

LONE WOLF

ADVENTURE GAME

GET READY FOR
THE GREATEST ADVENTURE
OF YOUR LIFE!

READ THIS FIRST



WHAT IS THE LONE WOLF ADVENTURE GAME?



HOW DO WE GET STARTED?

The *Book of Kai Legends*, also included in this boxed set, is written so you and your friends can get playing as soon as you've read this handout. As the Narrator reads through the book – sometimes aloud, to the other Players – the text will explain what to do, when to do it, as well as teach you the rules as you go along. The Narrator should start to read the introduction to the *Book of Kai Legends* now and follow its instructions.

While the Narrator reads through the *Book of Kai Legends*, the rest of you should take a look at the Action Charts and decide which Kai Lord you want to play.

Once you've played through the first adventure, you can have a look at the other two books – the *Book of Kai Training* and the *Book of Kai Wisdom*. They'll explain the rules in a lot more detail, giving you the grounding to run the game however you like. Before long, Narrators will be making up their own stories and adventures for the Players to play.

If you're not the Narrator, don't read the *Book of Kai Legends* – you don't want to spoil the surprises! Feel free to read the *Book of Kai Training* and the *Book of Kai Wisdom* – there's no harm in learning the rules for yourself, and both books are packed full of useful advice and tips for playing the game too!

YOUR ADVENTURE AWAITS!



You are Kai Lords – brave and noble warrior-monks sworn to protect the realm of Sommerlund from the evil of the Darklords – adventuring across the world of Magnamund, fighting Giaks in dark dungeons, battling Doomwolves in remote mountain passes, defending castles from besieging Gourgaz and exploring wondrous lands.

You and your friends will face terrifying enemies and uncover fiendish plots, working together to overcome the wicked plans of the Darklords and emerge victorious!

WHAT DO I NEED TO PLAY?

You'll find just about everything you need to play *The Lone Wolf Adventure Game* in this box. All you'll need in addition to these items are a few pencils and erasers, maybe some scrap paper and some snacks and drinks. Unlike the Lone Wolf gamebooks, you can't play this adventure game by yourself. It is designed for between one and six Players, and one Narrator.

HOW DO I PLAY?

Each Player takes on the role of a character; whether you choose to play one of the ready-made Kai Lords in this box, or to create your own Kai Lord is up to you. You will find

yourself at the start of an epic adventure, presented with a quest or perhaps a mystery to solve, and from here on it's up to you. You will decide everything your character does and says, describing their heroic actions as you attempt to complete the adventure and emerge victorious!

One of you will have to take on a very special role: that of the Narrator.

WHAT IS A NARRATOR?

An adventure game is an interactive story. The Narrator knows the basic plot of the story – the adventure – and guides the Players through it, taking on the roles of any people the Kai Lords might meet (good or evil). The Narrator also acts as a storyteller for the adventure, setting the scene, describing the action and the exciting happenings in the story, and acts as a referee, helping the Players out with the game's rules and ensuring a fair and exciting game. The Narrator's role is very important, and a lot of fun – they know exactly what is going on, and bring the entire world of Magnamund to life.

If you want to start playing right away, decide who is going to be the Narrator now!

WHAT'S IN THE BOX?



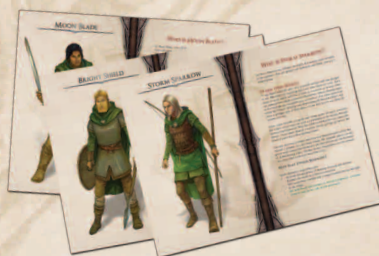
The **Book of Kai Legends** is where your adventure begins. Once you're done reading the Read this First sheet, round up a group of friends and start reading through the book. It explains, step by step, what you need to do and how to play your first adventure in Magnamund. If you're planning on being a Player, you should leave this book alone lest you spoil your enjoyment of the adventures!

The **Book of Kai Training** details everything you could possibly want to know about your Kai Lord, from what your Kai disciplines do to how to resolve a simple test. It describes Joe Dever's wonderful world of Magnamund, as well as providing many more details about the Kai Order and their duties. It is the ideal starting point for any Player as it also contains lots of practical advice.



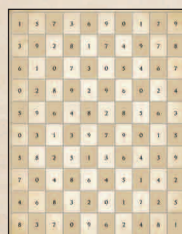
The **Book of Kai Wisdom** contains all the rules in one place as well as loads more information about Magnamund. You'll probably want to have at least one game under your belt before you read it though. It's a good book for Narrators to read after they've played through *The Lost Caravan*, but it's a good idea for Players to read it too.

The **Ready-Made Action Charts** contain ready-made Kai Lords so you can start playing right away! Each Action Chart depicts a Kai Lord. It also contains some of the numbers and rules you'll need to know to play them. On the opposite side you'll find a slightly more complicated version of the Kai Lord, to use once you've got used to the rules.



The **Blank Action Charts** are used to write your own Kai Lords on – great for when you've played a few adventures and want to create your own Kai Lord.

Box Lid – You'll find a table of random numbers (from 0 to 9) printed inside both halves of the box. These are used to pick random numbers during the game.



Player Tokens – There are six of these tokens, each printed with a different icon on one side and a different portrait on the other. Each Player has their own one of these, and when they need to pick a random number they flip or drop it into the box lid. Whichever number it lands on is the number they've picked.

Narrator Tokens – There are six of these tokens, each printed with a different icon. These are used exactly as above, but they are used by the Narrator instead!



Luck Token – These double-sided tokens have the face of the noble god Kai on one side, and the face of the evil god Naar on the other. When you need to make a Luck test, you just flip one of the tokens up into the air. If Kai's face is showing, luck is on your side! If Naar's face is showing, misfortune has struck!

Kai's Favour Tokens are used by Players to keep track of their Kai's Favour. You won't need them in your first game, so you can leave them in the box for now.



The **Combat Results Chart** is a handy reference for when you get stuck into combat. To use it, you subtract your foe's Combat Skill from your Kai Lord's Combat Skill and make a note of the result. You then pick a random number and cross-reference both numbers on the chart. The result is how much Endurance both combatants lose.

The **Equipment List** lists the prices of pretty much everything your Kai Lord will want to buy in the game, as well as depicting it so that everybody has a good idea of what it all looks like.



Map of Sommerlund – Every Kai Lord has a map of their home nation of Sommerlund with them, and this allows you to see where your adventure is taking place.

THE RULES IN A NUTSHELL

If this is your first game, you don't really need to know everything in the rulebooks for your first adventure – in fact, the first adventure in the *Book of Kai Legends* will teach you the rules as you play along. You can just read this handout, maybe read the first few pages of the *Book of Kai Training* and then choose a Narrator. The Narrator should read all of this as well, and then start to read the *Book of Kai Legends* and follow the instructions within.

PICK A CHARACTER

If this is your first game, it's probably best to use one of the Kai Lords included in the box. Once you've played a few games, you may want to make up your own character, or you might grow attached to the Kai Lord you pick now.

DOING STUFF

Quite often, when you want your Kai Lord to do something, the Narrator will just let you. Sometimes, when the likelihood of success is not guaranteed, or

there are risks or danger involved, you'll have to make a test instead. Don't worry, this is very easy.

Most tests are resolved by picking a random number. The box lids both have a table of numbers from 0-9 printed on them. Whenever you need to pick a random number, pick up a Player Token, then flip or drop it into the box lid. Whichever number it lands on is the number you've picked – if it's not clear, the little arrow printed on the token will point to the random number.

Pick a random number. If the number you picked is 6 or more, you've succeeded. If not, you've failed.

Sometimes the number you need to pick will be higher; the Narrator will tell you if it is!

FIGHTING STUFF

Most actions are resolved as above. When you're fighting a foe – a Giak armed with a sword, for example – the rules are a little different. You will need to know two

things – your Combat Skill, your foe's Combat Skill – to generate the Combat Ratio.

**Kai Lord's Combat Skill – foe's Combat Skill =
Combat Ratio**

Now, pick a random number as before and look up the Combat Ratio and the random number on the Combat Results Table (found in this box). The result will indicate whether either (or both) of the combatants are injured and lose ENDURANCE.

STARTING THE GAME

That's all you need to know! You can start playing right away if you like, using the first adventure in the *Book of Kai Legends*. If you're not going to start playing right away, why not make yourself a nice cup of tea and have a read through the *Book of Kai Training* instead!

FOR SOMMERLUND AND THE KAI!

