

LOST WORLDS

This book represents a character in the LOST WORLDS combat book games and is playable with all other LOST WORLDS books. Each book is unique and has its own special advantages and weaknesses. You must have two books to play a game.

COMPONENTS

Booklet: On each page of the book are two parchments. The larger parchment is a picture, and the smaller a data box.

Character Card: A player picks his combat moves from this card, while at the top of the card are listed the character's body points, special abilities, and basic equipment. The column headed PG is what page you initially turn to if you pick this move. The X column is only if you are fighting multiple opponents (see rules below). MOD is the number of points you add or subtract from the total if you end up on a "score" page. An "S" means there is a special result.

Fantasy Cards: Special cards, randomly selected, that allow for special situations.

HOW TO PLAY

Each player must have a book and a character card to play. Pick a book to play. Do the following steps simultaneously with your opponent.

- 1) Remove the Character Card.(CC)
- 2) Swap books with opponent. (Keep your CC)
- 3) Open his book to page/picture #57

Note: You see your opponent at extended range (XRange) preparing to attack, and below him are instructions for his next move. Note also that odd numbered pages are at the top, and even numbered pages are at the bottom.

- 4) Read instructions to opponent.

Note: on the first turn you will direct each other to: "Do only XRange next turn"

- 5) Choose a move from your CC.

Note: On the first turn you were informed to do only XRange, so choose any XRange move you desire.

- 6) Turn to that page # in the book. (remember even numbers are at the bottom)

7) Tell your opponent the page number that you have just turned to (always an even number)

- 8) Here is the tricky part. Look at the numbers at the bottom of YOUR page that you just turned to for your move. Find the number that YOUR OPPONENT just told you. To the right of that num-

ber should be an ODD number that tells you what page to turn to in order to get the result. When you turn to that page, you should see a picture of your opponent doing his move, whatever it was, or of you getting a hit on him.

- 9) You score a hit if "SCORE" appears in the picture.

10) Add the # beneath "SCORE" to the damage modifier (MOD) found on the CC by your move.

11) If the result is greater than zero, that's how many points your opponent subtracts from his body points.

12) If opponent's body points are now zero or less, he is unconscious and you have won the game. If his total is -5 or less, he has died. Otherwise go to step 13. (If you are both negative, the smaller number wakes up first and wins. If you are both -5 or worse, you killed each other, and there is no winner.)

13) Read the instructions below the picture to your opponent. (i.e. tell opponent: "Do no Red next turn")

14) Return to step 5, and choose your next move. (Keeping in mind your opponent's instructions)

IMPORTANT!

Do XRange ONLY when instructed.

HEIGHT

Prior to combat compare opponent's height to your own. The taller character adds +1 to damage modifiers for Red moves.

CRITICAL HITS

Some solid hits can score critical damage. When on a Score page with critical hits, and your modified score is equal to or greater than the number listed, then include the 'CRITICAL' restrictions when reading to your opponent.

VICTORY AND ADVANCEMENT

When you defeat an opponent you score victory points equal to your opponent's body points. When your victory points equal 5 times your own body points, you may add +1 to your body pts, and +1 to any ability or modifier. No ability or modifier can be more than double its starting amount. Negative modifiers cannot be increased. Treat scrolls and spells as abilities)

ESCAPE

If your opponent escapes, you earn victory points equal to 1/2 your opponent's body points, but your opponent's character will gain a victory point.

DUNGEON PARTY RULES

Players may use these rules to run more than one character at a time. Choose a hero to lead off the combat. Start playing as if in a standard game.

During play your opponent must include the Party Rules symbols when reading to you your "Tell opponent" restrictions. (P) means "Partner may step in," allowing you to change to another character in your party. Select your next maneuver from the new character's card and keep the current character's restrictions. (P*) means "Partner may attempt to fire or throw, even if precluded by color restrictions". Therefor an archer or a spell user may perform a missile or throw move from his character card for the coming turn.. Score damage on the party member making the maneuver/move. More about party rules on the webpage at www.lostworlds.com

MULTI-PLAYER RULES

One player may fight several players. That is, 1 on 2 or 1 on 3 or even 1 on 4. Remember that all players must have their opponent's book, so when fighting 3 opponents you need to hand out 3 books of your character, while holding their 3 books, and adopt the following rules:

1) When given multiple restrictions, do the most restrictive.

2) Do the same move in each book.

3) When fighting opponents at both close and XRange, select a maneuver from close range first, then give the XRange player the "X" column's number on your character card.

(To fight 2 on 2 you divide into two separate 1 on 1 combats. At least one side must always be one character.)

FANTASY CARDS

Represent special abilities and items which a character acquires during his career. LW characters have specific weapons that can be enhanced by Item Cards and most characters start with at least one basic Ability (Tactics, Luck, Spells, Scrolls). The Ability is noted on each book's character card and is rated in points. These points are spent in selecting cards. (ie if you have 12 purple magic points, you may select any number of purple spell cards whose total is no more than 12). All cards are selected prior to battle. Random cards come with each book and more may be purchased in other Lost Worlds products. You may select ability and item cards as noted on the cc.

CARD TYPES

TACTIC: Fighting techniques that a character has learned from a master. Used once per combat.

SPELL: Spells of various colors that magic users can cast. Reveal one of your choice when directed by your opponent reading "your "Tell Opponent" restrictions. Each used once per combat.

LUCK: An inexplicable event that alters consequences. Used once per combat.

SCROLL: Published magic, read by a scholar, which affects all combatants. Once per combat.

ITEMS: Good stuff, divided into several categories, which your character may bring into battle. Their conditions last as long as the item is in use.

Weapons: Use if listed on character card.

General Items: Are limited only by logic. For instance, rings for characters with fingers. Boots for characters with feet, etc.

Campaign: Represent experience gained in battle.

READING, Tell Opponent "..."

1. If directed to go to another page, or told to reveal an ability card, then disregard the score and restrictions on the previous page and follow the directions on the new page or card.

2. If modifier is "S" and you receive no "if on a score page" instruction, then do not score but read the pages restrictions to your opponent.

Check our website at www.lostworlds.com

The following characters (and more) can be purchased directly from our website, or you can mail a check to Flying Buffalo Inc, PO Box 1467, Scottsdale, AZ 85252 USA. Include \$3 for postage, \$8 for overseas postage:

Centaur with axe \$5.95

Cold Drake (dragon) \$7.50

Dwarf with warhammer \$8.95

Man in chainmail w/sword & shield \$5.95

Man with sword and dagger \$5.95

Manticore \$5.95

Mummy with mace \$5.95

Skeleton with sword and shield \$5.95

Ultra Sorceress with dagger \$8.95

Unicorn \$7.50

Woman with Quarterstaff \$5.95

Woman in chainmail with axe \$8.95

Winged gargoyle with sword \$5.95

Wraith \$7.50

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