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FIRST
COMICS

THE MASTERS

OF THE UNIVERSE ROLE PLAYING GAME



THE MASTERS OF THE
UNIVERSE ROLE PLAYING
GAME RULES ADVENTURE

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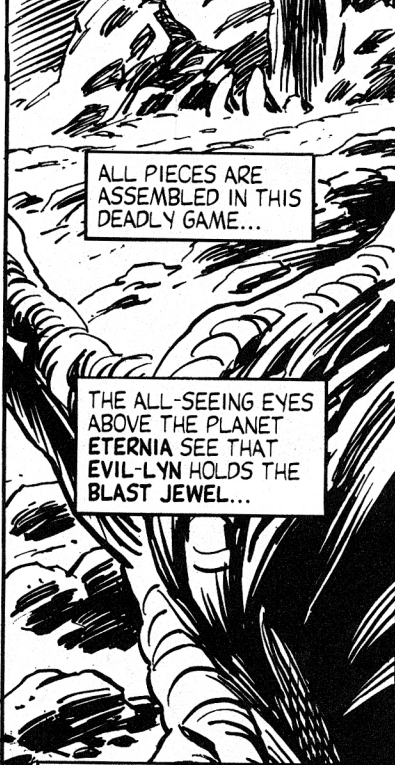
RULEBOOK

MASTERS OF THE UNIVERSE AND RELATED CHARACTER MARKS
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THE VERY STENCH OF TRECHERY HANGS OVER THE HORRID HALLS OF SNAKE MOUNTAIN, STRONGHOLD OF THE EVIL SKELETOR AND HIS MINIONS...



ALL PIECES ARE ASSEMBLED IN THIS DEADLY GAME...

THE ALL-SEEING EYES ABOVE THE PLANET ETERNIA SEE THAT EVIL-LYN HOLDS THE BLAST JEWEL...



...SKELETOR HIMSELF HOLDS THE SHRINK/ENLARGE CRYSTAL!

TEN TREASURE MARKERS ARE PLACED FACE DOWN AND MIXED AND EACH STAND AT A BLUE STAR LOCATION!



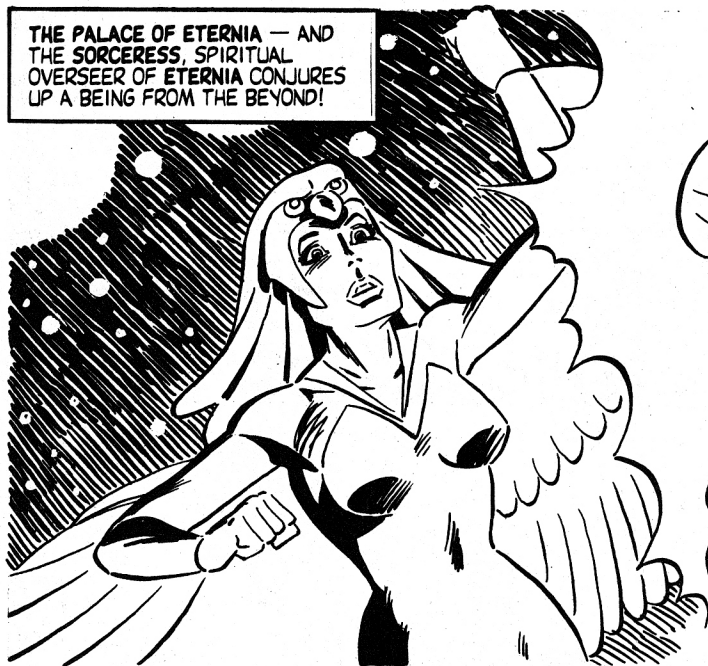
BE WARNED, MY MINIONS. SOON THE FORCES WHO CALL THEMSELVES GOOD WILL GATHER AT THE VERY GATES OF OUR FORTRESS!

THE THRONE ROOM OF SNAKE MOUNTAIN ECHOES WITH THE GUTTERAL GROWLS OF THE CREATURE CALLED SKELETOR!



THE CROWN JEWELS OF ETERNIA ARE NOW IN MY POSSESSION AND HE-MAN WILL CALL ON ALL OF HIS POWERFUL ALLIES — AND POWER FROM BEYOND THIS WORLD TO TAKE THEM FROM MY GRASP! THE BATTLE NOW BEGINS!

THE PALACE OF ETERNIA — AND THE SORCERESS, SPIRITUAL OVERSEER OF ETERNIA CONJURES UP A BEING FROM THE BEYOND!



YOU WHO KNOW US 'CROSS TIME AND SPACE, RELEASE YOUR MIND, COME TO THIS PLACE! YOUR AID AND KNOWLEDGE WE SHALL NEED, CROSS OVER NOW, MY CALL TO HEED!



HUH!?! WHAT'S HAPPENING! WHERE'S THIS WEIRD LIGHT COME FROM!?



GREAT ETERNIA! THE SORCERESS HAS CALLED A STRANGER TO OUR REALM — BUT THIS NEWCOMER IS BUT A YOUNGSTER!

EX-CELL-ENT! IT IS HE-MAN AND THE MASTERS OF THE UNIVERSE! BUT WHY AM I HERE ON ETERNIA?

IT SEEMS YOU KNOW OF US, YOUNG ONE! YOU ARE CORRECT. I AM CALLED HE-MAN AND I SHALL TELL YOU WHY YOU HAVE BEEN CALLED ACROSS TIME AND SPACE TO AID US!

ON ETERNIA THE POWER OF YOUR INMINATION WILL MAKE YOU THE COMMANDER OF AWESOME RESPONSIBILITIES!



YOU ARE BUT A PLAYER...BUT ACROSS THE DIMENSIONS YOUR PLAY DETERMINES OUR ACTIONS!

SKELETOR HIMSELF HOLDS THE CROWN JEWELS. TO REGAIN THEM WE MUST BRAVE THE HAUNTED HALLS OF SNAKE MOUNTAIN ITSELF!



WITH A WAVE OF HER HAND, THE SORCERESS' MAGIC OPENS GATES IN THE VERY AIR WHICH CRACKLES WITH MYSTIC ENERGY...

THE DUNGEON!

BEHOLD, PLAYER! HERE IS HOW YOU MAY MOVE THROUGH THE ROOMS OF SNAKE MOUNTAIN: ONE POINT FOR ONE SQUARE IN ANY DIRECTION AND AN EXTRA POINT FOR GOING THROUGH A DOOR!



AND BEWARE! MAGIC DOORS MAY ONLY BE ENTERED AFTER ONE WHO COMMANDS MAGIC HAS BID IT OPEN!

YOU ARE BUT ONE OF THE PLAYERS. EACH OF YOUR FELLOW PLAYER CHARACTERS HAS A DIFFERENT NUMBER OF MOVEMENT POINTS. REFER TO YOUR PLAYER RECORD CARD FOR YOURS.

"THE ROOM GUIDE," THE SOCERESS EXPLAINS, "WILL BE CHECKED FOR A DIE ROLL ON THE ENCOUNTER TABLE...AND IF AN ENCOUNTER IS GENERATED, THE DESIGNATED MONSTER IS PLACED ON THE ROOM'S RED STAR!"

BUT WAIT!? MONSTERS
AND MAGIC!? I ONLY PRETEND
TO KNOW ANYTHING
ABOUT THEM!

THEN THAT IS ENOUGH!
YOUR IMAGINATION IS
YOUR POWER HERE!

SHOW HIM, SORCERESS...
SHOW HIM THE MONSTERS HE SHALL
MEET AND DEFEAT IN SNAKE MOUNTAIN!

ANOTHER GESTURE, AND THE
VERY AIR SEEMS TO BEND
AND TAKE SHAPE...!

...AND MONSTERS
FILL THE ROOM!

A SHIELD! I MADE A SHIELD JUST BY
HOPING TOO! AND I KNOW IT COSTS 3
POINTS AND CAN BE CAST IN 3 SQUARES
IN ANY DIRECTION. I CAN
PROTECT OTHERS TOO, SO
LONG AS THEY ARE WITHIN
THREE SQUARES!

AND I KNOW THE RESULT WILL
BE THAT THE DEFENDER WILL NOT BE
ABLE TO GO THROUGH MY SHIELD
FOR 1 COMBAT ROUND.



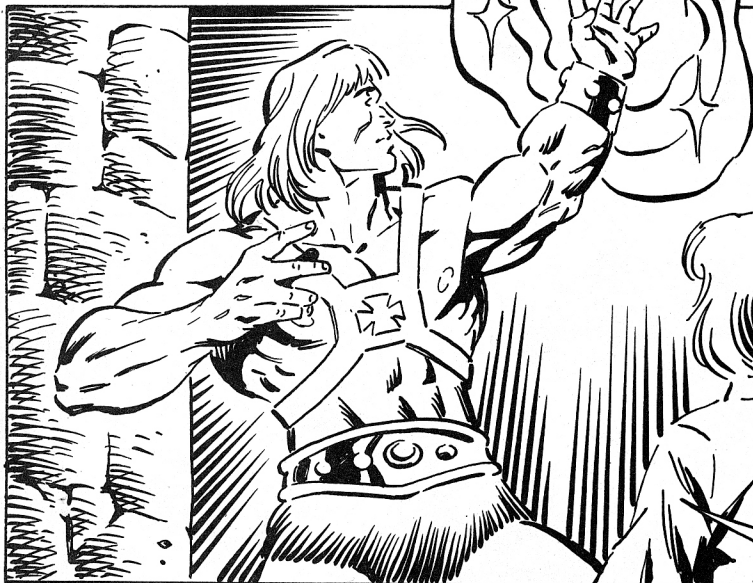
I CAN DO IT, I CAN!
BUT WHAT IS OUR GOAL?

THE CROWN JEWELS! TO
WIN THIS BATTLE, ONE
MUST FIND AND TAKE
THEM OUT OF SNAKE
MOUNTAIN THROUGH
ITS FRONT DOOR!



YOU'LL FIND MAGICAL OBJECTS IN THE
ROOMS OF SNAKE MOUNTAIN WHICH CAN BE TURNED
OVER TO ANOTHER WARRIOR...

...OR YOU CAN KEEP THEM. THE
SAME IS TRUE OF OBJECTS LEFT
BY SLAIN MONSTERS!



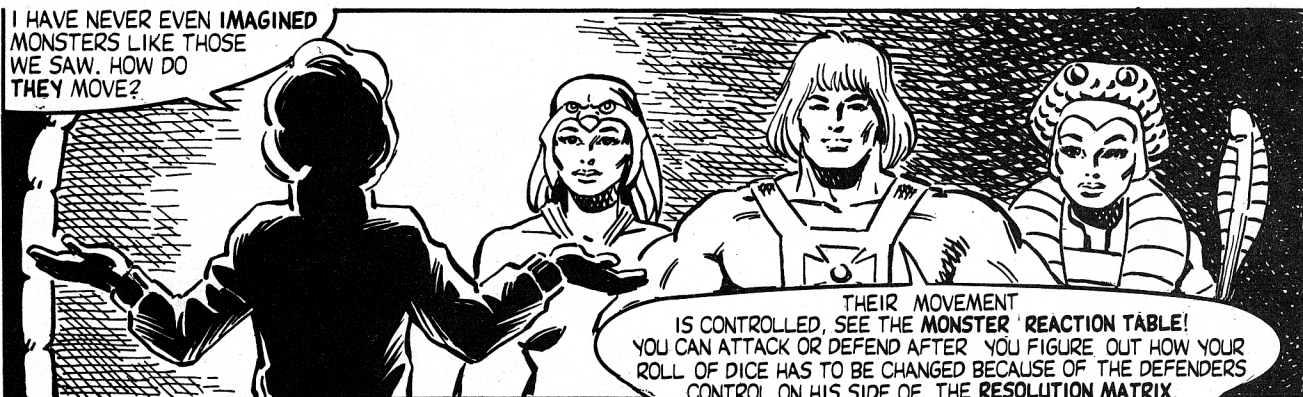
YOU MAY ATTACK ANY MONSTER WITHIN
THE LIMITS OF COMBAT RULES...YOU
ROLL FROM THE ATTACK SIDE OF THE
RESOLUTION MATRIX!

ONLY A SINGLE SPELL MAY BE
CAST AS YOUR ATTACK AND THE MONSTERS
DEFEND ACCORDING TO THEIR REACTION TABLE!
YOU MUST READY YOURSELF FOR SUCH A BATTLE!



HA! HE-MAN AND HIS FELLOW FOOLS HAVE
NO IDEA I CAN WATCH THEIR EVERY MOVE FROM
HERE IN SNAKE MOUNTAIN! I CAN SWAY THE PLAYER
TO MY SIDE WITH THE POWER OF TERROR!

I HAVE NEVER EVEN IMAGINED MONSTERS LIKE THOSE WE SAW. HOW DO THEY MOVE?



THEIR MOVEMENT IS CONTROLLED, SEE THE MONSTER REACTION TABLE! YOU CAN ATTACK OR DEFEND AFTER YOU FIGURE OUT HOW YOUR ROLL OF DICE HAS TO BE CHANGED BECAUSE OF THE DEFENDERS CONTROL ON HIS SIDE OF THE RESOLUTION MATRIX.

"YOU CAN," THE SORCERESS SAYS, "IF YOU ARE A MAGIC USER, CAST A SHIELD SPELL AS YOUR ACTION DURING THIS PHASE!"



EACH OF THE WARRIORS IN THIS BATTLE ARE DEFINED BY SIX ATTRIBUTES AND SEVERAL SKILLS OR MAGIC SPELLS! THE BASICS ARE STRENGTH, AGILITY, INTELLIGENCE, LIFE FORCE, AND, OF COURSE, MAGIC! 66 IS THE HIGHEST AND 11 THE LOWEST — AND THE WORST!

BEHOLD! YOUR WEAPONS!

YOUR SKILLS WITH SPELLS AND THESE WEAPONS ARE RATED FROM 1 — BASIC FAMILIARITY TO 6 — A MASTER!



I KNOW SOME OF THESE WEAPONS, BUT THE REST ARE JUST WEIRD JUNK TO ME!

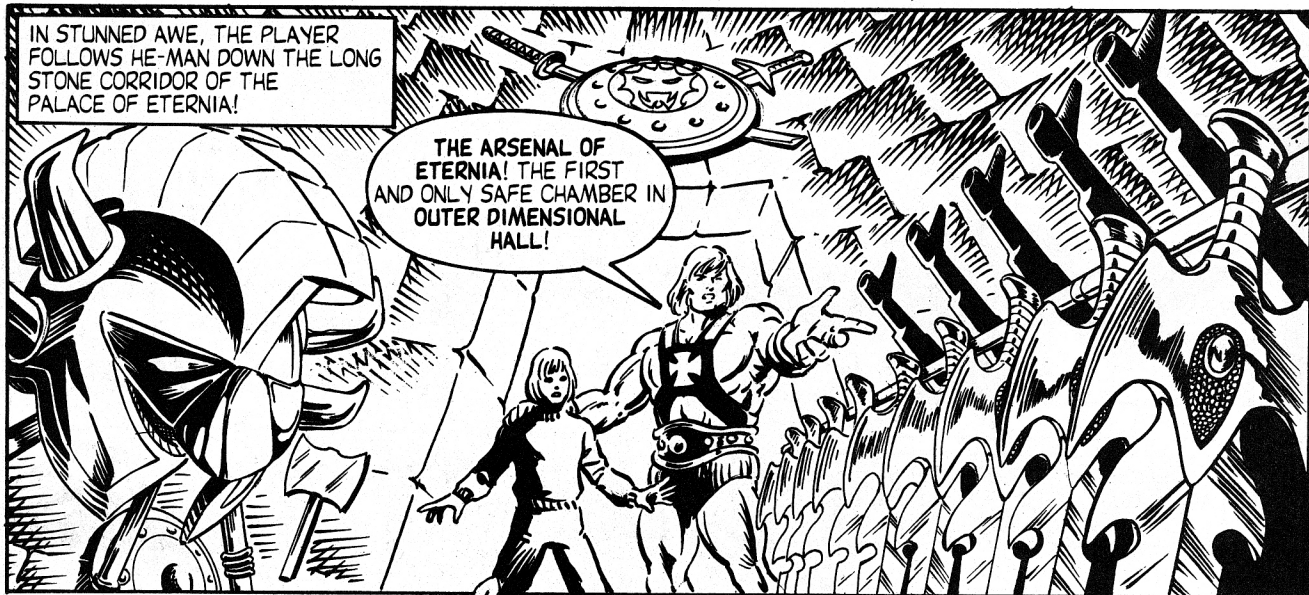
THEN YOU SHALL ACCOMPANY ME TO THE OUTER DIMENSIONAL HALL AND LEARN THE SECRETS OF THE WEAPONS OF ETERNIA!



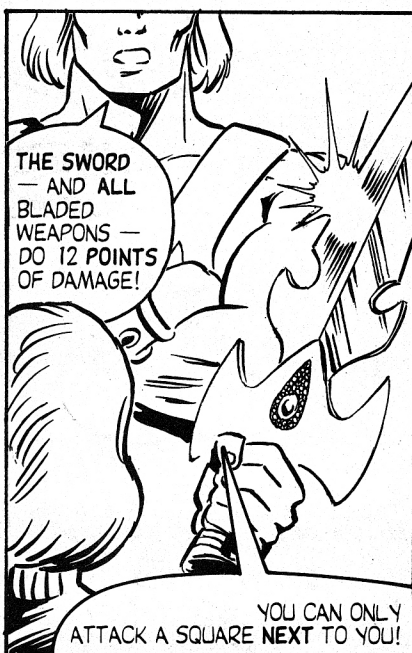
ONLY WITH THIS KNOWLEDGE CAN YOU EVEN HOPE TO BREACH THE WALLS OF SNAKE MOUNTAIN AND RETURN ALIVE WITH THE ENCHANTED CROWN JEWELS! NOW COME!

IN STUNNED AWE, THE PLAYER
FOLLOWS HE-MAN DOWN THE LONG
STONE CORRIDOR OF THE
PALACE OF ETERNIA!

THE ARSENAL OF
ETERNIA! THE FIRST
AND ONLY SAFE CHAMBER IN
OUTER DIMENSIONAL
HALL!

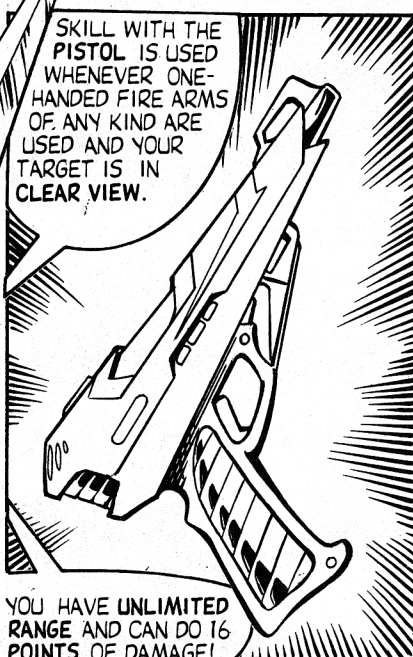


THE SWORD
— AND ALL
BLADED
WEAPONS —
DO 12 POINTS
OF DAMAGE!



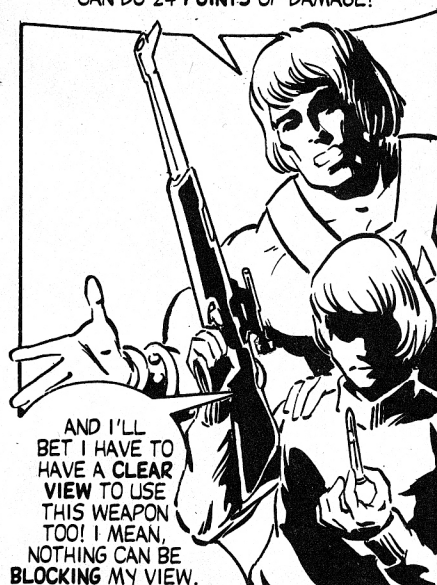
YOU CAN ONLY
ATTACK A SQUARE NEXT TO YOU!

SKILL WITH THE
PISTOL IS USED
WHENEVER ONE-
HANDED FIRE ARMS
OF ANY KIND ARE
USED AND YOUR
TARGET IS IN
CLEAR VIEW.



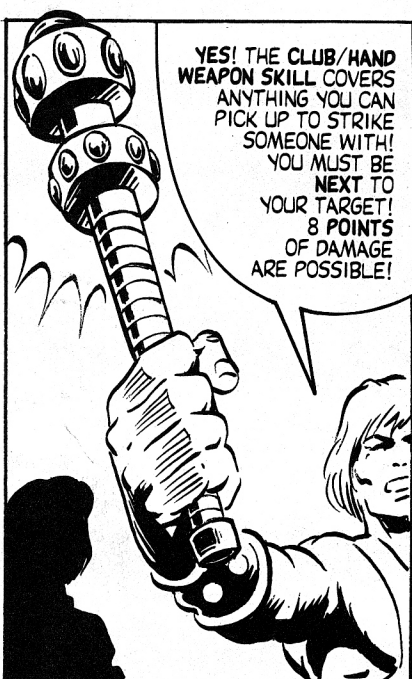
YOU HAVE UNLIMITED
RANGE AND CAN DO 16
POINTS OF DAMAGE!

WHEN USING A TWO-HANDED FIREARM
YOU USE YOUR RIFLE SKILL. YOU
CAN DO 24 POINTS OF DAMAGE!

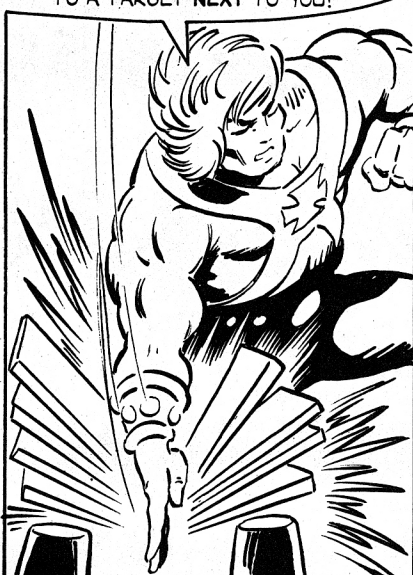


AND I'LL
BET I HAVE TO
HAVE A CLEAR
VIEW TO USE
THIS WEAPON
TOO! I MEAN,
NOTHING CAN BE
BLOCKING MY VIEW.

YES! THE CLUB/HAND
WEAPON SKILL COVERS
ANYTHING YOU CAN
PICK UP TO STRIKE
SOMEONE WITH!
YOU MUST BE
NEXT TO
YOUR TARGET!
8 POINTS
OF DAMAGE
ARE POSSIBLE!



HAND-TO-HAND COVERS MARTIAL ARTS,
BOXING AND WRESTLING SKILLS. 4
POINTS OF DAMAGE CAN BE DONE
TO A TARGET NEXT TO YOU!



REMEMBER YOUR WEAPONS AND SKILLS
WELL, MY PLAYER FRIEND, FOR YOU
MAY NEED THEM SOON!



WE NOW ENTER
THE INNER-MOST
CHAMBER WHICH EXISTS
OUTSIDE THE BOUNDS
OF REALITY!

SUDDENLY, ALL REALITY SEEMS TO SHIFT
— UP SEEMS DOWN, RIGHT SEEMS LEFT
AND FORWARDS SEEMS BACKWARD!

STAND READY! THIS ROOM SHIFTS
FROM DIMENSION TO DIMENSION!
IT IS HERE THE MAGIC SPELLS OF
ETERNIA HAVE BEEN LOOSED AND
CAN BE USED!

HE-MAN! IF THAT'S
TRUE, COULDN'T SKELETOR
HIMSELF ATTACK
US HERE!?

YEOW! THAT
BLAST CAME OUT OF
THIN AIR RIGHT
FOR US!

YOUR
QUESTIONING
WORDS HAVE COME
TRUE, YOUNG FRIEND!
WE ARE UNDER ATTACK BY
THE FORCES OF EVIL!!

MY SHIELD
SPELL WILL
SAVE US!

WE'RE BEING ATTACKED BY A TELEPORT SPELL! WE
SHALL BE AUTOMATICALLY MOVED ANYWHERE OUR ATTACKER
WANTS AS LONG AS HE HAS BEEN THERE!

INSTANTLY, THE WARRIOR PAIR FIND THEMSELVES IN A DIMENSION OF SWIRLING HORROR!

SKELETOR!
HE HAS USED HIS SHRINK-GROW CRYSTAL TO GROW! HE IS NOW TWICE HIS NORMAL SIZE! IT COSTS HIM 5 POINTS, BUT HIS LIFE FORCE, SKILL AND OTHER CHARACTERISTICS REMAIN THE SAME!

STILL ENOUGH TO DEAL WITH YOU AND YOUR ALLY, HE-MAN! I COULD ALSO USE IT TO SHRINK TO ONE-HALF MY SIZE, IF I SO DESIRED!



THE FLYING SPELL ENABLES A PLAYER TO STAY ALOFT FOR A NUMBER OF TURNS EQUAL TO HIS LEVEL OF SKILL!

WHEN A PLAYER IS FLYING HE MUST APPLY A -2 MODIFIER TO ALL ATTACKS! THE COST TO CAST THIS SPELL IS 2 POINTS AND IT CAN BE CAST ON ANYONE WITHIN THREE SQUARES!



ISSUING AN ANIMATE SPELL, THE PLAYER CAN CAUSE NORMAL OBJECTS, LIKE THE ROCKS BELOW, TO MOVE ON HIS COMMAND!

CAST ON OBJECTS WITHIN 3 SQUARES, AND LASTING 2 COMBAT ROUNDS, THE SPELL COSTS 4 POINTS AND CAUSED 8 POINTS OF DAMAGE! SKELETOR IS STUNNED!



MASTERFUL! YOU HAVE TRIED OR USED ALL!

HE-MAN! IN
COMING BATTLES,
HOW WILL THE
OUTCOME BE
DETERMINED!

BEHOLD!
THE
ENCOUNTER
TABLES!

Each time we enter a new room, 1 die is rolled, any change from the room guide is added. Sometimes the room guide will tell us to roll on one of the special tables which are shown at the bottom of the page. The encounter tables will tell us which evil creatures we will meet.

ENCOUNTER TABLE

- | | |
|------------------|--------------------------------|
| 1 – no encounter | 9 – Special Encounter Table |
| 2 – no encounter | 10 – Character Encounter Table |
| 3 – no encounter | 11 – Monster Encounter Table |
| 4 – 1 spider | 12 – Special Encounter Table |
| 5 – 1-3 spiders* | 13 – Character Encounter Table |
| 6 – 1 robot | 14 – Monster Encounter Table |
| 7 – 1 robot | 15 – Character Encounter Table |
| 8 – 1-3 robots* | |

* If a player should encounter a robot or a spider they must roll the die a second time.

On a die roll of: 1 or 2 they will encounter 1 spider or robot.
3 or 4 they will encounter 2 spiders or robots.
5 or 6 they will encounter 3 spiders or robots.

CHARACTER ENCOUNTER TABLE

- | | |
|--------------|---------------|
| 1 – Mer-Man | 4 – Beast Man |
| 2 – Whiplash | 5 – Evil Lyn |
| 3 – Trap Jaw | 6 – Skeletor |

SPECIAL ENCOUNTER TABLE

- | | |
|--|--|
| 1 – Character Encounter Table | 4 – Monster Table |
| 2 – Random Player Character teleport to Room 29. | 5 – Random Player Character teleport to Room 29. |
| 3 – Monster Table | 6 – 2 rolls on Character Encounter Table
(reroll duplicates). |

MONSTER TABLE

- 1-2 Gorman
3-4 Plamydon
5-6 Zuva-Rex

CASTING A SPELL

- To cast a spell, say which spell you are about to cast and **cross off the correct number of magic points** on your record sheet and **roll one die**.
- Add the skill level in this spell that is printed on your record card to the number on the die.
- Find this number on the top row of the **Resolution Matrix** on **page 12**.
- Then look at the Defender's number 3 (not -3) on the left-hand side of the **Resolution Matrix**. Follow that line **over to the column under the Attacker's number** on the top row. Where the Defender's row and the Attacker's column meet is the direction you are to use.
- If the letter in that spot is an **M**, then the spell **failed** and the magic points are spent!
- If it is an **H**, then the spell is **successful**!
- There is only **one time** that you do not use the **Resolution Matrix** and that is when you are casting a **shield spell** on yourself! In this case the spell is **always successful**!
- If you cast the shield spell **on someone else**, you must use the **Resolution Matrix** on **page 12**.

COMBAT

- 1 Add skill level, weapon type, magic weapon, and flying modifications to get a final number to add to the number on the die.
- 2 The defender does the **same**, adding all numbers which may apply, skill level, weapon type, magic weapon, defend option and shield modification together to get **one single final number to add to the number on the die**.
- 3 Then both of you, attacker and defender, **roll a single six-sided die!** You add that number to the final number you now have and then the defender finds his number on the side row and the attacker finds his on the top row. Where the two meet tells what happens.
- 4 The results of The Resolution Matrix could range from attacker inflicting damage to the defender, combatants inflicting damage on each other, the attacker losing his weapon and the attacker hurting himself! Look out!

COMBAT MODIFIERS

ATTCKER

Hand Weapon	0
Club	+1
Sword	+2
Magic Weapon	+?
Skill Level	+?
Flying	-2

Defender

Shield Spell	+4
Hand Weapon	0
Club	+1
Sword	+2
Magic Weapon	+?
Skill Level	+?
Defend Option	+2

These change the final numbers to add to the die numbers

RESOLUTION MATRIX

		ATTACKER DIE ROLL																		
		-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
DEFENDER DIE ROLL	-4	M	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
	-3	M	M	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
	-2	M	M	M	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
	-1	M	M	M	M	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H
	0	M	M	M	M	M	H	H	H	H	H	H	H	H	H	H	H	H	H	H
	1	M	M	M	M	M	M	H	H	H	H	H	H	H	H	H	H	H	H	H
	2	W	M	M	M	M	M	M	H	H	H	H	H	H	H	H	H	H	H	H
	3	X	W	M	M	M	M	M	M	H	H	H	H	H	H	H	H	H	H	H
	4	Y	X	W	M	M	M	M	M	H/H	H	H	H	H	H	H	H	H	H	H
	5	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H	H	H	H	H	H	H
	6	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H	H	H	H	H	H
	7	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H	H	H	H	H
	8	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H	H	H	H
	9	Z	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H	H	H
	10	Z	Z	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H	H
	11	Z	Z	Z	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H	H
	12	Z	Z	Z	Z	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H	H
	13	Z	Z	Z	Z	Z	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H	H
	14	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Y	X	W	M	M	M	M	M	H/H

KEY

H means that the attacker inflicts **damage**, according to the weapon type, on the defender!

M means the attacker **misses!**

H/H means that the attacker inflicts **damage**, according to weapon type, on the defender and the defender inflicts **damage** according to the **weapon type** to the attacker – **if** the attacker is in an adjacent square. If he is not, no damage is done to the attacker.

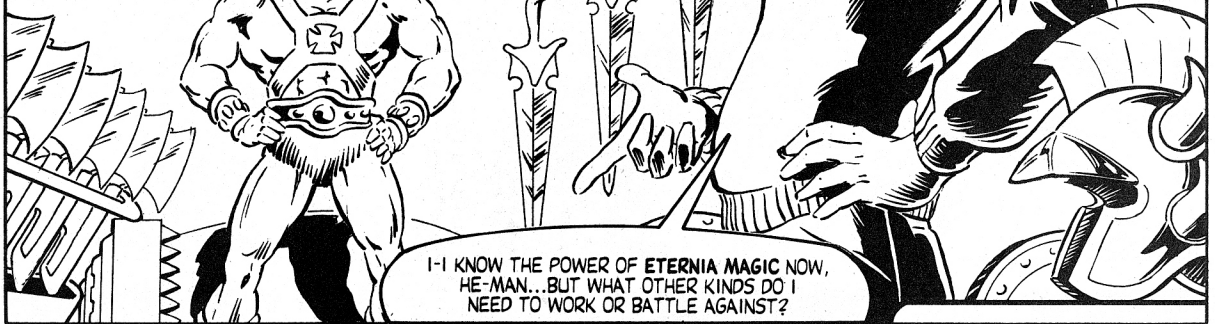
W means that the attacker **misses** and is **dazed!** That's an extra **-2 modifier** in the next combat round!

X means that the attacker **misses** and is **stunned!** That's an extra **-5 modifier** in the next combat round!

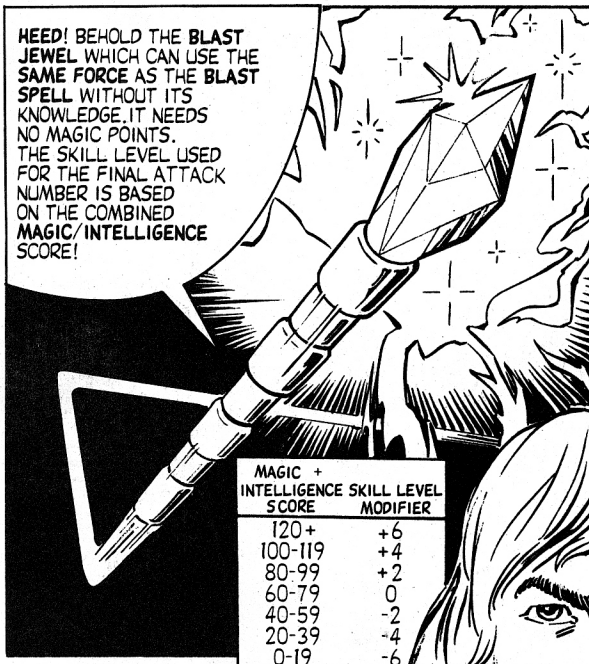
Y means that the attacker **misses** and **drops** his weapon! In **hand-to-hand**, this **Y** designates a **simple miss!**

Z means that the attacker **misses**, **drops** his weapon and **inflicts damage** to himself according to his weapon type!

FREE FROM THE
DIMENSION OF TERROR,
AND BACK IN THE ARSENAL,
WHERE THE WEAPONS ARE KEPT,
THE **PLAYER** THINKS...



HEED! BEHOLD THE **BLAST JEWEL** WHICH CAN USE THE SAME FORCE AS THE **BLAST SPELL** WITHOUT ITS KNOWLEDGE. IT NEEDS NO MAGIC POINTS. THE SKILL LEVEL USED FOR THE FINAL ATTACK NUMBER IS BASED ON THE COMBINED **MAGIC + INTELLIGENCE** SCORE!



MAGIC + INTELLIGENCE SCORE	SKILL LEVEL MODIFIER
120+	+6
100-119	+4
80-99	+2
60-79	0
40-59	-2
20-39	-4
0-19	-6

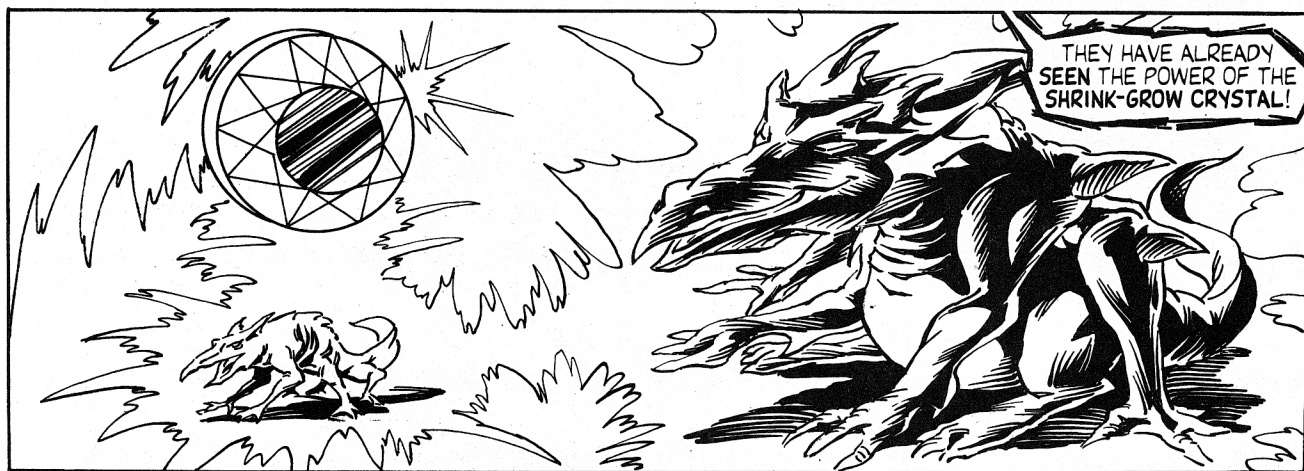
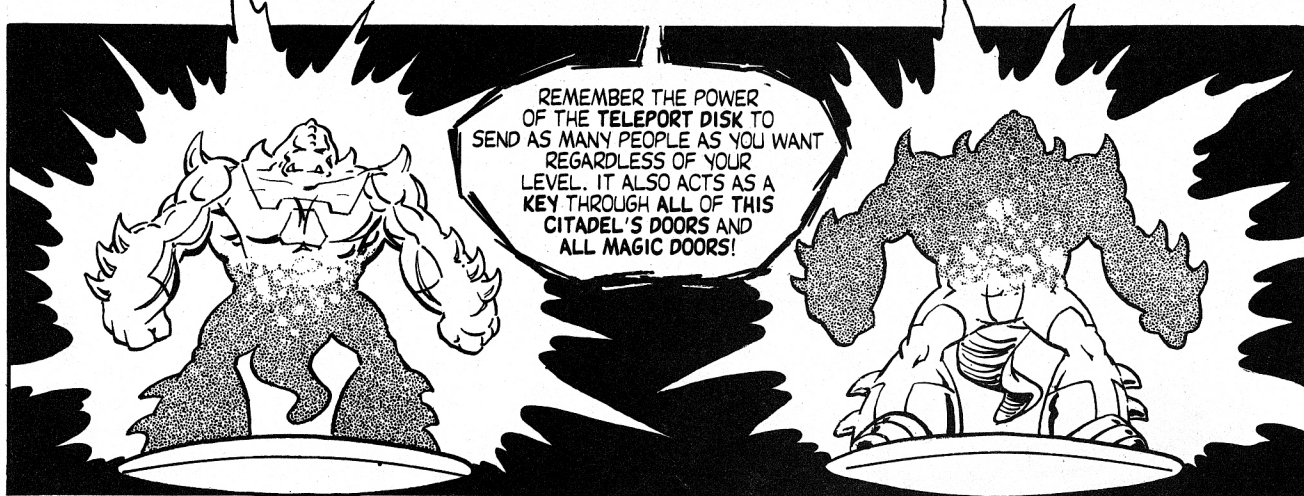
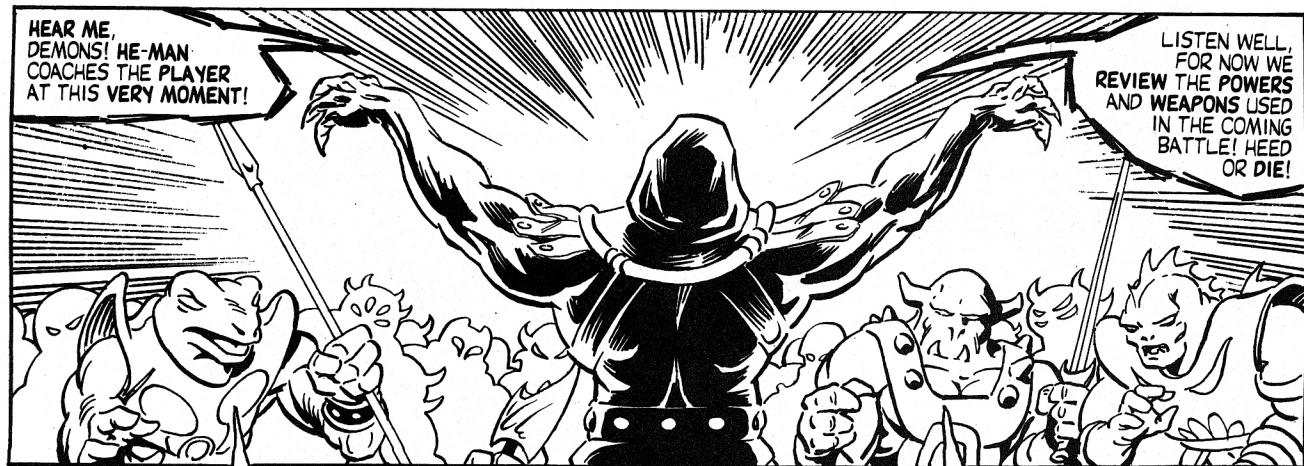
THOSE WHO WIELD THE **ANIMATE WAND** CAN CAST THE **ANIMATE SPELL** AND SPEND NOT A SINGLE POINT!



STRANGELY, THE ILLUSION
DUST HAS NO USE IN THIS
COMING BATTLE!

REMEMBER, MY FRIEND **PLAYER**...WHEN
AND IF ANYONE FINDS THESE ITEMS, THEY MAY
FREELY USE THEIR AWESOME POWERS!





THE MONSTERS OF SNAKE MOUNTAIN SHALL PREVAIL!
THERE ARE MY SPIDERS WHO ARE UNLIMITED
IN NUMBER AND WILL ATTACK THE NEAREST
PLAYER. WHEN DEFENDING, THEY ARE FORCED
TO USE THE ATTACK OPTION!

ZUVA-REX ALWAYS
ATTACKS HE-MAN OR,
IF HE IS NOT IN THE ROOM,
THE NEAREST PLAYER IS HIS
PREY! EVEN IF HE SEES
HE-MAN HE WILL NOT LEAVE
AND WILL FOLLOW UNTIL
HE-MAN IS FORCED
FROM THE GAME!

TRAPPED IN HIS ROOM, THE SWAMP MONSTER WILL
ATTACK ALL WHO ENTER, WITH UP TO 2 12-POINT
ATTACKS PER TURN. HE ATTACKS RANDOMLY AND WILL
ALWAYS USE THE DEFEND OPTION!

"THE ZUVA-REX WILL USE ALL THREE OF ITS ATTACKS
WHenever IT CAN AND ITS BITE IS WORTH 16 DAMAGE
POINTS, CLAW ATTACKS ARE WORTH 4 POINTS."

IF MORE THAN ONE PERSON IS ON A SQUARE NEXT TO
HIM, BOTH WILL BE ATTACKED. WHEN DEFENDING HE WILL
ALWAYS USE THE DEFEND OPTION!"

THEN THERE
ARE MY POWERFUL
ROBOTS IN UNLIMITED
NUMBERS WHO WILL ATTACK
INTRUDERS ON SIGHT
UNTIL DEAD! WHEN
DEFENDING THEY WILL
USE THE ATTACK OPTION!

AH, MY GORMAN WILL
FOLLOW WHOEVER
ENCOUNTERS HIM UNTIL
DEAD! HE IS TRAINED
TO ATTACK THE CLOSEST
PLAYER AND WHILE
DEFENDING, ON A DIE
ROLL OF 1-3, WILL
ATTACK AND ON A DIE
ROLL OF 4-6 WILL
DEFEND. UNFORTUNATELY,
HE UNIQUE AND ONCE
DEAD CANNOT RETURN!"

"BUT THESE ARE BUT BEASTS! WAIT
UNTIL THE PLAYER ENCOUNTERS THE ELITE
COURT OF SNAKE MOUNTAIN!"

"HA! HA! HA! MY
PLAMYDON WILL STAY
IN THE ROOM OR WITH
THE PARTY FOR ONE
FULL TURN AND THEN
HE WILL TELEPORT AWAY!
HE WILL ATTACK THE
CLOSEST PLAYER AND
WHILE DEFENDING, ON
A DIE ROLL OF 1-2 WILL
ATTACK OR ON A DIE ROLL
OF 3-6 WILL DEFEND!"

THESE ARE MY MINIONS. FOOLS AS THEY ARE, THEY ARE NOT STUPID AND WILL USUALLY ATTACK IN A WAY WHICH GIVES THEM THE GREATEST SAFETY AND HAS THE BEST CHANCE TO DAMAGE THE PLAYER!

SKELETOR

ALL OF US ARE PROTECTED BY THE MAGIC OF SNAKE MOUNTAIN. THIS WILL AUTOMATICALLY TELEPORT US AWAY WHEN OUR LIFE FORCE DROPS BELOW THAT WHICH IS STATED ON THE REACTION TABLES!

TRAP-JAW

WHEN EVIL CHARACTERS ARE ENCOUNTERED AFTER THEY HAVE BEEN TELEPORTED ONCE, THEY HAVE NO ESCAPE.

MER-MAN

BEASTMAN

EVIL-LYN

WHIPLASH

IF, AT THE END OF A TURN, AN EVIL CHARACTER OR MONSTER IS IN A ROOM ALONE, IT IS TAKEN OFF THE BOARD. THE ONLY EXCEPTION IS THE GORMAN. NAMED EVILS HAVE THEIR LIFE FORCE POINTS RECORDED. THEY DO NOT REGAIN THEM FROM ENCOUNTER TO ENCOUNTER!

RULES SUMMARY

GAME SET UP

- 1 LAY OUT BOARD
- 2 ASSEMBLE PLAYING PIECES
- 3 PLACE MAGIC ITEMS IN STARTING LOCATIONS
 - A BLAST JEWEL WITH EVIL LYN
 - B SHRINK/ENLARGE CRYSTAL WITH SKELETOR
 - C PLACE OTHER 10 MARKERS FACE DOWN AND MIX. PLACE 1 IN EACH OF THE BLUE STAR LOCATIONS.
- 4 PLACE PLAYER MARKERS AT DOOR TO SNAKE MOUNTAIN ROOM 5 AND BEGIN TO PLAY

GOAL

TO WIN THE GAME, ANY PLAYER MUST LOCATE THE **CROWN JEWELS OF ETERNIA** HIDDEN INSIDE **SNAKE MOUNTAIN** IN A **BLUE STAR SQUARE** AND ESCAPE WITH THEM THROUGH ITS **FRONT DOOR**.

EACH PLAYER CHARACTER'S ATTRIBUTES SKILLS, SPECIAL ABILITIES AND POSSESSIONS ARE LISTED AND DISPLAYED ON HIS PLAYER CHARACTER RECORD. THIS CARD HAS A PICTURE OF THE CHARACTER AND HIS NAME. ALSO LISTED ARE THE PLAYER ATTRIBUTES, SKILLS AND SKILL LEVELS, MAGIC SPELLS AND SPELL LEVELS, AND MOVEMENT RATING. NOT ALL CHARACTERS HAVE MAGIC SPELLS OR EXTENSIVE SKILLS. THE

CARD ALSO HAS A SERIES OF BOXES TO SHOW LIFE FORCE AND MAGIC POINTS. EACH TIME A PLAYER TAKES DAMAGE HE MUST CROSS OFF THE APPROPRIATE NUMBER OF LIFE FORCE BOXES AND EACH TIME A CHARACTER CASTS A SPELL HE MUST CROSS OFF THE CORRECT NUMBER OF MAGIC POINT BOXES. WHEN THERE ARE NO MAGIC POINT BOXES LEFT THE PLAYER MUST NOT CAST ANY MORE SPELLS FOR THE REST OF THE GAME. WHEN THERE ARE NO LIFE FORCE BOXES LEFT, THE GODS OF ETERNIA REMOVE THE PLAYER FROM THE GAME. ALL MARKS MADE ON THESE RECORD SHEETS SHOULD BE MADE IN PENCIL SO THEY CAN BE ERASED AND USED AGAIN.

SEQUENCE OF PLAY

- 1 **PLAYER CHARACTERS MOVE** – PLAYERS MOVE SOME, NONE OR ALL OF THEIR MOVEMENT RATING, WHICH IS NOTED ON THEIR PLAYER RECORD CARD.
 - A MOVEMENT FROM SQUARE TO SQUARE IN ANY DIRECTION COSTS 1 POINT
 - B MOVEMENT THROUGH DOORS COSTS 1 EXTRA MOVEMENT POINT.
 - C MOVEMENT THROUGH MAGIC DOORS IS PROHIBITED UNTIL OPENED BY PLAYER CHARACTER USING MAGIC. ANY MAGIC DOOR CAN BE OPENED FOR 1 TURN BY SPENDING THREE MAGIC POINTS.
- 2 **CHECK ENCOUNTERS** – CHECK ROOM GUIDE FOR ENCOUNTER ROLL CHANGE
 - A THE ROOM GUIDE WILL SHOW EITHER CHANGES TO MAKE OR WILL SHIFT TO A SPECIAL TABLE.
 - B IF AN ENCOUNTER IS STARTED THE MONSTER THAT IS NAMED IS PLACED ON THE RED STAR IN THE ROOM.
 - C AN ENCOUNTER IS CHECKED FOR EACH ROOM THAT HAS A PLAYER CHARACTER IN IT.
- 3 **RESOLVE PLAYER COMBAT**
 - A EACH PLAYER MAY ATTACK ANY MONSTER WITHIN THE LIMITS OF THE COMBAT RULES. IN THIS ROUND THE PLAYER ROLLS FROM THE ATTACK SIDE OF THE RESOLUTION MATRIX.
 - B PLAYER MAGIC USERS MAY CAST ONE SPELL AS THEIR ATTACK.
 - C MONSTERS DEFEND ACCORDING TO THE NOTES IN THEIR REACTION TABLE.
- 4 **EVIL CHARACTERS/MONSTERS MOVE** – MOVEMENT IS DICTATED BY MONSTER REACTION TABLE
- 5 **RESOLVE EVIL CHARACTERS/MONSTER COMBAT**
 - A EACH MONSTER MAY ATTACK ANY PLAYER AS DICTATED BY THEIR REACTION TABLE.
 - B PLAYERS MAY CHOOSE ATTACK OR DEFEND OPTIONS WHEN FIGURING THE MODIFICATIONS FOR THEIR ROLL ON THE DEFENDER'S SIDE OF THE RESOLUTION MATRIX.
 - C PLAYER MAGIC USERS MAY CHOOSE TO CAST A SHIELD SPELL AS THEIR ACTION DURING THIS PHASE.
- 6 **SEARCH PHASE**
 - A IF A ROOM THAT A PLAYER OCCUPIES IS VOID OF ACTIVE MONSTERS THAT PLAYER MAY SEARCH THE BLUE STAR SQUARE WHEN ADJACENT TO OR ON THAT SQUARE. THE PLAYER MAY TAKE POSSESSION OF ANY ITEM FOUND.
 - B IF THE ITEM IS MAGICAL IT MAY BE HANDED TO ANOTHER PLAYER AND USED BY THE PLAYERS IN THE GAME.
 - C THE PLAYERS MAY ALSO FIND AND TAKE POSSESSION OF ITEMS LEFT BY DEAD MONSTERS.
 - D PLAYER MAGIC USERS MAY CAST OTHER MAGIC SPELLS DURING THIS PHASE. THE EFFECTS OF THESE SPELLS START DURING THE NEXT TURN. THIS IS ALSO THE ONLY TIME MAGIC MAY BE SPENT TO OPEN MAGIC DOORS.
- 7 **RETURN TO THE FIRST PHASE AND START A NEW TURN.**

ENCOUNTERS

TO ROLL AN ENCOUNTER SIMPLY ROLL A DIE AND ADD THE NUMBER OF THE ROOM GUIDE. IF THE ROOM GUIDE TABLE POINTS TO ANOTHER TABLE, REPEAT THE PROCESS ON NEW TABLE WITHOUT CHANGE. IF THE ENCOUNTERED MONSTER OR CHARACTER IS NO LONGER IN THE GAME THEN REROLL THE DIE UNTIL AN ACTIVE MONSTER IS ENCOUNTERED.

IF ALL THE MONSTERS OR CHARACTERS FROM ONE COMPLETE TABLE ARE DEAD THEN TREAT THE ENCOUNTER RESULT AS A NO ENCOUNTER.

ENCOUNTERED MONSTERS AND CHARACTERS APPEAR ON THE RED STAR SQUARES IN THE ROOM WHERE THE ROLL WAS MADE.

COMBAT

COMBAT IS OVER WHEN THIS HAPPENS: THE ATTACKER DECIDES WHICH TYPE OF ATTACK AND WEAPON HE WILL USE. HE THEN ADDS TOGETHER ANY CHANGES WHICH MAY APPLY. SKILL LEVEL, WEAPON TYPE, MAGIC WEAPON, AND FLYING CHANGES ARE ALL POSSIBLE. THESE NUMBERS ARE ALL ADDED TOGETHER TO GIVE A FINAL NUMBER. THE DEFENDER DOES THE SAME, ADDING ALL CHANGES WHICH MAY APPLY – SKILL LEVEL, WEAPON TYPE, MAGIC WEAPON, FLYING CHANGE, DEFEND OPTION AND SHIELD CHANGE – TOGETHER TO GET ONE SINGLE FINAL NUMBER. THEN BOTH ATTACKER AND DEFENDER ROLL A SINGLE DIE, ADD THAT NUMBER TO THEIR FINAL NUMBERS, AND FIND WHERE THE TWO NUMBERS MEET ON THE RESOLUTION MATRIX. THEN THEY DO WHAT THE NUMBER INDICATES. THE RESULT COULD RANGE FROM ATTACKER DAMAGING TO THE DEFENDER, COMBATANTS DAMAGING EACH OTHER, THE ATTACKER LOSING

HIS WEAPON, AND THE ATTACKER HURTING HIMSELF.

IF A CHARACTER IS BEING ATTACKED BY MORE THAN ONE PLAYER, HE MAY ONLY APPLY HIS SKILL AND MAGIC WEAPON CHANGES TO ONE ATTACK. ON REMAINING ATTACKS HE CAN ONLY MAKE USE OF DEFEND AND SHIELD MODIFIERS.

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WHEN A CHARACTER'S LIFE/FORCE NUMBER REACHES 0 THE GODS OF ETERNIA INTERVENE AND TAKE THE CHARACTER'S BODY AWAY FROM SNAKE MOUNTAIN TO BE HEALED. THIS CHARACTER IS OUT OF THE GAME, BUT WILL LIVE TO PLAY ANOTHER DAY.

WEAPONS TABLE

	DAMAGE	RANGE
SWORD	12 POINTS	PLAYER MUST BE IN SQUARE NEXT TO TARGET
PISTOL	16 POINTS	UNLIMITED (TARGET MUST BE IN CLEAR VIEW)
RIFLE	24 POINTS	UNLIMITED (TARGET MUST BE MORE THAN ONE SQUARE AWAY FROM ATTACKER AND IN CLEAR VIEW)
CLUB/HAND WEAPON	8 POINTS	ATTACKER MUST BE IN SQUARE NEXT TO TARGET
HAND TO HAND	4 POINTS	ATTACKER MUST BE IN SQUARE NEXT TO TARGET

MAGIC SPELLS

	COST	RANGE	EFFECT
BLAST	5	5 SQUARES	DOES 16 POINTS OF DAMAGE TO TARGET.
SHIELD	3	3 SQUARES	ADDS +4 MODIFIER TO DEFENDER IN COMBAT.
TELEPORT	5	TOUCH (1 SQUARE)	PLAYER WHO'S TURN IT IS CAN MOVE HIMSELF OR ANOTHER PLAYER ANYWHERE ON BOARD, SO LONG AS IT IS A PLACE HE HAS BEEN BEFORE. HIS SKILL LEVEL DETERMINES THE NUMBER OF PEOPLE THAT CAN BE TELEPORTED AT ONE TIME.
FLY	2	3 SQUARES	ALLOWS PLAYER TO FLY AND IGNORE ALL OBSTACLES SUCH AS THE CHASM. IF ATTACKER IS FLYING APPLY A -2 MODIFIER IN COMBAT.
SHRINK/GROW	5	3 SQUARES	CAUSES TARGET OF SPELL TO GROW TWICE AS BIG AS NORMAL OR SHRINK TO ½ NORMAL SIZE. THE DAMAGE DONE IN HAND-TO-HAND COMBAT IS AFFECTED THE SAME WAY, BECOMING 2 TIMES AS MUCH OR ½ AS MUCH. THE SPELL LASTS FOR AS MANY TURNS AS THE CASTER'S SKILL LEVEL.
ANIMATE	4	3 SQUARES	WILL CAUSE ANY OBJECT TO ATTACK WHOEVER THE PLAYER WANTS. THE SPELL LASTS 2 TURNS. SUCH AN ATTACK CAN CAUSE 8 POINTS OF DAMAGE AND IS MODIFIED BY THE ANIMATE SKILL LEVEL OF THE PLAYER.

ROOM GUIDE

ROOM	ENCOUNTER	TREASURE
1 EVIL LYN'S MAGIC ROOM	EVIL LYN (IF EVIL LYN IS ALREADY ON THE BOARD THERE IS NO ENCOUNTER)	BLUE STAR
2 WEAPONS STOREROOM	EVEN	ANY NORMAL SWORD
3 MAIN ARMORY	EVEN	NONE
4 HALLWAY	EVEN	NONE
5 ENTRANCE	NONE	NONE
6 HALLWAY	+1	NONE
7 SNAKE'S HEAD PASSAGEWAY	+2	NONE
8 EVIL LYN'S PRIVATE ROOM	+2 ON CHARACTER TABLE	NONE
9 WEAPONS STOREROOM	EVEN	ANY HAND WEAPON
10 EVIL LYN'S SITTING ROOM	+2 ON CHARACTER TABLE	NONE
11 SWAMP ROOM	SWAMP MONSTER	NONE
12 HALLWAY	EVEN	NONE
13 EMPTY ROOM	+2	NONE
14 HALL PASSAGE	+1	NONE
15 EVIL LYN'S STOREROOM	EVEN	NONE
16 PASSAGE WAY	EVEN	NONE
17 EVIL LYN'S STOREROOM	+1	BLUE STAR
18 TRAP-JAW PRIVATE WORKROOM	CHARACTER TABLE	NONE
19 TRAP-JAW PRIVATE ROOM	CHARACTER TABLE	NONE
20 STORAGE ROOM	+4	BLUE STAR
21 SECRET PASSAGE	+4	NONE
22 DUNGEON CELL 1	NONE	NONE
23 DUNGEON CELL 2	NONE	NONE
24 DUNGEON CELL 3	NONE	NONE
25 DUNGEON GUARD ROOM	+5	NONE
26 UNUSED HALL	NONE	NONE
27 ANTE ROOM TO GREAT HALL	+4	NONE
28 GREAT HALL	2 ROLLS ON THE CHARACTER TABLE REROLL REPEATS	BLUE STAR
29 DUNGEON CELL 4	NONE OR TELEPORTED PLAYER CHARACTER	NONE
30 DUNGEON CELL 5	NONE	NONE
31 ROBOT STOREROOM	1-3 ROBOTS, ROLL DIE 1-2=1: 3-4=2: 5-6=3	NONE
32 ROBOT STOREROOM WATER PASSES UNDER WALL	CHARACTER TABLE	BLUE STAR
33 MER-MAN'S PRIVATE ROOM WATER PASSES UNDER WALL	CHARACTER TABLE	BLUE STAR
34 BEASTMAN'S WORKROOM	+8	NONE
35 ANIMAL CAGE	NONE	NONE
36 ANIMAL CAGE	NONE	NONE
37 ANIMAL CAGE	NONE	NONE
38 SKELETOR COUNTING ROOM	+9	NONE
39 SKELETOR CHASM ROOM	+7	NONE
40 SKELETOR TREASURE ROOM	SPECIAL ENCOUNTER TABLE	BLUE STAR
41 SKELETOR TREASURE ROOM	CHARACTER TABLE	BLUE STAR
42 SKELETOR MAGIC ROOM	+3 ON CHARACTER TABLE	NONE
43 SKELETOR SECRET TREASURE ROOM	NONE	BLUE STAR
44 SKELETOR PRIVATE ROOM	SKELETOR (NO ENCOUNTER IF SKELETOR IS ALREADY ON THE BOARD)	BLUE STAR
45 SKELETOR PRIVATE ENTRANCE WAY	+6	NONE
46 CHASM LOOKOUT ROOM	+9	BLUE STAR
47 CHASM LEDGE	+4	NONE
48 CHASM LEDGE WATER PASSES UNDER WALL	+8	NONE
49 BRIDGE DEFENSE LEDGE	CHARACTER TABLE	NONE
50 CHASM LEDGE	+5	NONE
51 CHASM LEDGE	+4	NONE
52 CHASM BRIDGE	*	NONE
53 CHASM LEDGE	+5	NONE
54 LEDGE STOREROOM	EVEN	NONE

* EACH CHARACTER WHO WALKS ON THE BRIDGE WILL BE ATTACKED BY THE BRIDGE DEFENSES. THE BRIDGE DEFENSES ACT LIKE A RIFLE. THIS INCLUDES CHARACTERS WHO INTEND TO FLY OVER THE CHASM AT THIS POINT. THE ATTACKER AND DEFENDERS DICE ARE ROLLED NOTHING IS ADDED, AND THE NUMBER ON THE DIE IS USED. THIS ATTACK WILL OCCUR UNLESS THERE IS A PLAYER CHARACTER IN ROOM 49 WHEN OTHER PLAYER CHARACTERS ATTEMPT TO CROSS THE CHASM.

ENCOUNTER TABLE

1 – no encounter	9 – Special Encounter Table
2 – no encounter	10 – Character Encounter Table
3 – no encounter	11 – Monster Encounter Table
4 – 1 spider	12 – Special Encounter Table
5 – 1-3 spiders*	13 – Character Encounter Table
6 – 1 robot	14 – Monster Encounter Table
7 – 1 robot	15 – Character Encounter Table
8 – 1-3 robots*	

If a player should encounter a robot or a spider they must roll the die a second time.

On a die roll of: 1 or 2 they will encounter 1 spider or robot.
3 or 4 they will encounter 2 spiders or robots.
5 or 6 they will encounter 3 spiders or robots.

CHARACTER ENCOUNTER TABLE

1 – Mer-Man	4 – Beast Man
2 – Whiplash	5 – Evil Lyn
3 – Trap-Jaw	6 – Skeletor

SPECIAL ENCOUNTER TABLE

1 – Character Encounter Table	4 – Monster Table
2 – Random Player Character teleport to Room 29.	5 – Random Player Character teleport to Room 29.
3 – Monster Table	6 – 2 rolls on Character Encounter Table (reroll duplicates).

MONSTER TABLE

1-2 Gorman
3-4 Plamydon
5-6 Zuva-Rex

MONSTERS

NAME	LIFE FORCE	MOVEMENT POINTS	BASE DAMAGE	ATTACK SKILL
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SPIDERS	10	2	4	+2
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SPIDERS WILL ALWAYS ATTACK THE CLOSEST PLAYER CHARACTER. THEY WILL ATTACK UNTIL DEAD. WHEN DEFENDING, THEY WILL USE THE ATTACK OPTION. THERE ARE AN UNLIMITED NUMBER OF SPIDERS IN SNAKE MOUNTAIN.



ROBOTS	20	3	8	+3
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SKELETOR'S ROBOTS DO MOST OF THE MAINTENANCE IN SNAKE MOUNTAIN. THEY WILL ALSO ATTACK INTRUDERS ON SIGHT. THEY WILL ATTACK THE CLOSEST PLAYER CHARACTER UNTIL DEAD. WHEN DEFENDING, THEY WILL CHOOSE TO ATTACK. THERE ARE AN UNLIMITED NUMBER OF ROBOTS IN SNAKE MOUNTAIN.



GORMAN

45

5

12

+ 6

ONCE THE GORMAN IS ENCOUNTERED HE WILL FOLLOW THE PARTY OR CHARACTER ENCOUNTERED UNTIL HE IS DEAD. HE WILL ATTACK THE CLOSEST PLAYER AND WHILE DEFENDING WILL DO THE FOLLOWING, ON A DIE ROLL OF 1-3 ATTACK; ON A DIE ROLL OF 4-6: DEFEND. THERE IS ONLY ONE GORMAN AND ONCE HE IS DEAD HE CANNOT COME BACK INTO PLAY.



LIFE FORCE

PLAMYDON

50

4

16

+ 6

WHEN ENCOUNTERED, THE PLAMYDON WILL STAY IN THE ROOM OR WITH THE PARTY FOR ONE FULL TURN AND THEN WILL TELEPORT AWAY. HE WILL ATTACK THE CLOSEST PLAYER AND WHILE DEFENDING WILL DO THE FOLLOWING: ON A DIE ROLL OF 1-2 ATTACK, OR ON A DIE ROLL OF 3-6 DEFEND. THERE IS ONLY ONE PLAMYDON AND ONCE HE IS DEAD HE CANNOT COME BACK INTO PLAY.



LIFE FORCE

ZUVA-REX

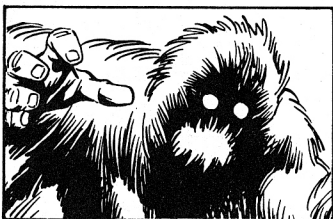
60

4

16

+ 6

WHEN THE ZUVA-REX APPEARS HE WILL ALWAYS TRY TO ATTACK HE-MAN. IF HE-MAN IS NOT IN THE ROOM HE WILL ATTACK THE CLOSEST PLAYER. IF HE-MAN IS NOT IN THE ROOM THE ZUVA-REX WILL TELEPORT AWAY AFTER ONE FULL TURN. IF THE ZUVA-REX SEES HE-MAN HE WILL NOT LEAVE OR STOP FOLLOWING THE GROUP UNTIL HE-MAN HAS BEEN FORCED OUT OF THE GAME. THIS MONSTER HAS 3 ATTACKS AND WILL USE ALL THREE WHENEVER POSSIBLE. THE BITE IS WORTH 16 DAMAGE POINTS AND THE 2 CLAW ATTACKS ARE WORTH 4 POINTS EACH. IF MORE THAN ONE PERSON IS IN AN ADJACENT SQUARE, EACH WILL RECEIVE ONE OF THE ATTACKS. WHILE DEFENDING THE ZUVA-REX WILL ALWAYS USE THE DEFEND OPTION. THERE IS ONLY ONE ZUVA-REX AND ONCE HE IS DEAD HE CANNOT COME BACK TO PLAY.



LIFE FORCE

SWAMP MONSTER

60

0

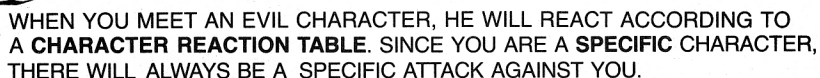
12

+ 6

THE SWAMP MONSTER CANNOT LEAVE HIS ROOM. WHENEVER ANYONE ENTERS THE SWAMP ROOM THE MONSTER WILL ATTACK THEM. THE MONSTER CAN MAKE 2 12 POINT ATTACKS PER TURN. WHO HE ATTACKS IS PURELY RANDOM. THIS MONSTER WILL ALWAYS DEFEND, NEVER ATTACK.



LIFE FORCE



STRENGTH:	46
AGILITY:	41
INTELLIGENCE:	46
LIFE FORCE:	51
MAGIC:	62
MOVEMENT POINTS:	4
SKILL	RATING
SWORD	4
PISTOL	3
HAND TO HAND	4
MACHINES	5

MAGIC SPELLS	RATING
BLAST	5
TELEPORT	2
FLY	2
GROW/SHRINK	1
ANIMATE	1
SPACE PORTAL	3
DISGUISE	3
VIEWING	4
CONTROL	3
SUMMON	2



POSSESSIONS: +4 MAGIC SWORD WILL DEFLECT MAGIC SPELLS WHEN IT IS DEFENDING. THIS SWORD WILL NEVER BE AVAILABLE TO PLAYER CHARACTERS. **SHRINK/GROW CRYSTAL**.

HE-MAN – WILL ATTACK WITH BOTH MAGIC AND SWORD

TEELA – WILL ATTACK WITH BLAST SPELL AND WILL TRY TO PUT OUT OF THE GAME.

ORKO – WILL IGNORE . . . IF ORKO MAKES A BIG NUISANCE OF HIMSELF, BLAST SPELL WILL BE USED.

FISTO – WILL USE CRYSTAL TO GROW ANY AVAILABLE MONSTER: IF NOT AVAILABLE, WILL ATTACK WITH MAGIC.

RAMMAN – WILL ATTACK WITH MAGIC.

IF **HE-MAN** IS ANYWHERE IN SIGHT, THIS IS WHO **SKELETOR** WILL FIGHT UNTIL HE LOSES ½ OF HIS AVAILABLE LIFE FORCE POINTS, THEN HE WILL ATTEMPT TO TELEPORT AWAY.

STRENGTH:	33
AGILITY:	51
INTELLIGENCE:	44
LIFE FORCE:	35
MAGIC:	56
MOVEMENT POINTS:	5
SKILL	RATING
HAND TO HAND	2
LEGENDS/HISTORY	4
MEDICAL	1

MAGIC SPELLS	RATING
BLAST	3
SHIELD	4
TELEPORT	1
FLY	1
SPACE PORTAL	2
VIEWING	2
SEEK	3
ILLUSION	3



EVIL LYN REACTION TABLE

HE-MAN - BLAST SPELL

MAN AT ARMS – BLAST SPELL

TEELA – BLAST SPELL & HAND TO HAND

ORKO – IGNORE

FISTO – BLAST SPELL

RAMMAN – BLAST SPELL

EVIL LYN WILL ATTACK THE CLOSEST PLAYER WITH A PREFERENCE TOWARD **TEELA**. WHEN SHE IS REDUCED TO 15 LIFE FORCE POINTS, SHE WILL TELEPORT AWAY.

STRENGTH:	55
AGILITY:	61
INTELLIGENCE:	24
LIFE FORCE:	51
MAGIC:	31
MOVEMENT POINTS:	6
SKILL	RATING
HAND TO HAND	4
ANIMALS	6
CLUB	3
SWORD	1
ANIMALS	4

MAGIC SPELLS RATING
NONE

**POSSESSIONS: CLUB**

BEASTMAN REACTION TABLE

HE-MAN – WILL RUN AWAY

MAN AT ARMS – FIGHT HAND TO HAND AND CLUB

TEELA – ATTACK WITH ANIMALS

ORKO – IGNORE

FISTO – ATTACK WITH HAND TO HAND AND CLUB

RAMMAN – ATTACK WITH ANIMALS.

BEASTMAN CAN COMMAND ALL ANIMALS TO DO HIS BIDDING. THIS INCLUDES ALL OF THE MONSTERS IN SNAKE MOUNTAIN. WHEN BEASTMAN IS ENCOUNTERED ROLL AGAIN ON THE ENCOUNTER TABLE WITH THE SAME MODIFIERS TO SEE IF ANY MONSTER IS WITH BEASTMAN. HE WILL RUN AWAY WHEN OUT-NUMBERED. IF NO ANIMALS ARE AVAILABLE, BEASTMAN WILL ATTACK WITH HIS CLUB. HE WILL ATTACK UNTIL REDUCED TO 20 LIFE FORCE POINTS AND THEN TRY TO RUN AWAY. IF REDUCED BELOW 20 HE WILL BE TELEPORTED AWAY BY SKELETOR.



NOW, WITH THEIR POWERS SHARPENED AND THEIR WITS AT READY, THE PLAYER AND HE-MAN AND THE OTHER MASTERS OF THE UNIVERSE HURL THEMSELVES INTO BATTLE!

MAY THE SORCERESS WATCH OVER US! ONWARD TO THE VERY SLIME-COVERED GATES OF SNAKE MOUNTAIN TO REGAIN THE CROWN JEWELS FOR THE GLORY AND PEACE OF ALL ETERNIA!

I'M READY, HE-MAN AND I'M SURE THE OTHER PLAYERS ARE TOO! THEY'LL STAND BY THE FORCES OF GOOD ON ETERNIA AND WE'LL WIN, YOU CAN BET ON THAT!

YOU ARE THE PLAYER! AND NOW YOU MUST CHOOSE WHICH OF THE SIX HEROIC MASTERS OF THE UNIVERSE YOU SHALL BECOME TO FACE THE EVIL SKELETOR. YOU HAVE EXPERIENCED THE THRILLS AND DANGERS THAT MAY POSSIBLY LIE BEFORE YOU, SO...LET THE BATTLE BEGIN!