

Flash Gordon & the Warriors of Mongo



Lin Carter & Scott Bizar



Fantasy Games Unlimited, Inc.



Flash GordonTM ***and the Warriors of Mongo***

DEDICATED TO **ALEX
RAYMOND** CREATOR OF
FLASH GORDON



Lin Carter & Scott Bizar

Fantasy Games Unlimited, Inc.

P.O. BOX 182
ROSLYN, N.Y. 11576

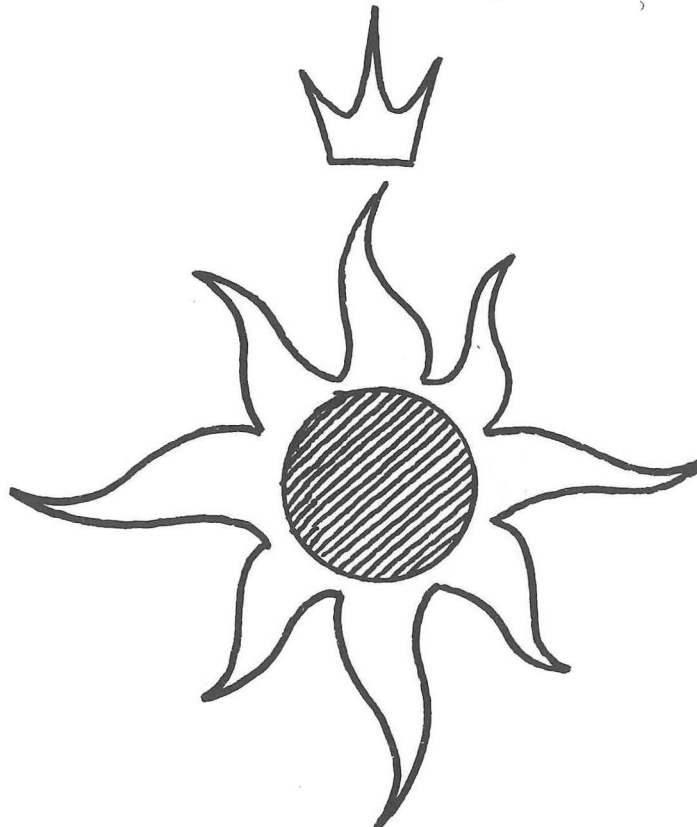
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Cover painting by Gary Morrow.

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A Note from Lin Carter

Alex Raymond's immortal Flash Gordon was one of the greatest adventure strips in the history of comic art -- possibly the greatest, its only serious rivals being Hal Foster's Tarzan and Prince Valiant -- and his mastery of imaginative story-telling and graphics make him second-to-none.

The richness of invention, the superlative draughtsmanship, the wonderful and superbly-realistic design and detail of costumes, architectural effects, monsters and rocketships, undoubtedly fascinated a generation of young fans into striving to become either comicbook artists, magazine illustrators, or, in some cases, writers of fantastic adventure-stories. (This I know for a fact, since I am one of those once-young readers who grew up to become such a writer.)

My own personal debt to Alex Raymond, and my enduring fondness and admiration for Flash Gordon, made this set of rules a labor of love. I was dead set against Scott's first idea of doing a book of wargame rules and held out for adventure-scenarios, instead; eventually -- as any fool can plainly see -- he came around to my idea.

A few observations, if you please, before the curtain goes up on your own reinactment of Flash, Dale and Zarkov's mighty sequence of adventures. Let me call your attention to the planet Mongo itself, for it is an unusual, even an unique, world and very different from the other planets of science fiction, even Barsoom.

Mongo entered our Solar System from unknown regions beyond the stars, but settled into a stable orbit somewhere near that of our own Earth when cunningly deflected by the impact of Dr. Zarkov's rocketship. It seems to be a much younger planet than our own, teeming with fantastic monsters which resemble our own Jurassic dinosaurs, filled with tribes of primitive savages, with fiery volcanic regions and dense, all-but-impenetrable jungles. Despite this, more than a few highly-advanced races have somehow achieved a technology superior to our own: The submarine cities of the Sharkmen and Coralia, Vultan's Sky City, which floats among the clouds high above the planet's surface, the Lionmen with their powerful air fleet of Gyrocopters, and Ming's own legions, with their ray guns and rocketships, demonstrate this fact amply.

Ming himself, the arch-enemy whose overthrow is the central object and purpose of the ensuing adventures, was a usurper who replaced the rightful ruler of Mingo City, driving his young son, Prince Barin, into exile among rebels and outlaws. In a cruel irony of fate, he seems denied every tyrant's dream of establishing a dynasty, for Ming's only child, the Princess Aura, sided quite early on with the forces attempting to end his rule.

In those forces you are about to enlist. So enough of this chit-chat -- and on with the adventures!

A handwritten signature in dark ink, appearing to read 'Lin Carter', with a stylized, flowing script.

Introduction

It is the intention of these rules to provide a simple and schematic system for recreating the adventures of Flash Gordon on the planet Mongo. These adventures are free-wheeling and widely varied with the final goal of overthrowing the evil government of the Emperor Ming the Merciless.

Our schematic or representational outlook simplifies the situation to make a game playable without the extremes of paperwork necessary in most role playing games. For those who enjoy the full detail of role playing campaigns, we provide enough detail and flavor to provide a backdrop to which can be added simple modifications of existing role playing rule systems. Try the rules as they stand, a simple and understandable game system. Additional complexity in role play can be added without harming the basic structure of the game.

The game requires from two to twenty player adventurers and a referee. The players will seek to gain the support of various forces on Mongo to neutralize the power of Ming and enable them to gain free access to Mingo City to overthrow Ming with the aid of the Powermen, the vital engineers of the capital.

The rules are broken down into sections which deal with the important areas of the game system. These include player-characters and characteristics, the schematic map, descriptions of the countries and dangers of Mongo, Ming's defensive network and the methods of neutralizing it, and victory requirements. The game itself is run by a referee or gamemaster who determines the dangers encountered by the player characters.

The basic idea is that teams of players will begin on the outer sections of the schematic map and attempt to gain the support of all nations they pass through. To do so they must defeat monsters, overcome obstacles, deal with traitors, and go to any efforts to enlist the support and aid of the rulers of the countries they pass through on their way to Mingo City.

The difficulty of dangers and obstacles increases with proximity to Mingo City, as do the benefits gained with the support of these areas. Players will find it possible to build up their abilities by passing through the outer areas on the schematic map so as to have a fair chance of success in the next closer areas to Mingo City.

The authors wish to thank Carol Beltran and the people of King Features Syndicate for their cooperation and help with this project. In addition, we'd like to especially thank Gray Morrow for the cover painting which exceeded all of our expectations.

Creation of Characters

All characters in this game are representatives of the planet Earth who have come to Mongo by rocketship. They should be loosely modelled on Flash Gordon, Doctor Zarkov, and Dale Arden, but may have different characteristics than the original characters of the comic strip. Such player-characters have the same goal as the comic strip heroes, namely the overthrow of Ming the Merciless. They have basic characteristics, determined as explained below, which build a total character whose role the player then takes in the game.

The basic characteristics determined for each player-character are physical strength and stamina, combat skill, charisma/attractiveness, and scientific aptitude. The relative quality of these characteristics will help the player determine what kind of role his character is best suited to play in the effort to remove Ming from his throne in Mingo City.

For each of the basic characteristics, three average dice are rolled and the total result is a numerative value applied to the basic characteristic in question. Records of these die roll results for each characteristic should be kept by the player in question. After all dice rolls reveal the relative attributes of the character, the player should then choose a role and a name for his character.

Physical Strength & Stamina

This characteristic relates to the characters ability to perform tasks that require strength or stamina and how long it will take for the character in question to recover from wounds or illness. Physical exertion is limited by this characteristic though continued exercise and exertion will tend to increase the attributed physical strength of all player-characters.

Combat Skill

This is the specific characteristic required to take the role of a warrior type character. It reflects the character's ability to use weapons and his/her ability to command. It is this ability which determines the success or failure of the character in combat with any of the inhabitants of Mongo. The higher the combat skills of a player, the better his chances of surviving an encounter with any of Mongo's large variety of fearsome beasts.

Charisma/Attractiveness

These characteristics determine the player's chances of winning the support of the various important personages on Mongo. A player with high charisma/attractiveness may not have to resort to the use of arms when encountering intelligent inhabitants of the planet and may be able to enlist their aid in the attaining of the final goal, the elimination of Ming. In addition, charisma/attractiveness determines how large a group of followers can be employed by any player character.

Scientific Aptitude

One of the key methods of defeating Ming's many attempts to trap and destroy his enemies is the creation of new weapons to neutralize Ming's superior forces at a given locale. Thus, scientific aptitude determines the characters relative ability to conceive and produce new scientific instruments and weapons to aid him in the conflict with Ming the Merciless. Such scientific tools may also help a character to escape imprisonment, find cures to diseases and poisons, and generally gain the friendship and support of important leaders on Mongo by assisting them in time of need.

Choice of Role

Players should evaluate the numerative values they rolled for each of the basic characteristics. Rolls of over twelve indicate an extremely high ability in the specific category. Rolls of under nine indicate an area of serious weakness. Areas of strength should be exploited by the players choice of role so that in situations where a solution is called for, the player can choose to exploit an area of strength.

The three basic types of roles are the warrior, the leader, and the scientist. Physical strength and stamina are useful to all three roles. Combat skill is essential to the warrior, charisma/attractiveness to the leader, and scientific aptitude to the scientist. Choice of any of these three roles adds one to the numerative value rolled for the characteristic specifically related to the role chosen.

Rolls of over twelve for physical strength immediately add one to the total roll for combat skill. Rolls of under nine in physical strength immediately add one to the roll for scientific aptitude. Should both combat skill and scientific ability have values of over twelve, add one to the roll for charisma/attractiveness.

As each player will have a specific role to play, it is advisable to form groups of two or three adventurers to combat the power of Ming. Each group or team is now in competition with Ming and with each other group. The members of the group should cooperate as fully as possible to help each other to attain the final objective by whatever means they have at their disposal. Each player type (role) can help each other type in many of the situations that arise in building up the necessary support to overthrow Ming and in the encounters that occur on the planet Mango.

the Schematic Map

The schematic map (insert) is a rough representation of the planet Mongo where all geographic areas are placed in a series of concentric rings. The outer rings are easier to travel through in terms of survival and the benefit gained from winning the support of their inhabitants are smaller than the benefits from the inner rings which are more difficult in terms of survival. A more detailed normal map of Mongo can be found on the center two pages of this rule booklet.

The schematic map also serves, with the cut-apart counters, to indicate the allocation of Ming's border patrols and other forces. This is more fully explained in the section dealing with Ming.

All player-characters begin the game in one of the outer ring areas, determined by the following die roll system.

Roll a single die and compare the result to the following table. The indicated area is the starting position for the group of player/characters in question.

- 1.....FRIGIA
- 2.....CLIFF DWELLERS
- 3.....FIERY DESERT
- 4.....VOLCANO WORLD
- 5.....NAQUK
- 6.....FLAMEWORLD

Player-character teams may travel from any zone on the schematic map to any adjacent zone unless there is a double line between the zones. Such double lines indicate that travel between those zones would be blocked by some natural barrier. Those who are curious can consult the normal map of Mongo at the center of this booklet for geographic reasons. Thus, players can travel around a ring through areas of roughly the same difficulty or they can begin to travel towards Mingo City to more central rings and face greater dangers for greater rewards.

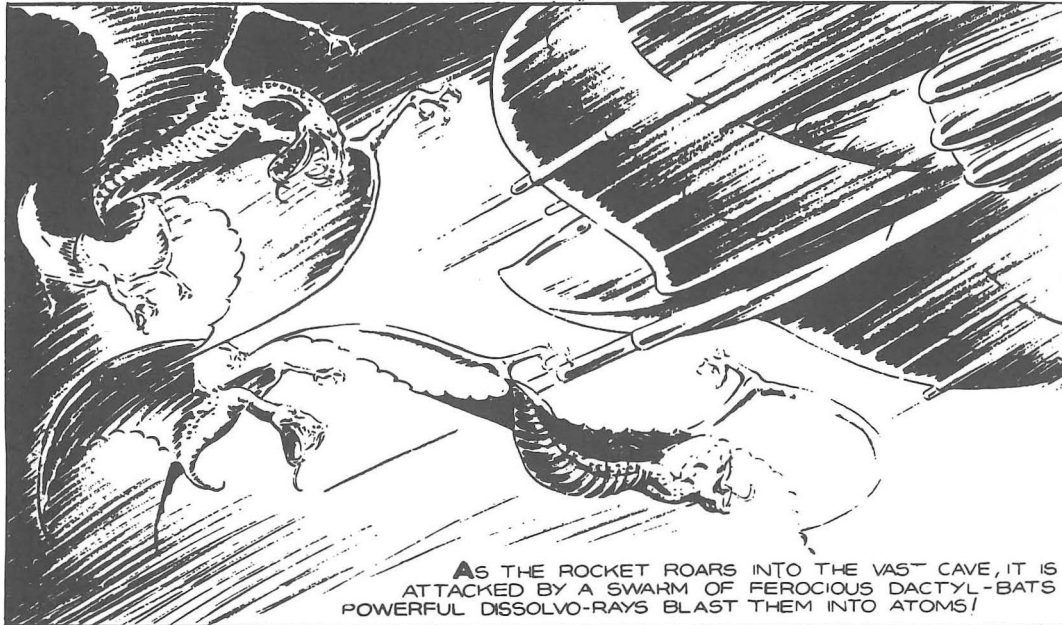
Each of the various zones on the schematic map is fully explained in the sections dealing with the geographic areas of Mongo. The dangers and rewards vary by area but the areas in a single concentric ring are roughly equivalent to each other, while they grow greater as they are closer in toward Mingo City. In the same manner, while one specific role type may have the best chance of success in a given area, over the entire route to Mingo City and Ming each of the specific role types has equal chance to use its special abilities. For this reason, a balanced team has the best chance of eventual success.

Geographic Areas of Mongo

Domain of the Cliff Dwellers

This region of the planet Mongo lies at the entrance to KIRA, the Cave Kingdom, a vast subterranean cavern-world inhabited by the cruel Lizardmen and the Land of Blue Magic. The only way to enter this underground region is through the

Domain of the Cliff Dwellers, a warlike tribe of red-bearded primitives led by their chief Zug and his mate, Kaza.



AS THE ROCKET ROARS INTO THE VAST CAVE, IT IS
ATTACKED BY A SWARM OF FEROCIOUS DACTYL-BATS
POWERFUL DISSOLVO-RAYS BLAST THEM INTO ATOMS!

Upon entering the Domain of the Cliff Dwellers, the first danger encountered is the possibility of attack by DACTYL-BATS.

The second, and most significant, danger is contact

with the savages themselves, who seek to enslave all trespassers.

Passage through the land of the CLIFF DWELLERS would consume four normal turns if the above mentioned dangers can be avoided. On the first turn within the area of the cliff dwellers there is a strong possibility of DACTYL*BAT attack. Roll two dice where any result of less than ten indicates that the DACTYL-BATS have seen your party and will attack.

There are several strategies for dealing with the DACTYL-BATS. Your party may elect to duck into a nearby cave (the Cave World is full of convenient hidey holes) and avoid the DACTYL-BATS in an attempt to outwait the patient carnivores. In this case, two dice are rolled each subsequent turn until a roll of over ten is scored, at which time the DACTYL-BATS give into boredom and go off to seek easier prey.

The second possible strategy is to fight off the DACTYL-BATS with ray guns. Success or failure will depend upon the military skill of the most skilled member of your group. Roll one die and add the result to your military skill. A final total of fourteen or greater is needed to drive off the DACTYL-BATS. A roll of less than 14 will result in the wounding of the "warrior type" and force his companions to carry him to shelter in a nearby cave. The same procedure is now followed as if the party sought to elude the DACTYL-BATS in the first place. In addition, the warrior type is considered wounded and unable to move or fight for one further turn after the DACTYL-BATS leave the area to seek other prey.

Starting with the second turn in the land of the Cliff Dwellers, or immediately after the departure of the DACTYL-BATS, the possibility of discovery by the Cliff Dwellers exists. Each turn spent in this area after the DACTYL-BATS have left requires the rolling of two dice. On any roll below nine the Cliff Dwellers have found our heroes. If the DACTYL-BATS were fought, successfully or unsuccessfully, the first such dice roll has three subtracted from it to reflect that Cliff Dwellers would be attracted by the noise of the combat with the DACTYL-BATS and would investigate.

The chief, Zug, is suspicious of all strangers. His natural inclination is to enslave your entire party. A group may immediately submit to slavery and avoid combat with the Cliff Dwellers and the burly Zug. In this case, the entire group must spend six turns as slaves to the Cliff Dwellers as their eventual escape is assured by the laxity of provisions for guarding such captives and the ease with which the primitives can be tricked.



Escape can be attempted starting with the fourth turn of slavery and would depend upon tricking the guards. A roll of a single die plus any group members charisma value must exceed sixteen to escape prior to six full turns of slavery. Failure in an attempted escape causes one additional turn of slavery to reflect the additional (though still slack) precautions taken by the forewarned Cliff Dwellers in guarding their slaves.

The second option upon encountering the Cliff Dwellers is to challenge Zug to mortal combat. This fight takes place immediately and involves Zug and the member of your group who is still unwounded with the highest military skill rating. Roll one die and add this to your military skill total. If the total is over 15, Zug has been defeated and his conqueror is proclaimed chief of the Cliff Dwellers. The conqueror of Zug adds one to his military skill rating for the victory and two to his charisma rating as recognized chief of the Cliff Dwellers. As chief, you can call upon the tribe to provide an armed escort into the land of the Lizardmen, the next level down in the Cave World of Kira.

A roll of fifteen or lower indicates that our hero has been vanquished by Zug and has suffered wounds that will take two full turns to heal. The party is enslaved by the Cliff Dwellers and they must spend the same six turns in slavery where the six turns begin after the fighter of Zug has spent two turns in recuperating from the injuries inflicted by the brawny chief.

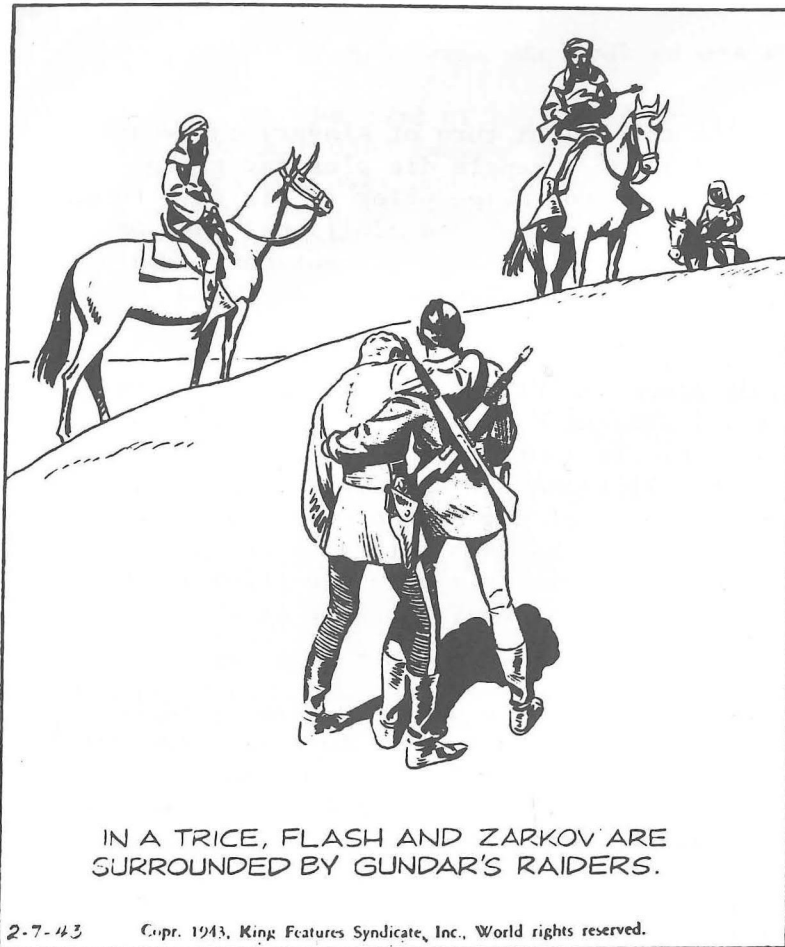
Upon successfully traversing the domain of the Cliff Dwellers, each member of the group gains one point in physical strength and stamina for enduring the hardships of this hostile land.

the Fiery Desert of Mongo

Should a group of players begin in the Fiery Desert, they must immediately roll to determine whether or not they are mounted on sure-footed GRYPHS. On foot it takes six unmolested turns to pass through the Fiery Desert; mounted it takes four turns. Roll a single normal die where a roll of three or under indicated that your party is mounted. GRYPHS are beaked horses with three toes and a short, fat tail.

The first potential danger in the Fiery Desert is Gundar's Gandits. These "Bedouin types" ride fleet horned horses and will discover a party in the fiery desert on any turn a roll of two dice total less than nine. A mounted group can attempt to avoid the Bandits by flight where their chances of successfully eluding the Bandits are determined by the lowest physical strength and stamina of any member of the group. In flight, the group is limited to the ability of its weakest and slowest member.

To elude the bandits the roll of a single die added to this lowest physical strength and stamina value must exceed fifteen. If not, as is the case with a party on foot, the party is captured by Gundar's Bandits. Roll two dice to see if Gundar is with this particular party of his Bandits. Any roll of doubles will indicate that Gundar is with this particular group. Successfully fleeing from the Bandits adds one physical strength and stamina point to each member of the group.



IN A TRICE, FLASH AND ZARKOV ARE SURROUNDED BY GUNDAR'S RAIDERS.

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If Gundar is present, it is possible to try to win his friendship and support. The most charismatic member of the group rolls one die and wins Gundar's friendship if this die roll exceeds sixteen when added to his charisma value. With Gundar's support the group can resume its passage through the Fiery Desert. Without such personal support and friendship from the chief of the Bandits, the party is made captive and forced to join the Bandits. Such captive members of the Bandit group must attempt to escape each turn.

Escape is based upon charisma and military skill. The group member with the highest total charisma and military skill values adds these values to the roll of a single die. The resulting total must equal or exceed twenty-eight for the group to escape from the wary Bandits. This roll may be

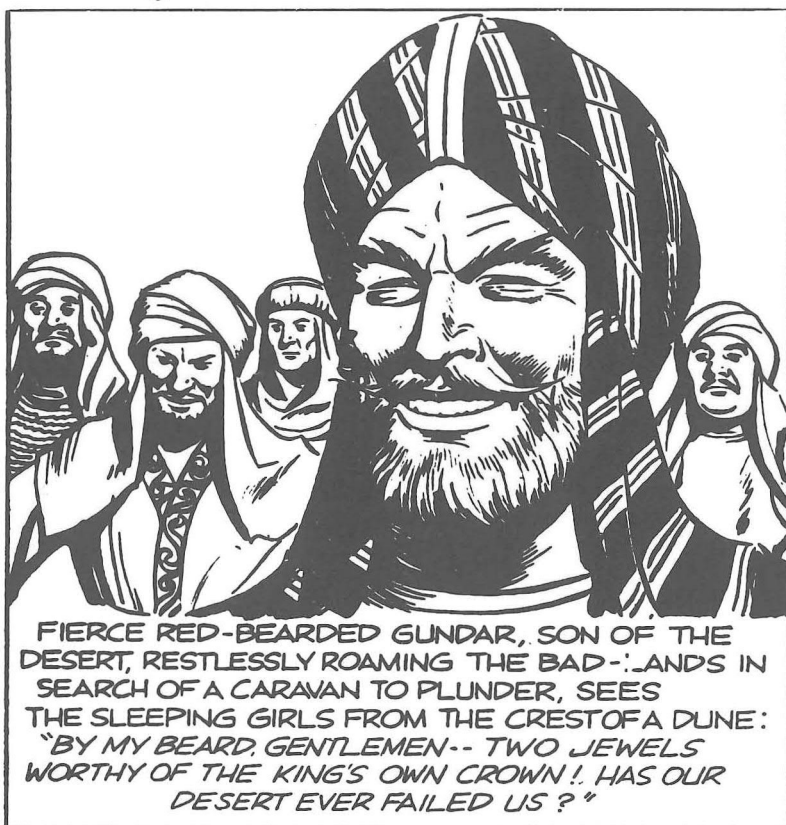
attempted each turn. If after six turns escape has proved impossible, the group has won the confidence of the Bandits and they will be allowed to continue their passage through the Fiery Desert. Should the group have successfully escaped from Gundar's Bandits, there is no pursuit as the bandits would gain little for their efforts. In this case, each member of the band gains one physical strength and stamina point for the ordeal of the escape.

If the die roll that allowed the Bandits to discover the presence of our heroes was under four, the same group of Bandits will be attacked by a Tropic Desert Patrol on the turn after capturing the player/characters. Should this occur, automatically assume Gundar to be with this group of Bandits. Roll two dice for the number of men in Gundar's group. Roll three dice for the number of Desert Partolmen attacking them.

The player/character with the highest military skill rating rolls one die and adds this to the value of his military skill. He then adds one for each member of Gundar's command and one more for each member of his own group. Finally he subtracts one for each Desert Patrolman. If the resulting total equals or exceeds sixteen, the player/character has assisted Gundar to beat off this attack by the Tropic Desert Patrol and he automatically gains Gundar's friendship. If he fails to aid Gundar to beat off the attack, Gundar's group retreats with their prisoners after suffering casualties. Naturally, these

casualties do not improve Gundar's viewpoint regarding his captives so that it now becomes impossible to attempt to gain Gundar's support or friendship and the captives will be forced to join the bandits and must follow the usual procedure to escape and continue their journey across the Fiery Desert.

The final successful passage through the Fiery Desert adds one physical strength and stamina point to each member of the group.



the Flameworld of Mongo

The Flameworld poses problems of nature to any group of player/characters. It abounds with lava rivers, minor earthquakes, and volcanoes. There are no natural inhabitants of the Flameworld, but the natural obstacles to the path of any band will prove difficulty enough.

It takes six turns of unimpeded travel to traverse the Flameworld. Each turn, two dice are rolled to determine if any natural obstacle blocks the movement of the player/characters. A roll of nine or over indicates that no natural impediments were encountered that turn. Rolls of under nine indicate obstacles by the following table:

<u>Dice Roll</u>	<u>Obstacle Encountered</u>
2-3	Volcano
4-5	Earthquake
6-8	Lava River

A lava river simply blocks the path of the adventurers who must then attempt to find a natural stone bridge in order to cross the lava flow. A member of the group must roll one die where a roll of 4-6 indicates that a stone bridge has been found and no delay has been suffered. If no stone bridge is found, the group must spend one additional turn in the Flameworld to make up the time lost in working their way around the lava flow.

Earthquakes and volcanoes have the potential to cause injury to members of the group. In either case, roll two dice for each player/character in the group. If an earthquake was encountered, a roll of under six for any individual indicates an injury. In the case of a volcano, any roll under eight indicates an injury.

The rate of healing from such injuries is determined relative to the physical strength and stamina of the injured character. The injured player/character rolls three dice and divides the result by his physical strength and stamina value. The result is the number of turns required for that character to remain stationery while recovering from injuries. The presence of a non-injured scientist can reduce the number of turns required to recuperate by one, but the number of required turns of inactivity can never fall below one.

Remember that a wounded or injured group member may delay your group now, but that his assistance may be needed later. A group still has the option of deserting an injured companion, but to do so will lower the charisma of all other group members by one. Should such a deserted former companion ever be in contact with the group again, during all turns of such contact each member of the group will suffer a temporary reduction of charisma value by four factors for as long as they are in contact with this former group member.

Successfully traversing the Flameworld adds one point to the physical strength and stamina value of each player/character in the group.

Ice Kingdom of Frigia

This is the only truly civilized area in the outer belt of our schematic map. Frigia is a frozen kingdom ruled by Queen Fria and her medievaesque court. Modern weapons co-exist with medieval society, as is the case in many areas of Mongo. It takes four turns to travel through Frigia.

Travelers in Frigia have a good chance of encountering a hunting party from the court of Queen Fria, as hunting seems to be the major sport of the country. The usual prey of the hunters is ice bear so that such hunting parties are well equipped and armed. Two dice should be rolled for each turn spent in Frigia where a roll of under nine will indicate discovery by one of the many hunting parties out on the ice. Should such a roll also be under four, the hunting party will be simultaneously attacked by a SNOW SERPENT. A roll of doubles will indicate that Fria, the queen, is with the hunting party.

A SNOW SERPENT could also be encountered on a turn when no hunting party was in the area. A roll of eleven or twelve will indicate the presence of a SNOW SERPENT. Player/characters can either fight or run from a





SNOW SERPENT. To flee, roll four dice and record the total. The member of the group with the lowest physical strength then roll one die and adds this to his physical strength and stamina factor. If the result equals or exceeds the total roll of the previous four dice, the SNOW SERPENT is successfully eluded and each member of the group adds one to his physical strength and stamina factor. Naturally, group members have the option of flight by deserting their weakest companion, at the cost of one charisma point and with the previously mentioned penalty every time they are in contact with the deserted former companion from that moment on.

A failure in a flight attempt is the same as a decision to fight the beast so that the military skill of the most martial companion now comes into play. This character rolls one die and adds this to his military skill factor. He then adds two points for each companion and an additional six if in the presence of a hunting

party from Frigia (to reflect the additional fire power of the hunting party.) If this total exceeds twenty-four, the SNOW SERPENT has been vanquished. The conquering character should add two to his military skill rating and one to his physical strength and stamina factor.

If the battle with the SNOW SERPENT was fought after an attempt at flight and was risked to save friends in danger, add two to the charisma factor of the character who fought the SNOW SERPENT. All other members of the group who assisted and also stayed to help their slower companion gain one charisma point.

Should the combat roll against the SNOW SERPENT not exceed twenty-four, the player character suffers wounds or death. Failure by one to four points causes a minor wound. A five to ten point failure is a serious wound, while failure by greater than ten points indicates that the SNOW SERPENT killed the character, but his companions gained enough time to escape. Even an unsuccessful battle with a fearsome SNOW SERPENT will build up a player's abilities. So long as the player survives the battle, it is assumed that the SNOW SERPENT has been driven off. In such cases the wounded player receives one military skill point and one physical strength and stamina factor.

The time required to recover from wounds is computed as follows. Minor wounds require the die roll of three dice divided by the strength and stamina factor of the wounded character. Serious wounds use six dice. In either case, the presence of a scientist with a scientific ability of over 13 can reduce this number of turns of inactivity by one, so long as at least one turn it spent recuperating.

Hunting parties from Frigia are so well equipped that it is useless to attempt to flee from them if encountered. It is possible to win their friendship by rolling one die and adding the highest charisma value to it. If this value exceeds or equals eighteen the friendship of the hunting party is secure and its aid with the queen can be relied upon. Failure to win the friend-



ship of the hunting party will cause the group to be taken as captives. Cooperation in fighting a SNOW SERPENT will add three to the roll for gaining the hunting party's friendship. If Fria is with the hunting party, a total of twenty is needed to gain her personal friendship with the same plus three for helping to drive off a SNOW SERPENT, if applicable. Gaining Fria's friendship in such a manner will result in her granting a title of nobility to the player/character who was of such able assistance in her moment of danger from the SNOW SERPENT. Such a title carries with it the addition of two charisma points for the newly enobled character.

The player/character will be brought to the court of Fria if they have not already won her friendship. This trip lasts one full turn and thus extends the number of turns to be

spent in Frigia. Upon entering the court of Fria, the characters may attempt to gain her friendship, as above. The friendship of the hunting party will add two to the die roll. At this point, failure to win Fria's support means imprisonment as potential enemies of the state.

Prisoners must attempt to escape. The ability of Fria's people to travel in their harsh environment that it seems wise to take a hostage as well in any such escape. A successful escape attempt requires a scientific ability plus one die to equal sixteen and another character to have a military skill plus one die to equal or exceed sixteen. If both characters exceed sixteen by at least two, they have the option of taking Fria hostage to ensure their safety. Without the hostage, they must continue to roll each turn for the possibility of encountering a hostile hunting party on the ice.

Should the escaping characters have Fria as a hostage they need not fear any pursuit in the form of encounters with hostile hunting parties. They must continue to roll for the eleven or twelve which would indicate a SNOW SERPENT. Only in the case that they would be attacked by a SNOW SERPENT and drive it off would they be permitted to attempt to win Fria's friendship while she is held hostage.

Upon exiting Fria's realm, the hostage is released immediately and all characters receive one physical strength and stamina point for surviving the journey and its obstacles.

Frozen Realm of Naquk the Ice King

Naquk is a snowy wilderness which takes six turns to unimpeded travel to traverse. The obstacles that one can encounter are both animal and natural. Each turn spent in Naquk requires the rolling of two dice with the following possibilities of encountering obstacles:

<u>DICE ROLL</u>	<u>OBSTACLE ENCOUNTERED</u>
2-3	ICE DRAGON
4-6	Avalanche
6-8	Ice cap fissure
9-12	None

Ice cap fissures block the path of travellers who are forced to seek a snow bridge to cross them. Such bridges are fairly common so that groups blocked by ice cap fissures roll a single die with a roll of one to three indicating that they have found a snow bridge and suffer no delay. Failure to find a snow bridge causes delay by having to go around the fissure which adds one extra turn to the normal time required to pass through Naquk.

When an avalanche is encountered, each player must roll a single die. Any roll over three (4-6) indicates that the character in question has been injured. Such injuries require stationary turns of recuperation and rest by all injured players. The number of turns required is determined by rolling three dice and dividing by the character's physical strength and stamina rating. This number of turns can be reduced by one if a non-injured scientist is present and the reduction is not to below at least one turn of rest.

Players always have the option of deserting an injured comrade at the usual minus factors to their charisma value.

ICE DRAGONS can be fought or eluded at the discretion of the player/characters. To attempt to avoid the ICE DRAGON attention is placed on the slowest and weakest member of the group. As usual, players can desert a slower companion at the usual penalties.

The slowest and weakest companion rolls one die and adds this to his physical strength and stamina rating. He then rolls four dice and compares his earlier total to this dice roll. If the earlier total is equal to or higher than the four dice total, the escape attempt succeeds and each player gains one point added to their physical strength and stamina rating. If not, characters must choose to stay and fight or to desert their hapless friend.

Combat with the ICE DRAGON is carried out by the character with the highest military skills rating. He rolls one die and adds it to his military skills total. He then adds two points for each companion who elected to stay to help fight the ICE DRAGON and compares the final total to twenty-four. If he equals or exceeds twenty-four he has defeated the fearsome ICE DRAGON and receives two additional military skill points and one physical strength and stamina point. If the fight was to save an endangered companion he also gains two charisma points while all other characters who had the courage to stick around to help gain one charisma point apiece.

THE SMELL OF BLOOD BRINGS
A GIANT ICE-WORM OUT OF A
CRACK IN THE GLACIER!



Failure to defeat the ICE DRAGON need not be a total defeat. Should the character have failed by less than five points he suffers only minor wounds. A failure by less than ten points would cause major wounds and injuries while a failure by ten or more points would result in the death of the player/character. Any result, other than death, will tend to help the player-character by building up his other characteristics. A wounded hero will receive one military skill point and one physical strength and stamina point for having driven off the ICE DRAGON and living to tell about it. Should the ICE DRAGON defeat and kill the player/character, it is assumed that he was able to buy enough time for his companions to make good their own escapes so that the ICE DRAGON would have to be content with one victim.

Time needed to heal wounds works in the same fashion as wounds from avalanches except that minor wounds involve the rolling of three dice and serious wounds use six dice. Once again it is possible to desert a wounded companion, but certainly not advisable.

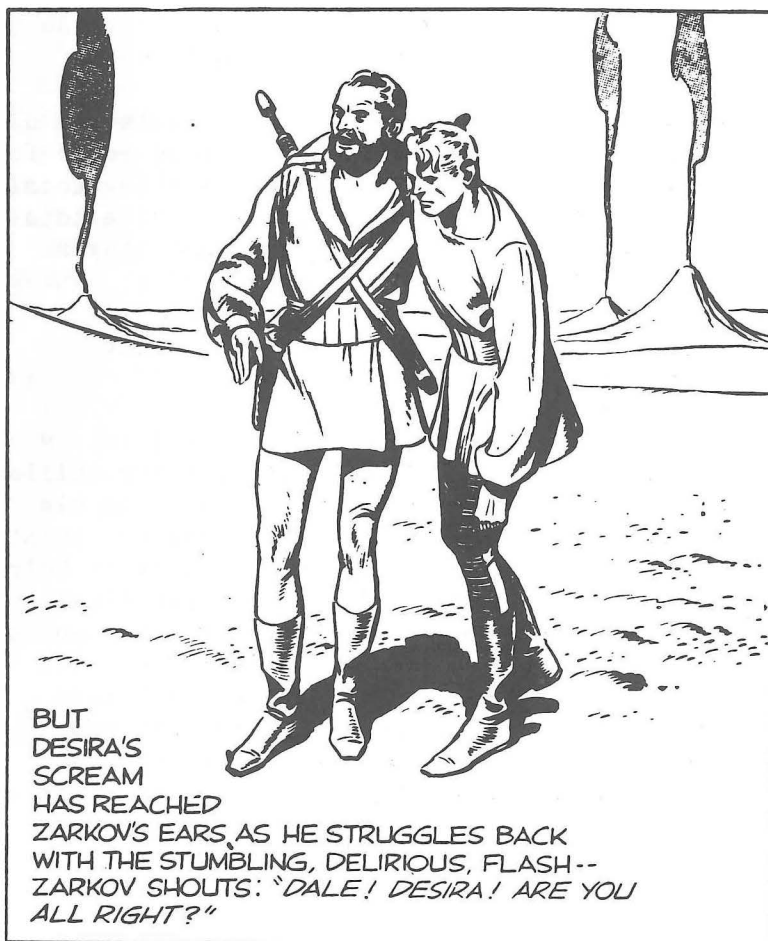
the Volcano World of Mongo

The Volcano World is that area of the planet still in the volcanic stages of formation and development. It takes six turns of uninterrupted travel to cross this desolate but dangerous area of the planet. Each turn two dice are rolled to determine if any obstacles are encountered which would hinder the progress of any group traveling in the Volcano World. The following table indicates the results of such dice rolls:

<u>Dice Roll</u>	<u>Obstacle Encountered</u>
2-3	Volcano
4-5	Volcanic Quake
6-8	Lava Flow
9-12	None

Lava flows simply block the progress of player/character and can be either circumvented or crossed on a rock bridge. Characters roll a single die and a result of 4-6 indicates that a rock bridge has been found and no delay caused by the lava stream. If no rock bridge is found, the characters must spend an extra turn in traversing the Volcano World to make up the time lost in going around a lava flow.

Volcanic quakes and volcanoes have the potential to injure player/characters by the violent natures of such occurrences. Each player character must roll two dice whenever these natural obstacles are encountered. Volcanic



quakes will cause injuries on any roll under six. Volcanoes are more to be feared as they cause injuries on rolls of less than eight.

Injured player/characters must spend time without any activity to recover from their injuries. The number of turns required for healing is determined by rolling three dice and dividing by the player/character's physical strength and stamina factor. Scientists can reduce the number of turns required to recuperate by one turn so long as at least one turn is still spent inactive and the scientist is not himself among the injured at the time.

As always, members of the group can decide to desert a wounded companion but they would each suffer a minus one from their charisma values and would suffer a minus four on their charisma value for any turns spent in the company of their deserted partner should he survive and come into contact with them again in the future.

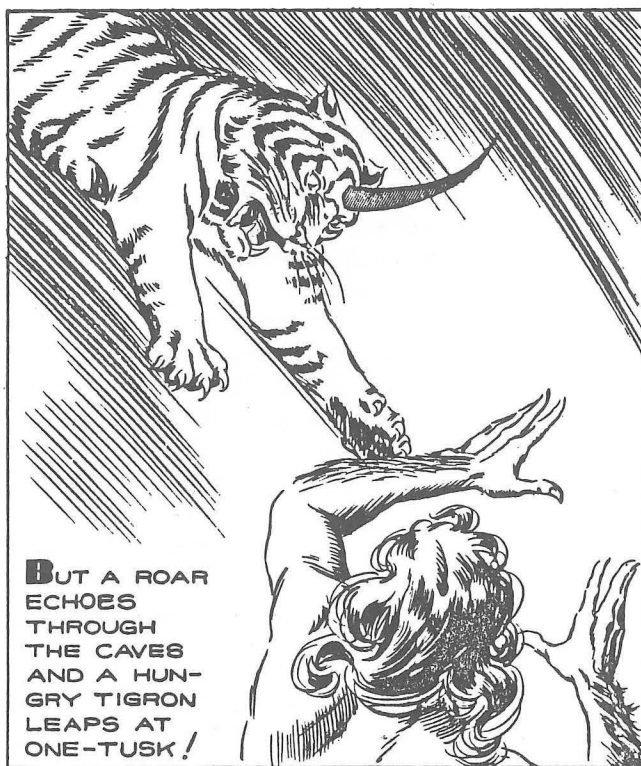
All player/characters who successfully travel across the Volcano World gain one point for their physical strength and stamina rating.

the Forest Kingdom of Arboria

Arboria, the Forest Kingdom of Mongo, is a swampy, jungle region ruled by Flash's friend, Prince Barin and his wife, Aura. Their castle near the center of the Forest Kingdom is built high up in the gigantic trees. It takes eight turns of uninterrupted travel to cross. Due to the dense forest this time is not shortened by being mounted. As it is possible to enter or exit from Arboria along several border areas, each of these area borders will be discussed separately. Upon entering, the first two turns include the possibility of encountering the listed dangers of the appropriate border. The same applies to the final two turns prior to leaving Arboria.

From Naquk the group must first travel through grasslands roamed by savage one-horned TIGRONS. A roll of one to three on a single die would indicate an encounter with TIGRONS. Mounted parties may attempt to flee from the TIGRONS by outrunning them. A roll of under nine on two dice would indicate successfully running from these creatures.

All non-mounted groups and mounted groups who did not successfully flee from the TIGRONS are forced to try to fight them off with their ray guns. Roll one die to determine the number of TIGRONS attacking where the number of pips on the die equals the number of TIGRONS. Next, roll two dice for each TIGRON. Any roll but a twelve will dispatch a TIGRON as they are fairly easy to kill with ray guns. Any that survive must be fought at close quarters.



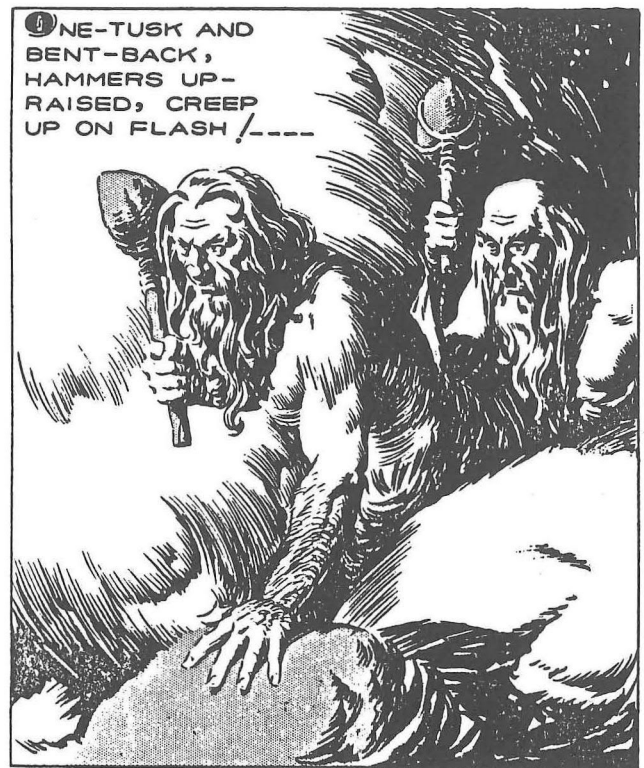
Melee with TIGRONS is handled by the character with the best total military skill and physical strength and stamina ratings. He adds these to the roll of two dice plus one additional die per companion. This final total is compared to a roll of two dice times the number of TIGRONS originally attacking. If the groups total exceeds this last total, the TIGRONS were destroyed at no loss to the player/characters. Should the group fail to defeat the TIGRONS by five or less, all player characters suffer minor wounds in defeating the TIGRONS. Failure by more than five is indicative of serious wounds suffered by all members of the group. The required time for healing is handled in the usual fashion with four dice for minor wounds divided by each characters physical strength factor and seven dice for serious wounds.

All survivors of contact with the TIGRONS add one to their physical strength and stamina total and if they were meleed, the warrior who fought them adds one to his charisma. All player characters have the option of deserting more seriously wounded comrades with the usual penalties.

From the Flameworld all groups run the risk of encountering the shaggy TUSK-MEN. These semi-humans have a small territory so that there is a 3 out of 6 chance of meeting them for one turn only. Unless the group has travelled through Frigia or one of the areas within the second ring it is assumed that they do not have ray guns at this time. Groups with ray guns need only fire on the TUSK-MEN to frighten them off.

Roll two dice to determine the number of TUSK-MEN in the party that attacks. Should you have more people in your group than there are TUSK-MEN, the savages will back off and not threaten you. If not, you have little chance of beating off a determined ambush style attack by the savage TUSK-MEN. Should this occur, you will be enslaved for three turns. The only way to avoid this period of captivity is to challenge One-Tusk, chief of the TUSK-MEN, to mortal combat. Remember that the period of slavery is only three turns as these barbarians do not closely guard their prisoners so that escape is inevitable.

The most skilled military fighter takes on One-Tusk by rolling one die and comparing this added to his military skill rating to the roll on four dice that stands for One-Tusk. A total equal to or greater than One-Tusk's total will be a victory which gains freedom for the group, one charisma point for the victor and a further charisma point if you save anyone else from captivity. Defeat causes a serious wound (seven dice divided by physical strength), three turns of slavery to begin after the wound is healed, and the loss of one charisma point. Other members of the group have the usual option to leave this potentially wounded companion behind by leaving after only three turns of slavery, before his wound has healed and period of slavery has ended. The usual penalties apply.



From the Great Mongo Desert all travelers pass through the wooded area of Mount Karakas, the home of the FLYING SQUIRLONS. These rabid beasts can only be fought off successfully with ray guns. Roll one die, a roll of 1 or two indicates that your party is equipped with ray weapons.



Groups can try to flee from the SQUIRLONS by rolling two dice where a roll of ten or higher allows them to elude the SQUIRLONS for the turn. The SQUIRLONS attack all parties in their territory and attack in large packs. Player/characters without ray weapons who do not succeed in any attempt to flee can only try to hold off the SQUIRLONS with torches. Each character rolls one die and adds this to his physical strength and stamina rating. If the total exceeds eighteen, that character has avoided the rabid bite of the SQUIRLONS for that turn. Characters bitten by the SQUIRLONS are driven out of their minds for five turns, during which time they are not attacked again but wander aimlessly and must be searched for by their companions, or deserted with the usual penalties.

A scientist who has not been bitten can devise a cure for the rabid bite of the SQUIRLONS for one companion per turn. To do this the scientist must roll one die and add this to his scientific ability plus the physical strength of the victim. The total must exceed thirty to successfully cure a player/character of the SQUIRLON madness.

To find wandering player/characters, each member of the group rolls two dice and whenever a searcher or wanderer rolls doubles, one wandering group member is found. In addition, before each turn one member of the group rolls two dice where doubles indicates an encounter with Prince Barin and his patrols. These Foresters can beat off an attack of the SQUIRLONS if they are present on the same turn as a SQUIRLON Attack. They can also assist in searching for lost player characters as their presence gives the searchers an extra die apiece in their rolls for doubles.

Wandering companions who cannot be immediately cured can be found and securely tied and carried with the searchers for the remainder of their period of madness.

From the land of the Hawkmen the heroic band must travel through a swampy area where they succeed in avoiding quicksand and other natural dangers. However, they must take one full turn (added to usual time to pass through Arboria) to build a raft to cross the worst stretches of the morass. Players must roll one die to determine whether or not they have ray guns. A roll of over 4 indicates that the group is so equipped. Add one to the die roll if you have come from the areas of the Hawkmen, the Lionmen, or Coralia.



[This swampy area is the home of the man-eating URSODILE. This monster lake-reptile can be dealt with fairly easily if ray guns are available. A roll of under 8 indicates that the URSODILE has been encountered while a roll of under ten on two dice will kill the URSODILE with ray guns.

Unless killed, the URSODILE will attempt to overturn your raft and it will be successful in this attempt. You must then try to jam an oar from the raft between its jaws. To do so, one member of the group will roll two dice and add the total to his military skill and physical strength factors. A total of over thirty will mean that the oar was properly jammed and the URSODILE has been taken care of. Such action adds one to the charisma of the heroic character who made the attempt. Should he fail, he will be attacked by the

URSODILE and will use the same die roll system as above but will now need a total over thirty-two to succeed in defeating the monster. Failure results in a serious wound (seven dice divided by physical strength and stamina) and he will need help to swim to shore. Should his companions not come to his aid, this is considered desertion of a comrade with the usual penalties.

It takes one further turn for the companions to swim back to shore and during that turn they must each roll a single die. A roll of six indicates that the URSODILE has attacked them in the water and they must fight the URSODILE as described above. Player/characters who reach shore are considered separated and must search for each other by rolling two dice and hoping for doubles to find each companion. Help from Barin's troopers gives each player three dice in the roll for doubles.

Any player who stays to fight the URSODILE to rescue a wounded companion gains two charisma points for the attempt. In such a melee, a total score of under thirty indicates that the character has been killed by the ferocious URSODILE.

Characters who are forced to swim to shore must spend a further turn building another raft and must brave the URSODILE's territory again. This time they need risk the danger for only one turn and the URSODILE will attack only on a roll of one or two on a single die. Defeating the URSODILE adds one physical strength and stamina point to its conqueror.

From the land of the LIONMEN all groups traverse a narrow pass through the mountains which is guarded by the deadly TRIDENTAURUS. As this critter will attack all travelers, each player has a chance to hide from this poor-sighted beast. A roll of under four will indicate that a player has successfully hidden from the TRIDENTAURUS and he must remain hidden and immobile for two turns until the TRIDENTAURUS gets bored and wanders off. Should any player fail to hide, he must fight the creature and will probably need help from his companions. Any companion who stays hidden and fails to help, loses one charisma point.



It is assumed that travelers coming from the land of the LIONMEN or who have met Barin's rangers are equipped with ray guns. To fight the TRIDENTAURUS with

ray guns, the character rolls two dice and adds this die roll to his military skill value plus one for each companion coming to his aid with ray fire. The total must equal or exceed 22 to kill the TRIDENTAURUS. A miss will force the character to climb a tree and attempt to leap on the head of the TRIDENTAURUS and kill it in melee. Here the character rolls one die and adds it to his military skill rating. A total equal to or greater than eighteen will indicate success. Killing the TRIDENTAURUS will add one military skill point to its killer. If it is killed in melee, the vanquisher also gains one point of physical strength and stamina. A player who intervenes between the TRIDENTAURUS and a companion will gain an additional charisma point.



Failure to kill the TRIDENTAURUS results in a serious wound for the character in melee. This is seven dice divided by that character's physical strength factor. Failure to rescue such a wounded companion from the TRIDENTAURUS will result in his death and will reduce the Charisma value of all his companions by three. The time needed to recuperate from such wounds can be reduced by the presence of a scientist with scientific ability of over twelve. It can be reduced by one turn so long as it does not go below a single turn.

From Coralia the characters must risk for one turn the possibility of encountering HARPY BATS or a GIANT MAGNOPED. Travelers from Coralia are assumed to have ray guns for their defense.

On the first turn they enter Arboria they must roll one die. A result of one to four indicates that they have run into danger. An even number indicates that they are attacked by the HARPY BATS, while an odd number indicates attack by the MAGNOPED.



ASH AND DALE STOP IN AWESTRUCK
F THEM RISES, IN STRANGE MAGNIFI-
ITE PALACE OF BARIN, THE FOREST

; NEXT WEEK =

E AND WARNING

4-25
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HARPY BATS, like SQUIRLONS, attack in packs and are fought in the same fashion as the SQUIRLONS. Failure to drive off the HARPY BATS will result in serious wounds (seven dice) for any character who fails to drive them off, however they do not carry rabies as did the SQUIRLONS.

The MAGNOPED is a vicious elephant with two trunks and nasty disposition. It is driven off or killed exactly like the TRIDENTAURUS.

At the start of each turn all groups roll to see if they have encountered Barin's patrols. On turn one a roll of doubles is needed and to find a patrol it is assumed that the prince is with his men. On the second turn a roll of under five is required and add one to the base five each subsequent turn. Barin is with his patrol on any roll that meets the requirements and is doubles.

Such patrols are automatically friendly as they are also in opposition to Ming. They will safely escort any party to Barin's treetop capitol and bring you before their ruler. Barin's friendship is automatic and he will provide an escort to his borders to the limit of your charisma. To gain his full support for later ventures it is necessary to roll two dice and add this die roll to the charisma value of the most charismatic member of the group. A total of twenty-four or higher will gain you the full support of Barin and Arboria.

the Great Mongo Desert

This large desert region is desolate and most trade routes are patrolled by Ming's Desert Legion. Player/characters have a choice of two basic routes through the Great Mongo Desert, the faster trade route or the longer route which skirts the more central trade route.

When electing the shorter route players will need eight turns of uninterrupted travel to traverse the desert. Travelers with the support of Barin of Arboria who have entered from Arboria are assumed to be mounted and will need only five turns to cross the desert by this route.

The chief danger on the shorter route is encountering Ming's Desert Legion. Each turn the group must roll two dice and a roll of under six indicated being sighted by one of Ming's desert patrols. A roll of two indicates discovery by the desert bandits who are in rebellion against Ming.

When discovered by Ming's patrols mounted groups can seek to flee by rolling a single die where a result of 1-3 means safety. Should Ming's patrol sight the group on the next successive turn they are automatically captured as their mounts are no longer fresh enough to flee. If the group is not mounted or the attempted flight fails, the group can fight for their freedom. Roll one die for the strength of Ming's patrol where the number of pips equals the number of Ming's men present. Multiply the number of men times five and add one more die roll. To this compare the total military skill ratings of all members of the group. The higher total triumphs in this battle.

Ming's men will capture those who do not defeat them and will escort them to the edge of the desert at normal speeds. At the edge of the desert one of Ming's rocket ships will take the prisoners to Mingol City in two turns and they will immediately be placed in the deepest dungeon beneath Ming's palace.

The bedouin outlaws will always aid any enemy of Ming and will escort your party to the edge of the desert. They



can be convinced to provide an escort of the size determined by your charisma (see section on escorts) to the very borders of Mingol City by rolling one die and adding it to the charisma value of your most charismatic companion. If this total exceeds 24 your escort is assured.

Should a group escorted by desert outlaws meet one of Ming's patrols which is searching for the outlaws, the following procedure is followed.

The outlaws are considered to have built your forces up to eighty adventurers. Roll two dice and multiply by eight for the total strength of Ming's patrol. If the patrol has more than eighty members it captures the outlaw band and the player/characters. As deadly enemies of Ming, the player/characters are transported to Mingol City and the dungeons.

The longer route through the Great Mongo Desert is less heavily patrolled by Ming and there is a greater likelihood of encountering the desert outlaws. This route takes twelve turns to pass through the desert which is reduced to nine turns if the group is mounted. On any turn a roll of doubles indicates an encounter with the bandits of the desert, while a roll of two indicates discovery by the Desert Legion (though this is also doubles it does not indicate the presence of an outlaw band.)

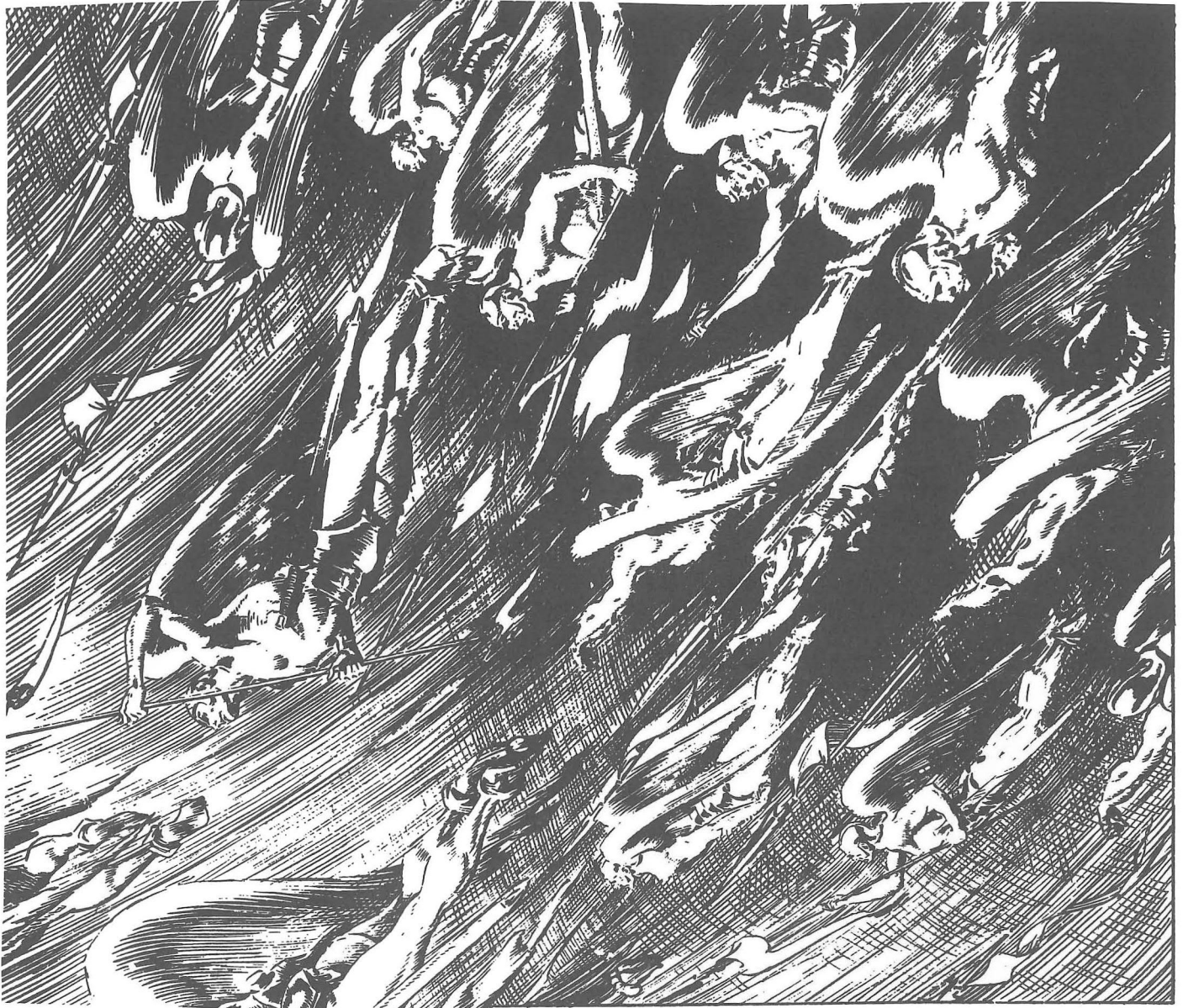
the Sky Kingdom of the Hawkmen

The winged and warlike Hawkmen dwell in their impregnable aerial metropolis of Sky City, which floats aloft supported by powerful light-beams of polarized anti-gravitic force nearly a mile above the surface of the planet Mongo. Their king is Vultan, a bluff, boisterous, burly and bearded monarch of capricious temperament.

The Hawkmen occupy an area of extremely rough terrain that will take eight turns to cross. The border closest to Mingol city is formed by the Magnetic Mountains which make rocket flight extremely hazardous. Rockets flying over this area need roll a die where any roll but a six will result in a crash landing at the foot of the Magnetic Mountains.

The area of the foot of the Magnetic Mountains is heavily forested and inhabited by primitive dwarf tribes who are prone to attacking outsiders with "S" shaped boomerangs. The area is also aswarm with packs of armor-scaled WOLVRONS. Traversing this region takes two turns during which two dice are rolled each turn. A result of under six indicates attack by the WOLVRONS where another die is rolled to determine the number of WOLVRONS in the pack. The player/characters have to choose whether to attempt to run or to fight the WOLVRONS.

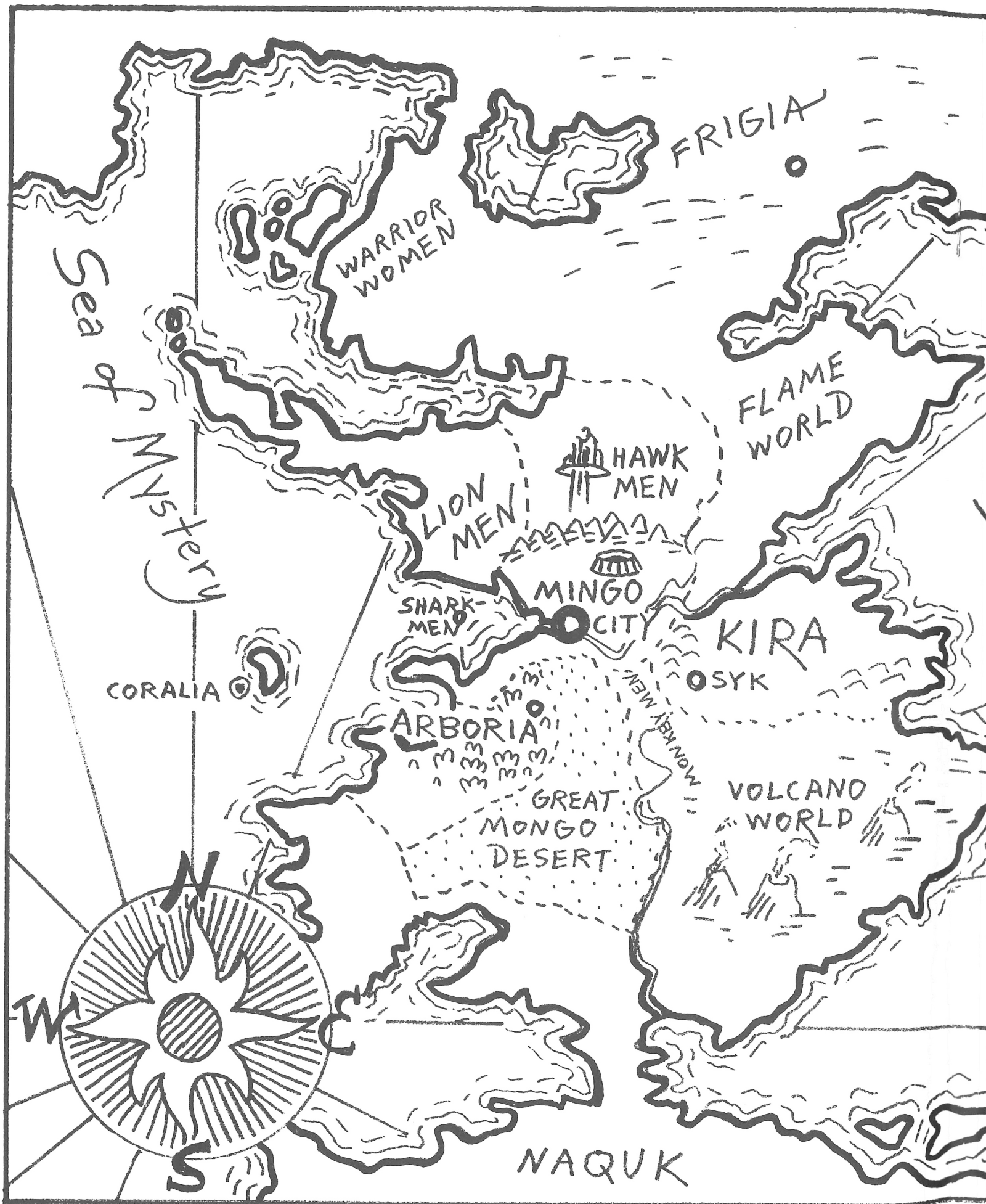
Each player/character who wishes to flee rolls a single die and adds it to his physical strength and stamina rating. A total of eighteen or higher will indicate that the character has successfully avoided the WOLVRONS. Players may have to fight the WOLVRONS to rescue a single companion who proved unable to escape. As usual, to desert a companion in such dire straits has the usual penalties for those unloyal enough to leave the hapless one to his fate.

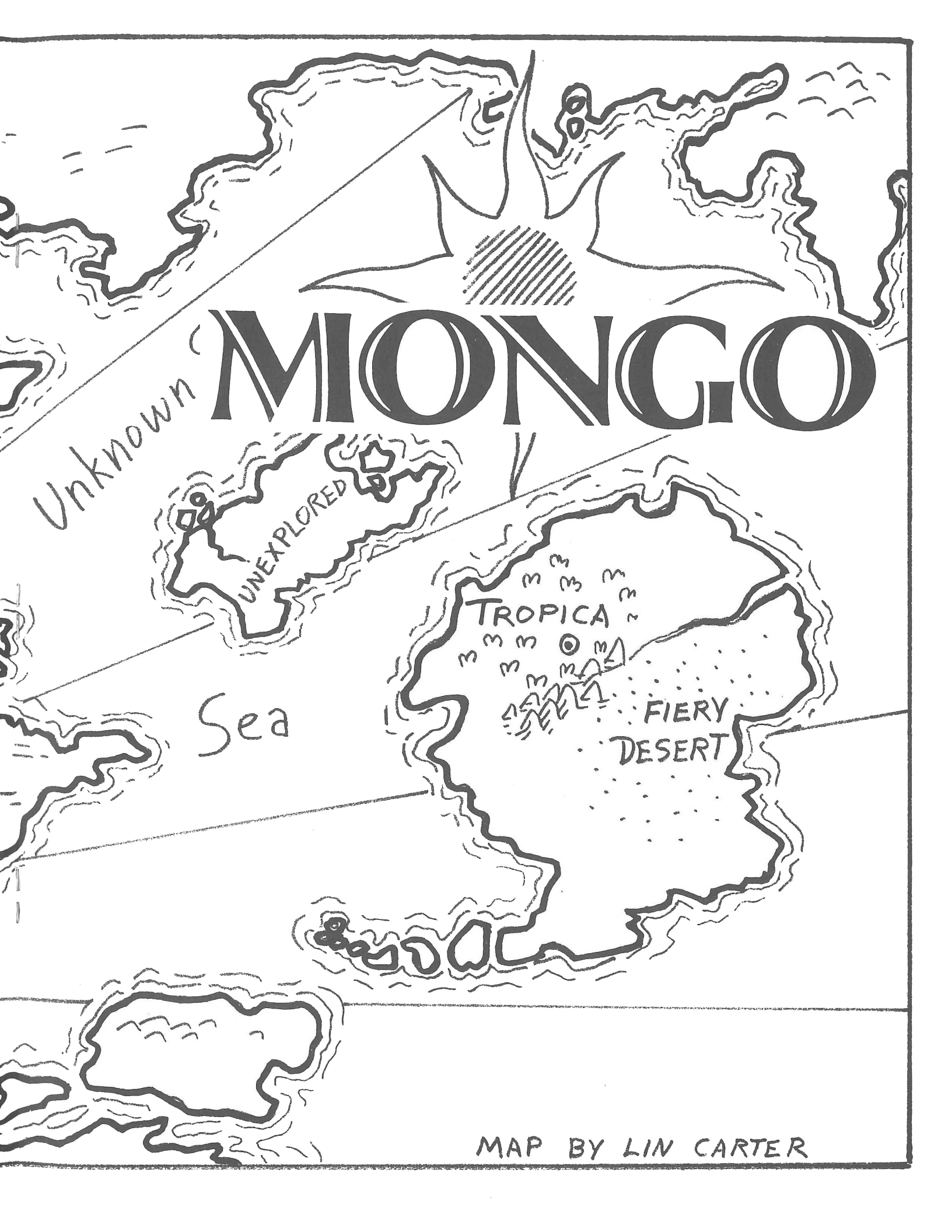


Melee with the WOLVRONS is determined by rolling two dice and multiplying the result by the number of WOLVRONS in the pack. Add the military skills of all members of the group plus one point for each member of any escort. If this total is higher than the total for the WOLVRONS, the armor-scaled brutes have been driven off. If not, each member of the group is seriously wounded (seven dice) and the escort is destroyed.

A roll of over eight indicates an encounter with the primitive dwarves. Roll two dice to determine the size of the party of dwarves. Doubles will indicate that the son of their chief is with the party. As the dwarves know the terrain and are accustomed to moving through its tangled paths there is no possibility of flight. All groups who encounter these barbarians are forced to fight them.

Roll one die and multiply the result by the number of dwarves attacking. Compare this total to the combined military skills ratings of all members of the player/characters plus one for each member of an escort. If the dwarves total is higher the player/characters are captured and must spend four turns as





MONGO

Unknown

UNEXPLORED

Sea

TROPICA

FIERY
DESERT

MAP BY LIN CARTER

captives until they can escape at the loss of their escort. Should the player characters win, they are free to go on. A victory by more than five points will mean that they have captured young Roga, son of Nurid the dwarf king. This young dwarf is then brought back to the underground "city" of the dwarves as a sign of friendship. In return, the dwarves will provide an escort through the remainder of their territory and will end the threat of the WOLVRONS to the player/adventurers.

In all areas outside of the dwarf territory but within the land of the Hawkman, there is an excellent chance of being discovered by the Hawk Lancers, King Vultan's alert and vigilant winged legion. Each turn the group should roll two dice where any roll under nine indicates discovery by the flying lancers. It's useless to try to flee from flying troops over rough terrain and they travel in large groups so as to be able to overcome any escort. The result is inevitable capture by Vultan's men and transport to the unconquerable Sky City, the flying capitol of the Hawkmen's kingdom.

King Vultan is whimsical and it is difficult to gain his support. Two dice added to a charisma value must exceed 30 or the player/characters will be sentenced to the atom furnaces to shovel radium which powers the rays that keep Sky City airborne. There is no escape as the city is in the sky and the Hawkmen are careful in guarding their slaves.

To leave Sky City a group needs the aid of a scientist at a time when the rays of polarized light that hold up the city are in danger of failing. Prisoners should roll two dice each turn of captivity and wait for doubles which will indicate a problem with the rays. At this time their scientist can roll two dice and add the result to his scientific ability. A total of 24 or higher will indicate that he has discovered a new means of stabilizing the light beams of Sky City. His immediate rewards will be freedom for his group, two charisma points and one point of scientific ability. The group may once again seek to gain Vultan's support at this time.

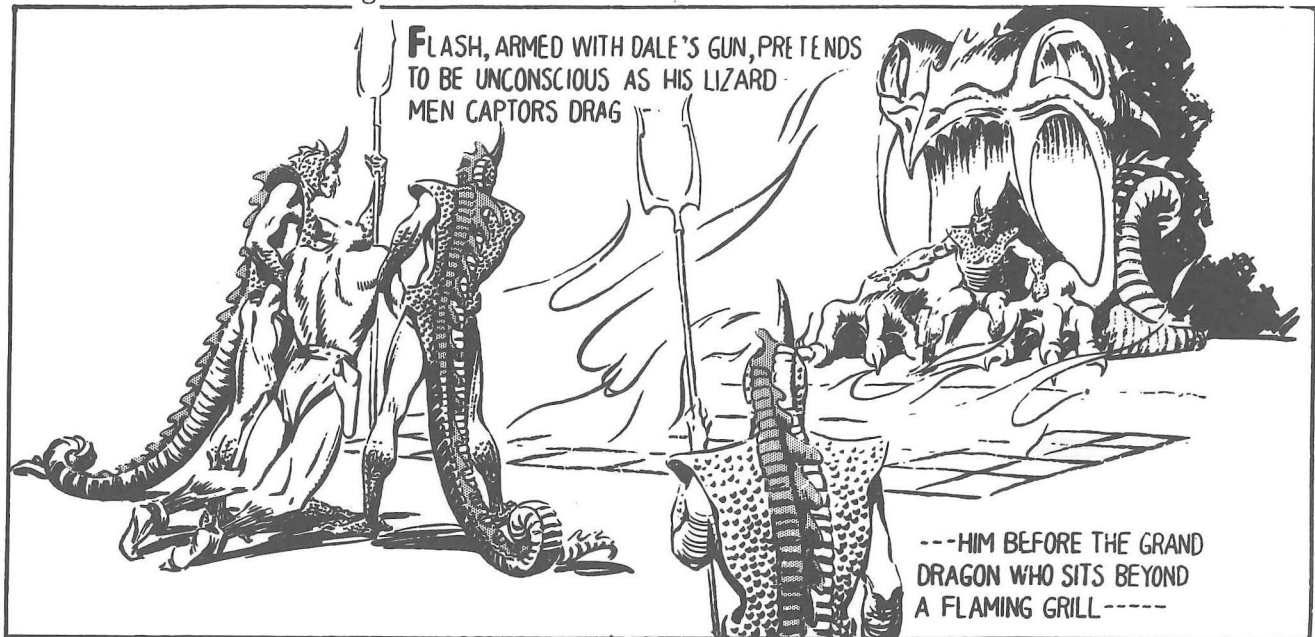


The support of the Hawkmen is quite valuable in that they can provide escorts of extremely tough fighting troops to any part of Mongo and can carry player/characters over all areas at twice the normal rate of speed with no risk other than discovery by Ming's rocket patrols.

the Lizardmen

The land of the Lizardmen is the level of Kira the Cave Kingdom directly beneath the area of the Cliff Dwellers. The only entrance to this area is through the land of the Cliff Dwellers. It takes six turns to pass through the territory of the Lizardmen.

The Lizardmen will attack all trespassers in their territory and they are tough fighters with a thick scaly hide which acts as armor. They are ruled by a monarch known as the Grand Dragon. There are few paths of escape in their territory so that they must be beaten in combat to pass through their area of the Cave Kingdom.



As the Lizardmen are capable of confronting travellers with large forces of armed warriors, it is only possible to traverse their Domain with a well armed and sizeable escort. The primitive Lizard warriors are not as well equipped as the more scientific races and cultures of Mongo, so that they can be routed by the use of advanced weaponry by any force of at least twenty adventurers. The advanced nations that could provide the necessary escort include Tropica, Arboria, the Hawkmen, the Lionmen. Of these, the Hawkmen are by far the most accessible to the Cave World of Mongo. Their NITROGUNS and DISINTEGRATOR RAYS will pierce the scaly hide of the Lizardmen.

A force of twenty such warriors will awe the Lizardmen and passage through their territory is assured. Without such an escort, all parties entering this area are automatically captured and must spend at least six turns in captivity. After six turns escape is not based on any of the important skills picked up by our travellers, but rather on their physical strength and stamina which indicates their speed in flight. The Lizardmen cannot be bribed, nor can charisma win their support in an escape attempt. They guard their

prisoners will and are most difficult to escape. The rare opportunities to escape depend solely upon the captives' ability to run and continue to outpace their pursuing guards to the borders of the domain of the Grand Dragon and his Lizardmen.

Jungle Country of Tropica

Tropica is on a separate continent with the Fiery Desert. For this reason the schematic map makes travel from Tropica to other areas far more restricted than is the case for most areas (see the map of Mongo at the center of this rule booklet for visual explanation.) It is a modern and scientific kingdom with powerful military forces and is quite outside the influence and control of Ming the Merciless. It takes eight turns to traverse the kingdom of Tropica.



5.
FLASH'S
RAY-BLAST'S
SLOW DOWN THE
DRAGON'S CHARGE,
BUT CANNOT STOP
THE REPTILE'S
DEADLY ADVANCE.
FLASH GRABS THE
QUEEN AND RETREATS,
BLAZING AWAY, IN
SEARCH OF A
VULNERABLE
POINT.

• NEXT WEEK •

**DEADLIER
THAN A
DRAGON**

Upon entering Tropica, all adventurers are confronted by jungle terrain inhabited by true DRAGONS whose touch is deadly poison. Due to the presence of the desert bandits in the Fiery Desert, this border area is also well patrolled by Tropicant troops. The jungle area takes three turns to traverse and on each of these turns, a die must be rolled. A die roll of under four indicates that the heroic band has come upon a strange scene in the jungle. A young women accompanied by a Tropicant Border Patrol are being attacked by a DRAGON. All players have a choice of whether to attempt to help fight the DRAGON or avoid this conflict and stay in hiding in the verdant depths of the jungle growth.

Should the band elect to avoid combat with the DRAGON they then risk discovery and capture by the border patrol after it has dispatched the fearsome monster. As the Tropicants are equipped with ultra-modern weaponry they are quite capable of dealing with these jungle denizens. In such a case, roll two dice. Any roll under ten will indicate that the Tropicants have discovered and captured the player/characters as

there are too many well armed troops in the patrol for the adventurers to have a chance against in a fight.

To fight the DRAGON the player/character with the highest combat skill rolls three dice. To this dice roll he adds his combat skill value. A total score of thirty will indicate that the DRAGON has been killed by the player/character. Each point below thirty will reflect a turn that must be spent recuperating from wounds, above and beyond the poison of the DRAGON.

After fighting the DRAGON, the adventuring party is automatically seen by the Border Patrol and that patrol will immediately surround the player/characters. Naturally, the young woman with the Border Patrol is Queen Desira of Tropica and having saved her party from the danger of the DRAGON will help player/characters to win her support. To avoid immediate capture and develop good relations with Tropica all players must attempt to win the aid of Desira.

The conqueror of the DRAGON gains one charisma point, but is automatically poisoned.

To win the aid of Desira the player with the highest charisma value among the group rolls two dice to which he adds his charisma value. Saving Desira's party from the dragon adds two to the die roll. If the party refused to help combat the dragon, subtract two from the die roll. A total score of thirty is needed to win Desira's confidence and support. Failure to win Desira's aid will mean imprisonment for the party of adventurers. Escape will be impossible for four turns until they are deposited in the dungeons of Desira's capital. There they can attempt once per turn to escape. Charisma needed to win over a guard with the addition of two dice is thirty. A scientific aptitude plus two dice of over twenty five will also make escape possible by working out a method of opening the cell and prison doors.

With Desira's support, the band is taken to her capital and treated as royal guests. The trip lasts four turns. Once back in the capital, Desira and the commander of the Royal Guard, Brazor, argue over supporting the players in their attempt to overthrow Ming. Naturally, this argument is really due to the loss of influence suffered by Brazor now that the player/characters have the Queen's confidence and support. This leads to a palace revolt in which Brazor seizes power and imprisons Desira and the player/characters. The wounded player who suffers from DRAGON poison must wait until he can be treated by the ANTI-VENOM RAY which is controlled by Krulo, a scientist under Brazor's influence.



To escape this imprisonment it is first necessary to win over some of Brazor's troops who are serving as guards. This is handled as the escape effort above with charisma but add two to the die roll if Desira is now with the party of player/characters. The first move after such an escape must be to attempt to aid a wounded comrade if one was wounded in a fight with the DRAGON. To do so it is necessary to win Krulo's help or to have a scientist with scientific aptitude high enough to decipher the workings of the ANTI-VENOM RAY without Krulo's aid. Winning Krulo's support is handled as the escape attempt with the player with the highest charisma rolling. Should this fail or should players not wish to approach Krulo, the player with the highest scientific aptitude must roll two dice. This dice score is added to his scientific aptitude and a total over twenty-two will mean that he has successfully used the ANTI-VENOM RAY, unassisted by Krulo.

Brazor had moved his captives to his personal stronghold in the mountains and he has been attempting to force Desira to sign an official order where she would abdicate in favor of Brazor. The escaping group must now attempt to traverse dangerous mountain passes without being seen by Brazor's guards. This part of the escape takes one turn. Roll a single die where a result of one or two indicates that Brazor's troops have seen the player/characters with Desira and that they fire on the party and cause an avalanche. This avalanche will block the entrance to the cavern stables at the bottom of the mountain stronghold which will deprive the escapees of mounts in their flight and slow them down.

Should the escapees avoid Brazor's guards, they will gain GRYPHS at the base of the cliff and will head towards the tropical jungle region, which will take them two turns. Without mounts, this trip will consume four turns. They must continue in that direction in hopes of avoiding the pursuing forces and their BLOOD WOLVES used in tracking.

One turn into the jungle the party reaches a river and as neither GRYPHS nor BLOOD WOLVES can swim, this will provide them with an escape route though they are forced to give up their mounts. To allow time to chop down a tree to make a long raft player/characters must set fire to the jungle to confuse the BLOOD WOLVES. They must then attempt to cross the swift current on a log.

Roll two dice to determine whether or not they are able to cross the river. A result of over ten indicates a successful crossing of the river and in this case they need travel for four more turns to reach the area near the capital and attempt to engineer a counter-coup to reinstall Desira on her throne. A failure to cross the river results in the party being forced downstream into the WHIRLPOOL FALLS. This consumes one full turn.

The WHIRLPOOL FALLS lead to underground caverns where the party is immediately attacked by a CAVERNOSAUR, a creature that is a cross between a crocodile and a seal and the size of an ox. The danger of this attack is compounded by the fact that the ray guns carried by the entire party have been rendered temporarily useless by the wetting they went through in the entrance to the caverns. Thus, the formidable CAVERNOSAUR must be fought by hand. A member of the group must roll three dice and add this to his combat skill rating. A score of thirty is needed to defeat the CAVERNOSAUR. A roll of over twenty-five will hold the CAVERNOSAUR off for a full turn which will allow time for the ray guns to dry so that some other member of the group will be able to dispatch the



monster. Whoever succeeds in defeating the CAVERNOSAUR gains one charisma point and another attempt at gaining Desira's support (if not yet won) with a plus two for having saved her with the rest of the party.

Three more turns must be spent in the caverns, fleeing from the ROCK TERMITES which can easily be chased off with ray guns provided the caverns are wide enough and straight enough at a given point to use these weapons. After these three turns player/characters reach the exit from the caverns and find themselves in the mountains near the capital.

As Brazor has taken control of the country and the members of the group cannot help but realize this, they attempt to reach a military outpost where the mountains meet the jungle area. They attempt to use the SPACE*O-PHONE to speak to the people of Tropica and to tell them that Desira is still alive

and that Brazor has illegally usurped the royal power. This denunciation of Brazor as a traitor will gain for the player/characters the support of the people of Tropica. Unfortunately the guards at the outpost have been told that Desira has been killed by the traitorous player/characters. These guards therefore, believe that the Queen cannot be there so that Desira must be an imposter. They contact Brazor and the entire party must flee as Brazor still has control of the army of Tropica.

Four turns must be spent in flight towards the Fiery Desert to escape from the armored scout-cars of Brazor's army which are equipped with DETECTO-RAYS to find the fugitives. Once in the Fiery Desert the party must attempt to gain the support of Gundar and his Bandits as explained in the section of the Fiery Desert. If the player/characters have already won Gundar's friendship, they need only search the Fiery Desert until such time as they encounter Gundar's band.

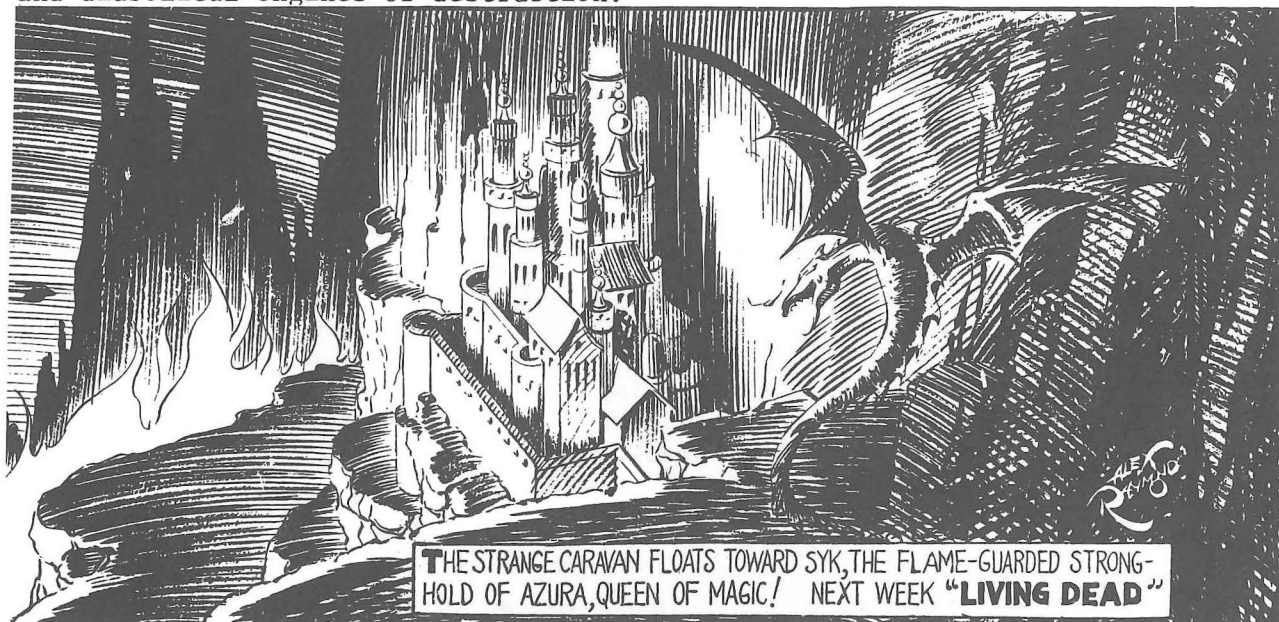
Once Gundar's aid is available the entire party must travel for four turns back to Tropica and there attempt to fight Brazor's army with its armored cars with turrents that fire ray bolts. Gundar's bandits have no equipment capable of defeating these ultra-modern weapons so that the player/character of highest scientific aptitude must develop explosive crossbow bolts powerful enough to destroy these armored vehicles. To do so a roll of two dice added to the scientific aptitude must yield a total higher than twenty-five. The scientist

can attempt this development once per turn as soon as the party has reached the Tropic border with the Fiery Desert. The party can delay crossing the border and the confrontation with Brazor until the crossbow bolts are developed and perfected.

Crossing the border with the explosive bolts will lead to automatic victory over the usurper (Brazor) and his forces. This immediately puts Desira back on her throne and wins her full support for the player/characters. Each player character gains two charisma points, one physical strength and stamina point, one combat skill point while the scientist gains an additional two scientific aptitude points and one further charisma point.

the Land of Blue Magic

Last and innermost of the several regions of Kira the Cave Kingdom is the Land of Blue Magic, which is by far the most scientifically advanced. Azura, the Queen of Blue Magic, rules this region from her flame-moated castle, Syk, a stronghold which is virtually inaccessible. Azura's chief scientist, Grumm, is the custodian of a mighty arsenal of fantastic vehicles, deadly explosives, and diabolical engines of destruction.

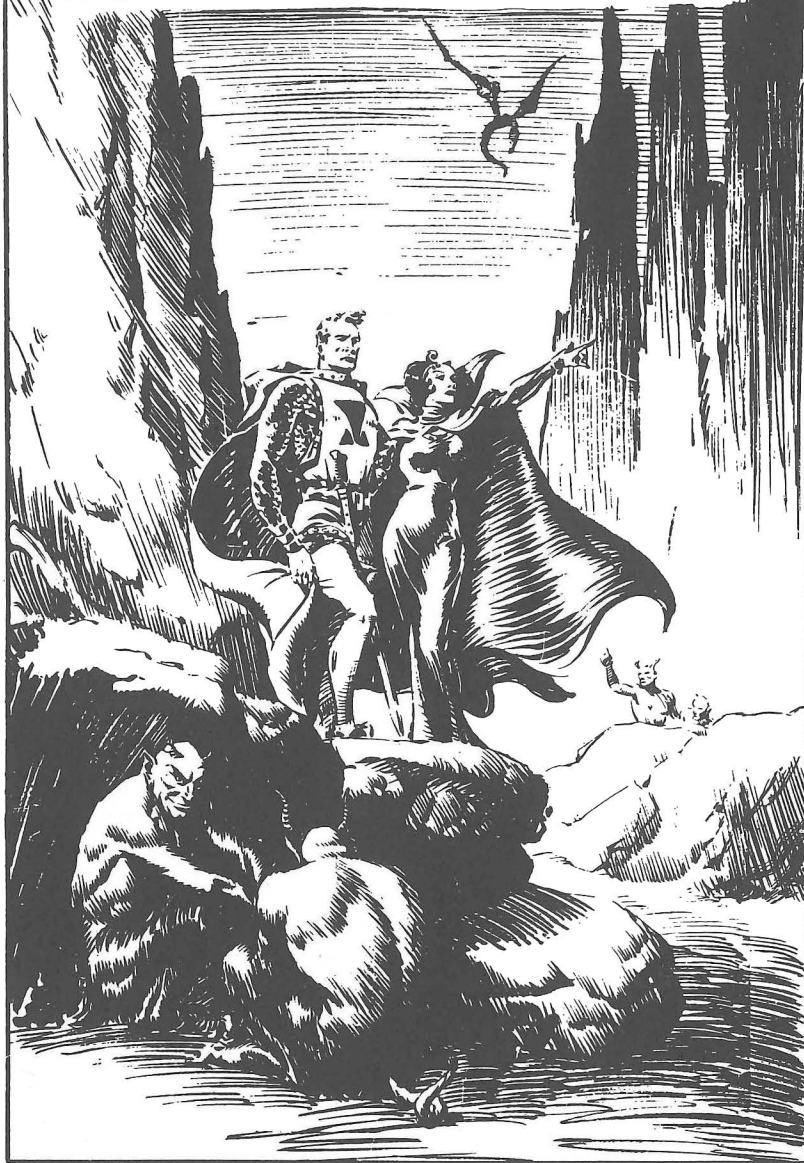


THE STRANGE CARAVAN FLOATS TOWARD SYK, THE FLAME-GUARDED STRONGHOLD OF AZURA, QUEEN OF MAGIC! NEXT WEEK "LIVING DEAD"

Player/characters entering the domain of Queen Azura must face the fact that no escort will be large enough to deal with the Blue Magic Army and its mighty ray machines and tanks that shoot liquid fire. In addition, Azura has large numbers of excellent troops mounted on horned horses. Visitors can expect to be captured almost immediately by the Blue Magic Army which makes use of gas guns to drug visitors and assure their capture.

The player/character with the highest charisma/attractiveness value will be drugged to lose his/her memory as Azura falls in love with this captive. The remaining player/characters will be treated as slaves and their drugged comrade will not recognize them. The only player/character in a position to do much about this captivity is the scientist in the group. This character is assigned to aiding Grumm in the developing of new weapons for the Blue Magic Army. As characters cannot hope to escape the Land of Blue Magic without their charis-

DRUGGED WITH LETHIUM BY THE WITCH QUEEN, AZURA, FLASH HAS FORGOTTEN HIS PAST, EVEN HIS SWEETHEART, DALE---AZURA CONDUCTS FLASH ON A TOUR OF HER WEIRD KINGDOM-----



matic leader (any support they have won in other areas of Kira has been won by this drugged character) they must attempt to restore his memory to win through the domain of the Witch Queen.

The scientist can attempt to steal an antidote to the lethium administered to the charismatic leader or he can attempt to develop one himself. To develop such a drug would require a full turn and the scientist would have to roll three dice and add the result to his scientific aptitude. If the result exceeds thirty he is successful. He can try this once per turn until he is able to achieve this discovery. Successfully creating the antidote will give the scientist one additional scientific aptitude point.

Should he decide to steal the potion, he must gain Grumm's confidence so as to learn where the antidote is hidden. This depends upon the charisma of the scientist. He can attempt to do this on any turn he does not attempt to discover it on his own. A roll of two dice is added to his charisma value and any result over 25 will indicate success.

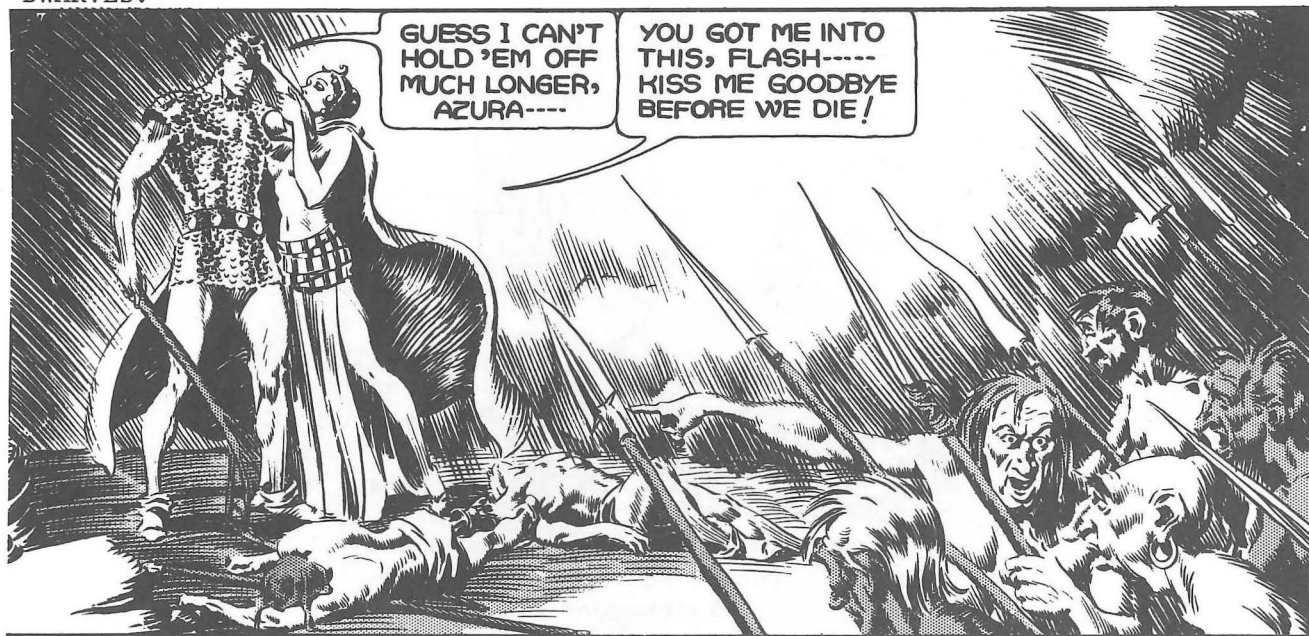
The scientist will gain one point in scientific aptitude for each four turns spent working with Grumm. Thus, his chances of successfully creating his own antidote improve with time spent in the laboratories.

Once the antidote is procured it only remains for the scientist to administer the counter-drug to his amnesiac comrade. The maneuvering to accomplish this takes one turn and then it is assumed that the charismatic leader of the player-characters is restored to his full memories. At this time he can confront Azura and attempt to win her support in his (and the group's) struggle against Emperor Ming. Three dice are rolled and added to his charisma value. A total of over 35 will win Azura's full support. A failure will simply result in the re-imprisonment of the player/characters.

At this time Grumm goes absolutely insane and kidnaps the Witch Queen. He hides in the arsenal and uses its advanced weaponry to hold Azura hostage. The charismatic player character must attempt to rally the forces of the Blue Magic Army to assault the arsenal and rescue Azura. The time it takes for him to accomplish this is determined by rolling three dice and adding the result to his charisma value. However much this total falls short of thirty-six is how many turns it takes for him to gain complete control of the Blue Magic forces. Once this is accomplished it becomes inevitable that Grumm will lose out so that Grumm flees by means of the gravity sleds sometimes used by Blue Magic warriors to the haunts of cave-dwelling, deadly DWARVES, savage and primitive pygmies at rivalry with Azura's legions and never yet tamed.

Azura's support is only valid to the player/characters if they go after Grumm. If they have not yet gained the friendship of Azura, capturing or killing the traitorous Grumm will surely make winning Azura's aid easier.

The Dwarves inhabit caves in a maze-like section of the Land of Blue Magic. They are dangerous opponents with giant scimitars. The armored vehicles of the Blue Magic Army cannot penetrate their region so troops must go on foot in support of the player/characters. As the winding passages of this cavern area make the use of energy type weapons dangerous, the superior weaponry of the Blue Magic Army will avail them little in a battle with the ferocious DWARVES.*



It thus falls upon the player/characters to either win over the chief of the DWARVES or to defeat him in combat to force him to surrender to the forces of Blue Magic. It takes four turns to reach the area of the DWARVES from Syk with the army.

To win the support and voluntary surrender of the DWARVES is no easy task. The player with the highest charisma value rolls one die and adds the result to his charisma value. A total of over twenty-five is needed to achieve this end. Should this fail or not be attempted it becomes necessary to fight the chief of the DWARVES in the hope that defeating him would demoralize the DWARVES enough to force their surrender.

*Perhaps this is why the Witch Queen was never able to conquer the DWARVES who live in her domain but are not under her rule.

Combat with the DWARVES' chieftain is carried out by rolling three dice and adding the result to the combat skill value of a player/character. A total of over thirty-three is needed for victory. Defeat results in wounds that will require as many turns of recuperation as the attempt failed by in numerical terms. Such wounds can be healed more quickly by a scientist who divides his scientific aptitude by ten to determine the number of recuperative turns he saves.

When such combat fails the Blue Magic army retreats and waits for another chance to fight the DWARVES upon the recovery of the wounded player/character. Victory adds one combat skill point to the victor.

Forcing the DWARVES to surrender Grumm will give the player/characters a better chance of gaining the good will of Azura or will maintain that good will if they have already won it. They will be treated as honored guests and can roll for Azura's support each turn with a plus three added to the die roll for defeating the DWARVES and Grumm and the rescue of the Witch Queen.

This gaining support from the Kingdom of Blue Magic will be worth two charisma points to the conqueror of the DWARVES and to the scientist in the group.

the Undersea Kingdom of Coralia

On the ocean-floor, beneath the little-known and largely-unexplored Sea of Mystery, there exists the Undersea Kingdom and its capital, Coralia. The advanced civilization is capable of converting captives to water breathing creatures, like themselves. Queen Undina is the ruler of Coralia and its technology under the threat of Ming's might, but as an enemy of Ming the Merciless.



Travelers to this area travel by rocketship from the civilized areas on its borders. Each turn they must roll two dice where a result of less than nine indicates that the rocketship has crashed into the sea and they must swim to the nearest islet. Should the rocketship not crash, they can cross the Sea of Mystery to the next area in three turns of flight.

Once ashore on the island the travelers are captured while asleep by the Coralians who come on dry land wearing diver's helmets filled with water. These Coralian troops fit the captives with air helmets and carry them underwater to the city of Coralia where they are medically changed into water breathing characters. It is now impossible to leave Coralia and escape without reversing the treatment so that the player/characters will be able to breathe on dry land again.

After one turn is spent being changed to water breathers, the player/characters are brought before Queen Undina for judgment. They can attempt to win her support with their charisma or can accept imprisonment. Undina's friendship requires a roll of two dice added to the highest charisma value for a total to exceed thirty-two. Should the player/characters fail to gain Undina's support they are closely guarded but will be included in hunting expeditions that last two turns with a one turn rest period between such expeditions.

While on such an expedition there is a chance that Undina, who enjoys hunting will accompany the hunting party to show the sights to her "guests" as they traverse her undersea kingdom. Roll a single die and a roll of one to three indicates that Undina is with the party.

While hunting there is always the danger of attack by monsters of the deep, the most fearsome of which are SHARKONS and DEVOUROSAURS. Players who have already won Undina's friendship can still take part in such hunts, while their scientific comrade can spend time in Coralia's laboratories.

In an attack by SHARKONS or DEVOUROSAUR it is necessary to fight off the creatures with the Coralian underwater projectile firing revolvers. This is not an easy task and it requires considerable combat skill. First, roll one die to determine the number of Coralians present with the hunting party at the time of such an attack. The player/character with the highest combat skills rating rolls two dice and adds to this result his combat skill value and one for each player/character with him and one more for each Coralian companion on the hunt. This total must exceed thirty-five to be a successful shot at the monsters. Failure will force this player/character to leave his underwater mount (which resembles a wingless bird) and fight the monsters hand-to-tooth and claw.

In such combat, the player/character rolls two dice and adds the result to his military skills rating. A

result that exceeds twenty-seven will give him a victory over a SHARKON which will cause the other SHARKONS to cease their attack to devour the dead brother. In the case of a DEVOUROSAUR, a total exceeding twenty-eight is needed for victory. Failure, in either case, results in wounds that require turns for recuperation equal to the number the character missed victory by. This can be reduced by one turn when they have returned to the underwater city by the presence of a scientist player/character with a scientific aptitude of at least fifteen. The wounded player/character is not attacked further by the monsters of the sea as they are then driven off by the remaining members of the hunting party.



SHOUTING TO THE OTHERS TO DASH FOR THE SHIP, FLASH DRAWS HIS SWORD AND WHIRLS TO FACE THE BEAST!.....

NEXT WEEK:

THE CANNIBAL MONSTER!



THE SCENT OF BLOOD BRINGS THE OTHER SHARKONS!

NEXT WEEK:

SPRINGING THE TRAP ~

To escape imprisonment from a well guarded and water filled cell requires both charisma to lull the guards to a false sense of security and physical strength and stamina to make good a difficult escape. An attempt can be made each turn where any one player/character can roll three dice and add this score to his charisma seeking a total of at least thirty-two. He must then add the same three dice to his physical strength and score at least thirty. These qualifications will assure a successful escape and the freeing of his comrades and Undina. At this point the player/characters must deal with Triton to replace Undina on her throne.

It takes one full turn of searching the city with secretive movements after the escape to find and confront Triton. The player/character with the highest combat skills quotient then must fight Triton and defeat him to restore Undina to her throne. Roll five dice to determine Triton's fighting ability and compare

While on a hunt, two dice are rolled each turn. A result of five or under indicates attack by SHARKONS, while a roll over nine indicates attack by a DEVOUROSAUR. Only one attack can occur per hunting expedition. Should Undina be present on the hunt, player/characters will add one to their attempted roll to gain her support for each victory over sea-monsters while in her presence.

When player/characters have successfully gained Undina's support this will cause jealous reactions in her courtiers, notably Triton. In a lightning like coup, Triton will seize control of the government of Coralia and attempt to imprison the player/characters and Undina. Players must first escape imprisonment and then seek to restore Undina to her throne.



this to the combat skill rating of the chosen player/character. Should the player/character's rating exceed Triton's roll, Triton is defeated and Undina is back in full power. Should the two scores be exactly even, the players are interrupted by a large body of Triton's bodyguards and are immediately reimprisoned. If the player/character's roll is below Triton's value, the player suffers wounds that require several turns to heal and all players are reimprisoned and unable to attempt another escape until the wounded comrade is fully recovered from his wounds. These wounds will take as many turns to heal as the player failed to defeat Triton by a number times ten divided by that player's physical strength and stamina. This can never be less than one turn and round all fractions up to full turns.

At such time as Undina is restored to power the players have the option of remaining in Coralia and the Scientist can continue to find employment in the undersea laboratories. They also have the option of requesting a reversal of the transformation process that made them able to breathe in water and such a request will be granted and they will be provided with transportation that will take them to the borders of Coralia in two turns.



Should they elect to remain in Coralia a die must be rolled each turn. A result of one or two indicates that Ming's spy in Coralia, a certain Pluton, has been able to contact Ming with the news that his enemies are in Coralia. This will bring Ming's air fleet and the submarines of both Ming and the Sharkmen to Coralia on the following turn. Player/characters should not be made aware of this successful betrayal until the arrival of Ming's forces, by which time escape is impossible.

The threat of air attack on Coralia is alleviated by the Coralian MAGNETIC RAY which can bring down Mings rocketships before they can use their DEPTH BOMBS. The subs are a far greater threat as their super-range torpedoes can destroy the city from beyond the range of the torpedo guns mounted on the walls of the city. Here, the only hope of survival is based upon the scientific aptitude of any player/character.

The city of Coralia is heated by the use of temperature control cables which run outside the city's walls. If a means to release the energy of these cables away from the city can be found the sea itself can be brought to a boil to defeat the submarines of both Ming and his Sharkmen allies. This will require the group of player/characters to escort the Scientist for one turn outside the city walls with the usual risk of attack by Sea Monsters.

Once at the cables, the scientist will need to roll three dice and add this score to his scientific aptitude. A total over thirty will indicate success. Failure will force Undina to surrender the player/characters to Ming after restoring their air breathing abilities. The city of Coralia can hold out for only four turns of attack by the super-range torpedoes and it takes one full turn to reach the temperature control cables. This may allow the scientist more than one attempt at successfully converting the purpose of these cables to use as weaponry against Ming's forces.

Should Ming's forces be defeated the scientist gains two points of scientific aptitude and two points of charisma. Winning Undina's support is worth one charisma point to each player/character and the player who defeats Triton gains one combat skill point.

Kingdom of the Lionmen

The most formidable and restive of Ming's opponents are the great barbarian hordes of the mighty Lionmen, led by King Jugrid and his son, Prince Thun. They are nomads, wandering the grassy plains in their war-chariots drawn by horned lions, and resemble Vikings, with their horned helmets and axes and broadswords. Yet they command air fleets of GYROCOPTERS, which look like spinning tops, armed with gas rays and terrible beams of destructive force. They do not seem to dwell in cities. They are a proud race and despite their proximity to Mingol City, they will not accept the yoke of Ming's rule and often attack the capital with their GYROCOPTERS. In all cases they are hereditary enemies of the SHARKMEN, who are allied with Ming.

Travelers spend eight turns traversing the plains of the area and may, at any time, be discovered by patrols of Lionmen. Each turn roll two dice where any roll under seven indicates an encounter with the Lionmen. As enemies of Ming, the Lionmen are potential allies and should not be fought by player/characters. Such patrols will take the player/characters captive and escort them for one turn to their military camp to be examined by Prince Thun.

Prince Thun and his father, King Jugrid, are foes of Ming. Should player/characters already have the support of Prince Barin (of Arboria) or King Vultan (of the Hawkmen) they need only suggest that Prince Thun contact either of these rulers by SPACE-O-PHONE to verify their identities. This will take one turn and will automatically give Thun's support to the player/characters. If this is not possible, the group will be taken before King Jugrid for judgment as Thun will tend to believe their tale. It takes two full turns for Thun's escort to reach Jugrid's camp.





King Jugrid is fairly easy to win as an ally against Ming as he is usually at war or involved in hostilities with the Emperor anyway. To gain Jugrid's support the player/character with the highest charisma value rolls two dice and adds this result to his charisma value. A total of twenty-five or higher will guarantee Jugrid's aid in all efforts against Ming. Perhaps the most valuable form of aid from the Lionmen is Jugrid's willingness to employ his GYROCOPTER aircraft in attacks on Ming's stronghold.

the City of the Sharkmen

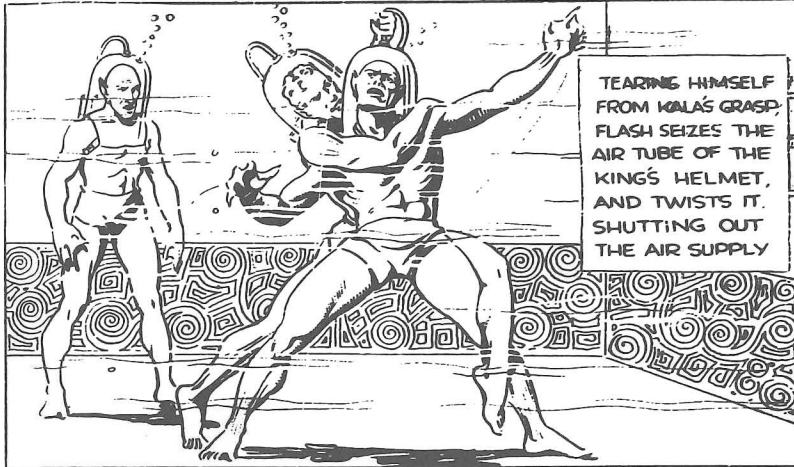
Mingo City lies near the coast of the Sea of Mystery, at the head of a harbor. Guarding the mouth of this harbor, and therefore the undersea entrance to Ming's capital, is Shark City, underwater capital of the Sharkmen. These are not water-breathers, like the Coraliens, but require air-helmets to exist on the ocean-bottom, and Shark City itself is airtight. Green-skinned and bald, the Sharkmen are subject to Ming's commands, although they have their own King, Kala. Incidentally, Shark City is built on a mobile base and can be floated up to the surface of the Sea of Mystery when King Kala desires it.



This secret entrance to the city is one of its most vulnerable points, for from the bottom of the harbor a tunnel angles up beneath Mingo and connects with little-known, unguarded caverns under the great Temple of Tao, the connective link being a subterranean river. Guarding this tunnel is one of the major tasks of the Sharkmen and may be one of the reasons that they inhabit an aquatic domain in their divers' helmets and must occupy a domed undersea metropolis. The Sharkmen defend their territory and Mingo City by the use of fast travelling HYDROCYCLES and rocket submarines.

Travelers in this area, even in the shallow waters along the coast, will inevitably be seen and captured by the Sharkmen. Such patrols of Sharkmen always take their captives before King Kala for his judgment. Though Kala is a true

Ally to Ming and very much under the control of the Emperor, he is, at the same time, a vain and absolute ruler within his own realm. His pride in his fighting ability and the gladiatorial arena maintained by the Sharkmen make it impossible for him to refuse a challenge to personal combat. While the Sharkmen kill captives that enter their territory it is possible to win Kala's respect if not his support. He may decide to spare any warrior powerful enough to defeat him in the arena.



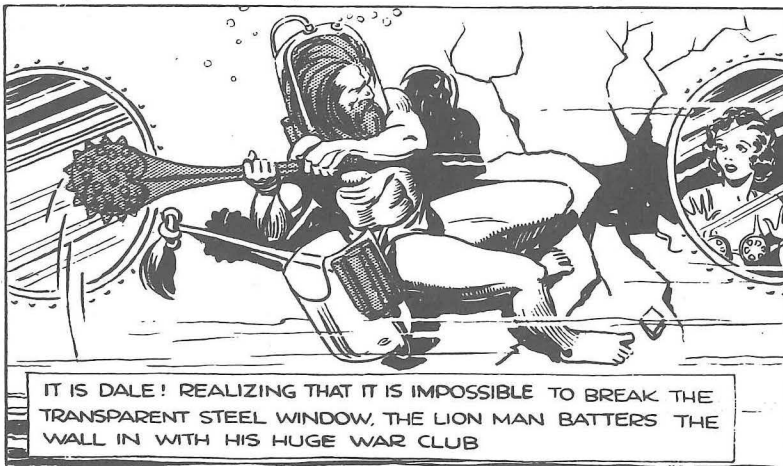
A member of a captured party of player/characters can decide to challenge Kala to combat. One turn later, in Shark City, the arena will be crowded with spectators and the player/character will face Kala in mortal combat. While Kala attempts to kill the heroic warrior it behooves that same warrior to try to defeat Kala without causing his death. Should Kala die there would be no leader among

the Sharkmen strong enough to decide to spare their lives of the group of players. Alive, Kala could decide to simply imprison the player characters and spare their lives. Eventually the player/characters would then be turned over to the "care" of Ming the Merciless.

Roll six dice where the total roll equals the combat ability of the wily and experienced Kala. Should the player/character's combat skill rating equal or exceed this roll, he is considered to have disarmed and conquered the powerful king of the Sharkmen. In this case, the player/characters are imprisoned and three dice are rolled. The total roll indicated the number of turns later that Kala will notify Ming that he has captured these enemies of the state and that Ming can take charge of them.

When Ming sends his submarines to get the prisoners they are simply transferred to the dungeons beneath Ming's palace within one turn.

Players have only one chance of escape from the Sharkmen as they can not escape



unassisted. They would need a full set of helmets to breathe underwater and they would need some form of transportation if they hoped to elude the speedy HYDROCYCLES of their pursuers in an escape attempt.

Those groups of player/characters who have already gained the support of the Lionmen have the only chance of escape before Ming's Troops come to take charge of them. It must be remembered that the Lionmen and the Sharkmen

are hereditary enemies so that Prince Thun will check up on his missing friends if no word has been received from them for some time. One of the first places that he would check would be Shark City. The technology of the Lionmen and their GYROS can transport Thun to the area of the Sharkmen very easily and can pick up the fugitives as they come to the surface and thus escape from the wrath of Kala and the Sharkmen.

Roll two dice each turn in prison in Shark City and on a roll of four or lower Thun has found the prisoners. It takes a full turn for him to procure helmets for them by "borrowing" such helmets from unfortunate and unsuspecting guardsmen. After one further turn the fugitives reach the surface and are picked up by the Gyros of the Lionmen. Once the escape has been successful roll one die to determine how soon Kala learns of the escape. Use the chart below.

Die Roll	How many turns till Kala discovers their absence
1-2	Same turn as escape.
3-5	One turn later.
6	Two turns later.

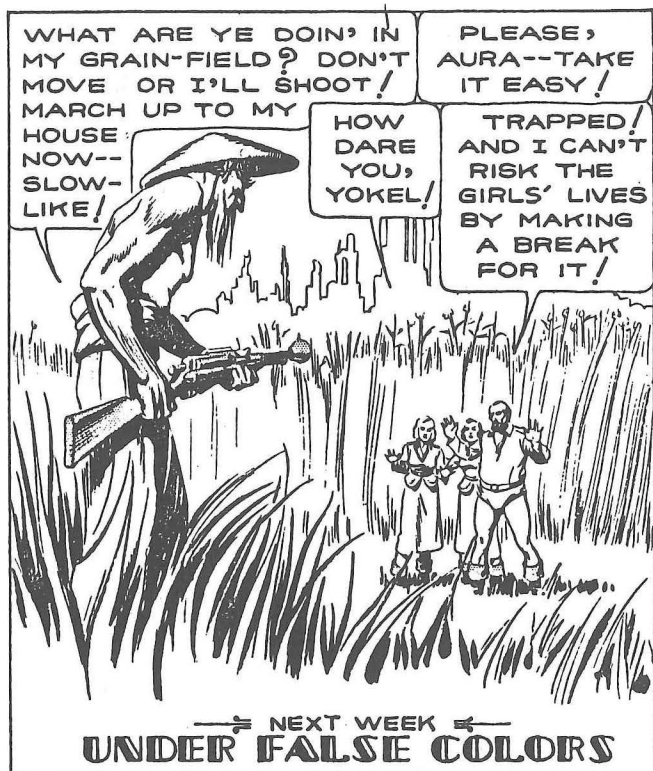
Should Kala discover their escape he becomes concerned over Ming's reaction to his loss of such valuable prisoners. It will take Kala one full turn to raise his entire city to the surface to make a really thorough search. Thus, if the GYROS of the Lionmen are still in the area (meaning that Kala learned of the escape on the same turn it took place) they will destroy the now vulnerable city of their enemies with the powerful rays at the bottom of the GYROS and eliminate an important ally from the support of Ming. Should this occur, all player/characters receive two charisma points. In addition, one charisma point and one combat skill point are awarded to the player/character who defeated Kala in the arena.

Rescued player/characters are transported back to the main camp of the Lionmen. Should Ming's space fleet arrive while the player/characters are being picked up roll one die. A roll of one or two will indicate that the ship carrying the player/characters and Prince Thun has been shot down and they have been captured by Ming's forces. Any other roll will indicate that they successfully fight their way to beyond Ming's personal territory.

the Tournament Area

This is the entire land area immediately around Mingo City which includes the Arena in which the Tournament of Mongo is held. It is basically an agricultural area where the major product appears to be cultivated like rice in China. Many of the peasants in the area are actually FREEMEN or rebels against Ming's regime who are supporters of player/character groups.

This zone can be traversed in eight turns on foot or in two turns by use of the rocket train that goes from the outlying forest area directly into Mingo City. It takes one full turn to reach the train to make use of such transportation.



The main danger in this region is discovery by Ming's forces. These include the Air Patrol under the command of Lin Chu, the Forest Rangers in the forest area, and the large number of regular troops under the command of the Warlord Wolfgang. The total population of their region of Mingo is relatively small to dominate all of Mongo but there are a high percentage of troops to civilians so that chances of discovery are quite great. This is fully explained in the section dealing with Ming's defenses.

Entering the Tournament Area all players must spend their first two turns in the forest area. All following turns are spent in the agricultural lands around Mingo City where they are more easily observed from the air by the Air Patrol. The only possible assis-

tance to players comes from outlaws in the forest who are actually members often anti-Ming secret society of Freemen or among the peasants who have joined the Freemen. These allies are fully explained in the section dealing with raising escorts and circumventing Ming's defenses.

In that the area surrounding Ming's capital is fully cultivated and well patrolled there is no danger from wild beasts or the usual monsters. The only danger to player/characters comes from the many patrols maintained by Ming in the heartland of his empire. These patrols are well armed and trained, of ten with armored vehicles. In addition, there are constant air patrols over the areas so that only with the aid of the Freemen would penetration of the region be possible.

Mingo City

The imperial capitol of Ming the Merciless is an immense, glittering, futuristic metropolis built on a mountaintop which overlooks the head of the harbor into which Mingo River empties. In this harbor, close to the city, rises a small island called the Island of Tombs. There lie buried the royal dead: for that reason the island is considered inviolable, save for a lonely caretaker, and is seldom visited and then only for solemnities. (For this reason, the island would make a good hide-out.) Further out into the harbor lies the underwater domain, Shark City.

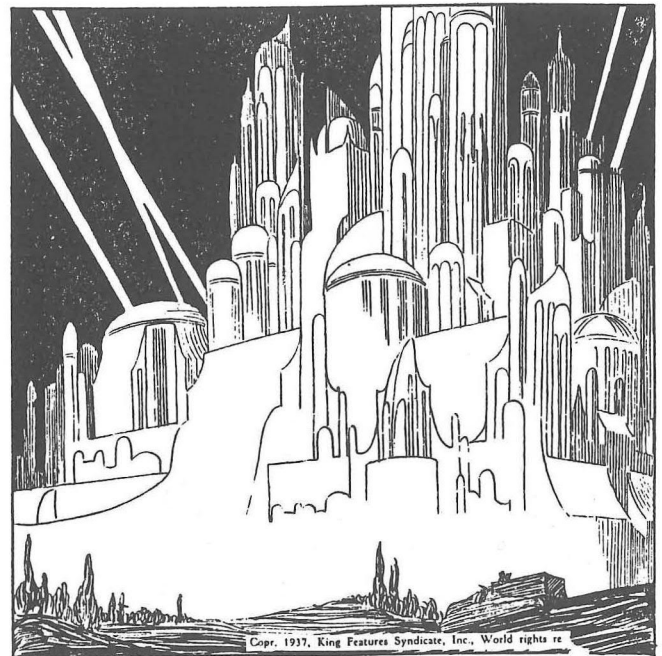
We know little about the layout of Mingo City, but the Imperial Plaace, the Administrative centers, the palace of the High Priest, Zogi, and the Temple of Tao are probably built within an enclosed, heavily-guarded area at the center of the city, possibly upon a height like the Acropolis or the Bursa of Carthage. Dungeons are found beneath the palace of Ming, and caverns extend beneath the Temple. The entire city is well patrolled by Ming's troops

to protect the wealthy aristocratic class and to encourage trade for the wealthy merchants. The usual ground patrols are well supplemented by the Air Patrol over the city.

There is a great deal of discontent within the city among the lower classes. Wealth and social class are purely hereditary so that the poor are doomed to permanent poverty and domination by Ming's clique of aristocrats. This is a fertile recruiting ground for the Freemen and there are many members of this secret society within the city itself.

Player/characters who voluntarily enter the city face the danger of the security patrols of Ming's armed forces. These forces, their disposition, and effectiveness are fully described in the section dealing with Ming's defenses. The means to circumvent these defenses are described in the section on escort troops and the Freemen.

To traverse Mingo City without capture takes six full turns. The time consumed is due rather to the limited freedom of travel and evasive maneuvering necessary within the stronghold of Ming the Merciless. The city is difficult to cross.



THAT NIGHT---LUCO, THE FARMER, DRIVES HIS FRIENDS, WHO ARE DISGUISED AS PEASANTS, TO MINGO----



Player/character groups caught by the security patrols in Mingo City are taken immediately to the dungeons below Ming's palace and then a turn later are taken before the Emperor for judgment. This is the same procedure that is followed whenever player/characters are taken captive by Ming's forces.

Groups taken before Ming will be condemned to some form of death and there is no chance of winning Ming's support or friendship as his overthrow is the object of the group. The various forms of death decreed by Ming can be avoided and survived but the going is rough. When Ming judges a group of player/characters one die is rolled. The result is compared to the chart below.

Die Roll	Means of Execution Decreed
1 or 2	Forcing the group into the TUNNEL OF TERRORS
3 or 4	Dropping the group into the HOLE OF HORRORS
5	Giving the group as victims to TAO
6	No execution. Force group under the DEHUMANIZING MACHINE.

The Tunnel of Terrors is a secret tunnel that leads from Ming's palace to outside of the city to the south of the mountain. It is a holy place that is never used by Ming's people due to superstitious awe and the SACRED DRAGONS that inhabit the tunnel. Player/characters must fight these dragons as they have fought the other beasts of Mongo. Once past the SACRED DRAGONS it takes another full turn to reach the end of the tunnel at the border between the Tournament Area and Mingo City.

The Hole of Horrors is a chute within Ming's palace that leads to the SACRED DROKS. There are two of these giant reptiles which must be defeated by two different members of the group. Once past the SACRED DROKS another full turn is spent in reaching the underground river that runs from the Hole of Horrors to the harbor and Undersea City with its Sharkmen. Swimming down the river takes one more turn and then player/characters are in the shallows of the harbor and in the domain of Kala of the Sharkmen.

The Temple of Tao has a tunnel that eventually leads into the cavern at the bottom of The Hole of Horrors. Upon being forced into this tunnel as a sacrifice to Tao, the adventurers first encounter a two-headed dragon called TSAK which must be defeated. One full turn is spent in traversing the tunnel to reach the area beneath the Hole of Horrors where the players encounter the SACRED DROKS and proceed as with the Hole of Horrors.

The DEHUMANIZING MACHINE is a scientific marvel used by Ming to change the personality of his prisoner so as to make them his ally in evil. Each player/character rolls a single die to determine how many turns later the results will take effect. These results last for ten turns and can only be reversed by a scientist, either before they have taken effect or after he has recovered to shorten the effect on his companions. Groups who survive this treatment can then escape from the palace and continue to traverse Mingo City, with the same risks of capture and execution as when they first entered Mingo City.

The SACRED DRAGONS are fought in the following fashion. The player/character with the highest military skills rating rolls three dice and adds the result to his military skills rating. This total must equal or exceed thirty to defeat a SACRED DRAGON. Each number lower than thirty in the total will result in a required turn for recuperation from the wounds suffered in the conflict. In this case the entire group retreats to a small cave while their warrior recuperates. The period of recuperation can be reduced by one full turn by the ministrations of a scientist with a scientific aptitude of at least fifteen.

To fight the SACRED DROKS the two player/characters with the highest military skills take on one of the reptiles apiece. Each player rolls three dice and adds the score to his military skills rating. A total of at least twenty-eight is needed to defeat a SACRED DROK. Should either player fail, the number he failed by indicates the number of turns it will take for him to recover from the wounds he received in the fight. This can be reduced by one by the care of a

scientist with a minimum scientific aptitude of fourteen. Players retreat beyond the reach of the SACRED DROKS into small tunnels to wait out the period of recuperation. After full recovery the players may then deal with the remaining DROK(S).

An encounter with TSAK is identical with an encounter with a SACRED DRAGON. The players can retreat out of TSAK'S reach if they should fail to defeat him as TSAK is chained to the wall of his tunnel.

A scientist can reverse the effects of the DEHUMANIZING MACHINE by developing a simple antidote. If he can do this before he, himself, succumbs to the effects of the machine he can save his companions at once. He can also stop the effects on his companions should he recover before them and develop the antidote at that time. Development of the antidote requires that he roll three dice and add the total to his scientific aptitude. A total of at least twenty-nine is required for successful development of the antidote. The attempt at development can be made once per turn while the scientist is not under the effects of the DEHUMANIZING MACHINE.

the Powermen of Mingo City

The Powermen are the guild of engineers who control the power of Mingo City and know the secret subterranean passages beneath the city's streets. It is a hereditary guild and though theoretically loyal to Ming it is a unified group that is outside of Ming's clique and control. The leader of the Powermen is Ergon who has a sister named Rena. The number two man is Bulon who is in love with Rena. Ergon and the Powermen are fully aware of the activities of the Freeman and are actually in sympathy with them.



Player/characters do not actually find the Powermen but after the required number of turns the Powermen find and establish contact with the group. The first contact is made directly by Ergon who takes the group into the secret subterranean mazes beneath the city. Here the player/characters are safe from Ming's patrols. Ergon wishes to determine whether or not the player/characters will establish something better for Mongo if they overthrow Ming. To convince Ergon of their good intentions and to win the vital support of the Powermen the player with the highest Charisma value must attempt to win Ergon's friendship.

One player-character rolls three dice and adds the result to his charisma value. A total of thirty-four is needed to win Ergon's friendship and the support of the Powermen. This can be attempted once per turn while the group remains as honored guests of the Powermen. Once this support is guaranteed the Powermen will turn off all the power to Ming's ray canon and will leave Ming exposed to attack by the Freeman and the other allies of the group. This will force Ming's abdication and will bring victory to the player/character group which accomplished their goal.

While with the Powermen the scientist can spend his turns in the laboratories of these advanced engineers and gain one point of scientific aptitude for each two turns spent among the scientific community of the Powermen. Should the other player/characters be recaptured by Ming, as explained in the next paragraph, the scientist remains with the Powermen to attempt to rescue his comrades.

One of the influential Powermen, Pital, has been tempted by the huge reward offered by Ming for information leading to the capture of the player/characters. Each turn spent among the Powermen the player/characters should roll one die where a roll of six will indicate that Pital has given into his own greed for the immense reward and has contacted Ming's patrols. In this case the underground labyrinth will be invaded by Ming's forces during the next turn. Ergon will be able to assist the group to evade Ming's men if the roll of two dice yields a total of seven or higher. If not, the player/characters are taken by Ming's troops and one turn later are before Ming for judgment.

When the player/characters are taken by Ming's troops it is possible for the scientist to remain in the laboratories and assist Ergon in working out a means to rescue his fellow Terran adventurers. The requirement is the development of a SOUND GUN to utilize sound waves to shatter walls. A roll of three dice plus the scientist's aptitude must total at least thirty for this weapon to be developed. The attempt may be made once per turn and the scientist continues to gain aptitude points for time spent with the Powermen.

Once this weapon is developed the Powermen will attempt to rescue the other player/characters. Should they succeed and the player/characters still be in Ming's palace, the charismatic leader of the players may again try to win Ergon's support with a plus two due to the new respect the Powermen have for the scientist. The scientist gains two charisma points for successfully developing the SOUND GUN.

Should the group have been sent down the Hole of Horrors or into the Tunnel of Terrors, the scientist will have to await their return to Mingo City among the Powermen. He will be transported to them as soon as they reach the city again and Ergon will immediately take them back to the tunnels beneath the city.

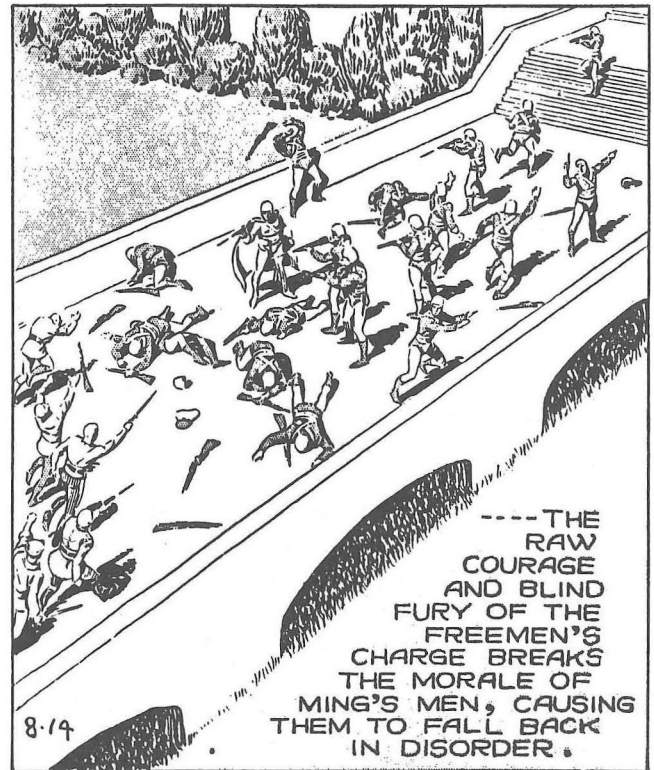
where they can attempt to gain Ergon's full support in safety from Ming's patrols.

Escorts & the Freeman

It is possible for the player/characters to gain escort troops from some of the rulers they have won on Mongo. Such escorts are helpful in overcoming some of Mongo's creatures and can assist any group to reach its next objective in greater "safety."

Most areas where there is a ruler will provide an escort to their borders at such time as their support is won. The Great Mongo Desert also has bedouin outlaws who will provide an escort as described in the section on that desert area. The Hawkmen can provide an escort to any area on Mongo with the exceptions of the area of the Sharkmen, Tropica, the Fiery Desert, and Coralia. The escort is made up of ten man squadrons of Hawk Lancers and these are gained in the same way as units of Freeman.

The Freeman are a secret society dedicated to the overthrow of Ming the Merciless and are founded on the ideals inspired by the leadership of the player/characters. Bands or units of Freeman can be raised at a ration of one unit for each five points of charisma value for the charismatic leader of the group. One additional band can be raised in an area for each ten points of charisma value of the other members of the group. Such units are available in the Tournament Area and in Mingo City.



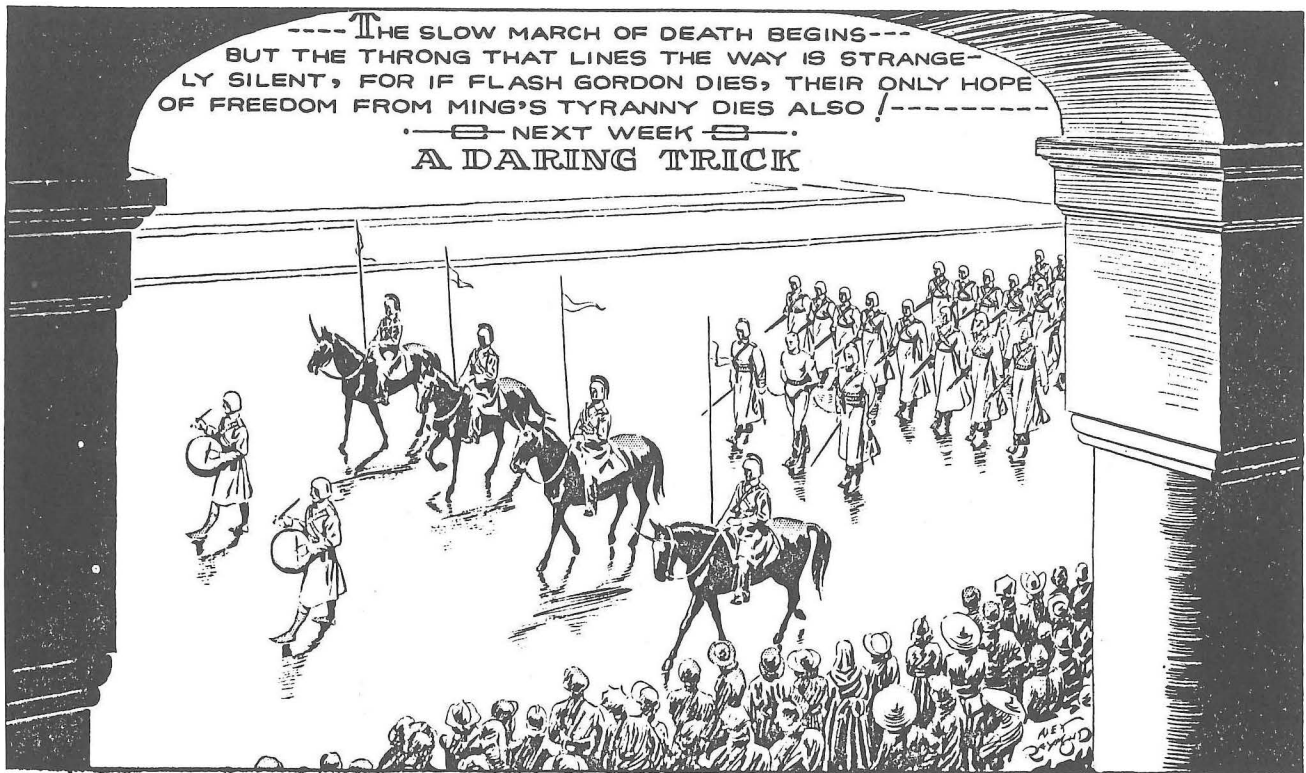
Ming's Defenses

The Emperor Ming has at his disposal the considerable military might of his Empire and the patrols that look for player/characters include regular ground units and the Air Patrol. These forces are divided to cover the Tournament Area and Mingo City with additional units in the Great Mongo Desert. The basic forces which Ming commands in his city depend upon what other needs have had to be answered, such as the need to beef up forces in the desert, etc.

Ming controls, for game purposes, twelve ground units and five units of Air Patrol. At least one ground unit is posted in the Great Mongo Desert at all times. The assignment of units to the Tournament Area and to Mingo City are determined each turn by a roll of percentile dice (twenty-sided dice) according to the following table:

Dice Roll	Troop Disposition
1-10	Six ground and three air in Mingo City Five ground and two air in the Tournament Area.

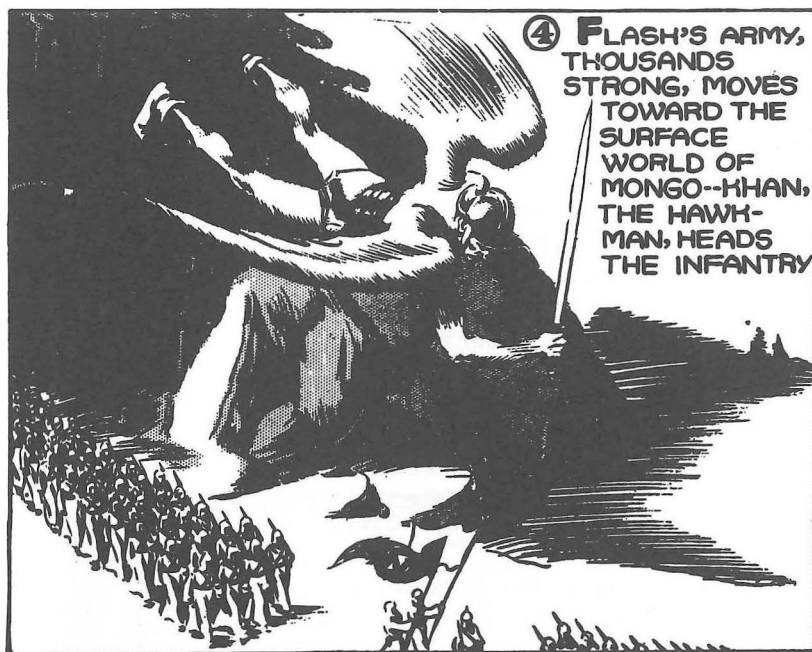
Dice Roll	Troop Disposition
11-25	Five ground and two air in Mingo City. Five ground and two air in the Tournament Area.
26-50	Five ground and two air in Mingo City. Four ground and two air in the Tournament Area.
51-70	Five ground and two air in Mingo City. Two ground and two air in the Tournament Area.
71-80	Four ground and two air in Mingo City. Two ground and three air in the Tournament Area.
81-90	Six ground and three air in Mingo City. Two ground and two air in the Tournament Area.
91-100	Three ground and two air in Mingo City. Five ground and two air in the Tournament Area.



Each unit of patrol, whether air or land, has a ten percent chance of discovering any group present in the area they are assigned to. The forces assigned to an area in which groups are present adds up the number of units assigned to patrol and multiplies this number by ten. This is the percentage chance for that turn that Ming's forces have of discovering the player/characters.

Neutralizing Ming's Defenses

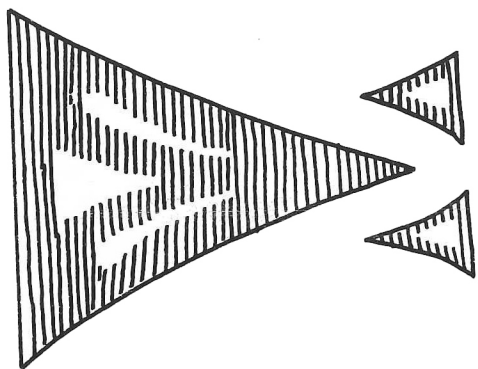
Ming's patrols can be neutralized on the basis of each Freeman unit in an area will tie up the attention of one of Ming's ground units. In addition, various of the ruler's whose support has been won by the player/characters can send forces to Ming's border to tie up further forces. These forces are taken from the stronger of the two areas under Ming and a balance of strength is maintained by applying units from the city and the Tournament Area to balance opposing forces. Such forces are available from the following areas.



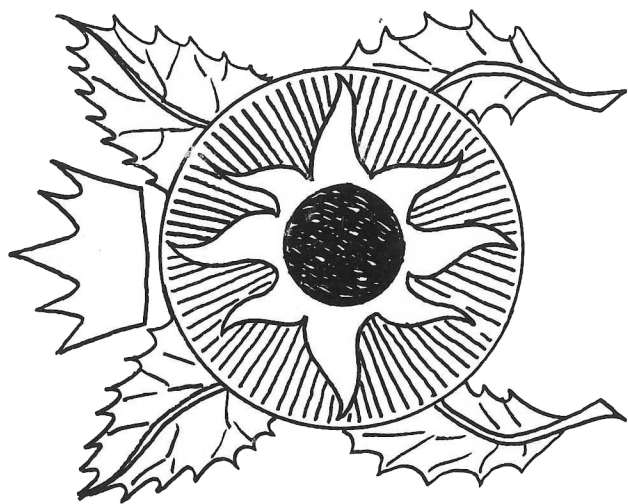
Frigia.....One ground.
 Arboria.....One ground, one air.
 Hawkmen.....Two ground or air.
 Lionmen.....One ground, two air.
 Blue Magic..Two ground.

These forces do not attack Ming but make demonstrations along his borders which forces him to apply a matching number of units to keep an eye on the potential invaders. Any player/characters who have won the support of the rulers of these areas can call on this type of aid.

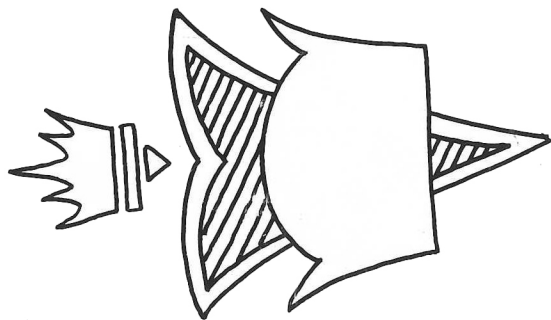




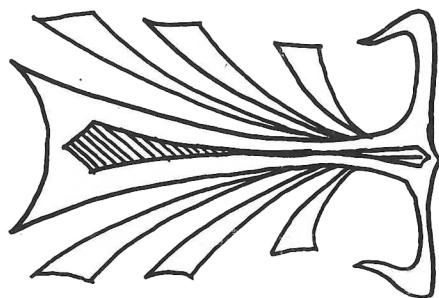
BLUE MAGIC
(KIRA)



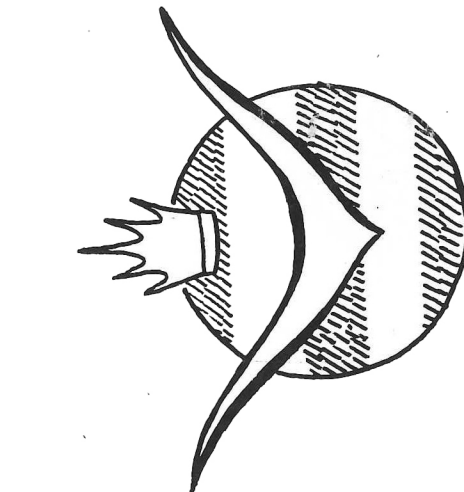
ARBOREA



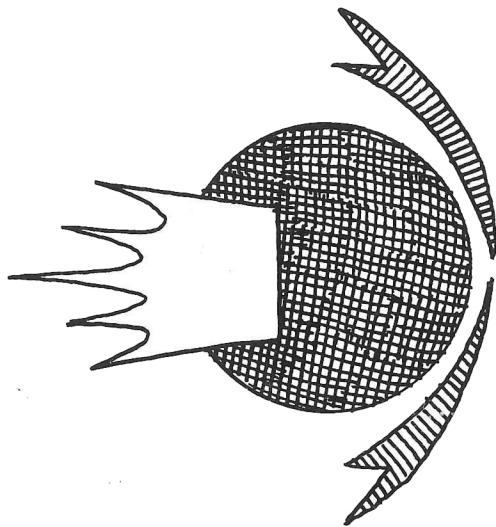
TROPICA



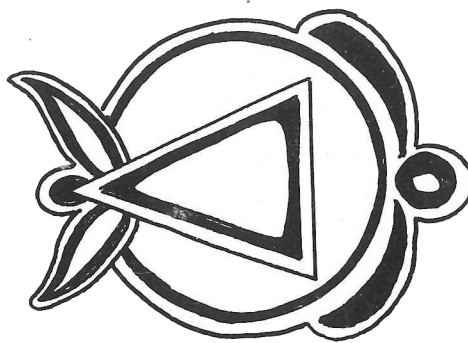
THE
LIONMEN



FRIGIA



CORALIA



THE HAWKMEN

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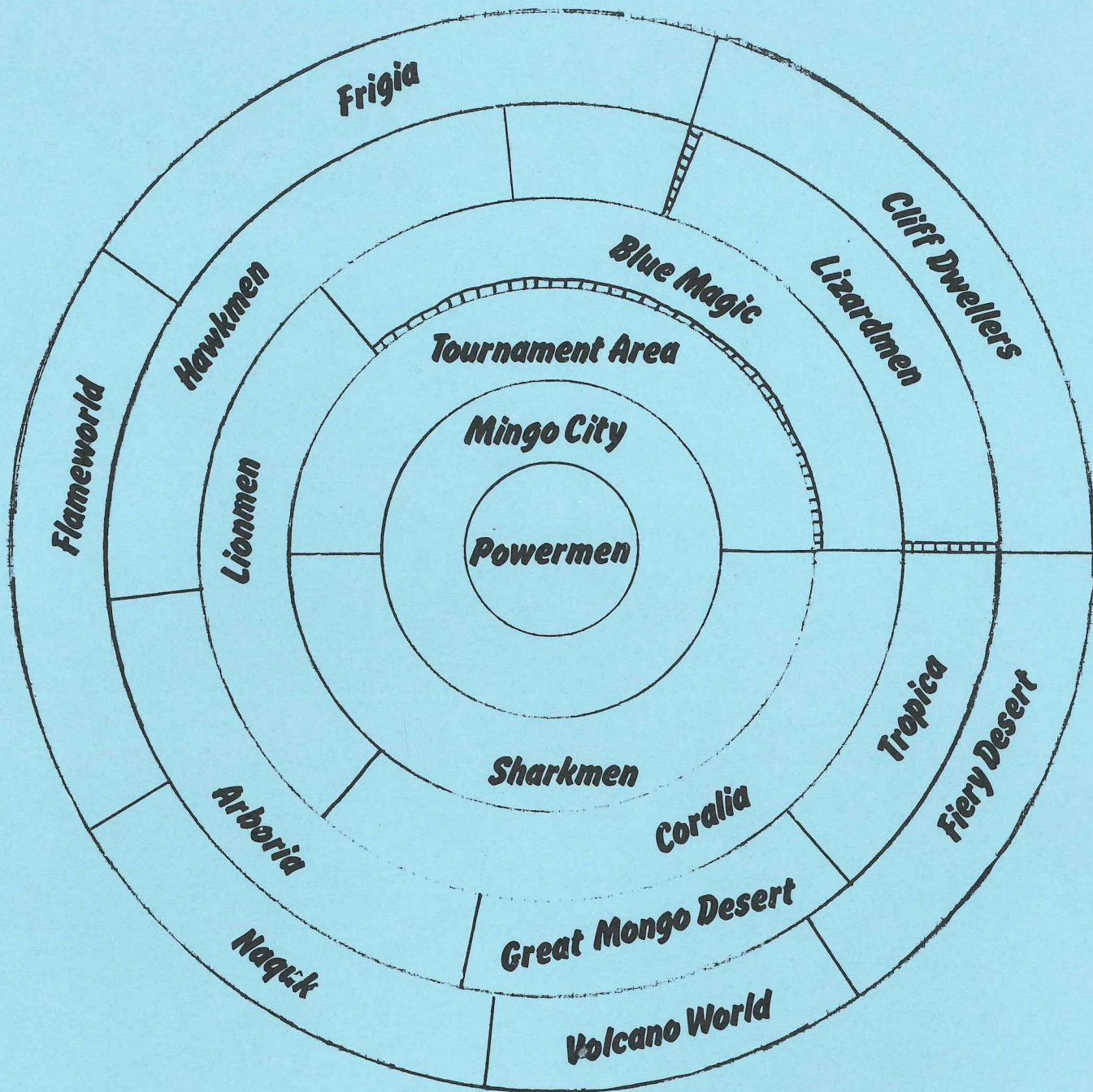
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G	G	G	G
G	G	G	G
G	G	G	A
A	A	A	A

Ming

G... ground unit

A... air unit

G	G	G
G	G	G
G	A	A
A	A	A

Anti-Ming