

The Fantasy Trip™

3205

SECURITY STATION

A high technology labyrinth



MicroQuest™ 5

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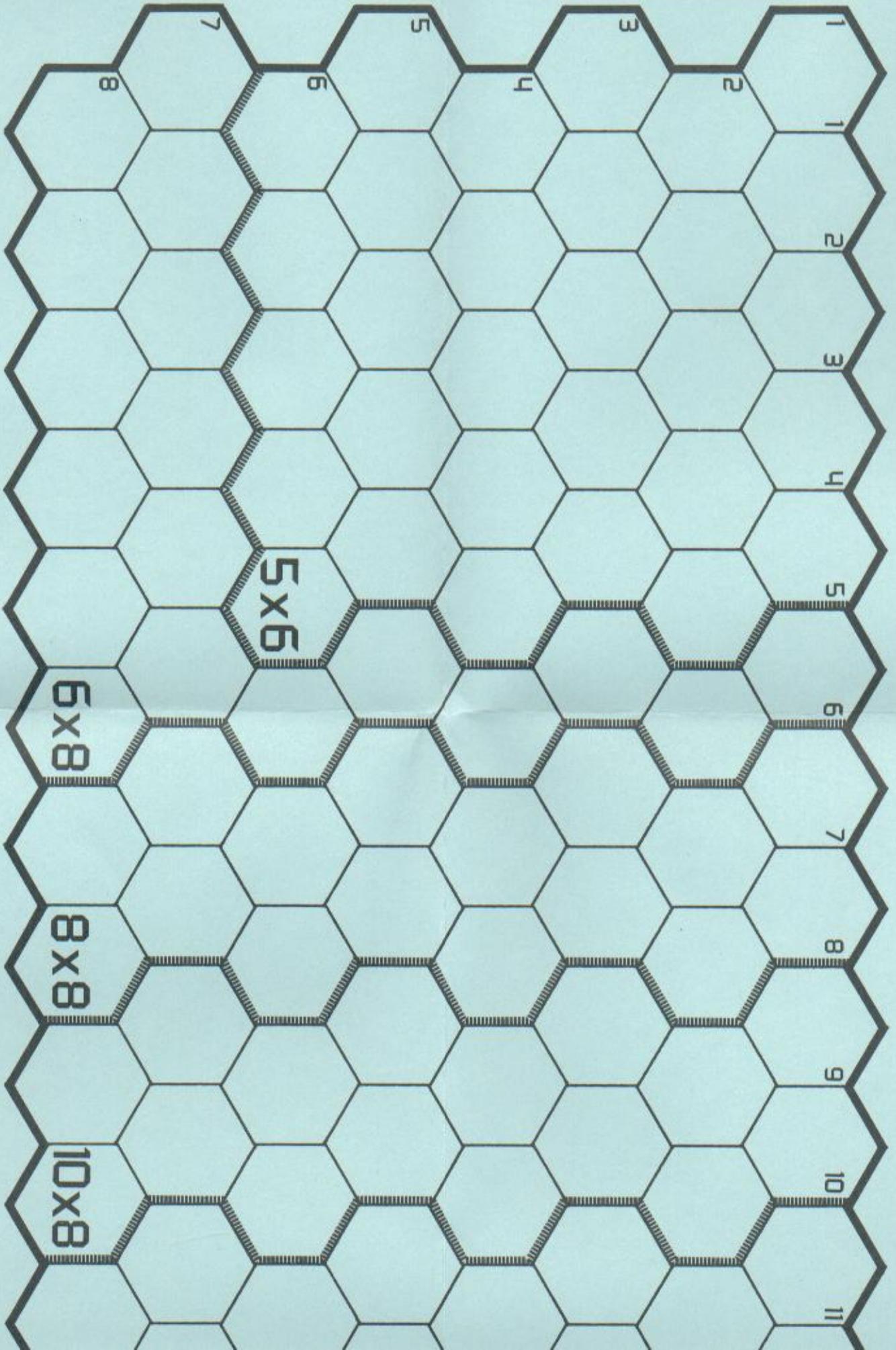
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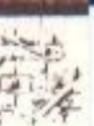
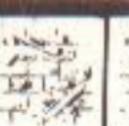
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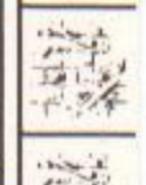
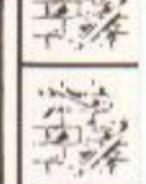
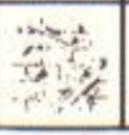
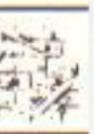
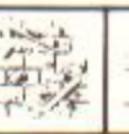
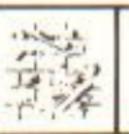
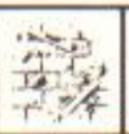




SECURITY STATION



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SECURITY STATION™

A programmed adventure for use with
The Fantasy Trip™: IN THE LABYRINTH
and/or TFT: MELEE and WIZARD

Game design by John W. Colbert

Edited by Guy W. McLimore, Jr.

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Cover by Dave Deitrick

Art by Dave Deitrick, Clark Bradley, Trace Hallowell,
Liz Danforth, and Pat Hidy.

INTRODUCTION

During the last days of the great Empire, the Mnoren rulers became bored with the business of leadership. They sought throughout the alternate universes for excitement, thrills, diversions of all types—anything to relieve the tedium.

One Mnoren, Jas N'orn, collected weapons. He had the finest collection of battle axes on Cidri, each of which had killed at least fifty men. But, many other had collections nearly as fine. So, Jas looked for something more unique than axes and swords.

And he found it. Many of the alternate worlds had high levels of scientific achievement. Several had nuclear weapons. But only one had managed to totally annihilate itself. On that world, a parallel version of our own Earth, Jas found what he sought.

During the years prior to the nuclear conflagration, many of the governments of this world had financed the construction of vast numbers of bomb shelters. Unfortunately, by the time the attack warnings could be given, it was too late. The warheads were too close to run from.

It would have done very little good anyway, since the attack destroyed nearly all of the shelters, as well as the cities in which they were located. The few people who had been in the shelters when the attacks occurred died if their sanctuary was too close to ground zero. Others, farther away, survived until food and water were exhausted. Areas that did not receive direct hits were sterilized by massive amounts of radioactive fallout. The world—the "Earth"—was totally purged of life.

Jas went to this world to see if the reports of "invisible demons" were true. He returned with a case of radiation sickness that took weeks to cure, even with magical assistance.

With a little study, Jas found ways of screening out the deadly effects of radiation and explored the dead world further. Eventually, he decided to locate the largest intact shelter and have it moved to Cidri as a curiosity. No other collector could atop THAT!

The transfer cost astounding quantities of resources, several years, and nearly a dozen lives, but one does not argue with the rulers of entire planets. The complete installation of Shelter Sierra Tango One One Nine was laboriously excavated, brought to Cidri, and reburied in a mountainous region similar to the one in which it had originally rested. The complex described in this game is that shelter.

After the disappearance of the Mnoren and the fall of the Empire, anarchy reigned and much knowledge was lost. The people of the hills and valleys surrounding the N'orn estate settled into a simpler way of life. Little remained of the Mnoren but legends and scattered artifacts.

Years passed—MANY years. Slowly, the villages began to explore and seek knowledge, as intelligent beings always do. Scavenging of the Mnoren-built cities and estates became commonplace. Especially prized were caches of processed and refined metal. But all too soon much of the Mnoren-refined metal was used up. Many towns hired metal harvesters to search for hidden Mnoren enclaves where

more might be found. Such men were highly regarded, not only because they brought back valuables for the village, but because the places they went were dangerous. Only the strongest and cleverest survived to return from such quests.

The scavenger parties sought metal in any form, working technological devices, books, and the rare supply of Mnoren explosives—much better than the crude black powder devices used on Cidri since after the Fall. Villages were known to go to war over particularly rich finds. The greatest hazards of all to a metal harvester were groups from rival villages who were all too willing to add YOUR metal items to their loot.

HOW TO PLAY

SECURITY STATION is a programmed adventure utilizing the rules set forth in THE FANTASY TRIP game system. To play it is necessary to have TFT: MELEE (MicroGame no.3). TFT: WIZARD (MicroGame no.6) will allow you to add magical combat if you wish. TFT: IN THE LABYRINTH and the ADVANCED MELEE and ADVANCED WIZARD modules contain more elaborate rules for these games, and may be substituted for the MicroGames if you wish. In addition, you may also use SECURITY STATION as part of a gamemastered campaign for THE FANTASY TRIP.

This booklet describes the SECURITY STATION complex, gives you decisions to make, and tells you the results of those decisions. You will explore the complex by going from numbered instructions in this booklet to other numbered instructions representing the outcomes of decisions you make. Combat and room exploration will be conducted according to the rules of THE FANTASY TRIP on the mapboard provided. In addition to this Micro-Quest package (one rule booklet, one mapboard and a set of counters) you will need some six-sided dice, a straightedge, scratch paper, pencils, and the appropriate set of combat and magic rules from THE FANTASY TRIP.

SECURITY STATION may be played in several ways:

SOLITAIRE: One player plays both a party of adventurers acting as metal scavengers, and all the hazards and enemies they meet in the complex. This booklet sets up the situation in each room; the player plays out both sides of each conflict on the mapboard.

TWO-PLAYER: One player controls the scavenger party as above. The other controls the hazards and enemies encountered in an attempt to hinder or slay the intruders.

MULTI-PLAYER: For groups of three or more, each player may take a single character in the scavenger party. One may also play the hazards and enemies as above. It is also possible to designate one player as the game master (GM). The GM takes the book, reads the instructions to the players, and acts to settle all disputes. GM's, after the first couple of times through, may wish to alter the contents of some rooms or add their own variations to prevent players from anticipating traps and situa-

tions already encountered on a previous foray. When playing with a GM, more than one group of adventurers may be active. If two groups meet they may compete as rival village scavengers, attacking each other for the metal and other valuables they carry.

CREATING FIGURES FOR "SECURITY STATION"

Characters for this game may be either heroes or wizards, creating according to the rules in *TFT: IN THE LABYRINTH* or *TFT: MELEE* and *WIZARD*. One to three characters may enter the complex together. It is conceivable that three beginning (32-point) figures could enter and explore the complex without being killed, but the odds are better with a group of experienced characters. You therefore might want to "create" experienced figures by adding two to seven points (1 die plus 1) to each figure's total attribute points. You may also use characters who have gained extra attribute points in arena combat, campaign play, or other solitaire adventures.

If using *IN THE LABYRINTH*, be sure to select hero talents for your characters. Some of these talents may prove useful in the adventure. If you are not using talents, assume characters do not have these specialized areas of knowledge when they are called for, and proceed accordingly.

NOTE: The hard floors in the complex are too slick to provide good footing for centaur characters, but other humanoid races (men, slaves, dwarves, halflings, lizard men, etc.) are permitted. Players may not begin the game with a giant as a character.

Remember that there is a scarcity of most refined metal in this part of Cidri—that's part of the reason your characters are going to explore the complex. For this reason, metal armor and large metal weapons will be less common than in other adventures. To simulate this, roll one die and consult the table below:

Die Roll	Result
1	No metal armor or large metal weaponry is available to the party. (No swords, larger axes, pole weapons except spears, or other large metal weapons. Daggers, hatchets, and non-metallic clubs are available.)
2-3	One set of metal armor or two metal weapons are available.
4-5	One set of metal armor and one weapon, or three weapons are available.
6	Two sets of metal armor, or one set and two weapons, or four weapons are available.

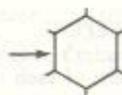
Shields may be wooden, as such are always available, as are bows and crossbows. NO guns are available in this area. Cloth and lea-

ther armor is, of course, quite easy to come by, and characters may have either. Metal weapons may be picked up in the complex, but found armor would have to be refitted by an armorer before it could be used properly. Such refitting would have to be done at a village.

HOW TO USE THE MAP

The rooms of *SECURITY STATION* are of varying sizes. The various standard room sizes are laid out on the mapboard included with this game. Length and width in hexes is laid out along the edges of the map, and the standard sizes are marked off and noted in the bottom right hand corner of each.

For each room diagrammed in a numbered instruction, doorways will be designated by entrance hexes marked like this:



Note that the arrow POINTS TO the entry hex. It is NOT in the entry hex itself. Figures entering a room should set up in the appropriate set of entry hexes, and only the number of figures that will fit in the entry hexes can enter a room in that turn. Likewise, figures attempting to leave a room must move into and through an entry hex and off the board.

ENTERING THE "SECURITY STATION" COMPLEX

One to three characters may enter to begin each game. A party may contain heroes, wizards or a combination. If no one in a party has magical skills, magic of a combat nature will not be used against you in the game. (If playing with *ITL*, any figure that knows one or more spells counts as a "wizard".)

A party may rest in a room that is free of foes or other hazards for 15 minutes before moving on, if they so desire. They may not rest longer—it is extremely dangerous to just sit around in an unknown technological enclave! During this time a wizard who is resting will regain one point of ST lost due to spell casting fatigue. (He cannot gain back ST lost due to hits in this manner.) Also, a person with the *PHYSICKER* or *MASTER PHYSICKER* talent may use his abilities to heal wounds. Remember, though, he has only 15 minutes! If you are not using *ITL*, you do not have a physicker with you, and your party must keep all wounds that they receive until such time as they can return to their village for help.

All combat in this complex takes place in rooms, not corridors. It is permissible to send a scout or a created being into a room to scout it out. But, it is not advisable, as this is a good way to lose a scout or waste ST creating beings unnecessarily.

As soon as you enter a room, look at the diagram provided. This will describe the size of the room and any obstacles or rubble. Place figures on the appropriate entry hexes and read the instruction to find out what your options will be.

Unless otherwise designated, black hexes represent impassible rubble. They may not be entered or flown over, and they will stop missiles, thrown weapons and spells. Unless otherwise noted, gray-shaded hexes are mounds of rubble several feet high. Thrown/misile weapons and spells and flying figures pass freely over rubble hexes. Anyone running on rubble (moving over half their MA, charge-attacking, or dodging for more than one-fourth their MA), must make a saving roll of three dice against their DX, with DX -2 for the bad footing. Failure to make the roll means the figure falls down in the first rubble hex encountered.

Since only one type of rubble marker is included, place them on the map right side up (the printed side) to denote impassible rubble (black hexes) and upside down to denote mounds of rubble (gray-shaded hexes).

MAPPING AND RECORD-KEEPING

In addition to your character's record sheets, you will need to keep a record of the contents of each room explored. Mapping the complex as you go through is permissible, but may prove to be very difficult because of the transport gates.

You should make a record sheet for each room that you enter. All rooms are numbered—the 100 series is on the first level, the 200 series on the second level and so forth. Any time that you leave a room, you should note the contents of the room (foes, treasure, abandoned companions, etc.). If you should re-enter that room, corpses will still be there and any living foes will be back at their starting points with the wounds they received in earlier battles. If you leave behind treasure or wounded companions, they may or may not be there when you return. (See **ABANDONING TREASURE OR COMPANIONS**).

When re-entering a room, go by your record sheet instead of the printed instructions. Any foe your group fought that you didn't kill will attack you on sight if you return. Anything you killed stays dead—you don't have to fight it again.

BE SURE TO KEEP A RUNNING LIST OF EACH NUMBERED INSTRUCTION AS YOU READ THEM, IN CASE YOU LOSE YOUR PLACE OR ARE SENT TO AN INSTRUCTION THAT DOES NOT GIVE YOU SPECIFIC INFORMATION ON HOW TO RETURN WHERE YOU CAME FROM!

LEAVING A ROOM

You may leave a room only when such action is called for by the written instructions. In order to successfully leave a room, you must have enough MA to go through the entry hex. (That is, you must have **ONE POINT MORE** of MA than is necessary for you to **REACH** an entry hex. If you attempt to leave and a gate will not let you pass, you end your turn in the entry hex facing the gate. Trying to use a **TELEPORT** spell to leave a room is against the rules. You may attempt to teleport **IN**, if you desire. However, the advanced shielding and anti-magical nature of the complex makes this extremely dangerous. For any attempt to

teleport out of a room, roll 2 dice. On a roll of 5, 6, 7, 8, or 9, the attempt fails and the character accidentally teleports into solid matter and dies. Any other roll means the character made it. **TELEPORT** spells within a room are perfectly permissible, and require no special roll.

ENCUMBRANCE AND PICKING UP TREASURE

If you are playing with the ITL rules, use the weights and encumbrance listings set forth there. If not, use the following tables:

If you are carrying, in kilograms. . . .

Figure's ST or less: No MA or DX penalty. Swimming is possible.

Less than 2 times ST: No MA/DX penalty on land. No swimming.

2-3 times ST: MA reduced 2 points.

3-4 times ST: MA reduced 4 points. DX -1

4-5 times ST: MA reduced 6 points. DX -2

ITEM	WEIGHT (in kilograms)
Coil of wire	4kg
Dagger-type weapon	0.1kg
Sword-type weapon	2kg
Club/hammer	2kg
Pole Weapon	5kg
Bows	2kg
Crossbows	4kg
Book	1kg

If you wish to fight unencumbered by treasure, it will take you 2 turns to dump it, and you may do nothing else during those turns but defend, with your foe attacking at DX +4. **DWARVEN CHARACTERS DOUBLE ALL PERMISSIBLE WEIGHTS AT EACH LEVEL ON THE CHART!**

ABANDONING TREASURE OR COMPANIONS

If you wish to avoid being slowed down by treasure or companions who are wounded, you may leave them in a room after you have secured it by killing any foes therein and negating any other hazards. When/if the rest of the party returns, roll 2 dice. On a result of 5, 6, 7, 8, or 9, the treasure is intact and/or your companion is still there. On any other result, the treasure is gone and your wounded companion is now dead. Leaving treasure or companions in a corridor is possible but more risky. If you return for them, roll 2 dice. On any roll **EXCEPT** a 7, all treasure is gone and/or your companion is dead.

IMAGES, ILLUSIONS, CREATED AND SUMMONED BEINGS

It is perfectly legal for a wizard to create or summon a being or illusion to scout a room or do combat. However, neither images nor illusions may pass through transport gates, and images cannot

go through security gates. Whenever the caster of an image leaves a room by any means, the image is destroyed.

It takes one turn to go between two corridor paragraphs, or between two non-combat room paragraphs, or to fight one combat round. This time count will give you some idea as to how long spells will last.

If playing *solitaire*, only foes with an IQ of 8 or more can attempt to disbelieve an illusion. A foe will try this only when they see non-humans attacking, or if they actually see a wizard create a figure within the room. In either case, roll one die each turn for each foe. On a roll of 5 or 6, that figure will attempt to disbelieve one of your figures.

EFFECTS OF MAGIC

The SECURITY STATION complex comes from a non-magical universe with a high technology. Some of the devices in the complex, and the heavy radiation shielding the shelter contains, tend to interfere with the operation of magic. The mystic power fields are warped and distorted by the other-universe alloys and by the operation of certain high-technology devices. Because of this, most areas of the complex require a wizard to put forth more effort to cast a spell. Such areas are referred to as *semi-magical* areas. In such an area, the expenditure of twice as many ST points as normal is required to cast a spell. If a spell is cast with the standard number of points, the effects of the spell will be halved (rounded down). A missile spell will do only half as much damage, a thrown spell will be half as effective, certain special spells will affect only half as much area, etc. Created/summoned beings who do not have double ST invested by their wizardly master will have ½ their normal ST and do ½ as much damage, but DX and IQ and MA will be unaffected. Maintaining a spell also costs double per turn. Spells with a fixed duration last only half as long unless double ST is expended.

In a few areas, the warping of magical lines of force have the opposite effect and DOUBLE the effectiveness of magic. In these *double-magic* areas, you may cast a normal spell for half its normal ST cost (1 point spells still cost 1 point—you can't expend half an ST point. . .), or cast it at normal ST cost for TWICE the usual effect, according to the same guidelines as given above for semi-magic areas.

Of course, some areas will be *normal-magic* areas where magic works as it usually does. Potions are unaffected by the various warped-force areas, but magical items get halved or doubled as the case may be WHILE BEING USED IN THE APPROPRIATE AREA. When taken elsewhere, they return to normal.

Unless noted otherwise, all corridors and rooms are semi-magical areas.

SPECIAL RULES

Because of the special nature of a programmed adventure, certain special rules must apply.

Whenever you take the attack option offered by an instruction BY CHOICE, you automatically receive initiative for the first turn. On following turns, determine initiative normally.

Broken weapons may occur or be found in the complex. Broken swords and clubs do half damage (rounded up). A twice-broken sword or club is useless. Any other weapon is useless if broken even once.

The security and transport gates work by a technological principle far different than a GATE created by magic. The CONTROL GATE spell is therefore not effective on them.

The complex is for the most part well lighted by luminescent ceiling panels. In some places, however, the panels may have been damaged. If the room description makes no mention of lighting conditions, assume the area is adequately lighted.

Ceilings in the complex are too low for flying to be an effective means of travel through the corridors, but a limited point-to-point jump within a room is possible, unless otherwise noted. Pole weapons may be carried in the hallways and used in the rooms unless otherwise noted.

Any time a character is not actually in combat (while walking down a corridor, just before entering a room, etc.) he may change weapons, prepare equipment, or cast protective spells on the party.

When you enter a room, you will enter through the appropriate transport or security gate. Security gates are force-screened doorways. They act for the most part as normal doorways, but usually will not let a foe pursue you out of a room. Transport gates operate as do security gates, but they are also teleportation mechanisms. Moving through a transport gate will teleport you elsewhere in the complex. Some areas may not be reachable without using the transport gates. *WARNING-- a transport gate may not work the same way from both sides!* That is, if you step back through the teleport gate you just used to enter, you may or MAY NOT go back to the place you just came from! Mappers take note!

It is perfectly legal to slay an unconscious foe. This is a life-or-death struggle, not an arena combat.

EXPERIENCE

Experience points should be awarded to characters as follows:

FOR COMBAT: One experience point for every hit of damage you put on a foe, or for every one-hit "nuisance" creature like a rat or wasp that you kill. For killing larger nuisances like slimes, give 5 points to the person putting in the death blow and none to anyone else. Hits done by a wizard's spells—including fire and illusions—count as experience for the wizard. **ALSO:** the person delivering the killing blow to any foe (except a very weak nuisance creature like a rat) gets experience points equal to that foe's basic DX. This serves two purposes: it encourages fighters to press the attack, and it makes killing a high-DX/low-ST foe (often a deadly opponent) worth something.

FOR CASTING SPELLS: A wizard gets one EP for each point of strength he expends in spell casting, even if the spell is not successful.

FOR DIE ROLLS: Making a saving throw against danger (thus avoiding it) or putting one of your talents to good use (thus learning more) are worth experience. Any character who successfully makes any roll on four or more dice will get experience points: 10 for a four-die roll, 20 for a five-die roll, 30 for a six-die roll, etc. Only a roll which produces results will count—that is, if you look for a secret door and none is there, you get no points even if the roll was successful. If a GM makes a secret roll without telling the player the results, he should make a note to give the player the experience for it later.

FOR TIME SPENT IN PLAY: Each hour of real time spent in play is worth 5 experience points to each character involved. The GM (if there is one) should not award points for characters who do not take an active part in the adventure, or who waste time deliberately. Trips to the refrigerator, or leaving the game overnight doesn't count.

GAME MASTER'S DISCRETION: If this game is run by a GM, he may award points (or TAKE THEM AWAY) whenever he feels it proper. These bonuses or penalties should be small (usually not more than 10 points at a time) and should reflect the performance of the characters. Examples: a heroic-knight-type figure stands alone in a tunnel against three foes, or volunteers to open a door that is probably trapped to save the rest of the party—10 points. Maybe more if the foes are dangerous. The same heroic figure turns and runs when confronted by a bear—lose 10 points for acting out of character. The GM might award points for a character that figured out a riddle-clue, defeated or frightened enemies with a clever trick, or even (for a sneaky character) cheated the *other players* out of their share of a treasure! Points should be taken away for actions out of character, or for very stupid blunders (unless the character is *supposed* to be stupid, in which case the GM might AWARD points for particularly dumb mistakes!)

The benefits of experience points—increased attributes—comes only upon return to the village AFTER the expedition into the complex is over. Increases are taken according to the ITL rules or as listed below.

Your attribute total (ST+DX+IQ) currently	Points needed to "trade in" for one attribute point
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Up to 36 points	125 EP each
37-40 points	250 EP each
41-45 points	1000 EP each
46-50 points	3000 EP each
51-55 points	5000 EP each
For each series of 5 above 55	DOUBLE the previous number

FIGHTER TABLE

When an instruction says to roll for a fighter's attributes on the fighter table, roll 3 dice for each fighter you need, and refer to the list below. If a fighter has no ready weapon, it will take him one turn to ready one. Assume a fighter is human unless stated otherwise in a numbered instruction.

Dice	ST	DX	IQ	Armor	Ready Weapon	Other Weapons
3	10	12	10	Leather, sm. shield	Rapier	Dagger
4	14	12	9	Chainmail	2-handed sword	Hatchet
5	12	10	10	Lg. shield	Hatchet	Broadsword
6	9	15	8	NONE	Mace	3 daggers
7	13	13	8	Leather	NONE	Horsebow, cutlass
8	12	12	8	Leather	Broadsword	Small bow
9	14	13	8	NONE	2-handed sword	Small ax, dagger
10	11	11	10	NONE	Longbow	Mace, dagger
11	12	11	9	NONE	Club	NONE
12	11	12	9	Leather, sm. shield	Shortsword	Sling, bag 10 rocks
13	10	14	8	NONE	Cutlass	2 daggers
14	9	15	8	NONE	NONE	Rapier, main-gauche
15	15	14	8	Leather	Pike axe	Club
16	15	13	8	Plate	Battleaxe	Dagger
17	10	13	9	NONE	Javelin	Sling, bag 10 rocks
18	15	15	10	Chainmail	Pike axe	NONE

WHEN YOU ARE READY TO BEGIN, GO TO INSTRUCTION NO. 1. GOOD LUCK!

1. You find the entrance to the complex set into the back wall of a long-forgotten cave. A rectangular frame of metal surrounds a pulsating curtain of multi-colored light. Your group of experienced scavengers has seen this before—a transport gate of the ancient Mnoren. Stepping into that curtain should take you into the deeply-buried installation, but it COULD take you somewhere else entirely. Weapons drawn and eyes peering about warily, you step through the gate. As you do, the tingle of teleportation washes over your body. Go to 211.

2. You hear a rustle, then nothing. Go back to 132 and try something else.

3. You are in Room 201, Personnel Debriefing (see map below). You see 2 fighters (one at each R). Roll for their attributes on the Fighter Table. You have the initiative. You can attack (103) or leave (85), try to talk to them (75), or do nothing (155).



4. You come to a 3-way intersection. You may go west (227), east (121), or south (37).

5. You come to a dead end. Rubble from a collapse completely blocks the corridor. The best thing you can do now is turn around (91).

6. The dragon has ST 30, DX 13, IQ 16, MA 6, armor takes 3 hits per attack. It may make 2 attacks per turn: strike with claw at 2-2 dice damage and breathe fire at 2 dice damage. This flame attack has the same DX penalty as do thrown weapons. The dragon may breathe fire at any hex due to its flexible neck. If you kill the dragon, go to 115. If you surrender to the dragon, go to 244. If you break and run through either door, go to 47.

7. You are facing north. You may go forward (169) or turn around (229).

8. You are in Room 501A, Misc. Storage (see map below). If you entered from the west, go to 63. If you entered from the east go to 69.



9. The sceptor explodes! Anyone within 2 hexes receives 1 + 2 damage. Those from 3 to 6 hexes away receive 1 - 1 damage. Those from 7 to 11 hexes away get knocked prone. You may now leave (151).

10. You come to the top of the stairs. You are at a 3-way intersection. You can go left (200), turn around and go back down the stairs (38), or through the transport gate to the right (127).

11. You are facing east. You may go forward (60) or turn around (185).

12. The dragon looks at you and says, "Well, little humans, what do you wish here? If you did not come to steal my treasure, I will let you pass in peace." Looking behind the dragon, you see a large pile of assorted metals and weapons. Tempting, eh? You may leave through either gate (47) or attack the dragon (6).

13. You come to a (formerly) 3-way intersection. Rubble blocks the south corridor. You may go north (190) or east (5). You may also attempt to dig through the rubble (220). Good luck.

14. You are facing west. In front of you is a security gate. Go through (93) or turn around (257).

15. You are facing north. Before you is a security gate. Step forward (116) or turn around (137).

16. The couple was carrying 3 books. You may now leave (154).

17. You come to a 3-way intersection. You can go west (184), east (256), or up the stairs to the north (90).

18. He draws the largest weapon he is carrying, and attacks. He has initiative the first turn. He fights with +2 DX, and +4 IQ. If you run for either gate, go to 324. If you kill him, you may loot his body (the sceptor is worth \$50), and then leave (151). If he kills you, go to 357.

19. A snake drops on the lead figure. Make a 3-die saving roll against DX. If you make it, go to 53. If you miss, go to 149.

20. The scepter is 60cm (24 inches) long and 5cm (2 inches) in diameter. It appears to be a silvery metal staff inlaid with bands of fine-grained wood and rather drab-looking gemstones. Either end is capped with a copper colored sheath about 10cm (4 inches) long. If you have the Mechanician talent, go to 59. If you have the Scholar talent, go to 170. If you wish to cast a spell on the scepter, choose one listed below, cast it, then go to the indicated entry to see what effect it has. Detect Magic or Reveal Magic (329), Detect Life (266), Detect Enemies (299), Analyze Magic (320), any spell that puts hits on the scepter (9), or Darkness (347). You can also pick up the scepter (194) or leave (151).

21. You are facing west. Before you is a transport gate. Step through (77) or turn around (127).

22. You are facing east. Before you is a Security gate. Go through (157) or turn around (147).

23. Whoever picks up the scepter will attack his companions with the most damaging weapon he has available. He fights at +2 DX and +4 IQ. He will fight to the death. If you kill him, go back to where you were and continue the game (the scepter is worth 5 FP). If he kills you, or is the only one in his party, go to 357.

24. You find a flask filled with a white liquid. If you have either the Chemist or Alchemist talent, go to 332. You can drink the liquid now (65) or save it. If you save it, you can drink it on a later turn, whenever you are not actually in combat. Make a note of what entry you are at on that turn, as 65 will not direct you back. You may now go back to 182 and continue.

25. When he picked up the scepter, he grabbed it by both ends, his hands on the copper end pieces. He screams, and falls to the floor. You may rush to help him (302), or leave (151). If he is the only one in the party, go to 357.

26. The search takes 6 turns. You see that the room is partially filled with carcasses, both of meat animals (the gray hexes), and men (the Bs). You can go back to the security gate and have one person hack away at it (256), search the bodies (191), or continue to search the room (122). Remember, the cold will eventually kill you.

27. Have the investigating person make a 3 die saving roll on DX. If they make it, go to 180. If they miss it, go to 288.

28. You are out of the tunnel. If you came from 55, go to 171. If you came from 220, go to 13. If you came from 261, go to 87.

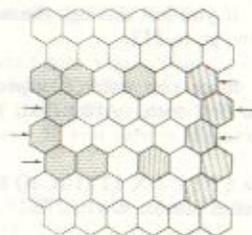
29. You see one fighter (A). Roll for his attributes from the fighter Table. Roll for initiative, then go to 51.

30. Nothing happens. Go back to 182 and continue.

31. You are facing north. Go forward (184) or turn around (240).

32. Move your characters, then go to 234.

33. You are in Room 204, Visitor's Reception and Orientation (see map below). You see that the room contains 3cm (1 inch) of water all over the floor, except for a 1 by 4 meter area of rubble (grey hexes) in front of each gate. You also notice a few mounds of stone scattered here and there over the floor. You can walk through the water to the far gate (315), jump from stone to stone (280), or leave through the same gate you entered (346). (The ceiling is a maze of broken pipes—no one is allowed to fly across.)



34. You find 3 coils of gold wire. Go back to 62 and continue.

35. You can stand there and see if anything moves (109) or walk into the room to see if there is anyone hiding under the desks. (84).

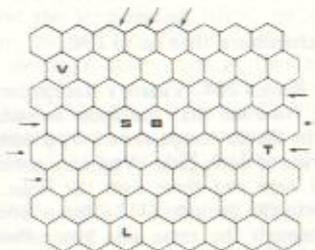
36. You come to a security gate on the north wall. You may go east (92), west (74), or through the security gate (96).

37. You are facing south. In front of you is a transport gate. Go through (160) or turn around (82).

38. You are at a 4-way intersection. You may go down the corridor to the east (260), up the stairs to the north (10), down the stairs to the south (156), or through the security gate to the west (165).

39. The voice says, "All right, human. You asked for it." The room fills up with foam. Take (1-3) hit from sliding around in it. (By the way, that was the installation computer talking, and it released the firefighting foam.) You may now leave through either door (154).

40. You are in Room 402, Transport Terminal no. 5 (see map below). You see a giant snake (S) and a large grizzly bear (B) locked in mortal combat. You can turn around and leave (216), join the battle (237) or stand still and hope they will kill each other (287). The snake has ST 12, DX 12, IQ 6, MA 6, and does 1 + 1 damage. The bear has ST 25, DX 11, IQ 6, MA 8, and does 2 + 2 damage.



41. You are out. If you left through the west gate, go to 147. If through the east gate, go to 112.

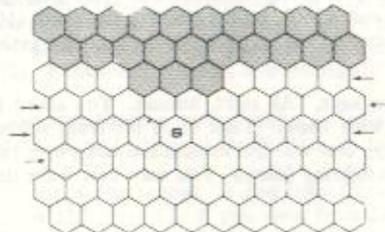
42. They attack. Since you weren't suspecting treachery, you may only defend the first turn. After that, you may attack and defend normally. Go to 131.

43. The archer has ST 15, DX 12 (10), IQ 8, MA 8, heavy crossbow, morningstar, leather armor. Go to 276.

44. You are facing east. Before you is a transport gate. Step through (120) or turn around (153).

45. Move your figures 3 hexes per turn if walking, full MA if running. Then roll 1 die. On a 6, go to 264. On any other result, repeat the above procedure. If you make it through either gate, go to 136.

46. You are in Romm 501D, Misc. Storage (see map below). This is a normal-magic area! If you have been in this room before, go to 358. You see a scepter (S) lying on the floor. You can investigate it (20) or leave (151).



47. If you left through the west gate, go to 139. If you left through the east gate, go to 46.

48. The gate refuses to let you pass. Go back to 71 and try something else.

49. The figure shatters. It was a mannequin. The figures at A and C were not, however= They attack. Go to 234.

50. You are facing south. In front of you is a transport gate. Go through (152) or turn around (181).

51. They will fight to the death. If you win, go to 176. If you break off and run through the security gate, go to 11.

52. You see a large grizzly bear (S). It has ST 30, DX 11, IQ 6, MA 8, and does 2 + 2 damage in combat. It will fight to the death. If you win, go to 312. If you break off combat and run through the north security gate, go to 101. If you break off combat and run through the south security gate, go to 360.

53. The snake didn't bite you. You may attack it. It is quite small, having ST 2, DX 10, IQ 2, MA 2, bite does 1 - 3 damage and is poisonous (if the snake gets any hits on you, take an additional 1 + 2 damage). If you survive it, go back to 182 and continue.

54. He roars, "FOOL! KNOW YE NOT WHAT I AM? I WILL SHOW YE!" Go to 18.

55. You've made it so far. If you are digging north, go to 220. If you are digging south, read 28, then go to 171.

56. Roll 1 die. On a result of 1 - 4, go to 298. On a result of 5 - 6, go to 349.

57. You've made some friends. Roll on the Fighter Table for their attributes. (If you attack them in a later turn or run while they engage an enemy, and they are not killed, on every turn you spend in any room, roll 1 die. On a roll of 1 - 5 continue as the entry lists. On a roll of 6, they caught up to you. You must fight them AND whatever is in the room.) You may now leave (154).

58. A voice says, "Identify yourself." You can identify yourself (107), sneer at it (158), or run for either gate (192).

59. Make a 4 dice saving roll on IQ (3 dice if you are an Expert Mechanician). If you make the roll, go to 225. If you miss the roll, go back to 20 and choose some other option.

60. You are at a 4-way intersection. You can go north (269),

leading up. Follow them (83) or turn around and go back down the corridor (36).

75. If you have 1 person in your party, go to 202. Otherwise, go to 103.

76. You are facing south. Before you is a security gate. Pass through (126) or turn around (143).

77. You are facing west. Go forward (38) or turn around (260).

78. Whoever misses the roll slips on the foam and falls. Take 1 - 4 damage, then go back to 247 and continue combat.

79. You have the initiative. If you break and run through a gate, go to 41. If you kill the tigers, go to 102.

80. You are facing south. In front of you is a transport gate. Go through (204) or turn around (152).

81. Anytime anyone is engulfed, go to 215. If you kill it, go to 268. If you run through either gate, go to 136.

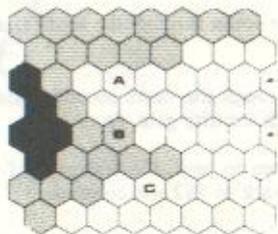
82. You are facing north. Go forward (4) or turn around (37).

83. You are at a 3-way intersection. You may go west (105), east (22), or down the stairs to the north (100).

84. Move your people into the room. Then go to 168.

85. You are facing south. Walk forward (211) or turn around (241).

86. You are in Room 502, Graphics Room (see map below). The grey hexes are light rubble, the black hexes are impassable rubble. Roll 1 die, on a result of 1 or 2, go to 29. On a result of 3 or 4, go to 186. On a result of 5 or 6, go to 270.



87. You are facing west. Go forward (114) or turn around (232).

88. Move the attacking characters in, then go to 327.

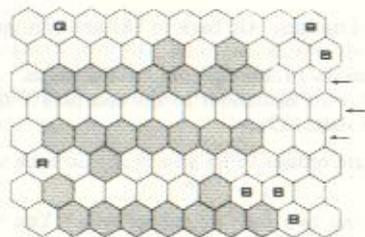
89. You see something scuttle back under the shelves. You can investigate (27) or continue (182).

90. You are facing north. Go forward (60) or turn around (177).

91. You are facing west. Walk forward (13) or turn around (5).

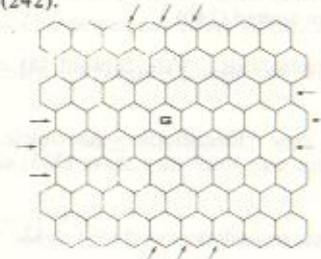
92. You come to a security gate set in the north wall. You may go through it (250), go east (200), or west (36).

93. You are in Room 506, Cold Storage (see map below). As you enter, the security gate seals and locks behind you. As the temperature is -50 C, your survival time is limited. For every 6 turns you remain in this room subtract 1 from your ST (every 10 turns if you are wearing cloth or leather armor). You can have one person hack away at the gate with a hand-held weapon (256), see if the security gate is really locked (282), or explore the room (26). (A KNOCK spell is useless against the energy field sealing this door.)

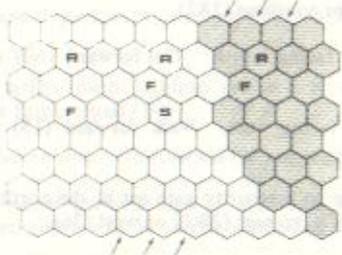


94. You walk down the corridor and turn right. Go to 229.

95. You are in Room 205, Transport Terminal no. 3 (see map below). There is a giant standing with his back to you (Place one corner on the G). You can attack him (350), go back through the gate you entered (316), run for another gate (285), or ask him to turn around (242).



96. You are in Room 303, Project Coordination (see map below). Roll 1 die. On a result of 1 - 3, go to 339. On a result of 4 - 5, go to 318.



97. You find a broadsword. You can keep it (189) or toss it away and continue (182).

98. The flame-throwers in the walls still work. Each figure that missed either or both rolls must take 2 + 1 damage and are knocked prone. They may crawl toward either gate at a MA of 2 hexes per turn. For every turn they remain in this room, they must take 2 + 1 damage. If they make it through either gate, go to 205.

99. You find nothing. Go back to 182 and continue.

100. You come to the bottom of the stairs. You may turn right and go down the corridor to the east (36) or turn around and go back up the stairs (83).

101. The gate refuses to let you pass. Go back to 52 and continue to fight.

102. You find two coils of copper wire. You may now leave. Go to 41.

103. They attack. If you kill them, go to 337. If you break off and run through the gate, go to 85.

104. You see an archer at the Q. Roll 1 die. On a result of 1 - 2, go to 43. On a 3 - 4, go to 125. On 5 - 6, go to 213.

105. You are facing west. Before you is a security gate. Go through (33) or turn around (140).

106. You are facing east. Walk forward (4) or turn around (227).

107. The voice says, "Identification incomplete. I have called the MPs." You can wait until they arrive (233) or run for either gate (192).

108. They are not in a talking mood. Go to 42.

109. You see nothing move. You can walk into the room to investigate the desks (84) or leave (143).

110. You are facing east. Walk forward (204) or turn around (64).

111. You are facing east. In front of you is a security gate. Go through (8) or turn around (224).

112. You are facing east. Go forward (211) or turn around (253).

113. Make a 3 dice saving roll on IQ (2 dice if you have either the Chemist or the Alchemist talent). If you make the roll, go to 196. If you miss the roll, go to 353.

114. You are at a 3-way intersection. You may go north (255), east (232), or west (21).

115. You find 4 broadswords, 2 of which are broken, 1 mace, 2 spears, 1 pike axe, 2 small bows, 10 coils of silver wire, 12 coils of gold wire, 4 coils of copper wire, and 11 books. You may now leave (47).

116. You are in Room 701, Personnel Briefing (see map below). The room is completely dark so you can't see what's inside it. You can leave (137) or investigate the room (62).



117. Go to 104.

118. You find 3 coils of silver wire. You may now leave (71).

119. Move your attacking characters in, then go to 49.

120. You enter the room through the west transport gate. Go to 95.

121. You are at a 3-way intersection. You may go east (184), west (4), or south (80).

122. The search takes 10 turns. You can continue to search (223), loot the bodies (191), or have one person hack away at the

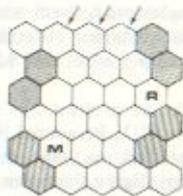
security gate (256).

123. The dragon looks at you quizzically, but does not attack. Keep moving at 3 hexes/turn and roll a die after each move. If you lose your nerve and run for a door, move your figures half their MA, then go to 236. If you continue to walk and reach a door, go to 47. If you roll a 5 or 6 at any time, go to 12.

124. The gate refuses to let you pass. Go back to 277 and continue the fight.

125. The archer has ST 12, DX 12 (10), IQ 8, MA 8, Light crossbow, Broadsword, and Leather armor. Go to 276.

126. You are in Room 202, Programming Station no. 1 (see map below). You see several desks (the grey hexes). You see dead, dried out mushrooms covering everything in the room. If you have the Naturalist talent, go to 178. You can investigate the room (35), or leave (143).



127. You are facing east. Walk forward (114) or turn around (21).

128. Go to 204.

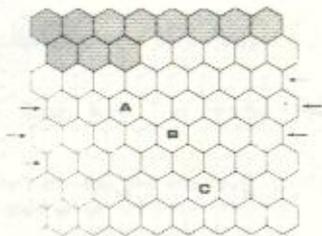
129. You come to a 3-way intersection. You may go west (14), east (164), or south (190).

130. You find a giant snake. It has ST 12, DX 12, IQ 6, MA 6, and a bite that does 1 + 1 damage. Since the room is dark, you have a DX penalty of -8. Since a snake is hard to hit, subtract 3 from your DX. Its side hexes are considered front hexes, since it can strike quickly. If you kill it, go back to 62 and continue. If you break off combat and run through the security gate, go to 137.

131. If you break off combat and run through either gate, go to 188. If you kill them, go to 238.

132. You are in Room 501E, Misc. Storage (see map below). The room is unlighted, but you manage to see 3 man-like forms standing in the middle of the room (at the A, B, and C). You can leave through the gate you entered (61), say hello and see what happens (2), walk to the far door (32), attack the figure at A (88),

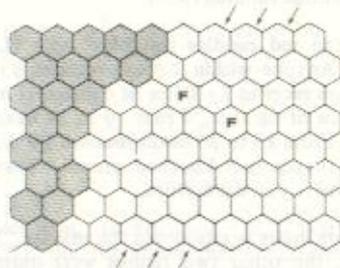
attack the figure at B (119), or attack the figure at C (207).



133. You see a small flask filled with red liquid. There is only enough for 1 person to drink. You may drink it now (113) or keep it. Make a note of where you are, since 113 cannot direct you back. Go back to 182 and continue.

134. Nothing happens. Go back to 182 and continue.

135. You are in Room 301, Project Administration (see map below). You see 2 fighters, one at each F. Roll for their attributes from the Fighter Table. You can attack them (131), try to talk to them (108), stand and see what they do (42), or turn around and leave (188).



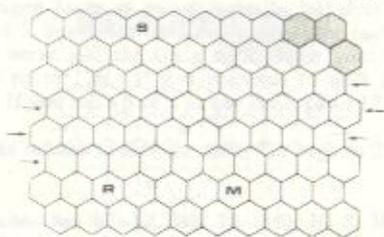
136. If you left through the west gate, go to 8. If you left through the east gate, go to 199.

137. You are facing south. Go forward (204) or turn around (15).

138. You are at a 3-way intersection. You may go west (200), down the stairs to the south (38), or through the transport gate to the east (127).

139. You are in Room 501B, Misc. Storage (see map below). This is a normal-magic area. You see a small, porous-looking red stone laying on the floor (S). It is spherical and about 15 cm (6 inches) in diameter. If you have the Naturalist talent, go to 252.

You can investigate it (311), stand still and examine the room from where you are (221), or walk for either security gate (45).



140. You are facing east. Go forward (83) or turn around (105).
141. The tigers have the initiative. They attack. If you make it to either gate, go to 41. If you kill the tigers, go to 102.
142. Go to 31.
143. You are facing north. Go forward (211) or turn around (76).
144. He says, "Wait, I want to talk to you." You can stop and chat (208) or continue running (316).
145. The little red candles just blew up! (Let's hear it for Alfred Nobel!) Anyone within 2 hexes receives 8 dice of damage. From 3 to 5 hexes receives 7 - 2 dice of damage. From 6 to 9 hexes receives 5 + 1 dice of damage. From 10 to 14 hexes receives 3 + 2 dice of damage. From 15 to 20 hexes receives 1 + 1 dice of damage. From 21 to 27 hexes gets knocked prone. Take your damage and go back to where you came from.
146. The figure splits neatly down the middle. It was a mannequin. However, the other two figures were quite real and they attack. Go to 234.
147. You are facing west. Walk forward (83) or turn around (22).
148. You have successfully surrendered. You lose control of those characters. The game is over.
149. The snake bit the lead figure. It has ST 2, DX 10, IQ 2, bite does 1 - 3 damage and is poisonous (if the snake gets any hits on you, take an additional 1 + 2 damage). If you survive it, go back to 182 and continue.
150. Go back to 182 and continue.

151. If you left through the west gate, go to 199. If you left through the east gate, go to 132.

152. You are facing north. Walk forward (121) or turn around (80).

153. You are facing west. Go forward (164) or turn around (44).

154. If you left through the west gate, go to 224. If you left through the east gate, go to 139.

155. Go to 75.

156. You are facing south. Walk forward (60) or turn around (269).

157. You are in Room 203, Entrance Security (see map below). You see two small tigers, one at each C. The tigers have ST 12, DX 14, IQ 6, MA 12. Their fur absorbs 1 hit per attack. The tigers may attack using either their claws (2 dice) or their teeth (1 + 2 dice). In II-T-H combat the tigers do 2 + 1 damage. You may leave through the gate you entered (41), try to make it to the far gate (141), or attack (79). Make your decision quick, they look hungry.



158. The voice says, "Identify yourself." You can try to identify yourself (107), run for either gate (192), or yell insults at it (58).

159. Nothing happened. You can go back to 63 and make another choice, or yell again (210).

160. You enter the room through the north transport gate. Go to 95.

161. You find a few human bones. Go back to 62 and continue.

162. The stone has a MA of 3. If you make it through either gate, go to 136. If it gets within 1 hex of you, go to 321.

163. You find 2 coils of copper wire. You may now leave through either gate (71).

164. You come to a 3-way intersection. You can go south (73), west (129), or east (44).

165. You are in Room 401, Misc. Usage (see map below). Roll 2 dice. On a result of 2 - 6 or 8 - 12, go to 305. On a result of 7, go to 275.



166. You are facing north. Walk forward (204) or turn around (248).

167. You got grabbed. Your pole weapon just snapped in half. Go to 193.

168. The mushrooms emit poisonous spores. Take 1 - 1 damage and fall prone. Armor is no help. You can lie there and die like a coward or crawl towards the security gate at a MA of 2. For every turn you remain in the room, take 1 - 1 damage. If you make it through the gate, go to 143.

169. You walk down the corridor and turn left. Go to 265.

170. Make a 2 dice saving roll on IQ. If you make the roll, go to 225. If you miss the roll, go back to 20 and choose some other option.

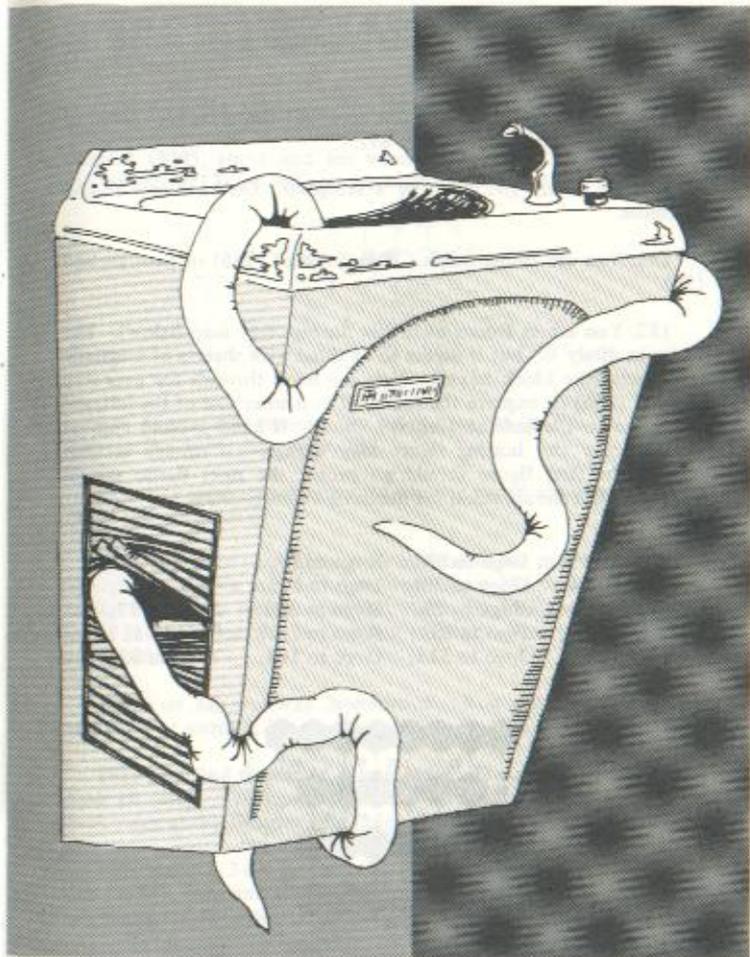
171. You are facing south. Walk forward (114) or turn around (255).

172. The gate refuses to let you pass. Go back to 318 and continue with the combat.

173. Whoever missed their roll has half a ton of rock dropped on their heads. Take 6 dice of damage. Now you see how the guy got so flat. Go back to 182 and continue.

174. The scepter is worth 5 EP. You now leave (151).

175. You come to a 3-way intersection. You can go forward (184), turn around and go back (265), or up the stairs to your fight (90).



176. Roll 1 die. On a result of 1, go to 334. On a result of 2 - 3, go to 209. On a result of 4 - 6, go to 203.

177. You are facing south. Before you are steps leading down. Take them (67) or turn around (90).

178. Make a 3 dice saving roll in IQ (2 dice if you are an Expert Naturalist). If you make the roll, go to 355. If you miss the roll, go to 35.

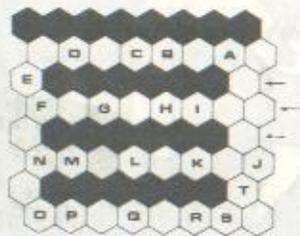
179. You managed to scramble free, but the mandrake snapped your pole weapon in half. Go to 81.

180. He nearly got stung by a scorpion. Go back to 182 and continue.

181. You are facing north. Walk forward (265) or turn around (50).

182. You are in Room 601, File Storage (see map below). The room in dimly lit, but it seems to be filled with shelves of magnetic tape reels (the block hexes). You can leave through the gate you entered (106) or explore the room. If you enter one of the lettered hexes, go to the indicated entry. Note: If hand-to-hand combat occurs, only the leading figure may engage. If missile combat occurs, the first figure should go prone, the next figure should kneel, the last should stand for maximum effectiveness.

A=go to 19;	F=go to 68;	K=go to 99;	P=go to 323;
B=go to 24;	G=go to 306;	L=go to 133;	Q=go to 72;
C=go to 134;	H=go to 297;	M=go to 303;	R=go to 97;
D=go to 89;	I=go to 295;	N=go to 351;	S=go to 117;
E=go to 30;	J=go to 313;	O=go to 104;	T=go to 326.



183. If you have more than 1 person in your party, go to 239. If you have only 1, go to 57.

184. You come to a 3-way intersection. You can go west (121), east (17), or south (240).

185. You are facing west. In front of you is a security gate. Go through (86) or turn around (11).

186. You see 2 fighters, one at the A and one at the B. Roll for their attributes from the Fighter Table. Roll for initiative, then go to 51.

187. You are in Room 703, Exit Security (see map below). The room appears to be empty. You can leave through the gate entered (328), stand and see what happens (300), leave through the far gate (222), or yell and see what happens (58).



188. If you left through the south gate, go to 200. If you left through the north gate, go to 195.

189. Any time you attempt to use the sword in combat, go to 286. Make a note of

189. Any time you attempt to use the sword in combat, go to 286. Make a note of where you were, since 286 cannot direct you back. Do not go to 286 unless you actually USE the sword; carrying it into combat sheathed doesn't count. Now go back to 182 and continue.

190. You are a 3-way intersection. You can go north (129), east (73), or south (13).

191. You find 4 coils of copper wire. The search of the bodies took 10 turns. You can explore the room (26) or have one person hack away at the security gate (256).

192. Make 2 3-die saving rolls for each figure, one on DX and one on MA. Anyone who makes both rolls may go to 205. Anyone who misses either or both rolls, must go to 98.

193. If the mandrake is killed the same turn that it engulfs someone, that person is freed but must take 2 hits, absorbably by armor. If the mandrake is killed on the turn following the engulfment, the victim is freed, but takes 3 dice of damage not absorbable by armor. If the mandrake is killed on the second turn following the engulfment, the victim is freed, but must take 6 dice of damage. Also, his armor and weapons have been destroyed by the mandrake's acids. Go to 81.

194. Make an 8-die saving roll on the total of ST and IQ. If you make the roll, go to 231. If you miss the roll, go to 25.

195. You are in Room 301A, Project Director's Office (see map below). You see a desk (grey hexes) behind which a four-armed man (M) sits doing paperwork. As you enter he looks up and says, "Well, what do YOU want?" You can give him a rude answer (310), answer him truthfully (344), or turn and leave (135).

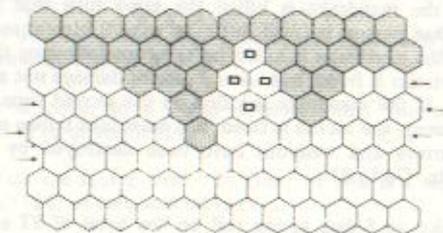


196. You tasted the poison while it was still in your mouth and managed to spit it out. You take no damage, and gain 5 EP for the experience. Go back to where you came from.

197. He can try to get out on his own. To crawl out of the water from a hex adjacent to the rubble, or to crawl one hex in the water, he must make a 6 dice saving roll on the total of ST and DX. If the rest of the party decides to help him, go to 271. If they decide to leave, THEY go to 346. If he makes it out of the water, go to 33.

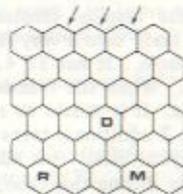
198. Rabies, that's how bad it is. For the rest of this adventure, you're all right. The next time you go on an adventure or enter the arena, your ST will be increased by 2 and your IQ decreased by half. That will be the last time you may use that character unless you manage to find a cure somehow, within two weeks. Go back to 284 and continue until you kill the beast.

199. You are in Room 501C, Misc. Storage (see map below). This is a double-magic area! The room is partially filled with rubble (grey hexes). You see a small dragon (The four Ds) facing south. The rubble may be crossed at a cost of 2 MA points for every hex entered. You may leave through the gate you entered from (47), run for the far gate at full MA (236), walk for the far gate at 3 hexes per turn (123), attack the dragon (6), or surrender to the fearsome creature (244).



200. You come to a security gate set into the north wall. You can go through it (135), west (92), or east (243).

201. You are in Room 702, Armory (see map below). On the west, south, and east walls are cabinets full of badly corroded rifles. There is a rather unpleasant looking dwarf (D). The dwarf has ST 16, DX 12, IQ 8, MA 10, and a battleaxe. When he sees you, he begins making comments about your ancestors and your personal habits. You can leave (340), stand there and take it (283), or attack him (322).



202. They say, "We lost a good friend in this place. Since we number three now, let us join forces." You can agree (230) or say no (279).

203. You find 1 coil of silver wire. You may now leave (11).

204. You are at a 4-way intersection. You can go west (64), north (15), south (248), or through the transport gate to the east (128).

205. If you left through the east security gate, go to 110. If you left through the west transport gate, go to 361.

206. He has ST 20, DX 15, IQ 10, MA 10, and two cutlasses (2 - 1). He can use both each turn with no DX penalty. If you kill him, you may search the room (348) or leave (135).

207. Move your characters in for the attack, then go to 146.

208. The giant says, "Hi, there. My name is Max. I'm kind of lost. May I tag along with you?" You may say yes (249) or no (259).

209. You find 1 book and 2 coils of copper wire. You may now leave (11).

210. A voice says, "Bug off, human." You can take its advice and leave through either door (154) or shout invective back at it (39).

211. You are at a 4-way intersection. You can go south (76), west (253), north (241), or through the transport gate set into the

cast wall (138).

212. You emerge from the west transport gate. Go to 40.

213. The archer has ST 10, DX 12 (10), IQ 8, MA 8, horsebow, cutlass, and leather armor. Go to 276.

214. You are facing south. Before you are several hundred tons of collapsed corridor. Turn around (258).

215. The stone, a rare magical creature called a mandrake, attacks by expanding its body into a very large clam-shaped mouth and engulfing its prey whole. It has ST 4, DX 13, IQ 1, and can absorb 4 hits per attack. When the mandrake makes its hit roll, it engulfs its victim whole. If it misses its roll, it misses its victim. After engulfing someone, 2 additional turns must go by before the mandrake may attack anyone else. This allows time to absorb the victim. It can still dodge during this time, however. If it engulfs anyone who is carrying a pole weapon, whether as a ready weapon or not, go to 296. If the victim does not have a pole weapon, go to 66. If you kill it, go to 268.

216. If you left through the north security gate, go to 165. If through the west transport gate, go to 235. If through the east transport gate, go to 181.

217. If you left through the south security gate, go to 36. If you left through the north security gate, go to 124.

218. As you open the keg, you find the smell is rather overwhelming, smelling of death and corruption. The liquid inside does not look like beer, but rather like a scummy soup. Do you still want to drink it? If you do, go to 331. If not, you may leave (263).

219. The books are in mint condition. Go back to 182 and continue.

220. So far, so good. If you are tunneling north, read 28, then go to 13. If you are tunneling south, go to 55.

221. You see the stone rock back and forth. You can run for either gate (45) or investigate it (311).

222. A voice says, "Halt and identify yourself." You can do so (107), run for either gate (192), or yell insults at it (58).

223. Overturning some of the animal carcasses, you find 20 coils of silver wire and 10 coils of copper wire. The time spent overturning the bodies takes 8 turns. You can now loot the bodies (191) or have one person attack the gate (256).

224. You are facing west. Walk forward (60) or turn around (111).

225. The scepter is some type of Mnoren artifact. It is thought to be some kind of recording device, but this is the first to be found intact. Go back to 20.

226. You emerge from the transport gate in the east wall. Go to 132.

227. You are facing west. In front of you is a security gate. Go through (182) or turn around (106).

228. How bad can a mouse bite be? Take your hits and go to 198.

229. You are facing south. Before you is a transport gate. Walk through (226) or turn around (7).

230. You've got yourself two partners, each of who is carrying 1 coil of copper wire. If you leave either or both of them unhonorably during a battle, roll 1 die each turn you spend in any room. On a roll of 6, they caught up to you. Good luck. You can now leave (85).

231. Any time the scepter is picked up, or handed to another person, perform an 8 dice saving roll on the total of IQ and ST. If you make the roll nothing happens. If you miss the roll, go to 23. Keep track of where you were, since 23 cannot direct you back. You now leave (151).

232. You are facing east. The corridor ahead is totally blocked by a cave-in. You can turn around (87) or you can attempt to dig through (261).

233. Since the MPs all died a number of years ago, waiting for them to arrive could take some time. Go back to 107 and make another choice.

234. Roll for the fighters attributes from the Fighter Table. If you break off and run through a gate, go to 61. If you kill them, go to 304. If you surrender to them, go to 338.

235. You emerge from the east transport gate. The contents of the room are unchanged from when you left it. You have the initiative. Go to 40.

236. Roll a die. On a roll of 1-3 you made it through either gate. Go to 47. If you didn't, go to 309.

237. If you break off combat and run through any gate, go

to 273. If you kill the animals, go to 342.

238. You find 2 coils of copper wire. You may now leave through either gate (188).

239. They attack. Go to 247.

240. You are facing south. Before you is a transport gate. Pass through (142) or turn around (31).

241. You are facing north. In front of you is a security gate. Go through (3) or turn around (85).

242. If you have 1 person in your party, go to 208. If you have 2 or more people, go to 259.

243. You come to the end of the corridor. You may go through the transport gate directly ahead (127), turn around and go back up the corridor (200), or down the stairs to your right (38).

244. You lose control of any figure that surrenders to the dragon. They become slaves to the dragon, and will sit out any further fighting. If any surviving figures have not surrendered, go back to 6 and continue combat. Otherwise, end the adventure.

245. You are getting nowhere. Turn around and go back (261).

246. He attacks. He has the initiative. Go to 206.

247. Roll on the Fighter Table for their attributes. For every turn spent in this room, each figure must make a 3 dice saving roll on DX. If anyone misses the roll, go to 78. If you kill them, go to 16. If you run through a gate, go to 154.

248. You are facing south. In front of you is a security gate. Go through (201) or turn around (166).

249. You've got yourself a partner. If you leave him unhonorably during a battle, roll 1 die each turn you are in a room. On a roll of 6, he comes through the same gate you did and attacks. He has ST 35, DX 10, IQ 9, MA 10, and a mace (4-3). He is also carrying 5 coils of silver wire. You can now leave (316).

250. You nearly break your nose as the gate refuses to admit you. Go back to 92 and try something different.

251. The water is electrified. A figure takes 1 - 2 damage each turn he is in it. If his friends attempt to get him out, go to 301. If they do not, or he was alone, or everyone is in the water, go to 197.

252. Make a 3 dice saving roll on IQ (2 dice if you are an Expert Naturalist). If you make the roll, go to 354. If you miss the roll, go to 139.

253. You are facing west. Before you is a security gate. Walk through (157) or turn around (112).

254. He will fight to the death (of one other figure) at which point, he will run for the door. If you kill him, you can leave (166) or search the room for treasure (352).

255. You are facing north. In front of you the corridor is blocked from a cave-in. You can turn around (171) or you can attempt to dig through (55). . . If you're not afraid of further collapses.

256. The security gate has a ST of 15 and has "armor" worth 7 hits per turn. If you make it out, go to 317.

257. You are facing east. Go forward (129) or turn around (14).

258. You are facing north. Walk forward (73) or turn around (214).

259. The giant attacks. Go to 350.

260. You are facing east. Before you is a transport gate. Walk through (70) or turn around (77).

261. No collapses so far. If you are digging to the east, go to 245. If you are digging to the west, read 28, then go to 87.

262. A voice says, "Leave this room, human." You may take its advice (154) or tell it what to do with itself (39).

263. If you left through the east security gate, go to 38. If you left through the south security gate, go to 40.

264. The stone begins to roll after you at 3 hexes per turn. You can start running (162) or turn around and face it (321).

265. You are at a 3-way intersection. You can go south (50), west (175), or east (94).

266. The scepter is alive, but not like anything you've ever encountered before. The feeling is similar to that of a sleeping mind, but there is a sensation of control, of regulation, which is totally foreign to life as you know it. Go back to 20 and do something else.

267. The liquid TASTES like death and corruption. As you

spit it out you notice writing carved on the side of the keg. It says, "In memory of Uncle Tomas Carrey. May these, his mortal remains, rest in peace." My God, you've just drank someone's uncle! There is no permanent effect, but for the next 10 minutes your ST will be reduced to 3. You may now leave (263).

268. You can leave through either gate (136), search the room (314), or search the mandrake (307).

269. You are facing north. In front of you are stairs leading up. Take them (38) or turn around (156).

270. You see 3 figures (one at each letter). Roll for their attributes from the Fighter Table. Roll for the initiative, then go to 51.

271. Anyone who touches the unfortunate receives a severe shock and falls into the water. The same holds true for anyone touching him with an all metal weapon. Go to 251. If they were using a weapon with a wooden or bone haft, they must make a 5 dice saving roll on the total of ST and DX. If they make the roll, they managed to pull their friend in the water one hex toward them, or push him one hex away (your choice). If they are using a rope, they must make a 3 dice saving roll on DX in order to lasso the victim, and another 3 dice saving roll on ST in order to pull him one hex toward them (Note: if there are two or more figures pulling on the rope, the saving roll on ST need not be performed). If no one is in the water at the end of a turn, go to 33. If anyone still is, the remaining party may keep trying to rescue them (see above), or leave (346).

272. At your touch, the corpse crumbles into dust. Too bad. You can go back to 182 and continue, or you can search the now vacated fatigues (345).

273. If you left through the north security gate, go to 165. If you left through the west transport gate, go to 335. If you left through the east transport gate, go to 181.

274. You find 2 books and 1 dagger. Roll 1 die. On a result of 1-5, go to 341. On a result of 6, go to 219.

275. You see a large keg (K). It appears to be similar to the kind that contains beer. You can breach it and drink some (218), or leave (263).

276. He sees you and fires. He will fight to the death. If you win, go to 336. If you break off and run through the security gate, go to 106. If you run through any lettered hexes, you will have to contend with their contents as well as the archer. The hex list is at 182 remember.

277. They will fight until only 1 of them remains alive, at which time he will run for the south security gate. If you win, go to 163. If you break off and run through a transport gate, go to 217.

278. Good Lord, you've been down here a long time! The animal is a mouse. It has ST 1, DX 10, IQ 4, MA 4, its teeth do 1 - 4 damage. Go back to 182 and continue.

279. Go to 103.

280. Each stone will hold only one person at a time. For each jump, make a 3 dice saving roll against adjDX. If a figure misses a roll, he falls in the water. Go to 251. If your party all makes it over without mishap, you may leave through that gate (346).

281. You cheated. Go back to 187 and try something else.

282. Yes, it really is locked. Your check of the gate took 1 turn. Go back to 93 and make another choice.

283. He makes a final rude gesture at you, then leaves. You can search the room (352), or leave (166).

284. Your food supplies running out or something? The animal is a mouse. It has ST 2, DX 10, IQ 2, MA 4, its teeth do 1 - 4 damage. If it gets any hits on you, go to 228. If you kill it, go back to 182 and continue.

285. If you have 1 person in your party, go to 144. If you have 2 or more people, go to 259.

286. If you attempt to use the sword in a non-magic or semi-magic area, go to 330. If you attempt to use the sword in a normal-magic or double-magic area, go to 292.

287. After one animal kills the other, it will attack you. Good luck. Go to 237.

288. He got stung by a scorpion. Take 1 + 2 die of hits, then go back to 182 and continue.

289. You find 2 coils of silver wire. Go back to 182 and continue.

290. You have the initiative. Go to 206.

291. You slipped on a pool of oil. Take 1 - 3 damage. Anyone crossing this pool must make a 3 dice saving roll on DX. If they make it, go to 182 and continue. If they miss, take 1 - 3 damage, then go back to 182 and continue.

292. The sword is a magic weapon. It gives the user a +3 DX bonus. Go back to the combat.

293. He had the mace and 5 coils of silver wire. You may leave now (316).

294. If you left through the north security gate, go to 172. If you left through the south security gate, go to 36.

295. You find a flattened corpse. You can go back the way you came (150), cross the body to the next hex (333), or examine the body to find out how it got flattened (56).

296. The pole weapon jams the mandrake's mouth open for one turn. The victim must make an 8 dice saving roll against the TOTAL of ST and DX. If he misses the roll, go to 167. If he makes it, go to 179.

297. You find a half-eaten apple. If you decide to eat the apple, go to 325. Otherwise, go back to 182 and continue.

298. You can't figure it out. Go back to 295 and try something else.

299. The scepter is hostile. Extremely hostile. Go back to 20 and try something else.

300. Nothing happens. Go back to 187 and try something else.

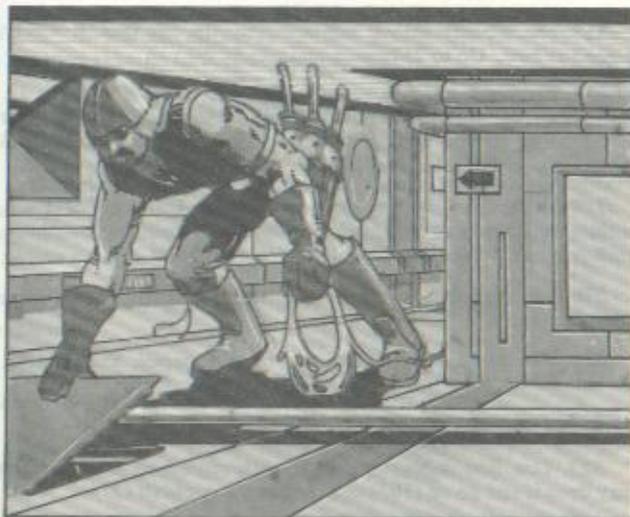
301. Move the helpers into position, taking care to keep them out of the water. They can attempt to grab him with their hands and pull him out of the water, try to fish him out with a weapon, or lasso him and pull him out with a rope. Decide which you wish to do, then go to 271.

302. As you run toward him, he regains his feet, a wild look in his eyes. He roars "FREE AT LAST!" You can keep moving toward him (18), try to talk him out of whatever fit he's having (54), or run for either gate (324).

303. You see a small grey animal run across the aisle. You can attack it (284) or ignore it and continue (182).

304. You find 3 coils of copper wire. You may now leave (61).

305. You see 3 fighters, one at each M. Roll for their attributes on the Fighter Table. You also see a large keg (K). The men attack. If you break off combat and run through either gate, go to 263. If you kill them, go to 356.



306. Have the leading figure make a 3 dice roll on DX. If he makes it, go to 343. If he misses, go to 291.

307. You find 4 coils of gold wire, in addition to whatever items of gold that your late companions were carrying. You may now leave (136).

308. You find a few well chewed bones, but no treasure. You may now leave (273).

309. The dragon attacks. It has the initiative. Go to 6.

310. He screams, "GET OUT OF HERE!" You can leave (135) or attack him (290).

311. Move whoever you wish to investigate next to the stone, then go to 215.

312. You find 4 coils of gold wire. You may now leave through either security gate (71).

313. You find a shriveled corpse dressed in moldy fatigues. You can leave it to rest in peace (182) or investigate the body (272).

314. You find nothing. Go back to 268.

315. Move your figures, then go to 251.

316. If you left through the east gate (security), go to 33. If through the north transport gate, go to 82. If through the west transport gate, go to 153. If through the south transport gate, go to 31.

317. The security gate is self-repairing. In one turn, it will be as good as new. Go to 257.

318. You see 3 amazons, one at each R. Each has ST 12, DX 12, IQ 8, MA 10, longbow, shortsword, main-gauche. They will fight to the death. If you win, go to 118. If you break off combat and run through either gate, go to 294.

319. Move your figures, then roll 1 die. On a roll of 1 - 5, nothing happens and you may continue to repeat the procedure until you exit the room (154). On a roll of 6, go to 262.

320. The spell has no effect. Go back to 20 and choose some other option.

321. The stone rolls up to the nearest person and attacks. Go to 215.

322. You have the initiative. Go to 254.

323. You find a leather pouch with something inside. You may drop it and go on (182) or examine the contents (274).

324. He lets you go. You no longer have control of him. If you reenter the room he will be gone. Go to 151.

325. A little dry, but not bad. Go back to 182 and continue.

326. You see some small grey animal run across the aisle. You can attack it (278) or ignore it and continue (182).

327. The figure falls over backwards. It was a mannequin. However, the two at B and C are not and they attack. Go to 234.

328. If you left through the east security gate, go to 110. If you left through the west transport gate, go to 281.

329. The spell has no effect. Go back to 20 and choose another option.

330. The sword breaks without inflicting damage on the enemy. Go back and take your licks.

331. There is enough liquid for everyone in your party to drink. Write down the names of the person or persons who will drink, then go to 267. You can still change your mind and not drink. If you decide to leave without drinking, go to 263.

332. If you have the Chemist talent, make a 3 dice saving roll on IQ. If you have the Alchemist talent, make a 2 dice saving roll on IQ. If you make the roll, go to 359. If you miss the roll, go back to 24 and continue.

333. Everyone who crosses this hex must make two saving rolls on DX. If anyone misses either roll, go to 173. If everybody makes their rolls, go back to 182 and continue.

334. You find 2 books and 1 coil of copper wire. You may now leave (11).

335. You emerge from the east transport gate of Room 402. The contents of the room are unchanged from when you left it. You have the initiative. If either animal was alive when you left, it attacks you (237). If both animals are dead, go to 342.

336. You may search the body (289) or go back to 182 and continue.

337. You find 2 coils of copper wire. You may now leave (85).

338. They yell, "Throw down your weapons!" You can do so (148) or go back to 234 and continue your fight.

339. You see 3 fighters, one at each F. Roll for their attributes from the Fighter Table. They attack. You can leave through either gate (217) or meet their attack (277).

340. As you turn to leave, the dwarf attacks. He has initiative. Go to 254.

341. Looking closer at the books, you find that someone has cut out the inside of each page to make a carrying hole for something now gone. This damage makes the books worthless. Go back to 182 and continue.

342. You can search the room (308) or leave (273).

343. He almost slipped on a pool of oil. Anyone crossing G must make a saving roll. If they make it, go to 182 and continue. If anyone misses their roll, go to 291.

344. He says, "ANOTHER one. Try the fifth level. Now get out." He goes back to work. You can leave (135), attack him (290), or ask him what he's doing (310).

345. All you can find is a small package. Printed on the label is a picture of a four-footed animal with a back problem. The package contains small paper cylinders stuffed with weeds. What a strange thing to carry. Go back to 182 and continue.

346. If you left through the west gate, you are at 95. If you left through the east gate, you are at 140.

347. You feel a burst of agony from the scepter. You realize that whatever life it held is now gone. You may pick it up (174) or leave (151).

348. You find nothing. You leave (135).

349. Half a ton of rocks drop on the 1 hex, narrowly missing the investigating person. This hex must now be treated as a light rubble hex. Go back to 182 and continue.

350. The giant has ST 35, DX 10, IQ 9, Mace (4 - 3), MA 10. If you kill him, go to 293. If you run through a gate, go to 316.

351. Nothing happens. Go back to 182 and continue.

352. You find nothing. You may leave now. Go to 166.

353. You've just drunk poison. Take 1 + 3 damage. Now go back to where you came from.

354. You recognize the stone as a rare magical creature called a mandrake. It is carnivorous, attacking by expanding its body into a very large clam shaped mouth and engulfing its prey whole. You can investigate the stone further (311), stand still and examine the room from where you are (221), or walk for either security gate (45).

355. You recognize the mushrooms as a species which emits poisonous spores when stepped on or crushed. Go to 126.

356. They were carrying 2 coils of gold wire. Go to 275.

357. Close the book, the adventure is ended. Since he is no longer your character, your knowledge of his actions is at an end.

358. The room is empty. You leave (151).

359. The fluid is a standard healing potion. Go back to 24 and continue.

360. You made it out. Go to 36.

361. You are standing on a hillside facing east. Congratulations! You have made it out of the complex alive.

Besides normal experience for combat, spell casting, saving rolls, etc., make the following EP and monetary awards upon return of the party to their village.

Each coil of copper wire; EP 10; Silver Pieces (\$) - \$80

Each coil of aluminum wire; EP 10; Silver Pieces (\$) - \$120

Each coil of silver wire; EP 10; Silver Pieces (\$) - \$200

Each coil of gold wire; EP 10; Silver Pieces (\$) - \$600

Intact weapons; EP 10; Silver Pieces (\$) - \$90 or ITL weapon value

Broken swords; EP 5; Silver Pieces (\$) - \$20 or 1/2 ITL value

Any other broken weapons; EP 0; Silver Pieces (\$) - \$5 or 1/4 ITL value

Each intact book; EP 15; Silver Pieces (\$) - \$1000

Explosives (little red candles) - Roll 1 die - On roll of 1-5 EP 0 (defective), Silver Pieces (\$) - \$0; On roll of 6 EP 10, Silver Pieces (\$) - \$800

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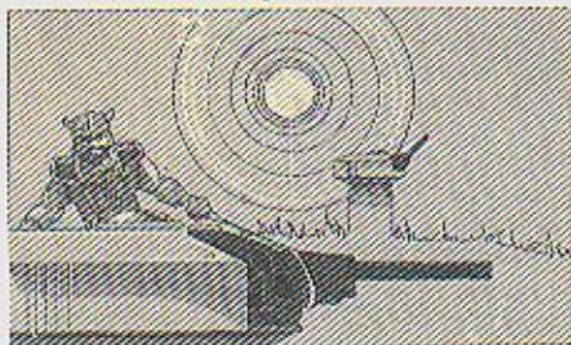
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Jas N'orn was Cidri's most renowned collector of the wierd and bizzare. He had the most, yet wanted more. . . Mnoren gates to a ruined Earth gave Jas his chance: nuclear genocide had rained down on the world's green hills. Burrowing in the rubble, Jas' searchers found a functioning remnant. Its technology was strange and its secrets dangerous. Jas knew he must have it. Such was the way that the mystery and death of the SECURITY STATION came to Cidri's past. With the Mnoren gone, it now kills on alone.

SECURITY STATION is a programmed fantasy adventure that can be played solitaire or by a group. You become a treasure seeker in a menacing relic of Earth's atomic demise. Great secrets and immense wealth await the brave invaders of this strange place. Create and equip your character and with a group of hardy friends, you will step into the pulsating curtain of multi-colored lights. There is no turning back, an adventure of fear and intrigue has begun.

WARNING

SECURITY STATION is a supplementary publication of Metagaming's THE FANTASY TRIP role-playing game system. You cannot play this adventure unless you own the Micro-Games MELEE and WIZARD or the ADVANCED MELEE and ADVANCED WIZARD rules modules.

Introductory fantasy gaming for 1 to 6 intelligent players
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Box 15346
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