

**X6:** You seek an audience with Count Rotiart, the lord of Castle Shieldhaven. He will see you only if you make an offering of one Special Item to his chapel.

If you wish to donate a Special Item and speak to the Count, **turn to X108**.

If you do not, turn back to **page 71** and continue on your quest.

**X7:** As soon as you set foot in this town, you are arrested and thrown into jail. You manage to escape and reach your skyship, but you lose four valuable days.

Turn back to **page 222**.

**X8:** You discover a looted tomb hidden deep in Red Wolf Forest. One treasure that was overlooked by the looters is a polished Copper Dagger (Special Item).

To leave the tomb and continue on your quest, turn back to **page 8**.

**X9:** Bad weather forces you to make an emergency landing here on the Starbane Mountains—lose two days.

To continue, turn back to **page 222**.

**X10:** You arrive at Castle Black, the forest stronghold of Lord Rondell of Ashwood, to find it besieged by an army of the Deathlord's goblin warriors. They have the fortress surrounded completely, but Rondell and his men are undaunted by their presence, such is their

presence, such is their confidence in the strength of their castle. Lord Rondell tells you that Silvarion visited him shortly before his death, and gave him a Gold Key. He presents you with this Special Item and a parchment on which is written the following message in Silvarion's hand:

*Find the old man Kasa. He lives on the Great Plain in a village east of Vardor. He knows the door that this key will open.*

Record the Gold Key on your **Solo Sheet** and return to **page 33** continue your quest.

**X11:** A fierce battle is raging to the east of Lemnos, and the castle at Blizzard Pass, north of the city, has been cut off for days. You learn from city officials that Silvarion was seen in Ashwood a week before his death.

Lose one day and turn back to **page 140**.

**X12:** The Temple of the Evil Beholder contains a powerful Seeing Stone. You gaze into this magical device and your mind is immediately filled with the images of a golden key, a dagger and a tree. They are clues that can aid your quest, but this knowledge costs you 4 ENDURANCE points and two days.

Adjust your **Solo Sheet** and turn back to **page 87**.

**X13:** Lorianna the Prophetess lives here in the Greymarsh Mountains. She knows your purpose and offers you two Special Items that may help you in your quest: a Crystal Ball and a Stone of Power. You may choose only one of these Special Items.

To continue your quest, return to **page 205**.

**X14:** The town of Silverfield is the home of Iliona the Illusionist, a friend and fellow magician. He insists

you stay at his home for refreshment and conversation—lose one day.

To continue, turn back to **page 134**.

- X15:** The commander of Castle Rahad tells you to be on your guard if you fly to the north or east. The Deathlord's troops have been sighted on the Great Kalkor Plain, and the Arnians are more hostile than usual. They fear an invasion is imminent.

Lose one day and return to **page 3** to continue the quest.

- X16:** As soon as you land, you are set upon by a patrol of goblin warriors, who storm out of the tower. Their leader wields a wand that counters your magic and his soldiers are easily able to capture you and take you to the Deathlord's fortress for interrogation. You do not survive the ordeal.

Your life and your quest end here.

- X17:** You stop and search the ruins of a derelict monastery and are bitten by a poisonous snake—lose 5 ENDURANCE points. If your ENDURANCE score is now, below 20, you must rest before continuing your quest—lose one day.

To resume your adventure, turn back to **page 116**.

- X18:** You discover the entrance to an old mine shaft, which is now the home of a hostile mountain cat. It attacks you as you enter the mine, and you lose 3 ENDURANCE points before you render it unconscious with a sleep spell. The mine is empty of clues.

To continue, turn back to **page 108**.

- X19:** You are in Crownguard, the city of your birth. Every time you return to this city you may restore 3 ENDURANCE points for every day that you stay.

To continue your quest, return to **page 226**.

- X20:** The city of Torsh is the home of your rival—the Emerald Enchanter. You can expect no help here.

Lose one day and return to **page 12**.

- X21:** Here, at the site of an ancient temple, you encounter a Khurini—a winged vampire. You kill the creature but lose 5 ENDURANCE points in the process.

To continue, turn back to **page 233**.

- X22:** The city of Ashwood is in chaos. The goblin hordes of the Deathlord have sealed off all the roads and taken the bridge over the River Chol.

If you wish to land your skyship here, **turn to X120**.

If you choose to continue your quest, turn to **page 178**.

- X23:** Electrical storms cause you to crash your skyship into the side of an erupting volcano. You and your craft do not survive the impact.

Your life and your quest end here.

- X24:** The Druids of this temple advise you to go to the Dragonmist Marshes and seek out the Altar of the Silver Dragon.

To continue, turn back to **page 226**.

- X25:** The Sacred Shrine of Ashwood has been destroyed by the Deathlord's armies. There are no clues to be found here.

To continue the quest, turn to **page 71**.

- X26:** The village of Marshpike is famed for its healing herbs. You may restore 5 ENDURANCE points for every Special Item you exchange for a handful of these herbs.

To continue, turn back to **page 156**.



**X27:** This river fort is occupied by a band of travelling minstrels. They inform you that Castle Chol, a fortress by the river further south, is suffering from an epidemic of Devil Plague and should be avoided at all costs. They give you some herbs, which restore 2 ENDURANCE points.

To continue your quest, turn back to **page 122**.

**X28:** A violent dust storm rages across the wasteland. Before you looms a huge pyramid of black stone—it is the Temple of Darkness, a place of worship for the followers of the Deathlord.

If you wish to enter the temple, **turn to X103**.

If you choose to leave this place and continue your quest, turn back to **page 17**.

**X29:** Here lives the Giant of Greymarsh, a benign creature, who is friendly to all who come in peace. Silvarion once visited him and gave him a Magic Flute, which plays beautiful music. The giant offers it to you if you will stay as his guest for three days.

If you accept, mark the flute as a Special Item on your **Solo Sheet**.

To continue, turn back to **page 43**.

**X30:** The villagers of Thistlefield become suspicious when they hear your Estalonian accent. They will help you only if you part with two Special Items.

If you are prepared to give them what they demand, **turn to X123**.

If you wish to leave the village, turn back to **page 242**.

**X31:** A battle is raging in Slatewood. The Deathlord's troops have captured half the town and hand-to-hand fighting rages along the main street.

If you wish to land here, **turn to X116**.

If you decide to avoid Slatewood, turn to **page 8** and continue your quest.

**X32:** On a rocky slope rising out of the Dragonmist Marshes stands the Altar of the Silver Dragon. Legend says that he who places a treasure upon the altar will have his wish granted.

If you wish to place a Special Item on the altar, **turn to X113**.

If you do not have a Special Item or do not wish to place one on the altar, continue your quest by turning back to **page 126**.

**X33:** The ruins of this ancient castle have long been deserted. There are no clues to be found here—lose one day.

To continue, turn back to **page 238**.

**X34:** The town of Lancy is preparing for war. Barricades are erected on the roads and the citizens are preparing to defend their homes. You wait for several hours to question the town mayor but he knows nothing that can aid your quest—lose one day.

To continue, turn back to **page 213**.

**X35:** As you fly over the ruins of an old border fort, you see that it is teeming with Deathlord soldiers.

To continue, turn back to **page 80**.

**X36:** The village of Whitewater has been razed to the ground by a Deathlord army. An enemy skyship patrol forces you to land and take cover for fear of being spotted—lose one day.

To continue, turn back to **page 178**.

**X37:** This is the Watchtower of the Southern Plain. There are no clues to be found here—lose one day.

To continue, turn back to **page 43**.

**X38:** You encounter a flock of Giant Vultures, which attack your craft. You lose 3 *ENDURANCE* points and are forced to land to repair damage to your skyship—lose three days.

To continue, turn to *page 129*.

**X39:** The ruins of Castle Bulzan now house a legion of the Deathlord's soldiers. To land here would be suicidal.

Continue your quest by turning back to *page 230*.

**X40:** Here, in the city of Vardor, you discover that Silvarion was murdered within an hour of his arrival. He entered the city on foot, weary and battered, as if he had met with an accident. The citizens seem nervous and refuse to tell you more of his death.

To continue, turn back to *page 247*.

**X41:** You encounter the Wise Dragon of Greymarsh taking refuge in this forest. Patiently he listens to your story and when you have finished he advises you to go to Ludos and search the Guildhall Arcania, the place where Silvarion taught you your magical skills.

Lose one day and turn back to *page 3* to continue your quest.

**X42:** The guardian of this stronghold demands a Special Item before allowing you to enter.

If you wish to give him what he demands, *turn to X128*.

If you choose to continue your quest, turn back to *page 238*.

**X43:** The people of the village of Greenmeadow are wary of strangers, especially strangers that arrive out of the sky.

Before you can explain, you are chased out of the village at the point of several pitchforks!

Lose 2 *ENDURANCE* points and continue your quest by turning back to *page 92*.

**X44:** You encounter a group of monks praying at a small shrine. They are from northern Kalkor and have been driven out of their monastery by soldiers of the Deathlord. One of them tells you that Silvarion was killed in the city of Vardor.

To continue your quest, turn back to *page 222*.

**X45:** This tiny village has been ransacked by the Deathlord's army. A frightened woman tells you how they came from the north and attacked during the night. She says they were searching for something and killed anyone who stood in their way. She believes they went east after leaving the village.

To continue your quest turn back to *page 122*.

**X46:** This is the tiny hamlet of Cruehollow, where the sheriff's wife is said to have the power of prophecy.

If you wish to seek an audience with her, *turn to X110*.

If you wish to continue your quest, turn back to *page 146*.

**X47:** This is the Holy Ground of Thark, an ancient Druidic place of worship. Here you discover the remnants of an army encampment and in the ashes of a campfire a charred parchment. You can make out a few words:

*. . . the wizard went to Daggerwood . . . find  
what was stolen . . . your life if you fail . . .*

To continue your quest, turn back to *page 129*.

**X48:** The town of Rushberry is run by a guild of craftsmen. They marvel at the construction of your skyship and offer to help in return for being allowed to study your craft.

If you agree, *turn to X127*.

If you decide to leave Rushberry and continue your quest, turn to *page 12*.

**X49:** You encounter a merchant caravan at the border. The bodyguards do not take kindly to your questions and force you away—lose one day and 2 ENDURANCE points.

To continue, turn back to *page 199*.

**X50:** This is the village of Owlaron. It was attacked during the night by, scouts from a Deathlord army group. The villagers warn you to avoid travelling north, for fear of capture.

Lose one day and turn back to *page 233* to continue your quest.

**X51:** You visit the Shrine of the Holy Fathers, a sect of priests who worship the gods of the sea. Restore 2 ENDURANCE points for every day you stay here.

To continue on your quest, turn back to *page 24*.

**X52:** This is the site of a holy shrine, where wise men from all over Estalon come to pray for guidance.

If you wish to stop here and pray, *turn to X106*.

If you wish to press on with your quest, turn back to *page 134*.

**X53:** You disturb the keeper of the tower—a gigantic black dragon. His fiery breath causes extensive damage to your skyship. Unless you possess a Stone of Power, you lose four days.

To continue your quest turn back to *page 173*.

**X54:** You are greeted by the mayor of Ridgedown, who pleads with you to help him find the thief who has stolen his crown of office. In your skyship it would be easy to spot a rider over the treeless flats between the town and the coast.

If you agree to the mayor's request, lose one day and *turn to X105*.

If you decide not help him, turn back to *page 36*.

**X55:** Streams of molten lava and poisonous fumes greet your arrival at Mount Zaxar. Your skyship suffers slight damage as you fly over the erupting volcano, and you are forced to land to carry out repairs.

Lose one day and turn back to *page 17*.

**X56:** The inhabitants of Spiderton refuse to help you—lose one day.

To continue your quest, turn back to *page 51*.

**X57:** The lord of Fearland Castle suspects you are a spy and orders his guards to attack. You are lucky to escape with your life. Lose 3 ENDURANCE points and one day.

To continue, turn back to *page 56*.

**X58:** You hover above the ruins of an ancient city, where hordes of the Deathlord's warriors are encamped. They are the reserves of the army that has invaded Kalkor—you dare not make a landing here.

To continue your quest, turn back to *page 255*.

**X59:** You are caught in a storm and crash on the Starbane Mountains.

Your life and your quest end here.

**X60:** The sages of the city of Korn are famous for their wisdom and boundless knowledge. Restore 2

ENDURANCE points for every day you stay in the city.

If you wish to seek an audience with the sages, **turn to X109**.

To continue your quest, turn back to **page 126**.

- X61:** On the outskirts of the village of Stoneplough, you meet an old tinker pushing a handcart full of wares. He offers you a trinket on a golden chain, shaped in the likeness of a wishbone. If you choose to accept this Lucky Talisman, mark it on your **Solo Sheet** as a Special Item.

To continue, turn back to **page 29**.

- X62:** The Shrine of Uldan the Brave marks the place where the fearless Kalkorian warlord fell in battle. You enter and, beneath the canopy, you discover a hidden Gem. If you wish to keep it, mark it on your **Solo Sheet** as a Special Item.

To leave the shrine and continue your quest, turn back to **page 268**.

- X63:** At the ruin of an old sea fort you discover a hermit who, like you, was once a student of Silvarion the Great. In return for a Special Item he will tell you all he knows.

If you wish to agree to his terms, **turn to X125**.

If you decide to leave, continue by turning back to **page 51**.

- X64:** This is the elven town of Corien. Every treehouse is deserted except for one. Its occupant claims to be Ladorath—the elf leader's son. He says he knows where Silvarion was killed and will tell you in exchange for one Special Item.

If you wish to give this elf one of your Special Items, erase it from your **Solo Sheet** and **turn to X117**.

If you wish to leave the town, turn back to **page 108**.

- X65:** You attempt to land in Castle Velda but the defenders mistake your landing for an attack. Your skyship is damaged by their engines of war and you are forced to land on the opposite side of the river at Castle Rahad.

Lose 3 ENDURANCE points and **turn to X15**.

- X66:** You stop to investigate a hilltop shrine and encounter a gang of bandits. They try to rob you and, in the ensuing fight, you lose one Special Item and 3 ENDURANCE points.

Adjust your **Solo Sheet** before continuing your quest by turning back to **page 75**.

- X67:** High above the Tower of the Skylords you encounter your rival—the Emerald Enchanter.

If you choose to resolve this encounter by playing a COMBAT HEROES two-player game, **turn to X126**.

If no opponent is available, resolve the encounter by **turning to X124**.

- X68:** This is Castle Defiant, home of Baron Veladorn, one of Estalon's bravest warlords. He is preparing his troops for a long march north and is far too busy to answer your questions about Silvarion the Great—lose one day.

To continue, turn back to **page 262**.

- X69:** The village of Battle Flats belongs to a rich landlord named Shusta. He demands one Special Item before he will tell you what he knows about Silvarion the Great.

If you wish to give him a Special Item, **turn to X114**.

If you do not, continue your quest by turning to **page 152**.

**X70:** You encounter a group of elves, who have escaped from Ashwood Forest. They say Silvarion was seen at Castle Black, a fortress north of the city of Ashwood, one week before he was killed by the Deathlord's troops. The leader of the elves gives you a Healing Potion (Special Item), which restores 5 ENDURANCE points. Record it on your **Solo Sheet** but remember to tick it off when you use it.

To continue your quest, turn back to **page 140**.

**X71:** An old friend of Silvarion lives here in the village of Fiveforks. He tells you of the times they spent practising their magic while hunting giant lizards in the Greymarsh. Lose one day and turn back to **page 165** to continue your quest.

**X72:** In the grand city port of Elephon, you hear that Silvarion is rumoured to have been murdered in the city of Vardor—lose one day.

To continue your quest, turn back to **page 113**.

**X73:** This is the town of Oakfurrow. Here you learn from an old magician that Silvarion the Great was born in the city of Zersis.

To continue your quest, turn back to **page 146**.

**X74:** Storms in the mountains damage your skyship—lose two days while you make good your repairs.

To continue your quest, turn back to **page 67**.

**X75:** The town of Blackriver is plagued by a swarm of locusts. You use your magic to rid the villagers of these pests and in return they promise to help you. They tell you that

Silvarion was born in the city of Zersis and that his brother lives there still.

To continue your quest, turn back to **page 116**.

**X76:** This place of worship has been derelict for hundreds of years. There are no clues to be found here—lose one day.

To resume your quest, turn back to **page 205**.

**X77:** The little town of Clovercutt has been abandoned by its citizens. Ravaging wolf-riders from the Deathlord's armies launched a midnight raid that destroyed most of their crops and livestock.

If you wish to search this ghost town, **turn to X119**.

If you decide to continue on your quest, turn back to **page 213**.

**X78:** This is the hamlet of Flatfield. All that remains of the tiny village are soot-blackened ruins of cottages and farmhouses. The Deathlord's armies have laid all to waste and the place is now deserted.

If you wish to search the ruins, **turn to X101**.

If you wish to continue your quest, turn back to **page 83**.

**X79:** Here, at the Temple of the Wood Sprites, you discover the wreckage of Silvarion's skyship. There is no sign of his body, but there is evidence that the craft has already been discovered and searched. The front of the skyship is buried deep in the earth and points towards the west.

To continue your quest turn back to **page 199**.

**X80:** You encounter a Deathlord skyship above the Great Plain of Kalkor. In the ensuing battle you lose 4 ENDURANCE points before shooting it out of the sky.

Adjust your **Solo Sheet** accordingly and return to **page 192** to continue your quest.

- X81:** The heat and dust thrown up by the volcanic eruptions of this desolate region force you to abandon all hope of a landing—lose one day.

To continue your quest, turn back to **page 230**.

- X82:** As you land in the city square of Ludos you recall the years spent here as a student of Silvarion the Great. You visit the Guildhall Arcania, the place where you learnt your magic skills, but it now lies empty and abandoned. In Silvarion's study you find a hastily scribbled note hidden behind his books of spells. It says simply, 'Rondell of Ashwood'.

The populace speak nervously of the Deathlord's armies that occupy the Ashwood Forest and have attacked the town of Slatewood across the river. For every day spent here at Ludos you may restore 3 ENDURANCE points.

To continue your quest, return to **page 8**.

- X83:** Close to a bend in the Blackbark River is a circle of standing stones. At their centre stands a small granite tomb, which marks the entrance to the Temple of the Sun Druids. A great metal door, plain except for a keyhole, stands before you.

If you have a Silver Key and wish to use it, **turn to X102**.

If you have a Gold Key and wish to use it, **turn to X112**.

If you possess neither of these Special Items, turn back to **page 242** and continue your quest.

- X84:** An old hermit lives high in the mountains here at Eagle Crag Pass. He once met Silvarion in the city of Ashwood.

To continue your quest, turn back to **page 96**.

- X85:** You land at the site of an ancient border fort, where a patrol of soldiers from your country are encamped among the ruins. You learn that scouts from the Deathlord's army have been seen on the Battle Plains of Chol.

To continue, turn back to **page 48**.

- X86:** Greymarsh is a dangerous place to land a skyship. Your craft becomes trapped on the mud and it takes you a week to free it—lose seven days.

To resume your quest, turn back to **page 205**.

- X87:** The Temple of Chaos stands in the barren wastes of the Wildreach. In return for one Special Item, the High Priest of the temple promises to take you to someone who knows where Silvarion hid the Deathlord's Power Crystal.

If you wish to agree to the High Priest's terms, **turn to X122**.

If you decide to leave this place, continue your quest by turning to **page 275**.

- X88:** This is the Shrine of Lunor the Healer. If you choose to worship at this shrine for one day you may restore 2 ENDURANCE points.

To continue your quest, turn back to **page 178**.

- X89:** The caves along the coast of Fearland Bay are notorious haunts of smugglers and buccaneers. A pirate captain is sympathetic and advises you to go to the Dragonmist Marshes, where you will find the Altar of the Silver Dragon. Your wishes may be fulfilled there.

To press on with your quest, turn back to **page 36**.

**X90:** The hamlet of Blackbridge is empty and deserted—the townsfolk have fled to the safety of Ludos. You search the cottages and discover a Ruby Ring (Special Item).

Lose one day and turn back to **page 71** to continue your quest.

**X91:** You fly straight into an ambush. Deathlord skyships emerge from the Volcon Mountains, their cannons blazing. The energy pulses engulf your craft and blow it to pieces.

Your life and your quest end here.

**X92:** You encounter a group of Kalkorian soldiers hiding in the woods. They recently escaped from the Deathlord's army in the forest south of Ashwood. One of the men says he heard that Silvarion was killed at Vardor.

To continue your quest, turn back to **page 268**.

**X93:** You are intercepted by a squadron of Deathlord skyfighters as you approach the castle at Blizzard Pass. You are wounded and your skyship is damaged, and you are forced to land to make good your repairs.

Lose 3 ENDURANCE points and three days before turning back to **page 140** to resume your quest.

**X94:** You arrive in the coastal city of Belezar and seek an audience with the High Wizard of the City Guild. After three days you are admitted to his chambers. You show him Silvarion's message and ask his advice. He replies that he will help you in return for a Crystal Ball or a Magic Flute.

If you have either of these Special Items and wish to give one to him **turn to X111**.

If you decide to leave the city and continue your quest, turn back to **page 36**.

**X95:** This is the Fortress of the Deathlord.

If you dare attempt to enter, **turn to X118**.

If you choose to avoid it and continue your quest, turn to **page 159**.

**X96:** The Druids that live here in the caves beneath the forest shrine remember Silvarion. He stayed with them for one day before journeying to the Forest of Daggerwood.

To continue your quest, turn back to **page 192**.

**X97:** Your skyship is engulfed by a fierce electrical storm as you fly across the Blackpeak Mountains, and you are forced to make an emergency landing. You lose three days repairing your storm-damaged craft.

To continue, turn back to **page 116**.

**X98:** This is the Blessed Shrine of the Wood Sprites, a place of goodness and healing. Many of the—Deathlord's scouts are encamped in the surrounding trees but none dare approach the sacred shrine. You may restore 3 ENDURANCE points for every day that you stay here.

To continue your quest, turn back to **page 64**.

**X99:** You investigate a huge chasm that splits the wasteland for many miles. Unfortunately, it is the lair of a Giant Dustworm, which swallows you and your skyship whole!

Your quest and your life end here.

**X100:** You arrive at the city of Zersis and discover it was here that Silvarion was born. You find his brother still alive, and he pledges his help in return for one Special Item.

If you possess a Special Item and wish to give it to him, **turn to X121**.

If you choose to continue your quest, turn back to **page 186**.

**X101:** You discover an old man hiding in the cellar of a burnt-out tavern. He says his name is Kasa and he fears that he is the only survivor of the attack that destroyed his village.

If you have a Gold Key and wish to show it to the old man, **turn to X 115**.

If you do not have this Special Item, or do not wish to show it to him, leave the cellar and continue your quest by turning back to **page 83**.

**X102:** As soon as the key enters the lock a terrible howl fills your ears. A ghost-like apparition appears and its wispy fingers dart towards your throat. You are gripped by a deathly chill and lose 6 ENDURANCE points.

If you survive the attack, turn back to **page 242** to resume your quest.

**X103:** The second you step from your skyship, a dozen figures robed in black emerge from the storm and attack you. In the ensuing battle you lose 6 ENDURANCE points before you are able to make your escape.

Adjust your ENDURANCE score and return to **page 17**.

**X104:** The soldiers grab their weapons and attack you without warning—they are mercenaries in the service of the Deathlord. You defeat them with your magical skills but you are wounded by an arrow, a parting shot, as they melt away into the forest—lose 4 ENDURANCE points. One of them drops a Silver Key. If you wish to keep it, mark it on your **Solo Sheet** as a Special Item.

To continue your quest, turn back to **page 108**.

**X105:** You catch the thief as he tries to escape to the coast, and in return for your help the mayor advises you, ‘The High Wizard of Belezar is the wisest man in the realm. He will surely know how to help your quest.’

To continue your adventure, turn back to **page 36**.

**X106:** The image of a dagger and an oak tree form slowly in your mind’s eye as you complete your prayers for guidance.

Continue your quest by turning back to **page 134**.

**X107:** You question the townspeople about Silvarion the Great but learn nothing you did not already know.

Lose one day and return to **page 96**.

**X108:** The Count tells you that Silvarion hid the Deathlord’s Crystal in the ruins of a watchtower a few miles to the north.

To continue, turn back to **page 71**.

**X109:** Three days pass before you are invited before the Council of Sages. They listen to your request for help and advise you to journey to the Altar of the Silver Dragon in the south.

Continue by turning to **page 126**.

**X110:** The sheriff’s wife senses that the Deathlord’s Power Crystal is hidden somewhere in the land of Arnia.

To continue your quest, turn back to **page 146**.

**X111:** The High Wizard tells you that the message refers to the city of Ashwood in northern Kalkor. There is a castle to the north of the city, owned by Lord Rondell of Ashwood. He is the noble knight whose help you must seek.

To continue, turn back to **page 36**.



**X112:** The key fits. You unlock the great metal door and enter the Temple of the Sun Druids.

Turn to **page 220**.

**X113:** The object fades and disappears from the altar. You voice your wish, asking for the location of the Deathlord's Crystal to be made known to you. Three images form upon the altar: a dagger, a tree and a cloaked man with a sun-like symbol emblazoned upon his chest.

To continue your quest, turn back to **page 126**.

**X114:** He tells you that Silvarion was seen in Ashwood one week before his death.

To continue, turn back to **page 152**.

**X115:** His eyes light up when he sees the Gold Key. He tells you he was a friend of Silvarion the Great and that this key unlocks the door to the Temple of the Sun Druids. The temple is in Arnia, close to the west side of Daggerwood.

To continue your quest, return to **page 83**.

**X116:** The embattled town militia cheer your arrival, as the sight of your skyship throws the enemy into confusion. The town magistrate informs you that Silvarion is rumoured to have been killed near the city of Vardor in the east.

Turn back to **page 8**.

**X117:** He tells you that Silvarion was killed at the Temple of Darkness in the wastelands to the north of the city of Lemnos.

To continue your quest, turn back to **page 108**.

**X118:** Only the uncommonly brave or foolish would dare to enter here. Your presence is detected within minutes of your arrival and you are swiftly captured and taken

before the Deathlord for interrogation. You do not survive the experience!

Your life and your quest end here.

**X119:** In the taproom of the tavern you discover a painting of the *Skymaster*, the first skyship created by Silvarion the Great. It shows the craft flying over the city of Ashwood.

To continue your quest, turn back to **page 213**.

**X120:** You learn that Silvarion was seen in the city one week before his death. The city constable remembers him making preparations to go north to the castle of Lord Rondell in the heart of the Ashwood Forest. Many blame Silvarion for the peril they now face and your association with him does not endear you to the frightened citizens of Ashwood.

To continue your quest, turn back to **page 178**.

**X121:** You learn that Silvarion's closest friend lives in the hamlet of Flatfield to the northwest of the city of Zersis. If Silvarion confided in anyone it would be his old friend Kasa.

Lose one day and turn back to **page 186**.

**X122:** You have been tricked. The man takes you to your rival—the Emerald Enchanter—who imprisons you in a magical sphere. He is now free to search for the Deathlord's Power Crystal while you contemplate your fate in solitary confinement.

Sadly, your quest ends here.

**X123:** The village elders inform you that Silvarion's brother lives in the city of Zersis.

To continue your quest, turn back to **page 242**.

**X124:** A desperate aerial battle ensues in which you lose

4 ENDURANCE points before losing sight of your opponent.

Adjust your **Solo Sheet** and turn to **page 247** to continue your quest.

**X125:** The old hermit tells you that Silvarion often visited a friend of his called Kasa, who lives in a hamlet called Flatfield in the middle of the Great Kalkor Plain.

To continue your quest, turn back to **page 51**.

**X126:** To resolve your encounter, play one game of two-player COMBAT HEROES. You begin with your current ENDURANCE score, and all ENDURANCE point losses that you sustain are counted against you in the solo game. If you escape from combat, lose one day. If you are shot down, you are dead and the quest is over.

When you have completed the two-player game, turn back to **page 247** to continue your solo quest.

**X127:** The guildsmen inform you that Silvarion was seen less than a month ago at the Temple of the Wood Sprites, located southwest of the city of Vardor. You lose one day here at Rushberry before you can continue your quest.

Turn to **page 12**.

**X128:** You are taken to see a warlord who listens to your request for information. He tells you that Silvarion once visited a man in a village near here. He offers to take you to see him.

If you wish to accept this offer, **turn to X122**.

If you prefer to decline his offer and continue your quest, turn back to **page 238**.

## CRITICAL HIT CHART

### FRONT

*Critical  
Hit*

*Number*

*Effect of Critical Hit on Opponent*

- |    |  |
|----|--|
| 2  | <b>Energy Drain</b> —No firing of Boost moves for 5 game rounds.   |
| 3  | <b>Smoke in Cockpit</b> —Emerald Enchanter loses 3 ENDURANCE points; no turns or half-loops for 3 game rounds. |
| 4  | <b>Instrument Damage</b> —No firing or change of speed for 3 game rounds.                                      |
| 5  | <b>Screen Shatters</b> —No Boost or Cruise moves for rest of game.   |
| 6  | <b>Emerald Enchanter Wounded</b> —Lose 8 ENDURANCE points.   |
| 7  | <b>Energy Cannon Destroyed</b> —No firing for rest of game.  |
| 8  | <b>Power Surge</b> —Overload; Boost moves only for 3 game rounds.  |
| 9  | <b>Emerald Enchanter Killed</b> —Game over.  |
| 10 | <b>Energy Cannon Damaged</b> —No firing at medium or long ranges for rest of game.                             |

## CRITICAL HIT CHART

### SIDE

*Critical  
Hit*

*Number Effect of Critical Hit on Opponent*

- |    |   |
|----|---|
| 2  | <b>Hull Fracture</b> —No Boost moves for rest of game.                                      |
| 3  | <b>Wing Controls Damaged</b> —No right or left turns for 10 game rounds.                    |
| 4  | <b>Emerald Enchanter Stunned</b> —Lose 5 COMBAT SKILL points for 5 game rounds.             |
| 5  | <b>Energy Crystals Damaged</b> —No Boost moves for rest of game.                            |
| 6  | <b>Wing on Fire</b> —Must Boost for 3 game rounds to extinguish flames or skyship explodes. |
| 7  | <b>Wing Damage</b> —No half-loops for rest of game.   |
| 8  | <b>Hull on Fire</b> —Skyship will explode unless an escape is made within 10 game rounds.   |
| 9  | <b>Split in Fuselage</b> —No Boost moves for rest of game.                                  |
| 10 | <b>Hull Splits in Two</b> —Skyship destroyed; game over.                                    |

## CRITICAL HIT CHART

### REAR

*Critical  
Hit*

*Number Effect of Critical Hit on Opponent*

- |    |  |
|----|--|
| 2  | <b>Rudder Destroyed</b> —Continue in current direction (left/straight/forward) for rest of game. |
| 3  | <b>Energy Crystals Cracked</b> —No Boost or Cruise moves for rest of game.                       |
| 4  | <b>Propulsion Unit Damaged</b> —No Boost moves for rest of game.                                 |
| 5  | <b>Rudder Jammed</b> —Continue in current direction (left/straight/right) for 3 game rounds.     |
| 6  | <b>Shattered Cables</b> —No turns for rest of game.  |
| 7  | <b>Perforated Tail Fin</b> —No Boost turns for rest of game.                                     |
| 8  | <b>Tail Fire</b> —Lose 5 damage boxes from rear.   |
| 9  | <b>Tail Blown Off</b> —Skyship crashes; game over.   |
| 10 | <b>Rudder Obstruction</b> —No bank-overs for rest of game.                                       |

# FIRING GRID

COMBAT SKILL of Firer											
	5 or less	6 to 10	11 to 14	15 to 17	18 to 20	21 to 23	24 to 26	27 to 29	30 to 35	36 to 39	40 +
2	M	1	M	★	1	M	M	3	★	M	★
3	1	M	1	1	M	★	1	M	3	3	1
4	M	2	M	M	3	M	2	★	M	2	4
5	1	M	★	2	M	M	M	3	1	M	2
6	M	1	M	M	2	1	3	2	3	★	3
7	2	M	M	1	★	M	2	M	★	3	1
8	M	★	1	2	M	2	M	1	3	1	★
9	2	2	M	M	3	3	★	2	2	2	3
10	M	M	M	2	M	★	M	2	M	★	2
11	1	2	2	M	2	3	1	★	2	2	M
12	M	M	3	1	2	2	★	M	M	3	2
13	2	M	★	M	M	1	1	★	3	1	1
14	M	2	2	2	★	M	3	2	1	1	4
15	1	M	2	M	M	2	2	2	2	2	3
17	★	1	1	1	3	★	2	M	3	4	2
19	M	2	2	M	1	1	3	1	1	1	★
20	M	M	2	2	1	1	★	3	2	★	4
16	M	2	M	3	M	3	1	1	2	★	★
18	2	M	M	★	★	M	2	2	★	2	1

## Shot Modifiers

CLOSE RANGE:..... Move two columns to the right.  
LONG RANGE:..... Move two columns to the left.  
ENDURANCE below 20:..... Move one column to the left.  
ENDURANCE below 10:..... Move two columns to the left.

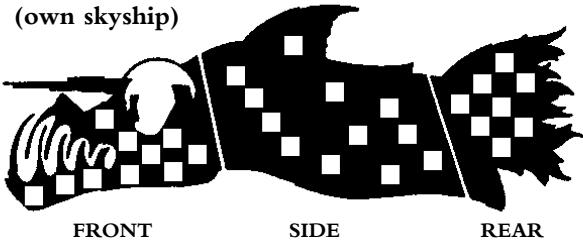
M = MISS      ★ = CRITICAL HIT

# COMBAT HEROES 2 SCARLET SORCERER

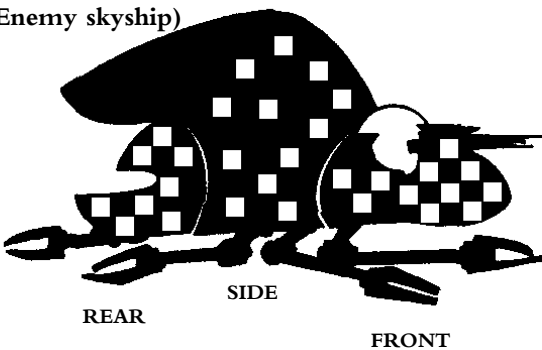
## COMBAT LOG

COMBAT SKILL ☐ ENDURANCE ☐

### DAMAGE RECORD (own skyship)



### DAMAGE RECORD (Enemy skyship)



**Scarlet Sorcerer** contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **Emerald Enchanter**, and a friend.

*Solo adventure*

You need: **Scarlet Sorcerer** only

You are the **Scarlet Sorcerer**, star pupil of the mighty wizard Silvarion. You helped your master steal the evil Deathlord's most treasured possession—his Power Crystal. Unluckily, the theft was discovered almost immediately and your master murdered by Deathlord assassins. So where is the Power Crystal now? Can you unravel the cryptic clues left by your wizard master and reach the precious stone before the cruel Deathlord?

*Dual adventure*

You need:  
**Scarlet Sorcerer**  
**Emerald Enchanter**  
and a friend!

High above the grasslands and plains of Thorasia, you desperately battle against your arch-rival—the **Emerald Enchanter**—for he too seeks the Power Crystal. Skilfully manoeuvring your magical skyship, you strive to shoot him down. But the **Emerald Enchanter** is a wily assailant and you'll need every ounce of your strength to defeat him.

## Errata

**Introduction:** Replaced 'board and' with 'board, and'.

**Silvarion and the Deathlord:** Replaced 'warrior kings' with 'warrior-kings', 'new-found' with 'newfound', 'lead them on' with 'lead them in', and 'co-operate' with 'cooperate'.

**Solo Game Rules:** Replaced 'The Quest' with 'Background' in harmony with the other three COMBAT HEROES titles. Italicised rhyme. Replaced 'find.' with 'find,', 'Endurance' with 'ENDURANCE', 'circle some' with 'circle, some', 'lost from' with 'lost in moving from', 'villages and' with 'villages, and', 'Special Information entries' with 'Special Information Entries', and two instances of 'picture-view' with 'page-view'.

**The Two-player game:** Replaced 'TWO PLAYER' with 'TWO-PLAYER', 'page 346' with 'page 173', '**Combat Skill**' with 'COMBAT SKILL', '**Endurance**' with 'ENDURANCE', five instances of 'fusilage' with 'fuselage', three instances of '100 and 200' with '100, and 200', 'speed)' with 'speed:', 'Half loop' with 'Half-loop', "firing" with "Firing", added 'If both players have an On Target picture-view, firing occurs simultaneously.' to point 3 of the **Actions** list, replaced 'action 2 of a game round' with 'action 3 of a game round', 'page 344' with 'page 172', 'FRONT, REAR and SIDE' with 'FRONT, SIDE, and REAR', 'Hit proceed' with 'Hit, proceed', 'pages 342, 343 and 344' with 'pages 171 and 172', 'FRONT, REAR OR SIDE' with 'FRONT, SIDE, OR REAR', 'ie' with 'i.e.', 'page one' with 'page 1', 'choses' with 'chooses', added 'If only one player's MID-ACTION page shows out of sight, the other player's MID-ACTION page will give the correct END-ACTION page for both players.', replaced 'Damage boxes' with 'damage boxes', '**Combat Heroes**' with 'COMBAT HEROES', and '*Combat Skill*' with 'COMBAT SKILL'.

**Section 220:** Replaced '\_' with '—', 'The' with 'the', 'Dominion' with 'dominion', and 'Yours' with 'yours'.

**Section X10:** Italicised message.

**Section X12:** Replaced 'temple' with 'Temple'.

**Section X18:** Replaced 'clues:' with 'clues.'.

**Section X25:** Replaced 'sacred shrine' with 'Sacred Shrine'.

**Section X32:** Replaced 'altar continue' with 'altar, continue'.

**Section X47:** Italicised message.

**Section X59:** Replaced 'Starbane mountains' with 'Starbane Mountains'.

**Section X62:** Replaced 'shrine' with 'Shrine'.

**Section X67:** Replaced 'avaliable' with 'available'.

**Section X70:** Replaced 'Ashwood forest' with 'Ashwood Forest'.

**Section X77:** Replaced 'wolfriders' with 'wolf-riders'.

**Section X82:** Replaced 'Ashwood forest' with 'Ashwood Forest'.

**Section X83:** Replaced 'Blackbark river' with 'Blackbark River'.

**Section X87:** Replaced 'high Priest' with 'High Priest'.

**Section X88:** Replaced 'shrine' with 'Shrine'.

**Section X96:** Replaced 'forest of Daggerwood' with 'Forest of Daggerwood'.

**Section X98:** Replaced 'blessed shrine' with 'Blessed Shrine'.

**Section 104:** Replaced 'warning:' with 'warning—'.

**Section X115:** Replaced 'West' with 'west'.

**Section X120:** Replaced 'Ashwood forest' with 'Ashwood Forest'.

**Section X121:** Replaced 'north-west' with 'northwest'.

**Section X127:** Replaced 'south-west' with 'southwest'.

**Critical Hit Chart Front:** Replaced 'Game' with 'game', and 'Loses' with 'Lose'.

**Critical Hit Chart Side:** Replaced 'fusilage' with 'fuselage'.

**Critical Hit Chart Rear:** Replaced 'continue current' with 'continue in current', 'high-speed turns' with 'Boost turns', and 'in rear' with 'from rear'.

**Firing Grid:** Replaced 'Combat Skill' with 'COMBAT SKILL'.

**Combat Log:** Replaced both instances of 'Skyship' with 'skyship'.

# Project Aon User License

30 June 2006

## 0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

By viewing or downloading the books or the illustrations, you agree to refrain from redistributing them in any format for any reason. This is intended to protect readers from getting poor quality, unofficial versions or from being asked for payment in exchange for the books by someone who is redistributing them unofficially.

Anyone who wishes to simply view or download the Internet Editions for their own personal use need not worry about running afoul of the terms of this License. These activities are within acceptable behaviour as defined by this License.

This section does not contain the legally binding terms of this license. Please read the precise terms and conditions of this license that follow.

The current version of this license can be found at the following URL:

<http://www.projectaon.org/en/Main/License/>

## 1. Definitions

### 1.0

'License' shall hereafter refer to this document.

### 1.1

'Authors' shall hereafter refer to Joe Dever, Ian Page, and Gary Chalk, copyright holders for the literary works covered by this license. Where Joe Dever, Ian Page, or Gary Chalk is mentioned singly, they will be referred to by name.

### 1.2

'Illustrators' shall hereafter refer to Rob Adams, copyright holder of portions of *The Magnamund Companion*; Paul Bonner, holder of the copyrights for the illustrations of the World of Lone Wolf books; Gary Chalk, holder of the copyrights for the illustrations of Lone Wolf books one through eight counted inclusively, holder of the copyrights of portions of *The Magnamund Companion*, and holder of the copyrights for *The Lone Wolf Poster Painting Book*; Melvyn Grant, holder of the copyrights for the illustrations of *Freeway Warrior 1: Highway Holocaust*; Richard Hook, copyright holder of portions of *The Magnamund Companion*; Peter Andrew Jones, copyright holder of the illustrations used in the *Lone Wolf 10<sup>th</sup> Anniversary Calendar*; Cyril Julien, copyright holder of portions of *The Skull of Agarash*; Peter Lyon, copyright holder of portions of *The Magnamund Companion*; Peter Parr, copyright holder of the illustrations of *Black Baron* and *White Warlord*, *Emerald Enchanter* and *Scarlet Sorcerer*; Graham Round, copyright holder of portions of *The Magnamund Companion*; and Brian Williams, holder of the copyrights for the illustrations of Lone Wolf books nine through twenty-eight counted inclusively with the exception of the illustrations for book twenty-one, *The Voyage of the Moonstone*, holder of the copyrights of portions of *The*

*Skull of Agarash*, and holder of the copyrights for the illustrations of books two through four, counted inclusively, of the *Freeway Warrior* series. Where Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Peter Parr, Graham Round, or Brian Williams is mentioned singly, they will be referred to by name.

### 1.3

'Internet' shall hereafter refer to any means of transferring information electronically between two or more 'Licensees'. (The term 'Licensee' is defined in Section 1.5 of the License)

### 1.4

'Internet Editions' shall hereafter refer to the document or documents, any parts thereof or derivative works thereof (including translations) made available to the public under the terms of this License via the Internet. The term 'Internet Editions' is limited to the electronic transcription of certain text and illustrations by the Authors and Illustrators respectively as listed hereafter.

The following are the works written by Joe Dever which are being offered under the terms of this license:

- *Flight from the Dark*;  
© 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;  
© 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;  
© 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;  
© 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;  
© 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;  
© 1985 Joe Dever and Gary Chalk.
- *Castle Death*;  
© 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;  
© 1987 Joe Dever and Gary Chalk.
- *The Cauldron of Fear*;  
© 1987 Joe Dever.
- *The Dungeons of Torgar*;  
© 1987 Joe Dever.
- *The Prisoners of Time*;  
© 1987 Joe Dever.
- *The Masters of Darkness*;  
© 1988 Joe Dever.
- *The Plague Lords of Ruel*;  
© 1990, 1992 Joe Dever.
- *The Captives of Kaag*;  
© 1991 Joe Dever.
- *The Darke Crusade*;  
© 1991, 1993 Joe Dever.
- *The Legacy of Vashna*;  
© 1991, 1993 Joe Dever.
- *The Deathlord of Isia*;  
© 1992, 1994 Joe Dever.

## Combat Heroes 2: Scarlet Sorcerer

- *Dawn of the Dragons*;  
© 1992 Joe Dever.
- *Wolf's Bane*;  
© 1993, 1995 Joe Dever.
- *The Curse of Naar*;  
© 1993, 1996 Joe Dever.
- *Voyage of the Moonstone*;  
© 1994 Joe Dever.
- *The Buccaneers of Shadaki*;  
© 1994 Joe Dever.
- *Midnight's Hero*;  
© 1995 Joe Dever.
- *Rune War*;  
© 1995 Joe Dever.
- *Trail of the Wolf*;  
© 1997 Joe Dever.
- *The Fall of Blood Mountain*;  
© 1997 Joe Dever.
- *Vampirium*;  
© 1998 Joe Dever.
- *The Hunger of Sejanoz*;  
© 1998 Joe Dever.
- *The Magnamund Companion*;  
© 1986 Joe Dever.
- *Freeway Warrior 1: Highway Holocaust*;  
© 1988 Joe Dever.
- *Freeway Warrior 2: Slaughter Mountain Run*;  
© 1988 Joe Dever.
- *Freeway Warrior 3: The Omega Zone*;  
© 1989 Joe Dever.
- *Freeway Warrior 4: California Countdown*;  
© 1989 Joe Dever.
- *Black Baron*;  
© 1986 Joe Dever.
- *White Warlord*;  
© 1986 Joe Dever.
- *Emerald Enchanter*;  
© 1986 Joe Dever.
- *Scarlet Sorcerer*;  
© 1986 Joe Dever.

The following are the works written by Ian Page which are being offered under the terms of this license:

- *Grey Star the Wizard*;  
© 1985 Ian Page.
- *The Forbidden City*;  
© 1986 Ian Page.
- *Beyond the Nightmare Gate*;  
© 1986 Ian Page.
- *War of the Wizards*;  
© 1986 Ian Page.

The illustrations created by Rob Adams for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*;  
Some illustrations © 1986 Rob Adams.

The illustrations created by Paul Bonner for the following books are part of the illustrations being offered under the terms of this License:

- *Grey Star the Wizard*;  
Illustrations © 1985 Paul Bonner.
- *The Forbidden City*;  
Illustrations © 1986 Paul Bonner.
- *Beyond the Nightmare Gate*;  
Illustrations © 1986 Paul Bonner.
- *War of the Wizards*;  
Illustrations © 1986 Paul Bonner.

The illustrations created by Gary Chalk for the following books are part of the illustrations being offered under the terms of this License:

- *Flight from the Dark*;  
Illustrations © 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*;  
Illustrations © 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*;  
Illustrations © 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*;  
Illustrations © 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*;  
Illustrations © 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*;  
Illustrations © 1985 Joe Dever and Gary Chalk.
- *Castle Death*;  
Illustrations © 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*;  
Illustrations © 1987 Joe Dever and Gary Chalk.
- *The Magnamund Companion*;  
Some illustrations © 1986 Gary Chalk.
- *The Lone Wolf Poster Painting Book*;  
© 1987 Gary Chalk.

The text written by Gary Chalk for the following book is being offered under the terms of this License:

- *The Lone Wolf Poster Painting Book*;  
© 1986 Gary Chalk.

The illustrations created by Melvyn Grant for the following book are part of the illustrations being offered under the terms of this License:

- *Freeway Warrior 1: Highway Holocaust*;  
Illustrations © 1988 Melvyn Grant.

The illustrations created by Richard Hook for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*;  
Some illustrations © 1986 Richard Hook.

## Combat Heroes 2: Scarlet Sorcerer

The illustrations created by Peter Andrew Jones for the following book are part of the illustrations being offered under the terms of this License:

- *Lone Wolf 10<sup>th</sup> Anniversary Calendar*,  
Illustrations © 1994 Peter Andrew Jones.

The illustrations created by Cyril Julien for the following book are part of the illustrations being offered under the terms of this License:

- *The Skull of Agarash*;  
Some illustrations © 1994 Cyril Julien.

The illustrations created by Peter Lyon for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*;  
Some illustrations © 1986 Peter Lyon.

The illustrations created by Peter Parr for the following books are part of the illustrations being offered under the terms of this License:

- *Black Baron*;  
Illustrations © 1986 Peter Parr.
- *White Warlord*;  
Illustrations © 1986 Peter Parr.
- *Emerald Enchanter*;  
Illustrations © 1986 Peter Parr.
- *Scarlet Sorcerer*;  
Illustrations © 1986 Peter Parr.

The illustrations created by Graham Round for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*;  
Some illustrations © 1986 Graham Round.

The illustrations created by Brian Williams for the following books are part of the illustrations being offered under the terms of this License:

- *The Cauldron of Fear*;  
Illustrations © 1987 Brian Williams.
- *The Dungeons of Torgar*;  
Illustrations © 1987 Brian Williams.
- *The Prisoners of Time*;  
Illustrations © 1987 Brian Williams.
- *The Masters of Darkness*;  
Illustrations © 1988 Brian Williams.
- *The Plague Lords of Ruef*;  
Illustrations © 1990, 1992 Brian Williams.
- *The Captives of Kaag*;  
Illustrations © 1990, 1992 Brian Williams.
- *The Darke Crusade*;  
Illustrations © 1991, 1993 Brian Williams.
- *The Legacy of Vashna*;  
Illustrations © 1991, 1993 Brian Williams.
- *The Deathlord of Isia*;  
Illustrations © 1992 Brian Williams.
- *Dawn of the Dragons*;  
Illustrations © 1992 Brian Williams.
- *Wolf's Bane*;  
Illustrations © 1993 Brian Williams.

- *The Curse of Naar*;  
Illustrations © 1993 Brian Williams.
- *The Buccaneers of Shadaki*;  
Illustrations © 1994 Brian Williams.
- *Midnight's Hen*;  
Illustrations © 1995 Brian Williams.
- *Rune War*;  
Illustrations © 1995 Brian Williams.
- *Trail of the Wolf*;  
Illustrations © 1997 Brian Williams.
- *The Fall of Blood Mountain*;  
Illustrations © 1997 Brian Williams.
- *Vampirium*;  
Illustrations © 1998 Brian Williams.
- *The Hunger of Sejanoz*;  
Illustrations © 1998 Brian Williams.
- *The Skull of Agarash*;  
Some illustrations © 1994 Brian Williams.
- *Freeway Warrior: Slaughter Mountain Run*;  
Illustrations © 1988 Brian Williams.
- *Freeway Warrior: The Omega Zone*;  
Illustrations © 1989 Brian Williams.
- *Freeway Warrior: California Countdown*;  
Illustrations © 1989 Brian Williams.

The works distributed under the collective title *Lone Wolf Club Newsletters*—which are composed of, in part, portions of the above named works—will also be distributed under the terms of this License.

‘Internet Editions’ shall not refer to any other works by the Authors, nor any other illustrations by the Illustrators unless the Authors or Illustrators amend this License. ‘Internet Editions’ shall refer solely to the text and illustrations of the above works when made available through the Internet.

### 1.5

‘Licensee’ shall hereafter refer to any person or electronic agent who receives some portion or all of the Internet Editions. The ‘Licensee’ shall hereinafter be referred to as ‘Licensee’ or ‘you’.

### 1.6

‘Distribution Point’ shall hereafter refer to the specific Internet site or sites to which the Authors and Illustrators have granted rights to distribute the Internet Editions.

### 1.7

‘Maintainer’ shall hereafter refer to the person or persons who are responsible for the maintenance of the Distribution Point.

## 2. Terms of Distribution

### 2.0

The terms of this License are limited to the distribution of the Internet Editions. No other form of distribution is covered under the terms of this License.

### 2.1

The Authors and Illustrators grant you the right to receive a copy or copies of the Internet Editions from the Distribution Point at no charge provided that you agree to all of the terms and obligations of this License. If you do not agree to all of the terms and obligations of this License, you are not granted any rights by this License.

You agree to be bound by the terms and obligations of this License by the act of receiving or viewing a copy of any portion of the Internet Editions even though you have not signed a written document. Indeed, you have no right to receive or view a copy or copies without first accepting this License as legally valid and binding and agreeing to the terms and obligations of this License.

### 2.2

You agree to refrain from redistributing the Internet Editions in any form, electronic or otherwise, to any other person or persons for any reason by any means. You are granted the right to receive a copy or copies only for your own personal use.

This License does not collectively grant any rights to corporations or groups of individuals when regarded as one legal entity. This License exclusively grants rights to private individuals.

Redistribution includes but is not limited to displaying the Internet Editions within the graphical representation of an Internet site other than the Distribution Point. This prohibition includes but is not limited to the use of HTML ‘frames’.

An exception to the restrictions on redistribution in this section is made in that you may send the Internet Editions or derivative works thereof to the Distribution Point by the consent of the Maintainer.

### 2.3

The Authors and Illustrators retain all other rights to their respective portions of the Internet Editions not covered by this License. The Authors or Illustrators may, at any time, without notice and without need to show due cause, revoke the rights granted to you by this License to their respective portions of the Internet Editions.

### 2.4

If a person is under the legal age to be able to enter into a contractual relationship as defined by the laws of the area in which that person resides, they may have a parent or legal guardian agree to be bound by the terms and obligations of this License. On condition of agreeing to be bound by the terms of the License, that same parent or legal guardian may thereafter give a copy or copies of the Internet Editions to that child. That parent or legal guardian is thereafter legally responsible to ensure that that child behaves in accordance with all of the terms and obligations of this License.

The authority of a parent or legal guardian to distribute the Internet Editions does not extend to the distribution of the Internet Editions to any other person or persons except his or her child or legal dependent.

## 3. Termination of the License

### 3.0

If for any reason you are unable to comply with any of the terms and obligations of this License, you agree to destroy all copies of the Internet Editions of which you have control within fourteen calendar days after the first violation.

### 3.1

If any of the Authors or the Illustrators revokes your rights granted under

this License, you agree to destroy all copies of the Authors’ or Illustrators’ work which is a part of the Internet Editions of which you have control within fourteen calendar days of receiving notification in any form.

## 4. Jurisdiction

### 4.0

If, in consequence of court judgement or the laws of a particular area, any portion of the License is held as invalid or unenforceable in any particular circumstance, you are no longer granted any rights under the terms of this License in that circumstance. You agree to act in accordance with section 3.0 for all copies of the Internet Editions for which the License is held as invalid or unenforceable as if you had violated the terms and obligations of the License. The License is intended to remain in force in all other circumstances.

## 5. Revision of the License

### 5.0

The Authors and the Illustrators may publish revisions of this License in the future to address new concerns. Any further revisions will be legally binding at the time that you receive notification in any form of the revision.

## 6. NO WARRANTY

### 6.0

BECAUSE THE INTERNET EDITIONS ARE LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE INTERNET EDITIONS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS OR OTHER PARTIES PROVIDE THE INTERNET EDITIONS “AS IS” WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY OF THE INTERNET EDITIONS IS WITH YOU. SHOULD THE INTERNET EDITIONS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY REPAIRS.

### 6.1

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER OR MAINTAINER BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE INTERNET EDITIONS (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE INTERNET EDITIONS TO OPERATE WITH ANY PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.