

SILVERWOLF GAMES PRESENTS:

\$4.95

10.0

(1986)  
FIRST  
PRINTING

# HOLOCAUSTIC DUNGEONS

A SCIENCE/FANTASY-SOLO/MULTI PLAYER-  
ROLE PLAYING GAME OF FUTURISTIC DUNGEONS



## SILVERWOLF PRODUCT SPECIAL ORDER LIST:

ITEMS CURRENTLY AVAILABLE FROM SILVERWOLF GAMES:

HOLOCAUSTIC DUNGEONS	\$4.95
DUNGEON OF DOOM (1-9)	\$1.95 (Each)
BLAIR'S REVENGE (1-6)	\$1.95 (Each)
LOG BOOK	\$2.95
MAP BOOK (HEXAGONAL)	\$2.95
MAP BOOK (PENTAGONAL)	\$2.95
MAP/LOG BOOK (HEXAGONAL)	\$2.95
MAP/LOG BOOK (PENTAGONAL)	\$2.95
H.D.PLAYING DATA CHARTS	\$1.95
H.D. CHARACTER SHEETS	\$2.95
ARENA	\$4.95
ARENA CHARACTER SHEETS	\$2.95
ARENA PLAYING DATA CHARTS	\$1.95
THE BOOK OF ARCHAIC WEAPONS	\$2.95
THE BOOK OF MODERN WEAPONS	\$2.95

ALSO AVAILABLE:

HOLOCAUSTIC DUNGEONS COMPUTER GAME FOR:

COMMODORE 64/128	\$29.95
MACINTOSH	\$29.95

IF YOU CANNOT FIND THESE ITEMS ANYWHERE ELSE,  
THEN WRITE TO US AND ORDER THEM DIRECT. PLEASE SEND ONE  
DOLLAR (U.S.) FOR SHIPPING AND HANDLING. ALL PRICES ARE IN  
U.S. CURRENCY. PLEASE WAIT UP TO THREE WEEKS FOR DELIVERY.  
SEND CHECK OR MONEY ORDER. NO CASH PLEASE.

TO ORDER, WRITE:

SILVERWOLF GAMES  
5770 FREEPORT BLVD, SUITE #36  
SACRAMENTO, CALIFORNIA 95822

MAKE ALL CHECKS PAYABLE TO: SILVERWOLF

# ***HOLOCAUSTIC DUNGEONS***

The rules and methods of play:  
An entire role playing battle game in one book.  
by

***Kristoffer A. Silver***

with special thanks to:  
**Rosemary Beck & Stanley Woods**

---

## **SILVERWOLF PRODUCT SPECIAL ORDER LIST:**

ITEMS CURRENTLY AVAILABLE FROM SILVERWOLF GAMES:

ARENA	\$4.95
DUNGEON OF DOOM (1-9)	\$1.95 (Each)
BLAIR'S REVENGE (1-6)	\$1.95 (Each)
LOG BOOK	\$2.95
MAP BOOK (HEXAGONAL)	\$2.95
MAP BOOK (PENTAGONAL)	\$2.95
MAP/LOG BOOK (HEXAGONAL)	\$2.95
MAP/LOG BOOK (PENTAGONAL)	\$2.95
H.D. PLAYING DATA CHARTS	\$1.95
H.D. CHARACTER SHEETS	\$2.95
ARENA CHARACTER SHEETS	\$2.95
ARENA PLAYING DATA CHARTS	\$1.95
THE BOOK OF ARCHAIC WEAPONS	\$2.95
THE BOOK OF MODERN WEAPONS	\$2.95

ALSO AVAILABLE:

HOLOCAUSTIC DUNGEONS COMPUTER GAME FOR:	
COMMODORE 64/128	\$29.95
MACINTOSH	\$29.95

IF YOU CANNOT FIND THESE ITEMS ANYWHERE ELSE, THEN  
WRITE TO US AND ORDER THEM DIRECT. PLEASE SEND ONE DOLLAR (U.S.) FOR  
SHIPPING AND HANDLING. ALL PRICES ARE IN U.S. CURRENCY. PLEASE WAIT  
UP TO THREE WEEKS FOR DELIVERY. SEND CHECK OR MONEY ORDER. NO CASH  
PLEASE.

TO ORDER, WRITE:

SILVERWOLF GAMES  
5770 FREEPORT BLVD, SUITE #36  
SACRAMENTO, CALIFORNIA 95822

MAKE ALL CHECKS PAYABLE TO: SILVERWOLF

# TABLE OF CONTENTS

ITEM	PAGE	ITEM	PAGE
OTHER GAMES BY S.W.O.	1	STUNNED	16
TABLE OF CONTENTS	2	SHIELD DEFENSE	16
INTRODUCTION	3	LOCATION OF DAMAGE	16
PURPOSE	4	MAXIMUM DAMAGE & RESULTS	17
HOW TO PLAY	4	0-0	17
CHARACTER CONSTRUCTION	4	LOSS OF A CHARACTER	17
CHARACTER ATTRIBUTES	5	LOSS OF A LIMB	17
GENERAL DAMAGE	6	USING MORE THAN ONE CHARACTER	18
WEAPON ABILITY	6	INTRA-HEX MOVEMENT	19
SHIELD ABILITY	6	DESCRIPTION OF ROOMS	20
EXPERIENCE POINTS	7	ADVS & FRDS BASIC ATTRIBUTES	22
CONSTRUCTION POINTS	7	ADVS & FRDS WEP. ABILITIES & POSS.	23
CREDITS AND COINS	7	SIGN ROOM LIST	24
CLASS I WEAPONS	8	WEAPON LIST	25
CLASS II WEAPONS	9	TREASURE LIST	26
CLASS III WEAPONS	10	TRAP/DANGER ROOM LIST	27
DEFENSE ITEMS	11	COMBINATION ROOM LIST	28
MISCELLANEOUS MATERIALS	12	HIT POINT CHARTS	29
RANGE	13	CONDENSED GAME CHARTS	31
SAMPLE HEX	13	BLANK - DUNGEON LOG	32
FIVE MOVE DELAY	13	BLANK-HEX SHEET	33
BATTLE SEQUENCE	14	BLANK - CHARACTER SHEET	34
MEDIUM & LONG RANGE WEAPONS	15	DUNGEON - TRIAL BY FIRE	35
CONTACT WEAPONS	15	DUNGEON CHARTS	36
HAND TO HAND COMBAT	15	FINAL PAGE NOTICE	36

## INTRODUCTION

The "Holocastic Dungeons" was designed to be a complete game itself. The only things required are two percentile dice, a piece of paper, a pen or pencil, an adventuring spirit and a desire to play. Oh yes, you also need this book. When first I decided upon creating a solo dungeon, I wanted one which would encompass the mightiest of weapons as well as those of times past. These dungeons are caverns of entertainment in an adventure form. They require a good imagination and a cunning mind. A single soul with a sword and shield can win through to all of the parts of the key and to the entire outfit of power items; then on to the exit. Of course this system of play differs from others which you may be familiar with, however I have tried to keep it as understandable as possible while at the same time keeping it relatively simple and complete. A book may never take the place of a referee, but I have tried here to develop a system to do as nearly as possible what a referee might do without actually using one.

The "Holocastic Dungeons" were built as strongholds of sorts to protect certain items in the late twenty-first century. However, as time passed, and the media was finally able to tap into the security cameras, the building was turned into a stage for adventurers to seek their fortune, while at the same time creating entertainment for the multitudes in the cities. So popular was the event that only one other activity rivalled the cinematic number one spot, and that was "Arena" (Another SILVERWOLF Game). Due to its popularity a number of these dungeons were erected, and as the adventurers defeated one, they were allowed to go on to another; however, the other dungeons became increasingly difficult.

At this point, you as the next adventurer are only interested in this dungeon, the "TRIAL BY FIRE", so named because this is a smaller version of actual dungeons used. This one was built for the purpose of learning the games by actually entering a dungeon. If you venture forth, beware, the dungeon takes advantage of those who let down their guard for even a moment.

GOOD LUCK!

When you are done with this dungeon look for others in subsequent books. There will be plenty produced for your playing pleasure.

### PURPOSE

The purpose of this game is to create a sense of excitement, adventure, and suspense in a role playing atmosphere. The object of the game for the character is to make it through the dungeon and acquire the many different parts to the key. It is also a goal to increase the power of your character, to move ahead and challenge the following dungeons.

When the character first enters the dungeon, it will be with equipment that the player has prepared him or herself with. This character will be looking for parts to the key and different parts to high technological or magical equipment which will increase his or her abilities and chances to make it through the dungeons. There are numerous treasures and equipment to be found throughout the dungeon which will help make the game interesting as well as exciting. Plus - there is the excitement and the adventure of battle!

### HOW TO PLAY

The first rule is the obvious rule: read all of the rules before doing anything. Next draw up your character; then go forth, seek, conquer and be victorious in all ventures! Make sure you understand all points of battle:

- A-Non-contact fighting: range weapons
- B-Contact weapons
- C-Hand to hand combat
- D-Shield ability: defense
- E-Running away

A melee turn is a round of time it takes from one attack to a consecutive attack by the same character.

If you are taking in more than one character, understand how to play with more than one character. Be sure to understand and keep track of the five move delay. It is advisable to keep a log, this could be your finest asset in a moment of crisis and to undermine confusion.

### CHARACTER CONSTRUCTION

In order to construct a character a player must first read all of the rules and understand to the greatest degree possible what he or she is getting into. After this, the player should follow the following format:

- A-Determine type of character. (See optional character books)
- B-Divide sixty points among the five basic attributes.
- C-Determine the character's weapon ability.
- D-Determine the character's possessions.
- E-Put your character at the starting space and begin.

\*\*\*\*\* (Check the appropriate sections for each item.) \*\*\*\*\*

## CHARACTER ATTRIBUTES

**\*STRENGTH** : This determines the damage a character can do with hand and foot attacks as well as how adequately he or she can inflict damage using contact weapons. For every point of strength above ten, the character does that much more damage above that which he or she would have normally done in a successful attack. For example: if Maron the Mercenary struck an adversary with his sword and did sixteen points of damage, but also had a fourteen strength, he would have done a total of twenty points of damage. On the other hand, the adverse is true as well; if his strength had been six he would have only inflicted twelve points of damage (16-4) to the opponent. A negative total damage is equal to zero. How much a character can carry, can be determined by multiplying strength by six giving the total number of storage units a character can carry.

**\*DEXTERITY** : Dexterity aids a character in eluding opponent's weapon attacks. As in strength, the more points above ten a character has, the better chance the character has of evading a blow by that many points. For example, if an adversary shoots an arrow with an ability of sixty-five and our character, Maron, has a dexterity of twelve, then in effect, the opponents accuracy with the arrow has dropped to a sixty-three. Once again, the adverse is true as well. If his dexterity had been seven, then the accuracy of the arrow would have been a sixty-seven.

**\*CONSTITUTION** : This determines how many hit points a character will have. It also determines how many spaces a character may move without food and water. To determine how many spaces a player may move without food and water, multiply the constitution by two. An easy example: if Maron has a constitution of eleven then he can move twenty-two spaces without food and water. On the twenty-third space, Maron would die regardless to whether or not there was food or water in than space or not.

**\*FIGHTING ABILITY** : This determines the capability of a character to use his or her hands and feet as weapons. They are used as plus or minuses as per the instructions of "HAND TO HAND COMBAT". This ability is also instrumental in determining the amount of weapons your character may use. A fighting ability of twelve would enable Maron to have abilities in twelve (and only twelve) weapons.

**\*INTELLIGENCE** : Intelligence determines who has the initiative in a fight. If two characters encounter one another, the one with the higher intelligence has the initiative and can make the first move. (Incidentally, if the intelligence is the same then dexterity, fighting ability, strength, constitution, remaining hit points, and lastly - if needed - a roll of the dice should be compared.) Intelligence also determines how many credits your character begins with. By multiplying the character's intelligence by twenty-five, you can find out how many credits your character begins with.

\*These are basic abilities

**HIT POINTS:** This is the attribute which tells whether or not your character is still alive. To begin the game, your character starts out with six times the constitution number of hit points. If your character ever falls to zero hit points then your character is indeed, dead.

**NOURISHMENT :** Nourishment refers to the consumption of food and water which is accounted for in quantities of 'spaces' or 'moves'. Two spaces of food and water cost one credit at the marketplace.

### **GENERAL DAMAGE**

General damage is that damage incurred which affects the body as a whole. It does not take hit points away from any single part of the body but rather affects the entire body equally. Things which would affect the body in general damage would be pain rooms, poisons, gases, a heat wave of high intensity heat, or cold in a similar manner.

But there is another way to incur general damage to a character. A character can gain more than his or her normal level of hit points (six times the character's constitution) by finding 'Feel Good' rooms and gaining hit points. Then, if the character were to take specific damage, say to the head, the damage would be taken from the excess hit points as general damage first and then when that is depleted, from the appropriate body part.

### **WEAPON ABILITY**

Weapon ability is determined in the following manner: first you decide what weapons a character knows how to use (this would be equivalent to the fighting ability of a character). Next, for each weapon the character has an ability in, throw a set of percentile dice. The number on the dice (1-100) is the character's ability with that weapon. The character has no ability at all with any other weapons. To increase the number of weapons a character can use, the fighting ability must be increased by the use of construction points first (see construction points). To increase the ability of any given weapon, the ability is increased by the use of experience points (see experience points).

### **SHIELD ABILITY**

Shield ability is determined as one of your weapons and takes up a space as such. Each shield has a cumulative hit point and single attack hit point capability. Any points beyond the single attack capability of the shield is inflicted on the character in the normal manner. When a shield has taken all of the damage it can, then the rest of the points will be inflicted on the character as well. At that point, the shield no longer exists. A good defense with a shield can bring an otherwise worthless character successfully through a dungeon.



### EXPERIENCE POINTS

Experience points (EP's) are those points used in building up a character's weapon or shield ability. (one EP is used per point increased) They can be accumulated in the following manner:

- A - By defeating another being, using whatever devious methods, gaining one experience point per being defeated.
- B - By finding and entering a wish room. You can obtain fifty experience points in this room.
- C - When you have successfully found your way through the dungeon and left through the exit after finding all parts of the key you are granted twenty-five experience points. This is good only for the first time through each dungeon. The experience points can be used to build up the character only after leaving the dungeon in these cases.

### CONSTRUCTION POINTS

Construction points, used to increase basic abilities (one CP is used per point increased) may be accumulated in the following manner:

- A - By finding and entering the wish room. You can obtain ten construction points in this room.
- B - You are awarded five construction points when you have successfully found your way through the dungeon and left through the exit after finding all parts of the key. This is only good after the initial time through each dungeon. These points can be used only after you are out of the dungeon.

### CREDITS AND COINS

Credits are the monetary system used in this day and age. They are roughly equivalent to one dollar each (\$1 = 1 credit).

Coins have the following values:

COPPER PIECE:	1 credits
SILVER PIECE:	10 credits
ELECTRUM PIECE:	100 credits
GOLD PIECE:	500 credits
PLATINUM PIECE:	1000 credits

# CLASS I WEAPONS

WEAPON	DAMAGE	COST	STORAGE	RANGE
KNIFE**/**	20	10	1	CLOSE/MED
CLUB	25	20	5	CLOSE
STAFF	20	20	6	CLOSE
BATTLE-AXE	50	75	15	CLOSE
BROAD SWORD*	40	75	15	CLOSE
SHORT SWORD	30	50	10	CLOSE
SPEAR**/**	25	25	6	CLOSE/MED
BOW	25	75	5	MEDIUM
ARROWS	-	3	N/A	-
CROSS BOW	30	75	8	MEDIUM
QUARRELS	-	2	N/A	-
PISTOL CROSS BOW	25	35	5	MEDIUM
QUARRELS	-	1	N/A	-
WHIP	10	35	3	CLOSE
BOLO	25	25	5	MEDIUM
NUNCHUCKS	20	25	3	CLOSE
SPIKED MACE	30	60	10	CLOSE
CHAIN	15	10	5	CLOSE
BALL & CHAIN**/**	35	35	10	CLOSE/MED
SAI**/**	30	40	3	CLOSE/MED
SHURIKEN	15	3	N/A	MEDIUM
BOOMERANG	20	25	3	MEDIUM
BLOWGUN	20	5	1	MEDIUM
DARTS	-	2/1-CR	N/A	-
SLINGSHOT*	15	15	2	MEDIUM
SLING	25	5	N/A	MEDIUM
PELLETS	-	25/1-CR	N/A	-
LARGE SICKLE	35	40	15	CLOSE
TRIDENT**/**	40	50	8	CLOSE/MED
HATCHET**/**	30	15	5	CLOSE/MED

IF A CLOSE/MED WEAPON IS THROWN AT CLOSE RANGE THEN THE ABILITY IS THE NORMAL ABILITY PLUS 25, BUT IT IS THE NORMAL ABILITY AT MEDIUM RANGE.

\*TWO HANDED WEAPONS    \*\*CAN BE THROWN & USED AS A CONTACT WEAPON  
 \*\*\*THESE WEAPONS, OR THEIR AMMUNITION, MAY BE RETRIEVED AFTER THROWN

# CLASS II WEAPONS

WEAPON	DAMAGE	COST	STORAGE	RANGE
.22 PISTOL	20	100	4	MEDIUM
BULLETS	-	10/1-CR	N/A	-
.38 PISTOL	30	300	5	MEDIUM
BULLETS	-	8/1-CR	N/A	-
.357 PISTOL	35	350	5	MEDIUM
BULLETS	-	6/1-CR	N/A	-
.44 PISTOL	40	400	5	MEDIUM
BULLETS	-	5/1-CR	N/A	-
.45 PISTOL	50	450	5	MEDIUM
BULLETS	-	4/1-CR	N/A	-
.22 RIFLE	20	150	8	LONG
BULLETS	-	10/1-CR	N/A	-
30-30 RIFLE	30	175	9	LONG
BULLETS	-	6/1-CR	N/A	-
30.06 RIFLE	40	200	10	LONG
BULLETS	-	4/1-CR	N/A	-
8 MM RIFLE	50	300	10	LONG
BULLETS	-	4/1-CR	N/A	-
.458 RIFLE*	100	500	12	LONG
BULLETS	-	2/1-CR	N/A	-
12 GAUGE SHOTGUN	60	300	10	MEDIUM
SHELLS	-	2/1-CR	N/A	-
4 GAUGE SHOTGUN*	200	600	12	MEDIUM
SHELLS	-	1	N/A	-
M-16 MACHINE GUN	80	750	13	MED/LONG
BULLETS	-	2/1-CR	N/A	-
FLAME THROWER (1 BLAST/CELL)	150	1200	20	MEDIUM
COMPOUND BOW	40	350	6	MEDIUM
ARROWS***	-	3	N/A	-
BAZOOKA*	450	1500	30	LONG
SHELLS	-	30	3	-
LAWS ROCKET*/**	750	1500	20	LONG
CHAIN SAW (1 CELL/FULL MOVE)	150	250	15	CLOSE

\*TWO HANDED WEAPONS \*\*ONE TIME USE

\*\*\* ARROWS ARE RETRIEVABLE ONCE FIRED.

# CLASS III WEAPONS

WEAPON	DAMAGE	COST	STORAGE	RANGE
LASER PISTOL	50	1000	5	MEDIUM
LASER RIFLE	100	1500	10	LONG
LASER MACHINE GUN	100	2000	12	MED/LONG
LASER BAZOOKA*	500	3000	25	LONG
ELECTRO PISTOL	30	800	5	MEDIUM
ELECTRO RIFLE	60	1200	10	LONG
ELECTRO MACHINE GUN	60	1600	12	MED/LONG
ELECTRO BAZOOKA*	300	2500	25	LONG
NEGRAY PISTOL	100	2000	5	MEDIUM
NEGRAY RIFLE	200	3000	10	LONG
NEGRAY MACHINE GUN	200	4000	12	MED/LONG
NEGRAY BAZOOKA*	1000	5000	25	LONG
RADIATION PISTOL	75	1600	5	MEDIUM
RADIATION RIFLE	150	2400	10	LONG
RADIATION MACHINE GUN	150	3200	12	MED/LONG
RADIATION BAZOOKA*	750	4800	25	LONG
CHARGED PARTICLE PISTOL	40	800	5	MEDIUM
CHARGED PARTICLE RIFLE	80	1200	10	LONG
CHARGED PARTICLE MACHINE GUN	80	1600	12	MED/LONG
CHARGED PARTICLE BAZOOKA*	400	2800	25	LONG
MISSILE PROJECTOR PISTOL	150	650	5	MEDIUM
MISSILE PROJECTOR RIFLE	150	1200	10	LONG
MISSILE PROJECTOR MACHINEGUN	150	2000	12	MED/LONG
MISSILES	-	15	N/A	-
FIRE PISTOL	35	900	5	MEDIUM
FIRE RIFLE	70	1350	10	LONG
LASER BLADE PISTOL	20	175	5	MEDIUM
LASER BLADE RIFLE	20	300	10	LONG
LASER BLADE MACHINE GUN	20	450	12	MED/LONG
BLADES	-	1	N/A	-
ENERGY SHORT SWORD	100	1200	6	CLOSE

## DEFENSE ITEMS

DEFENSE	SINGLE ATTACK PROTECTION	CUMULATIVE PROTECTION	COST	STORAGE
ROUND SHIELD	15	150	50	3
BATTLE SHIELD	25	250	100	5
BODY SHIELD	40	400	150	15
HELMET	25	250	20	3
BREAST PLATE	25	250	50	8
GUANTLETS (PAIR)	15	Each: 100	50	Pair: 3
BOOTS (PAIR)	15	Each: 100	50	Pair: 3
FORCE FIELD 1(BELT PACK)	50	*	750	2
FORCE FIELD 2(BELT PACK)	75	*	1,500	4
FORCE FIELD 3(BELT PACK)	100	*	3,000	8
FORCE FIELD 4(BACK PACK)	125	*	6,000	16
FORCE FIELD 5(BACK PACK)	150	*	12,000	32
POWER ARMOR 1	50	1,000	2,000	15
POWER ARMOR 2	75	1,500	5,000	20
POWER ARMOR 3	100	2,000	10,000	25
EXO-SKIN	20	**	1,000	1
MID-SKIN	30	**	5,000	1
ULTRA-SKIN	50	**	10,000	1

\* IF HIT BY A BLOW OVER THE SINGLE ATTACK PROTECTION VALUE THEN THE FORCE FIELD IS DESTROYED.

\*\* THESE SKINS ARE SELF HEALING AND THEY REPAIR THEMSELVES ALMOST INSTANTLY.

## MISCELLANEOUS MATERIALS

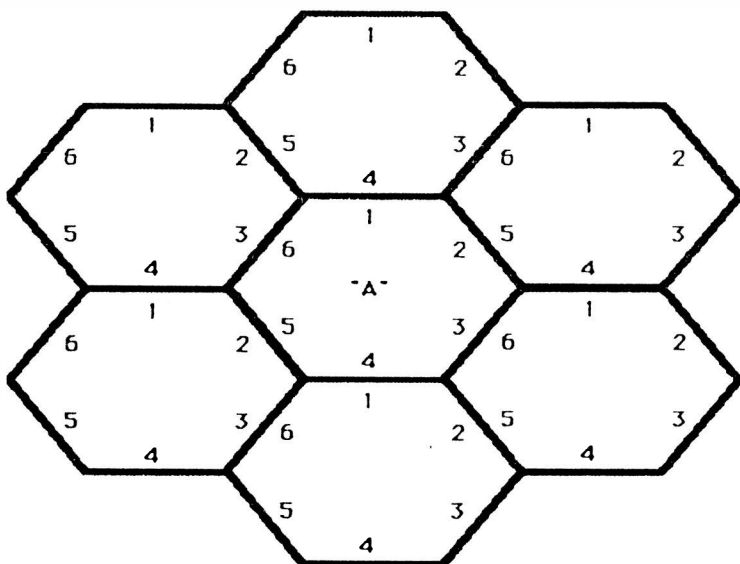
ITEM	COST	STORAGE
<u>CELLS (Energy Batteries)</u>	2	N/A
An energy cell gives each ray weapon five shots for each pistol and rifle, but only gives a ray bazooka one shot per cell. A Ray weapon is any of the following types: Laser, Electro, Negray, Radiation, Charged Particle, and Fire. Other weapons are designated which require cells for operation.		
<u>FOOD &amp; WATER (1 Unit-Good for 1 full move) 1cr/2 units</u>		N/A
For each hex moved, one unit of food and water is used.		
<u>BACK PACK</u>	25	5
This pack allows the wearer carry an extra amount of storage units equal to three times the character's constitution.		
<u>UTILITY BELT WITH POUCHES</u>	5	1
This pack allows the wearer carry an extra amount of storage units equal to one times the character's constitution.		
<u>COLD REPELLING UNIT</u>	500	1
This wrist watch type of unit negates any cold damage the wearer is subjected to.		
<u>HEAT REPELLING UNIT</u>	500	1
This wrist watch type of unit negates any heat damage the wearer is subjected to.		
<u>PAIN NULLIFYING BAND</u>	25,000	1
This wrist watch type of unit negates up to six points of damage at a time caused from PAIN ROOMS but only for the character wearing the unit.		
<u>CONCENTRATED FOOD (1 Bar)</u>	100	N/A
Each of these bars has equivalent of 300 units of regular food and water.		

### RANGE

Range is considered from the center of the hex or room. When you first enter the room you are at LONG range. If you move in for one turn you are at MEDIUM range, and at approximately one half of the way to the center of the room. another turn of moving into the room and you will be at CLOSE range or at the center of the room. Range can also be relative, that is it can also be to another character or object as well. (See Using More Than One Character.)

### SAMPLE HEX

Looking at the walls in Hex "A" you will notice that they are marked one through six, starting from the top and moving clockwise. When you move through a doorway (let's say number six) it becomes the reciprocal doorway once in the other room (now doorway number three). If you move from one hex to another you will notice that ALL of the doors or walls are relative to that particular hex.



### FIVE MOVE DELAY

A hex room will not reactivate unless five full turns have passed. This means that after one character has entered and confronted whatever was in the room it will not occur again until five full turns have passed for everyone. They will be just like "Nothing" rooms.

## BATTLE SEQUENCE

First determine who has the initiative. This is done by comparing the intelligence of the combatants. The individual with the higher intelligence gains the initiative. If they have the same intelligence, then the dexterity is compared and then the fighting ability, strength, and constitution. Should the two combatants be equal in all respects, the percentile dice are rolled for each one, and the one with the highest roll has the initiative. Should the rolls be the same then roll again until they have different rolls.

Any book adversary will use the most powerful long range weapon at his disposal no matter what the range of his character. If the adversary has no long range weapons and the character is at long range, the adversary will use the most powerful medium range weapon at his or her disposal. If there are none of these available to the adversary, he or she will wait until the character comes into close range to do further battle. If the character is at medium or short range and has a weapon that does more damage than his or her long range weapon at that distance, then the adversary will use it providing the character has advanced that far. For example, if our adversary has a twenty-two rifle, a forty-four pistol, and a battle axe, he would start off firing the twenty-two rifle at long range. However, when the character moves into medium range the adversary would switch to the forty-four because he can do more damage with it and it is a medium range weapon which is the natural range for the weapon. Now, if the character has moved into close range, then the adversary will continue to use the forty-four until the ammunition runs out. When it does he will use the battle axe because it does far more damage than the twenty-two rifle. On the same token, if in the beginning the adversary had run out of twenty-two shells, he would have used the forty-four because it was the only weapon that he had which would reach that distance.

An adversary will remain in the center of the room at all times. If your character decides to move in toward the adversary then he or she would do so at one distance per turn. That is from long range to medium range in one turn or medium range to short range in one turn. The adverse is true as well. You can also move from long range to out of range. When you move from one range to another you do not arrive there until the beginning of the next turn. For example, if you fire your laser pistol at long range and move in to medium range at the same time you won't be at medium range until it is your turn again. Therefore, all attacks made on you immediately thereafter will be as if you were still at long range. On the other hand if you are turning to run out of range from long range, the adversary had one last chance to fire at you before you are out of range. Remember, you can fire and move at the same time.



### MEDIUM AND LONG RANGE WEAPONS

The success of a noncontact weapon to score a hit is as follows. The ability of the attacker with the weapon (let's say 60) minus the amount of points over ten which the defender has on dexterity, or plus the amount of points under ten which the defender has on dexterity (let's say minus three, he had a 13 dexterity). Then a roll under the total (the total is 57) would be a hit (56 or less). A roll over the total or equal to it would be a miss (57 or more).

Some points of interest here. All machine guns can give a burst up to three shots per melee turn. Adversaries will always give a burst of three unless they have run out of ammunition. Also, a character can fire two pistols simultaneously.

And one other item: machine guns of any type have two ranges. Medium range when shooting a burst of three shots (per melee turn) and long range when firing only precision single shots (per melee turn). The machine gun acts as two weapons this way; the weapon ability is treated normally for each method used.

### CONTACT WEAPONS

Contact weapon melee is as follows: Subtract the attacker's ability from the defenders ability and add fifty. The roll for a successful blow would have to be below that number. This number or greater would have been counted as an effective dodge. For example, If "Roma", the attacker, attacks with a battle axe with an ability of sixty, and "Magic" has an ability of fifty with his two handed broadsword, then Roma needs to roll below a sixty to hit. If he rolls a sixty or above, he would have made a clean miss. Next the defender, Magic, would attempt to parry Roma's blow if it was successful. Magic would simply attempt to roll a score below what his ability with a two handed broadsword would be. So a roll of less than 50 would be an excellent parry, while a roll of fifty or more would be a miss and thus a successful blow from Roma. The next item is to roll on the amount of damage from the battle axe (See Damage Chart) to what part of the body (See Location of Damage Incurred Chart). Of course, the defender could use a shield to defend with instead. After Roma's attempt, if it was successful or did five hit points or less it would then be Magic's turn to strike at Roma.

Some contact weapons may also be used as medium range weapons. How the weapon is used would determine what the actual ability would be at what range.

### HAND TO HAND COMBAT

A hand or foot blow has a 10 point damage potential. This is at an average strength of ten. If the strength is below ten, then subtract that many points from the damage given. For example, if Roma struck Magic with a strength of thirteen, then found that he had done so with three hit points of damage, add the three points of strength over ten to the damage

already incurred and you find that the total damage done to Magic was six. To determine whether or not a hand or foot blow is good or bad, you treat it just like a contact weapon. In this case multiply the fighting ability by four (4) in order to use it in the contact weapon manner. If the defender is defending with a contact weapon and is successful in defending him or herself then the attacker can do him or herself damage with that weapon. If the defense is successful go the the corresponding damage chart and find out how much damage was incurred, then half that. If it is an odd number of damage points inflicted then round up one point before halving. If Roma struck at Magic with a foot blow (right foot) then Magic defended with his two handed broadsword and defended successfully, Roma would suffer damage to his right foot (right leg). Let's suppose he took twenty-seven hit points of damage on the normal chart, add one to make it an even number and then divide by two to find the actual damage incurred which would be fourteen. This makes it rough for a weaponless being to fight one with a weapon, and it should be that way unless the being is very good at the art of hand to hand combat. All hand or foot blows should be specified as to what hand or foot you are using at any given attempt.

### STUNNED

A character or book character which is stunned, is out of action for one melee turn due to having taken more than five hit points of damage at any given turn. Anytime more than five hit points are administered to a character, that being has been incapacitated or "stunned" for one turn. This inhibits the being from making an attack. However, if the being has a defense of any sort, shield or contact weapon, then he or she can defend but cannot make an attack.

### SHIELD DEFENSE

Defending with a shield works easily. Whatever the shield ability is, a roll below that indicates an effective block. (For as many points as the shield can defend against.) A roll equal to or above the shield capability of the character is an ineffective block. Shield defenses are used simultaneously against an opponent's attack. They are not considered to be an attack of there own.

### LOCATION OF DAMAGE INCURRED CHART:

<u>ROLL ON PERCENTILE DICE</u>	<u>AREA HIT</u>
01 - 10	HEAD
11 - 20	RIGHT ARM
21 - 30	LEFT ARM
31 - 45	RIGHT LEG
46 - 60	LEFT LEG
61 - 99	TORSO
00	HEART

If a body part is hit which was previously severed then the it is treated as a miss.

### MAXIMUM POINTS OF DAMAGE AND RESULT

HEAD	20 OR 1/5 TOTAL*	DEATH
ARM	30 OR 1/3 TOTAL*	LOSS OF LIMB
LEG	30 OR 1/3 TOTAL*	LOSS OF LIMB
TORSO	40 OR 2/3 TOTAL*	DEATH
HEART	1	DEATH

### 0-0

0-0 in hand to hand combat gives yourself twenty hit points to that limb which you are attacking with. A 0-0 in contact weapons indicates a broken weapon. This refers to the initial roll to determine whether or not the blow was successful only.

### LOSS OF A CHARACTER

A loss of a character is the end of that particular character. It doesn't mean however, the end of the game. You can draw up another character and begin again or continue on with one of your already existing characters still in the group.

### LOSS OF A LIMB

The loss of a limb does not necessarily disable a character except for the fact that if he or she loses an arm he cannot use a two handed weapon. Of course if a character loses both arms, then he or she can't use any weapons. All characters are assumed to have enough medical knowledge to help heal wounds. Once a character reaches a "Feel Good Room" he or she has all wounds healed, although limbs do not grow back. The loss of a leg means that the character has to jump a lot, but doesn't mean that he is useless. However, the dexterity is cut to one half. If you lose both legs you cannot effectively move, however, if there are two other characters, they can carry you (Storage Units = 2 x constitution, each carrier carries 1/2. And this is with none of the injured character's possessions.).

Incidentally, although a character with no arms cannot fire a weapon, he can fight with his feet (Hand To Hand Combat) and carry just as much as normal. Characters who make it to a "Wish Room" or out of the dungeon can purchase a new body part for five thousand credits per part. These parts are synthetically grown and grafted on in a matter of a few days. So, you see, all is never lost unless you have a loss of a character.

\*Whichever is greater.

### USING MORE THAN ONE CHARACTER

When starting out with more than one character, or when you pick up a "friend", or meet someone else's character along the way, and you travel together there are going to be some changes. The number of adversaries you encounter will be the same as the number in your group, or those individuals which enter the adversary (or black adversary) hex. Friend rooms remain the same in that they only produce one friend regardless of the number of characters. The same goes for golden friends. Danger rooms and black danger rooms affect all characters, not just the one in the lead. Treasures of any kind are the same for one character as it is for any number. Pain rooms and feel good rooms affect all characters alike. All rooms which subtract points from attributes, add food and water requirements, teleport, and nullify all of the attribute modifying rooms affect all characters. A wish room affects all of the characters in the room. Weapon rooms are a little different.

In a weapon room the first, second, and third individuals in the group are ones being attacked. This is, of course if there are three beings in the group. If there are two in the group then the one in front takes two shots and the one behind takes one.

Having an order in the characters in the group is important. The first person in line, the one out front, commonly referred to as "point" will be the first to draw fire. That person in second position, and then third will draw the successive fire from the successive characters. This continues until there are no more adversaries to fire. If there are more adversaries than there are player characters the fire continues as before, but now, since there are more adversaries, those left over will begin the circuit again. For example, let's say that we went into an adversary hex with five characters and two of them were killed in the first few rounds of play. Then there would be five adversaries to three of us "good guys".

The first adversary would fire on our "point". The second adversary would fire on our second guy and the third adversary would fire on our third guy, the guy in back of the group. But there are two adversaries left over, aren't there? The fourth adversary would fire on point and the fifth adversary would fire on our man in the middle. When I refer to the fifth adversary or the first, I am referring to the order in which they fire, their initiative.

If a character is being fired upon by an adversary and another character helps the first, the adversary will continue to fire upon whichever character is closest. If there is a character fighting an adversary with hand to hand or contact weapons and another character helps out, then the adversary will attack the one doing the initial attack and then move to the other one when and if possible.

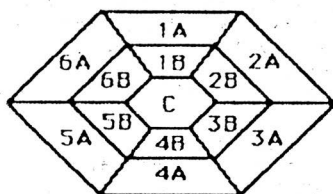
When characters fight other characters (yes, it's possible) then it is done in the same manner as when a character fights an adversary. However, a few things should be noted. Range can be determined by using the intra-hex movement chart.

If both characters are at the same range then they are considered to be at close range. When travelling in a group, all characters are considered to be at close range.

When travelling in a group there is another reason for having an order to the characters written down beforehand. With an order, that is, knowing who is in front and who is in back, sabotage is capable of taking place! Any character behind another who attacks has automatic initiative.

### INTRA-HEX MOVEMENT

When entering a hex with an opponent or opponents in the hex, they begin in space "C", the middle of the hex. They will stay in that spot letting you take the battle to them. During battle, one space (in the hex) may be moved per melee turn. For example: from space 1A to space 1B.



While firing or throwing a weapon it is important to know the distance the opponents (or fellow adventurers) are at. The following grid will clarify the distances (L=long range/M=medium range/C=close range; L25 means to subtract 25 from the weapon ability and L50 means to subtract 50):

	1A	2A	3A	4A	5A	6A	1B	2B	3B	4B	5B	6B	C
1A- C	M	L	L50	L	M	M	M	L	L25	L	M	L	
2A- M	C	M	L	L50	L	M	M	M	L	L25	L	L	
3A- L	M	C	M	L	L50	L	M	M	M	L	L25	L	
4A- L50	L	M	C	M	L	L50	L	M	M	M	L	L	
5A- L	L50	L	M	C	M	L	L50	L	M	M	M	L	
6A- M	M	L50	L	M	C	M	L	L50	M	M	M	L	
1B- M	M	L	L25	L	M	C	M	L	L	L	L	M	M
2B- M	M	M	L	L25	L	M	C	M	L	L	L	L	M
3B- L	M	M	M	L	L25	L	M	C	M	L	L	L	M
4B- L25	L	M	M	M	L	L	L	M	C	M	L	M	
5B- L	L25	L	M	M	M	L	L	L	M	C	M	M	
6B- M	L	L25	L	M	M	M	L	L	L	M	C	M	
C- L	L	L	L	L	L	L	M	M	M	M	M	M	C

If a distance is L25 or L50 this means while using a medium or long range weapon the character's ability is altered by a -25 or -50 depending on the range.

### DESCRIPTION OF ROOMS

<u>CODE</u>	<u>TYPE AND DESCRIPTION</u>
1	<b>ADVERSARY ROOM:</b> In this room you will meet the same amount of adversaries as there are characters in your party (including 'friends' picked up along the way). They will battle immediately. To build these characters use each of the two charts: 'Adversaries Basic Attribute List' and 'Adversaries Weapon Abilities and Possessions'.
2	<b>BLACK ADVERSARY ROOM:</b> The same as an adversary room except that all adversaries must have all their basic attributes increased by six, and all of their weapon abilities increased by twenty-five.
3	<b>NOTHING ROOM:</b> There is nothing here, a reprieve, a place to rest.
4	<b>FRIEND ROOM:</b> In this room you will find another player character. To build this character use each of the two charts: 'Adversaries Basic Attribute List' and 'Adversaries Weapon Abilities and Possessions'. If you desire you may leave him/her there or you may add the 'friend' to your group. If you add the friend then you will need to add to the weapon list other weapons he or she may know how to use (at the player's discretion). The player who decides to take this character will also need to roll for abilities on the new weapons. The player will have to name him or her and decide the sex as well.
5	<b>GOLDEN FRIEND ROOM:</b> This is the same as a friend room except the friends have a plus six on all basic abilities.
6	<b>DANGER ROOM:</b> This room holds a trap which will test your skill. You will have to use the danger room list to see which danger room you must go through.
7	<b>BLACK DANGER ROOM:</b> This room holds a trap which will test your skill. You will have to use the danger room list to see which danger room you must go through. The difference here is the basic ability requirements are increased by 3 for each one listed.
8	<b>TREASURE ROOM:</b> These rooms hold objects, food & water, and credits. Take them, the spoils of war. The amount of credits found in each Treasure Room is equal to one roll of the percentile dice.
9	<b>GOLDEN TREASURE ROOM:</b> The same as a treasure room, except better! Each Golden Treasure Room holds three regular treasures and three times a roll of the dice in credits.
10	<b>PAIN ROOM:</b> In this room you will lose six points of general damage (plus one point for every level <i>above</i> level one from a spell from the wizard of the dungeon. A roll under your constitution amount will negate the effects of the Pain Room.
11	<b>FEEL GOOD ROOM:</b> So named because in this room you gain six times your current constitution in hit points thanks to a guardian wizard watching kindly over you.

**CODE****TYPE AND DESCRIPTION**

\*\*\*

In the following astericked (\*) rooms, the wizard of the dungeon is attempting to slow you down with a spell. To defend against the spell, roll the percentile dice. If the roll is below your intelligence then you defend. (a roll of 0-0 is also an automatic defense.) If the wizard is successful, the changed ability is only temporary until a Null Room is reached which will negate the effects of the spell.

- 12 \*STRENGTH ROOM: This spell decreases your strength by 1.  
13 \*DEXTERITY ROOM: This spell decreases your dexterity by 1.  
14 \*CONSTITUTION ROOM: This spell decreases your constitution by 1.  
15 \*FIGHTING ABILITY ROOM: This spell decreases your fighting ability by 1.  
16 \*INTELLIGENCE ROOM: This spell decreases your intelligence by 1.  
17 \*NOURISHMENT ROOM: This spell increases your nourishment requirement by 1. This means you require one more unit of food and water per turn.  
18 TELEPORTER ROOM: You will be teleported from this room to another teleporter room somewhere in the specified dungeon. The room land in will not activate. It is possible you will be sent to the very place you started in. Use the teleporting chart for the dungeon you are in to see where you land.  
19 NULL ROOM: When you or your group enters this room, all of the curses put on you from the curse rooms (STRENGTH, DEXTERITY, CONSTITUTION, FIGHTING ABILITY, INTELLIGENCE & NOURISHMENT) will vanish and you will resume your original basic abilities. The NULL ROOM is not affected by the five move delay, it is always on.  
20 WISH ROOM: This room provides the player with either ten construction points, fifty experience points, 2500 credits, or one body part back. This room can be used only once by each character in each dungeon. This room is not affected by the five move delay, that is, it is always on. This room also boasts a market vendor where items can be bought and coins can be traded for credits. Theft from this vendor means instant death to the thief.  
21 WEAPON ROOM: Here, three weapons, all of the same type will fire at you from hidden portals in the walls. They are fired at you with an ability of twenty plus the level of the dungeon. The first person entering the dungeon will receive the first shot, the second person the second shot and the third person the third shot. If there are only two characters in the group, then the first person will receive the first and third shot and the second person will receive the second shot. If there is only one character then he will have to defend himself from all three attacks. Treat these attacks as ordinary attacks.  
22 COMBINATION ROOM: In this room one thing will happen right after the other. To see what sequence of events will happen, use the combination room list. Use two turns of food and water for this space.  
23 IN ROOM: This is the room at the entrance to the dungeon.  
24 OUT ROOM: This is the room at the exit of the dungeon. If you do not have all of the parts of the key, then you will not be able to unlock the door and leave.  
25 SPECIAL TREASURE ROOM: These treasures include parts to the key as well as other special items specific only to that particular dungeon. Use the special treasure list with the dungeon your character is currently in.  
26 SIGN ROOM: This is a resting room with a nonsense message.  
27 SLIDING DOOR ROOM: There are doors in this room which slide open when you enter the room. Use the dungeon's sliding door chart to see where they enter to. Once passing through a sliding door, it will automatically shut unless it is also opened from the room passed into.

# ADVERSARY BASIC ABILITIES

(FRIENDS ALSO)

ROLL	INT.	STR.	DEX.	CON.	F/A	ROLL	INT.	STR.	DEX.	CON.	F/A
01	8	8	8	8	8	51	8	10	14	13	8
02	8	8	8	8	9	52	8	10	15	13	9
03	8	8	9	9	10	53	8	11	15	14	10
04	8	8	9	9	11	54	8	11	15	14	11
05	8	9	9	10	12	55	8	11	16	15	12
06	9	9	9	10	13	56	9	11	16	15	13
07	9	9	10	11	14	57	9	12	16	16	14
08	9	9	10	11	15	58	9	12	17	16	15
09	9	10	10	12	16	59	9	12	17	17	16
10	9	10	11	12	17	60	9	12	17	17	17
11	10	10	11	13	8	61	10	13	8	8	8
12	10	10	11	13	9	62	10	13	8	8	9
13	10	11	12	14	10	63	10	13	8	9	10
14	10	11	12	14	11	64	10	13	9	9	11
15	10	11	12	15	12	65	10	14	9	10	12
16	11	11	13	15	13	66	11	14	9	10	13
17	11	12	13	16	14	67	11	14	10	11	14
18	11	12	13	16	15	68	11	14	10	11	15
19	11	12	14	17	16	69	11	15	10	12	16
20	11	12	14	17	17	70	11	15	11	12	17
21	12	13	14	8	8	71	12	15	11	13	8
22	12	13	15	8	9	72	12	15	11	13	9
23	12	13	15	9	10	73	12	16	12	14	10
24	12	13	15	9	11	74	12	16	12	14	11
25	12	14	16	10	12	75	12	16	12	15	12
26	13	14	16	10	13	76	13	16	13	15	13
27	13	14	16	11	14	77	13	17	13	16	14
28	13	14	17	11	15	78	13	17	13	16	15
29	13	15	17	12	16	79	13	17	14	17	16
30	13	15	17	12	17	80	13	17	14	17	17
31	14	15	8	13	8	81	14	8	14	8	8
32	14	15	8	13	9	82	14	8	15	8	9
33	14	16	8	14	10	83	14	9	15	9	10
34	14	16	9	14	11	84	14	9	15	9	11
35	14	16	9	15	12	85	14	10	16	10	12
36	15	16	9	15	13	86	15	10	16	10	13
37	15	17	10	16	14	87	15	11	16	11	14
38	15	17	10	16	15	88	15	11	17	11	15
39	15	17	10	17	16	89	15	12	17	12	16
40	15	17	11	17	17	90	15	12	17	12	17
41	16	8	11	8	8	91	16	13	8	13	8
42	16	8	11	8	9	92	16	13	9	13	9
43	16	8	12	9	10	93	16	14	10	14	10
44	16	8	12	9	11	94	16	14	11	14	11
45	16	9	12	10	12	95	16	15	12	15	12
46	17	9	13	10	13	96	17	15	13	15	13
47	17	9	13	11	14	97	17	16	14	16	14
48	17	9	13	11	15	98	17	16	15	16	15
49	17	10	14	12	16	99	17	17	16	17	16
50	17	10	14	12	17	00	17	17	17	17	17

(ADD ONE POINT TO EACH ATTRIBUTE FOR EVERY LEVEL ABOVE LEVEL ONE.)



## ROLL CHARACTER WEAPONS & ABILITIES/POSSESSIONS

---

01-04	KNIFE/56,38 PISTOL/23/ROUNDS=12;F/W=12,GP=1,BACK PACK
05-08	CLUB/34,357 PISTOL/75/ROUNDS=6;F/W=6;CR=13,BELT POUCH
09-12	BATTLE AXE/22,44 PISTOL/38/ROUNDS=3;F/W=17,SP=2,CND-F/W=2
13-16	BROADSWORD/72,45 PISTOL/15/ROUNDS=7;F/W=10;EP=1,9 CELLS
17-20	SHORTSWORD/16,22 PISTOL/99/ROUNDS=16;F/W=13;CR=6;
21-24	SPEAR/81,22 RIFLE/21/ROUNDS=1;F/W=18;CR=14,14 ARROWS
25-28	BOW/92/ARROWS=12,30-30 RIFLE/14/ROUNDS=8;F/W=22,CP=23
29-32	CROSSBOW/36/QUARRELS=21;8 MM RIFLE/48/ROUNDS=5;F/W=14; GP=2;1 BACK PACK;12 ARROWS;1 BROKEN PAIN NULLIFYING BAND
33-36	PISTOL CROSSBOW/65/QUARRELS=7,458 RIFLE/53/ROUNDS=2; F/W=30;CR=6;12 CELLS;1 BELT POUCH;16 ARROWS
37-40	WHIP/27,12 GAUGE SHOTGUN/64/ROUNDS=3;F/W=9,CR=10,3 CELLS
41-44	BOLO/43,4 GAUGE SHOTGUN/77/ROUNDS=5;F/W=18;CR=23,5 CELLS
45-48	NUNCHUCKS/29,16 MACHINE GUN/85/ROUNDS=27;F/W=13,PP=1
49-52	SPIKED MACE/77,FLAME THROWER/56/CELLS=2;F/W=3;CR=12
53-56	CHAIN/11,COMPOUND BOW/88/ARROWS=7;F/W=1;CR=18,BACK PACK
57-60	BALL & CHAIN/6,BAZOOKA/90/ROUNDS=3;F/W=29,SP=4,BELT POUCH
61-64	SAI/57,LAWS ROCKET/75;F/W=18;CR=31,1 PAIR OF GUANTLETS
65-68	7 SHURIKEN/28,CHAIN SAW/59/CELLS=3;F/W=92;CP=24;HELMET
69-72	BOOMERANG/84,LASER PISTOL/31/CELLS=12;F/W=11;CR=22
73-76	BLOWGUN/24/DARTS=34,ELECTRO MACHINE GUN/67/CELLS=10; F/W=24;CR=34,BATTLESIELD/88,BACK PACK,HELMET,BREASTPLATE
77-80	SLINGSHOT/63/PELLETS=9;NEGRAY RIFLE/13/CELLS=8;F/W=8;CR=9
81-84	SLING/14/PELLETS=58,RADIATION BAZOOKA/84 /CELLS=9;F/W=5; GP=2,BODY SHIELD/20;1 PAIR OF BOOTS;1 BELT POUCH
85-88	LARGE SICKLE/94,CHARGED PARTICLE PISTOL/67 /CELLS=4;F/W=9; CR=16;BACK PACK;2 ROUND SHIELDS/39
89-92	TRIDENT/100,MISSILE PROJECTOR RIFLE/56/ROUNDS=11;F/W=61; CR=145,BELT PACK,CND F/W=3;HELMET,BREAST PLATE,BODY SHIELD/55
93-96	HATCHET/16,LASER BLADE MACHINE GUN/87/ROUNDS=74;F/W=17; CR=72,2 BELT PACKS,CND. F/W=7;FORCE FIELD *1,EXO SKIN
97-00	.22 PISTOL/49/ROUNDS=17,ENERGY SHORT SWORD/56;F/W=6,SP=8

---

EACH WEAPON IS FOLLOWED BY A NUMBER WHICH IS THE CHARACTER'S ABILITY WITH THAT WEAPON (EG. KNIFE/16 THE CHARACTER HAS AN ABILITY OF 16 WITH A KNIFE).

PP=PLATINUM PIECE:EP=ELECTRUM PIECE:GP=GOLD PIECE:SP=SILVER PIECE  
CP=COPPER PIECE:CR=CREDITS:F/W=FOOD & WATER:CND. F/W=CONDENSED  
FOOD & WATER

## SIGN ROOMS

### ROLL SIGN

- 
- 01-02 There is nothing but you and this sign in this room.
- 03-04 There is safety in numbers.
- 05-06 Did you know that there are other types of dungeons besides 'hex' dungeons?
- 07-08 You have been attacked by a pregnant butterfly. (Don't believe this sign.)
- 09-10 It is not here.
- 11-12 Patience may well be a virtue, but waiting here won't bring you any closer to the exit.
- 13-14 There are 'triangle', 'square', 'pentagon', 'hexagon', and 'octagon' dungeons!
- 15-16 If you are hungry, this sign will not quench your thirst or your appetite.
- 17-18 Help your fellow adventurers today for you may need their help tomorrow.
- 19-20 This side up.
- 21-22 Those who run away today usually get shot in the back.
- 23-24 You are here.
- 25-26 This is a lie.
- 27-28 Don't trust your enemies and watch your friends closely!
- 29-30 Pain rooms do not 'Feel Good'.
- 31-32 Do not feed the bad guys.
- 33-34 Pooper scoopers are required by law for all pets and companions.
- 35-36 Is there only one exit?
- 37-38 All adversaries with negray bazookas should be respected.
- 39-40 Fasten your seat belts.
- 41-42 Those who carry little, fear big bazookas.
- 43-44 Keep off the grass.
- 45-46 This is not the exit.
- 47-48 Keeping a map is the best way to make it through this dungeon.
- 49-50 Those who carry big bazookas fear little.
- 51-52 The wish room is protected by many tough traps and assorted bad guys. (Oh yes, and pain rooms too.)
- 53-54 Moral: Walk lightly and carry a big bazooka.
- 55-56 This sign is flammable.
- 57-58 There will soon be an overland adventure series on the market similar to this system!
- 59-60 Detour here.
- 61-62 This sign will self destruct in thirty seconds (I'm kiddin'!)
- 63-64 You are lost.
- 65-66 Johnny Appleseed wuz here! (This sign is on an apple tree.)
- 67-68 This is my dungeon, welcome to it!
- 69-70 What sign?
- 71-72 Somewhere on the other side of the entrance to this dungeon is a town adventure!
- 73-74 WANTED: Mean and nasty types to kill dungeon adventurers.
- 75-76 Adventurers shall be eaten.
- 77-78 There are addendum books coming out for various types of characters. Watch for them!
- 79-80 Handle with care.
- 81-82 There are many treasure rooms in this dungeon.
- 83-84 You have been attacked by a wooden sign, it is staring you to death. (You receive no experience points for killing the sign!).
- 85-86 Arms for sale in the wish room, (as well as legs and other needed body parts).
- 87-88 There are no user serviceable parts within your fellow adventurers.
- 89-90 The Red Baron shows no mercy, neither do pain rooms!
- 91-92 Are you lost?
- 93-94 Do know about the 'ARENA' game?
- 95-96 Beam me up...
- 97-98 Don't ask, because I don't have the answer!
- 99-00 There is no free lunch!

# WEAPON LIST

<u>ROLL</u>	<u>WEAPON</u>	<u>ATTACK</u>	<u>ROLL</u>	<u>WEAPON</u>	<u>ATTACK</u>
01-05	*KNIFE		71	BAZOOKA	
06-10	*SPEAR		72	LAWS ROCKET	
11-15	*BOW		73	LASER PISTOL	
16-20	*COMPOUND BOW		74	LASER RIFLE	
21-25	*CROSSBOW		75	LASER MACHINE GUN	
26-28	*PISTOL CROSSBOW		76	LASER BAZOOKA	
29	*BOLO		77	ELECTRO PISTOL	
30	*BALL AND CHAIN		78	ELECTRO RIFLE	
31	*SAI		79	ELECTRO MACHINE GUN	
32-34	*SHIRIKAN		80	ELECTRO BAZOOKA	
35-38	*BOOMERANG		81	NEGRAY PISTOL	
39-41	*BLOWGUN		82	NEGRAY RIFLE	
42-44	*SLINGSHOT		83	NEGRAY MACHINE GUN	
45-48	*SLING		84	NEGRAY BAZOOKA	
49-51	*TRIDENT		85	RADIATION PISTOL	
52-54	*HATCHET		86	RADIATION RIFLE	
55-57	.22 PISTOL		87	RADIATION MACHINE GUN	
58	.38 PISTOL		88	RADIATION BAZOOKA	
59	.357 PISTOL		89	CHARGED PARTICLE PISTOL	
60	.44 PISTOL		90	CHARGED PARTICLE RIFLE	
61	.45 PISTOL		91	CHARGED PARTICLE MACHINE GUN	
62	.22 RIFLE		92	CHARGED PARTICLE BAZOOKA	
63	30-30 RIFLE		93	MISSILE PROJECTOR PISTOL	
64	30.06 RIFLE		94	MISSILE PROJECTOR RIFLE	
65	8 MM RIFLE		95	MISSILE PROJECTOR MACHINE GUN	
66	.458 RIFLE		96	FIRE PISTOL	
67	12 GAUGE SHOTGUN		97	FIRE RIFLE	
68	4 GAUGE SHOTGUN		98	*LASER BLADE PISTOL	
69	M-16 MACHINE GUN		99	*LASER BLADE RIFLE	
70	FLAME THROWER		00	*LASER BLADE MACHINE GUN	

\*These items (or the ammunition of these weapons) may be retrieved.

# TREASURE LIST

ROLL	ITEM	ROLL	ITEM
01	3 - KNIVES	51	1 - 12 GAUGE SHOTGUN
02	1 - CLUB	52	10 - 12 GAUGE SHOTGUN SHELLS
03	1 - STAFF	53	1 - 4 GAUGE SHOTGUN
04	1 - BATTLE-AXE	54	10 - 4 GAUGE SHOTGUN SHELLS
05	1 - BROADSWORD	55	1 - M-16 MACHINE GUN
06	1 - SHORT SWORD	56	10 - M-16 MACHINE GUN SHELLS
07	1 - SPEAR	57	1 - ELECTRIC FLAME THROWER
08	1 - BOW	58	1 - COMPOUND BOW
09	10 - ARROWS	59	1 - BAZOOKA
10	1 - CROSSBOW	60	10 - BAZOOKA SHELLS
11	10 - CROSSBOW QUARRELS	61	1 - LAWS ROCKET
12	1 - PISTOL CROSSBOW	62	1 - CHAIN SAW
13	10 - PISTOL QUARRELS	63	1 - LASER PISTOL
14	1 - WHIP	64	1 - LASER RIFLE
15	1 - BOLO	65	1 - LASER MACHINE GUN
16	1 - NUNCHUCKS	66	1 - LASER BAZOOKA
17	1 - SPIKED MACE	67	1 - ELECTRO PISTOL
18	1 - CHAIN	68	1 - ELECTRO RIFLE
19	1 - BALL AND CHAIN	69	1 - ELECTRO MACHINE GUN
20	1 - SAI	70	1 - ELECTRO BAZOOKA
21	10 - SHIRIKAN	71	1 - NEGRAY PISTOL
22	1 - BOOMERANG	72	1 - NEGRAY RIFLE
23	1 - BLOWGUN	73	1 - NEGRAY MACHINE GUN
24	10 - DARTS	74	1 - NEGRAY BAZOOKA
25	1 - SLINGSHOT	75	1 - RADIATION PISTOL
26	1 - SLING	76	1 - RADIATION RIFLE
27	50 - SLINGSHOT/SLING PELLETS	77	1 - RADIATION MACHINE GUN
28	1 - LARGE SICKLE	78	1 - RADIATION BAZOOKA
29	1 - TRIDENT	79	1 - CHARGED PARTICLE PISTOL
30	1 - HATCHET	80	1 - CHARGED PARTICLE RIFLE
31	1 - .22 PISTOL	81	1 - CHARGED PARTICLE MACHINE GUN
32	10 - .22 PISTOL ROUNDS	82	1 - CHARGED PARTICLE BAZOOKA
33	1 - .38 PISTOL	83	1 - MISSILE PROJECTOR PISTOL
34	10 - .38 PISTOL ROUNDS	84	1 - MISSILE PROJECTOR RIFLE
35	1 - .357 PISTOL	85	1 - MISSILE PROJECTOR MACHINE GUN
36	10 - .357 PISTOL ROUNDS	86	10 - MISSILES
37	1 - .44 ROUND	87	1 - FIRE PISTOL
38	10 - .44 PISTOL ROUNDS	88	1 - FIRE RIFLE
39	1 - .45 ROUND	89	1 - LASER BLADE PISTOL
40	10 - .45 PISTOL ROUNDS	90	1 - LASER BLADE RIFLE
41	1 - .22 RIFLE	91	1 - LASER BLADE MACHINE GUN
42	10 - .22 RIFLE ROUNDS	92	100 - LASER BLADES
43	1 - 30-30 RIFLE	93	1 - ENERGY SHORT SWORD
44	10 - 30-30 RIFLE ROUNDS	94	FOOD & WATER (2 x ROLL OF THE DICE)
45	1 - 30.06 RIFLE	95	1 - BACK PACK
46	10 - 30.06 RIFLE ROUNDS	96	1 - BELT PACK
47	1 - 8MM RIFLE	97	ENERGY CELLS (1 x ROLL OF THE DICE)
48	10 - 8MM RIFLE ROUNDS	98	1 - HEAT REPELLING UNIT
49	1 - .458 RIFLE	99	1 - COLD REPELLING UNIT
50	10 - .458 RIFLE ROUNDS	00	CONC. FOOD BARS (1 x ROLL OF THE DICE)

## DANGER ROOMS

(All damage refers to 'General Damage')

<u>ROLL</u>	<u>ROOM DESCRIPTION</u>
01-05	Room of mirrors. If intelligence is below 15 then for every point below 15 the character takes 5 points of damage.
06-10	Falling ceiling. If strength is below 15, then for every point below 15 the character takes 5 points of damage.
11-15	Fire from floor. If dexterity is below 15, then for every point below 15 the character takes 5 points of damage.
16-20	Lethal gas room. If constitution is below 15, then for every point below 15 the character takes one full extra move to leave this room.
21-25	This room quickly separates into separate passageways where all of the walls begin to close in upon the character(s). If strength is below 13, then for every point below 13 the character takes 5 points of damage. If intelligence is below 13, then for every point below 13, the character takes one full extra move to leave this room.
26-30	Swinging pendulums. If dexterity is below 13, then for every point below 13 the character takes 5 points of damage. If intelligence is below 13, then for every point below 13, the character takes one full extra move to leave this room.
31-35	Spinning floor room. If constitution is below 13, then for every point below 13 the character takes 5 points of damage. If intelligence is below 13, then for every point below 13, the character takes one full extra move to leave this room.
36-40	As soon as this room is entered, the floor drops. Ropes drop from the ceiling and hang there making a rope bridge. The characters must cross the bridge to whichever door they want to go. If strength or dexterity is below 13, then for every point below 13 in each ability, the character takes one full extra move to leave this room.
41-45	Room full of freezing mud neck high. If constitution is below 13, then for every point below 13 the character takes 5 points of damage. If strength is below 13, then for every point below 13, the character takes one full extra move to leave this room.
46-50	The only way through this room is on small beams akin to tightropes. There is no floor. The characters must cross the bridge to whichever door they want to go. If strength or dexterity is below 13, then for every point below 13 in each ability, the character takes one full extra move to leave this room.
51-55	Computer chess grid on floor. The doors close to leave the computer must be beat. If intelligence is below 15, then for every point below 15 the character takes 1 extra full turn to leave this room.
56-60	The further into the room a character goes, the steeper the floor seems. If strength is below 15, then for every point below 15 the character takes 1 extra full turn to leave this room.
61-65	This floor is covered with ball bearings. If dexterity is below 15, then for every point below 15 the character takes one full extra turn to leave this room.
66-70	As the character enters this room a hail storm erupts. If constitution is below 15, then for every point below 15 the character takes 5 points of damage.
71-75	This room is full of plants. None edible, some poisonous. If intelligence is below 15, then for every point below 15 the character takes 5 points of damage.
76-80	After the character(s) enters this room all of the doors close. If strength is below 15, then for every point below 15 the character takes one full extra turn to leave this room by reopening one of the closed doors (not a wall!).
81-85	Different sections of the floor in this room act as separate elevator sections making movement across the floor a hopping matter. If dexterity is below 15, then for every point below 15 the character takes 5 points of damage.
86-90	As the character(s) enters this room a freezing, pelting rain begins. If constitution is below 15, then for every point below 15 the character takes 5 points of damage.
91-95	A hurricane suddenly comes from nowhere into this room. If constitution is below 15, then for every point below 15 the character takes 5 points of damage.

ROLL ROOM DESCRIPTION

96-99 Whirring blades weave out from the walls. If dexterity is below 15, then for every point below 15 the character takes 5 points of damage.

00 In this room the floor bucks and undulates, there is a sickening high gravity, and the room becomes filled with unpiercing, gut wrenching smoke. Direction is only as good as the character's memory. If dexterity, strength or intelligence is below 13, then for every point below 13 in each ability, the character takes one extra full turn to leave this room. If dexterity, intelligence, strength or constitution is below 13, then for every point below 13 in each ability the character takes 5 points of damage.

(ADD ONE POINT TO EACH ATTRIBUTE FOR EVERY LEVEL *ABOVE* LEVEL ONE FOR ALL OF THE ABOVE DANGER ROOMS.)

COMBINATION ROOM

To see what combination to use, roll the dice and then perform each room type. Do the second room after you have finished the first scenario.

ROLL	TYPE#1	TYPE#2	ROLL	TYPE#1	TYPE#2	ROLL	TYPE#1	TYPE#2
01	1	6	34	10	14	67	13	17
02	1	21	35	10	15	68	13	16
03	1	10	36	10	16	69	13	15
04	1	11	37	10	17	70	13	14
05	1	12	38	10	8	71	21	8
06	1	13	39	11	12	72	21	17
07	1	14	40	11	13	73	21	16
08	1	15	41	11	14	74	21	15
09	1	16	42	11	15	75	21	14
10	1	17	43	11	16	76	21	13
11	1	8	44	11	17	77	21	12
12	6	21	45	11	8	78	21	11
13	6	10	46	12	13	79	21	10
14	6	11	47	12	14	80	6	8
15	6	12	48	12	15	81	6	17
16	6	13	49	12	16	82	6	16
17	6	14	50	12	17	83	6	15
18	6	15	51	12	17	84	6	14
19	6	16	52	1	6	85	6	13
20	6	17	53	1	10	86	6	12
21	6	8	54	1	21	87	6	11
22	21	10	55	6	21	88	6	10
23	21	11	56	17	8	89	6	21
24	21	12	57	16	8	90	1	8
25	21	13	58	16	17	91	1	17
26	21	14	59	15	8	92	1	16
27	21	15	60	15	17	93	1	15
28	21	16	61	15	16	94	1	14
29	21	17	62	14	8	95	1	13
30	21	8	63	14	17	96	1	12
31	10	11	64	14	16	97	1	11
32	10	12	65	14	15	98	1	10
33	10	13	66	13	8	99	1	21
						00	1	6

# DAMAGE CHARTS

ROLL	10	15	20	25	30	35	40	50	60	70	80	90	100	125	150	175	200	250	300	350	400	500	600	750	1000
01	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	3	3	4	4	5	6	8	1
02	1	1	1	1	1	1	1	1	2	2	2	2	3	3	4	4	5	6	7	8	10	12	15	2	
03	1	1	1	1	1	2	2	2	2	3	3	3	4	5	6	6	8	9	11	12	15	18	23	3	
04	1	1	1	1	1	2	2	2	3	3	4	4	5	5	7	8	10	12	14	16	20	24	30	4	
05	1	1	1	2	2	2	2	3	3	4	5	5	7	8	9	10	13	15	18	20	25	30	38	5	
06	1	1	2	2	2	2	3	3	4	5	5	6	6	8	9	11	12	15	18	21	24	30	36	45	6
07	1	1	2	2	2	3	3	4	5	5	6	7	7	9	11	13	14	18	21	25	28	35	42	53	7
08	1	2	2	2	3	3	4	4	5	6	7	8	8	10	12	14	16	20	24	28	32	40	48	60	8
09	1	2	2	3	3	3	4	5	6	7	8	8	9	12	14	16	18	23	27	32	36	45	54	68	9
10	1	2	2	3	3	4	4	5	6	7	8	9	10	13	15	18	20	25	30	35	40	50	60	75	10
11	2	2	3	3	4	4	5	6	7	8	9	10	11	14	17	20	22	28	33	39	44	55	66	83	11
12	2	2	3	3	4	5	5	6	8	9	10	11	12	15	18	21	24	30	36	42	48	60	72	90	12
13	2	2	3	4	4	5	6	7	8	9	11	12	13	17	20	23	26	33	39	46	52	65	78	98	13
14	2	2	3	4	4	5	6	7	9	10	12	13	14	18	21	25	28	35	42	49	56	70	84	105	14
15	2	3	3	4	5	6	6	8	9	11	12	14	15	19	23	27	30	38	45	53	60	75	90	113	15
16	2	3	4	4	5	6	7	8	10	12	13	15	16	20	24	28	32	40	48	56	64	80	96	120	16
17	2	3	4	5	5	6	7	9	11	12	14	16	17	22	26	30	34	43	51	60	68	85	102	129	17
18	2	3	4	5	6	7	8	9	11	13	15	17	18	23	27	32	36	45	54	63	72	90	108	135	18
19	2	3	4	5	6	7	8	10	12	14	16	17	19	24	29	34	38	48	57	67	76	95	114	143	19
20	2	3	4	5	6	7	8	10	12	14	16	18	20	25	30	35	40	50	60	70	80	100	120	150	20
21	3	4	5	6	7	8	9	11	13	15	17	19	21	27	32	37	42	51	63	74	84	105	126	158	21
22	3	4	5	6	7	8	9	11	14	16	18	20	22	28	33	39	44	55	66	77	88	110	132	165	22
23	3	4	5	6	7	8	10	12	14	16	19	21	23	29	35	41	46	58	69	81	92	115	138	173	23
24	3	4	5	6	7	9	10	12	15	17	20	22	24	30	36	42	48	60	72	84	96	120	144	180	24
25	3	4	5	7	8	9	10	13	15	18	20	23	25	32	38	44	50	63	75	88	100	125	150	188	25
26	3	4	6	7	8	9	11	13	16	19	21	24	26	33	39	46	52	65	78	91	104	130	156	195	26
27	3	4	6	7	8	10	11	14	17	19	22	25	27	34	41	48	54	68	81	95	108	135	162	203	27
28	3	5	6	7	9	10	12	14	17	20	23	26	28	35	42	49	56	70	84	98	112	140	168	210	28
29	3	5	6	8	9	10	12	15	18	21	24	26	29	37	44	51	58	73	87	102	116	145	174	218	29
30	3	5	6	8	9	11	12	15	18	21	24	27	30	38	45	53	60	75	90	105	120	150	180	225	30
31	4	5	7	8	10	11	13	16	19	22	25	28	31	39	47	55	62	78	93	109	124	155	186	233	31
32	4	5	7	8	10	12	13	16	20	23	26	29	32	40	48	56	64	80	96	112	128	160	192	240	32
33	4	5	7	9	10	12	14	17	20	23	27	30	33	42	50	58	66	83	99	116	132	165	198	248	33
34	4	5	7	9	10	12	14	17	21	24	28	31	34	43	51	60	68	85	102	119	136	170	204	255	34
35	4	6	7	9	11	13	14	18	21	25	28	32	35	44	53	62	70	88	105	123	140	175	210	263	35
36	4	6	8	9	11	13	15	18	22	26	29	33	36	45	54	63	72	90	108	126	144	180	216	270	36
37	4	6	8	10	11	13	15	19	23	26	30	34	37	47	56	65	74	93	111	130	148	185	222	278	37
38	4	6	8	10	12	14	16	19	23	27	31	35	38	48	57	67	76	95	114	133	152	190	228	285	38
39	4	6	8	10	12	14	16	20	24	28	32	35	39	49	59	69	78	98	117	137	156	195	234	293	39
40	4	6	8	10	12	14	16	20	24	28	32	36	40	50	60	70	80	100	120	140	160	200	240	300	40
41	5	7	9	11	13	15	17	21	25	29	33	37	41	52	62	72	82	103	123	144	164	205	246	308	41
42	5	7	9	11	13	15	17	21	26	30	34	38	42	53	63	74	84	105	126	147	168	210	252	315	42
43	5	7	9	11	13	15	18	22	26	30	35	39	43	54	65	76	86	108	129	151	172	215	258	323	43
44	5	7	9	11	13	16	18	22	27	31	36	40	44	55	66	77	88	110	132	154	176	220	264	330	44
45	5	7	9	12	14	16	18	23	27	32	36	41	45	57	68	79	90	113	135	158	180	225	270	338	45
46	5	7	10	12	14	16	19	23	28	33	37	42	46	58	69	81	92	115	138	161	184	230	276	345	46
47	5	7	10	12	14	17	19	24	29	33	38	43	47	59	71	83	94	118	141	165	188	235	282	353	47
48	5	8	10	12	15	17	20	24	29	34	39	44	48	60	72	84	96	120	144	168	192	240	288	360	48
49	5	8	10	13	15	17	20	25	30	35	40	44	49	62	74	86	98	123	147	172	196	245	294	368	49
50	5	8	10	13	15	18	20	25	30	35	40	45	50	63	75	88	100	125	150	175	200	250	300	375	50

# DAMAGE CHARTS

ROLL	POTENTIAL DAMAGE																									
	10	15	20	25	30	35	40	50	60	70	80	90	100	125	150	175	200	250	300	350	400	500	600	750	1000	
51	6	8	8	11	13	16	18	21	26	31	36	41	46	51	64	77	90	102	128	153	179	204	255	306	383	510
52	6	8	8	11	13	16	19	21	26	32	37	42	47	52	65	78	91	104	130	155	182	208	260	312	390	520
53	6	8	8	11	14	16	19	22	27	32	37	43	48	53	67	80	93	106	133	159	186	212	265	318	398	530
54	6	8	8	11	14	16	19	22	27	33	38	44	49	54	68	81	95	108	135	162	189	216	270	324	405	540
55	6	9	11	14	17	20	22	28	33	39	44	50	55	69	83	97	110	138	165	193	220	275	330	413	550	
56	6	9	12	14	17	20	23	28	34	40	45	51	56	70	84	98	112	140	168	196	224	280	336	420	560	
57	6	9	12	15	17	20	23	29	35	40	46	52	57	72	86	100	114	143	171	200	228	285	342	428	570	
58	6	9	12	15	18	21	24	29	35	41	47	53	58	73	87	102	116	145	174	203	232	290	348	435	580	
59	6	9	12	15	18	21	24	30	36	42	48	53	59	74	89	104	118	148	177	207	236	295	354	443	590	
60	6	9	12	15	18	21	24	30	36	42	48	54	60	75	90	105	120	150	180	210	240	300	360	450	600	
61	7	10	13	16	19	22	25	31	37	43	49	55	61	77	92	107	122	153	183	214	244	305	366	458	610	
62	7	10	13	16	19	22	25	31	38	44	50	56	62	78	93	109	124	155	186	217	248	310	372	465	620	
63	7	10	13	16	19	22	26	32	38	44	51	57	63	79	95	111	126	158	189	221	252	315	378	473	630	
64	7	10	13	16	19	23	26	32	39	45	52	58	64	80	96	112	128	160	192	224	256	320	384	480	640	
65	7	10	13	17	20	23	26	33	39	46	52	59	65	82	98	114	130	163	195	228	260	325	390	488	650	
66	7	10	14	17	20	23	27	33	40	47	53	60	66	83	99	116	132	165	198	231	264	330	396	495	660	
67	7	10	14	17	20	24	27	34	41	47	54	61	67	84	101	118	134	168	201	235	268	335	402	503	670	
68	7	11	14	17	21	24	28	34	41	48	55	62	68	85	102	119	136	170	204	238	272	340	408	510	680	
69	7	11	14	18	21	24	28	35	42	49	56	62	69	87	104	121	138	173	207	242	276	345	414	518	690	
70	7	11	14	18	21	25	28	35	42	49	56	63	70	88	105	123	140	175	210	245	280	350	420	525	700	
71	8	11	15	18	22	25	29	36	43	50	57	64	71	89	107	125	142	178	213	249	284	355	426	533	710	
72	8	11	15	18	22	26	29	36	44	51	58	65	72	90	108	126	144	180	215	252	288	360	432	540	720	
73	8	11	15	19	22	26	30	37	44	51	59	66	73	92	110	128	146	183	219	255	292	365	438	548	730	
74	8	11	15	19	22	26	30	37	45	52	60	67	74	93	111	130	148	185	222	259	296	370	444	555	740	
75	8	12	15	19	23	27	30	38	45	53	60	68	75	94	113	132	150	188	225	262	300	375	450	563	750	
76	8	12	16	19	23	27	31	38	46	54	61	69	76	95	114	133	152	190	228	266	304	380	456	570	760	
77	8	12	16	20	23	27	31	39	47	54	62	70	77	97	116	135	154	193	231	269	308	385	462	578	770	
78	8	12	16	20	24	28	32	39	47	55	63	71	78	98	117	137	156	195	234	273	312	390	468	585	780	
79	8	12	16	20	24	28	32	40	48	56	64	71	79	99	119	139	158	198	237	276	316	395	474	593	790	
80	8	12	16	20	24	28	32	40	48	56	64	72	80	100	120	140	160	200	240	280	320	400	480	600	800	
81	9	13	17	21	25	29	33	41	49	57	65	73	81	102	122	142	162	203	243	283	324	405	486	608	810	
82	9	13	17	21	25	29	33	41	50	58	66	74	82	103	123	144	164	205	246	286	328	410	492	615	820	
83	9	13	17	21	25	29	34	42	50	58	67	75	83	104	125	146	166	208	249	290	332	415	498	623	830	
84	9	13	17	21	25	30	34	42	51	59	68	76	84	105	126	147	168	210	252	294	336	420	504	630	840	
85	9	13	17	22	26	30	34	43	51	60	68	77	85	107	128	149	170	213	255	297	340	425	510	638	850	
86	9	13	18	22	26	30	35	43	52	61	69	78	86	108	129	151	172	215	258	301	344	430	516	645	860	
87	9	13	18	22	26	31	35	44	53	61	70	79	87	109	131	153	174	218	261	304	348	435	522	653	870	
88	9	14	18	22	27	31	36	44	53	62	71	80	88	110	132	154	176	220	264	308	352	440	528	660	880	
89	9	14	18	23	27	31	36	45	54	63	72	80	89	112	134	156	178	223	267	311	356	445	534	668	890	
90	9	14	18	23	27	31	36	45	54	63	72	81	90	113	135	158	180	225	270	315	360	450	540	675	900	
91	10	14	19	23	28	32	37	46	55	64	73	82	91	114	137	160	182	228	273	318	364	455	546	683	910	
92	10	14	19	23	28	32	37	46	56	65	74	83	92	115	138	161	184	230	276	322	368	460	552	690	920	
93	10	14	19	24	28	33	38	47	56	65	75	84	93	117	140	163	186	233	279	325	372	465	558	698	930	
94	10	14	19	24	28	33	38	47	57	66	76	85	94	118	141	165	188	235	282	329	376	470	564	705	940	
95	10	15	19	24	29	33	38	48	57	67	76	86	95	119	143	167	190	238	285	332	380	475	570	713	950	
96	10	15	20	24	29	34	39	48	58	68	77	87	96	120	144	168	192	240	288	336	384	480	576	720	960	
97	10	15	20	25	29	34	39	49	59	68	78	88	97	122	146	170	194	243	291	339	388	485	582	728	970	
98	10	15	20	25	30	34	40	49	59	69	79	89	98	123	147	172	196	245	294	343	392	490	588	735	980	
99	10	15	20	25	30	35	40	50	60	70	80	89	99	124	149	174	198	248	297	346	396	495	594	743	990	
00	10	15	20	25	30	35	40	50	60	70	80	90	100	125	150	175	200	250	300	350	400	500	600	750	1000	



## CONDENSED GAME CHARTS

### DAMAGE CHART

**ROLL      AREA HIT**

01-10      HEAD

11-20      RIGHT ARM

21-30      LEFT ARM

31-45      RIGHT LEG

46-60      LEFT LEG

61-99      TORSO

00      HEART

DEXTERITY DIFFERENCE=DEXTERITY-10  
(THIS COULD BE NEGATIVE)

### **LONG/MEDIUM RANGE ATTACK:**

ATTACKER'S WEAPON ABILITY +/- DISTANCE MODIFIER

- DEFENDER'S DEXTERITY DIFFERENCE

ANSWER

IF THE DICE ROLL IS LESS THAN THE ANSWER THEN IT IS A SUCCESSFUL HIT.

IF IT IS A SUCCESSFUL HIT THEN ROLL TO SEE IF THE DEFENDER DEFENDS WITH HIS SHIELD:

SHIELD DEFENSE: A ROLL BELOW THE DEFENDER'S SHIELD ABILITY IS A SUCCESSFUL DEFENSE; CHECK TO SEE WHAT THE TOTAL DAMAGE IS. THE SHIELD MAY NOT STOP ALL OF IT. IF THERE IS EXCESS DAMAGE BEYOND THE SHIELD'S CAPABILITY OR THE SHIELD WAS BYPASSED THEN CHECK FOR A NORMAL HIT ON THE CHARACTER AND ARMOR.

### **CONTACT WEAPON ATTACK:**

ATTACKER'S WEAPON ABILITY +50

- DEFENDER'S SHIELD OR WEAPON (PARRY) ABILITY

ANSWER

SHIELDS 'DEFLECT' CONTACT WEAPONS, HENCE THE SHIELD TAKES NO DAMAGE.

IF THE DICE ROLL IS LESS THAN THE ANSWER THEN IT IS A SUCCESSFUL BLOW.

IF THE DEFENDER HAS NO WEAPON OR SHIELD TO PARRY OR BLOCK WITH THEN USE THE LONG/MEDIUM RANGE ATTACK FORMULA.

### **HAND TO HAND ATTACK:**

ATTACKER'S FIGHTING ABILITY +50

- DEFENDER'S FIGHTING ABILITY, SHIELD ABILITY, OR CONTACT WEAPON ABILITY

ANSWER

IF THE DEFENDER USES HAND TO HAND TECHNIQUES AND THE DICE ROLL IS LESS THAN THE ANSWER THEN IT IS A SUCCESSFUL BLOW, OTHERWISE IT IS A MISS.

IF THE DEFENDER USES A SHIELD AND THE DICE ROLL IS LESS THAN THE ANSWER THEN IT IS A SUCCESSFUL BLOW, OTHERWISE IT IS BLOCKED.

IF THE DEFENDER USES HAND TO HAND TECHNIQUES AND THE DICE ROLL IS LESS THAN THE ANSWER THEN IT IS A SUCCESSFUL BLOW, OTHERWISE THE ATTACKER DOES DAMAGE TO HIS ATTACKING BODY PART AS WOULD BE DETERMINED USING THE NORMAL WEAPON DAMAGE CHARTS. THIS WOULD NOT BE COUNTED AS AN ATTACKING MOVE BY THE DEFENDER.

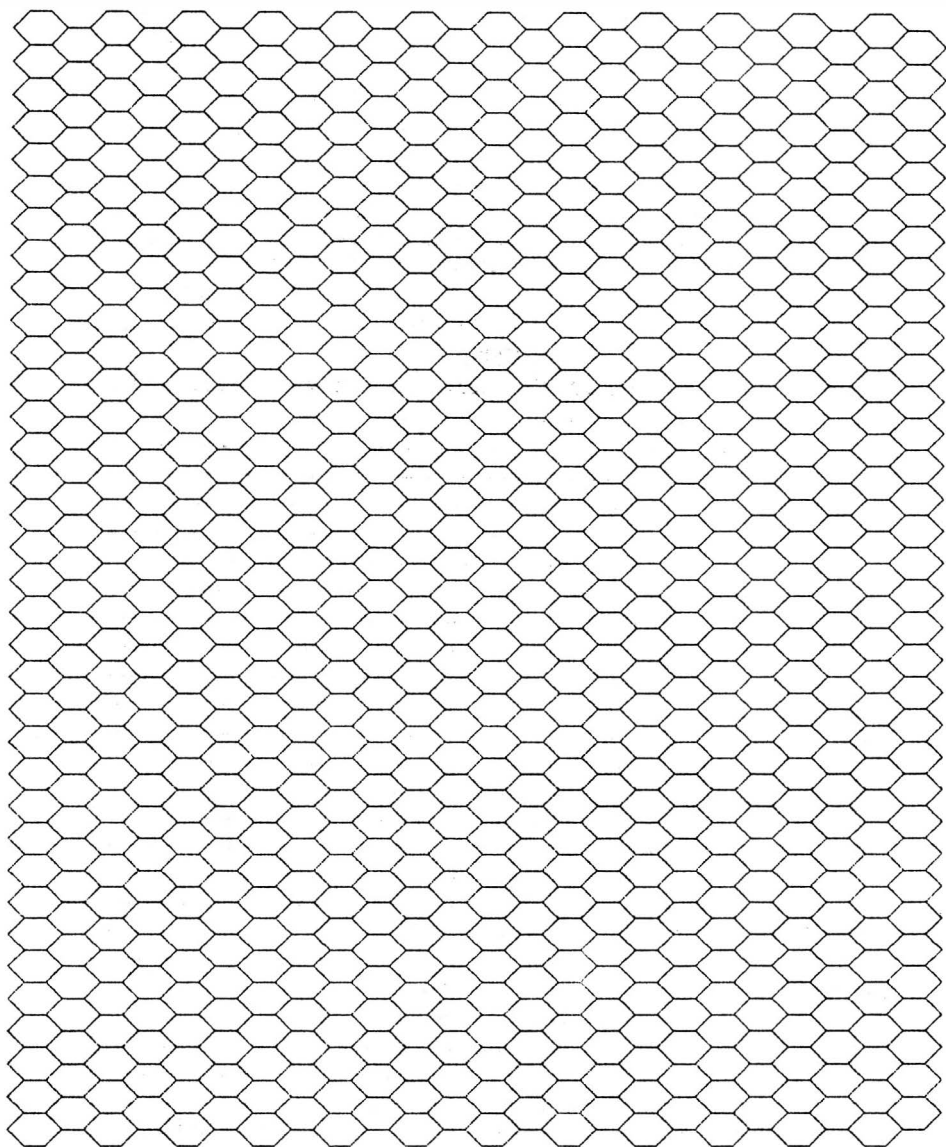
IF THE DICE ROLL IS 0-0 THEN THE LIMB IS BROKEN (THIS MEANS THAT THE LIMB HAS NOW TAKEN A TOTAL OF THE MAXIMUM DAMAGE POSSIBLE AND IS NOW USELESS.)

PAGE \_\_\_\_\_

### CHARACTER'S LOG

ROOM DOORS OPEN NOTES DOOR TAKEN F/W

Blank lined paper for writing.



## CHARACTER SHEET

Player: \_\_\_\_\_

Character: \_\_\_\_\_

Dungeon Entered: \_\_\_\_\_

STRENGTH: \_\_\_\_\_ Temporary Strength: \_\_\_\_\_

DEXTERITY: \_\_\_\_\_ Temporary Dexterity: \_\_\_\_\_

CONSTITUTION: \_\_\_\_\_ Temporary Constitution: \_\_\_\_\_

FIGHTING ABILITY: \_\_\_\_\_ Temporary Fighting Ability: \_\_\_\_\_

INTELLIGENCE: \_\_\_\_\_ Temporary Intelligence: \_\_\_\_\_

BASIC HIT POINTS: \_\_\_\_\_ Current hit points left: \_\_\_\_\_

BASIC STORAGE POINTS: \_\_\_\_\_ Current storage points left: \_\_\_\_\_

EXPERIENCE POINTS: \_\_\_\_\_ CONSTRUCTION POINTS: \_\_\_\_\_

DEXTERITY DIFFERENCE: \_\_\_\_\_ NOURISHMENT REQUIREMENT: \_\_\_\_\_

TOTAL DAMAGE TO: HEAD \_\_\_\_\_ RIGHT ARM \_\_\_\_\_ LEFT ARM \_\_\_\_\_

RIGHT LEG \_\_\_\_\_ LEFT LEG \_\_\_\_\_ CHEST \_\_\_\_\_

WEAPONS

WEAPON	ABILITY	DAMAGE	COST	S/U	RANGE	QUANTITY	AMMO
--------	---------	--------	------	-----	-------	----------	------

---

---

---

---

---

---

---

© 2006 The Authors  
Journal compilation © 2006 Blackwell Publishing Ltd

---

---

---

---

---

---

---

© 2006 The Authors  
Journal compilation © 2006 Blackwell Publishing Ltd

---

CONDENSED FOOD/WATER \_\_\_\_\_ ELECTRUM: \_\_\_\_\_

FOOD AND WATER: \_\_\_\_\_ GOLD: \_\_\_\_\_

CREDITS: \_\_\_\_\_ SILVER: \_\_\_\_\_

PLATINUM: \_\_\_\_\_ COPPER: \_\_\_\_\_

OTHER POSSESSIONS: \_\_\_\_\_

---

---

ARMOR DAMAGE: HELMET \_\_\_\_\_ RT. GAUNTLET \_\_\_\_\_ LFT. GAUNTLET \_\_\_\_\_

RT. LEGGING \_\_\_\_\_ LFT. LEGGING \_\_\_\_\_ BREASTPLATE \_\_\_\_\_ SHIELD \_\_\_\_\_

# DUNGEON-TRIAL BY FIRE

(Begin in room #1)

DOORS							DOORS								
ROOM#	1	2	3	4	5	6	TYPE	ROOM#	1	2	3	4	5	6	TYPE
001	000	000	000	008	007	000	23	047	000	000	000	058	000	000	25
002	000	000	000	009	000	000	5	048	037	038	000	000	000	000	17
003	000	000	000	010	000	000	1	049	038	000	000	000	059	000	12
004	000	000	005	000	010	000	7	050	039	000	000	061	000	000	1
005	000	000	000	000	011	004	2	051	040	000	000	000	000	000	25
006	000	000	000	013	012	000	21	052	041	000	000	062	000	000	3
007	000	001	000	015	014	000	10	053	000	000	000	000	000	000	27 & 9
008	001	000	000	016	000	000	1	054	000	000	000	000	063	000	27
009	002	000	000	017	000	000	26	055	044	000	000	065	000	000	13
010	003	004	000	018	000	000	18	056	045	046	000	066	000	000	1
011	000	005	012	000	000	000	20	057	000	000	058	067	000	000	1
012	000	006	000	000	019	011	6	058	047	000	000	068	000	057	15
013	006	000	000	000	020	000	11	059	000	049	000	000	068	000	4
014	000	007	000	000	022	000	6	060	000	000	000	000	069	000	16
015	007	000	000	024	000	000	1	061	050	000	000	000	070	000	10
016	008	000	000	000	000	000	6	062	052	000	000	071	000	000	1
017	009	000	000	000	025	000	11	063	000	054	064	000	000	000	26
018	010	000	000	000	000	000	10	064	000	000	065	000	000	063	8
019	000	012	000	028	000	000	22	065	055	000	000	074	000	064	1
020	000	013	021	029	028	000	6	066	056	000	000	075	000	000	17
021	000	000	000	000	000	020	25	067	057	000	000	076	000	000	1
022	000	014	000	032	000	000	12	068	058	059	000	000	076	000	8
023	000	000	000	033	000	000	25	069	000	060	000	000	077	000	1
024	015	000	000	034	000	000	8	070	000	061	000	000	078	000	7
025	000	017	000	000	000	000	27	071	062	000	072	000	000	000	6
026	000	000	000	000	035	000	27	072	000	000	073	000	000	071	16
027	000	000	000	037	036	000	13	073	000	000	074	000	000	072	22
028	019	000	000	038	000	000	21	074	065	000	000	000	000	073	6
029	020	000	000	000	000	000	27	075	066	000	000	083	000	000	21
030	000	000	000	040	000	000	1	076	067	068	000	000	000	000	11
031	000	000	032	000	041	000	1	077	000	069	000	000	084	000	26
032	022	000	000	000	000	031	18	078	000	070	000	000	085	000	2
033	023	000	000	000	043	000	1	079	000	000	080	086	000	000	22
034	024	000	000	045	000	000	22	080	000	000	081	087	000	079	6
035	000	026	000	046	000	000	14	081	000	074	000	000	000	080	1
036	000	027	000	000	046	000	21	082	000	000	000	089	000	000	4
037	027	000	000	048	000	000	22	083	075	000	084	090	000	000	14
038	028	000	000	049	048	000	8	084	000	077	000	000	000	083	6
039	000	000	040	050	000	000	18	085	000	078	000	000	091	000	19
040	030	000	000	051	000	039	6	086	079	000	000	000	000	000	18
041	000	031	042	052	000	000	15	087	080	000	088	000	000	000	3
042	000	000	043	000	000	041	11	088	000	000	089	000	000	087	10
043	000	033	044	000	000	042	6	089	082	000	090	000	000	088	8
044	000	000	000	055	000	043	21	090	083	000	000	000	000	089	1
045	034	000	000	056	000	000	11	091	000	085	000	000	000	000	24
046	035	036	000	000	056	000	10	EXIT	091	000	000	???	000	000	EXIT

### TELEPORT CHART

<u>ROLL</u>	<u>ROOM #</u>
01-25	10
26-50	32
51-75	39
76-00	86

### SLIDING DOOR CHART

<u>ROOM</u>	<u>DOOR #</u>	<u>EXIT TO</u>
25	5	34
26	6	25
29	4	39
53	6	52
54	6	53

### SPECIAL TREASURES

<u>ROOM #</u>	<u>ITEM</u>
21	Double damage sword; gives twice the normal sword damage.
23	Double damage round shield; protects against twice the normal round shield single attack damage and can take twice the normal round shield cumulative damage.
47	Part 1 of the exit key.
51	Part 2 of the exit key.

\*\*\*\*\*

### FINAL PAGE NOTICE

This is just note to you players out there who may have questions or suggestions about this game; I would like to hear them. To write, simply mail all letters to:

SILVERWOLF GAMES  
5770 FREEPORT BLVD.  
SUITE '36'  
SACRAMENTO, CALIFORNIA 95822

There will be numerous other games and materials which follow this book, so if you enjoyed this game try the others. I think you will find them just as enjoyable.

Many new ideas came to mind for this particular gaming system, so many in truth, that I could see the game getting too involved. However, I haven't thrown these other items away. In fact you will probably be seeing advanced rules on the market dealing with such things as intricate movements, fatigue, and more detailed battle sequences. Keep in mind however, this will only be an option to the current playing system.

Happy gaming!

K.A.S.



# WOLF PRINTS



DON'T MISS THE MAGAZINE WHICH SUPPORTS THE GAME SYSTEM YOU HAVE IN YOUR HANDS. LEARN THE ALTERNATIVES AND ADDENDUMS TO BOTH HOLOCAUSTIC DUNGEONS AND ARENA. FIND OUT ABOUT THE HUNDREDS OF NEW ITEMS WHICH WILL HIT THE STANDS BEFORE THEY DO.

THIS BOOK WILL BE TUNED TO YOU THE CUSTOMER, UTILIZING READER RESPONSE, PLAYER SUGGESTIONS, AND OTHER INFORMATION GATHERED FROM PLAYERS EVERYWHERE. EVERY ISSUE WILL CONTAIN NEW AND EXCITING MATERIAL FOR USE WITH THE SILVERWOLF SYSTEMS WHICH YOU ALREADY OWN. THIS WILL BE A RESOURCE MAGAZINE, NOT A MAGAZINE FEATURING ARTICLES OF NONSENSE ABOUT WHO'S WHO IN THE GAME PRODUCING MARKET.

ALSO IN THESE PAGES WILL BE FOUND INFORMATION ABOUT THE SILVERWOLF COMIC LINE AS WELL AS ALL OF THE SOFTWARE WHICH IS PRODUCED BY SILVERWOLF SOFTWARE.

SO HOW DO YOU GET THIS TREASURE? SIMPLY SEND YOUR NAME, ADDRESS AND A CHECK OR MONEY ORDER TO:

WOLF PRINTS  
c/o SILVERWOLF GAMES  
5770 FREEPORT BLVD, #36  
SACRAMENTO, CALIFORNIA  
95822

WOLF PRINTS IS PUBLISHED QUARTERLY AND NORMALLY SELLS AT A COVER PRICE OF \$2.95, BUT:

YOU CAN SEND \$10.00 FOR 4 ISSUES.  
YOU CAN SEND \$19.00 FOR 8 ISSUES.  
YOU CAN SEND \$27.50 FOR 12 ISSUES.

\*\*\*\*\*THIS OFFER VOID AFTER 1 JUNE 1987\*\*\*\*\*

## HOLocaustic Dungeons



Holocaustic Dungeons is a game of futuristic dungeons; a place of scientific weapons as well as archaic weapons, where traps and adversaries wait to destroy any unsuspecting adventurer who may travel through.

This game may be played solo or with as many people as you can stand. In just a few minutes you can be trying your character against the first dungeon which is included with the basic rule book.

### SUPPORT MATERIAL:

Dungeons	Logs
Character Classes	Maps
Weapon Books	Charts

**WOLFEPRINTS:** An information magazine for Silverwolf readers.

## ARENA



Arena, the game which takes you past all of the hocus pocus of the adventure. There are no longer good guys and bad guys. There is just you and your opponent. You win or you lose - you live or you die. Can you meet the challenge?

This is a game of a highly competitive nature. If you believe in competition, then this is the game for you. We make no bones about this being a violent game; the alternative name for this game was: "HACK 'N SLASH"!

### SUPPORT MATERIAL:

Playing Fields	Logs
Alternative Ords	Charts

**WOLFEPRINTS:** An information magazine for Silverwolf readers.

**BOTH FROM SILVERWOLF GAMES!**