

# クイーンズゲイト



魔法少女

# 虹原いんく

LOST  
Worlds

対戦型ビジュアルブック  
ロストワールド

MOETAN  
もえたん

Illustrated by POP ©ばすてるインク応援団

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## THE GAME

This book represents one character in the Queen's Blade Series of combat picture games, and is playable with all other books that carry the Lost Worlds Logo. Each book is unique and has its own strengths and weaknesses, which you and your friends will discover as you collect and play them.

## COMPONENTS

**This Book:** On each page of the book are two unrelated parchments. The larger, odd numbered parchment contains a picture, while the smaller, even numbered parchment contains a matrix.

**The Character Sheet:** The Player chooses his combat maneuvers from this card.

**Fantasy Cards:** These cards represent items and skills the Character has collected. They may be used with other books.

## HOW TO PLAY

Each Player must have a book and a Character Sheet to play. Pick a book you want to play. Do the following steps simultaneously with your opponent.

1. **Exchange books with your opponent, but keep your own Character Sheet.**
2. **Open the book to picture parchment 57.** (You see your opponent at Extended Range. At the bottom of the parchment are instructions for your opponent's next move.)
3. **Read the "Tell Opponent:" instructions to your opponent.** (On the first turn you direct each other to: "Do only Extended Range next turn.")
4. **From your Character Sheet, choose a maneuver, note the parchment number next to it, and turn in the book to that parchment.** (Note: on the first turn you have been directed to do only Extended Range, so pick from that box only!)
5. **Tell your opponent the number of the parchment you have just turned to.** (Note that it is always an even number and designates a matrix at the bottom of the page.)
6. **In this matrix, find the even number your opponent gave you in Step 5. Turn to the odd numbered parchment listed beside it.** (This is always a picture parchment showing either your opponent's maneuver, or you scoring on them. It will

not show if you've been hit; that is shown in your opponent's book.)

## 7. RESULTS

1. **If the word "SCORE" appears on the picture parchment, you have hit your opponent. Add the number inside the "SCORE" burst to the damage modifier (MOD) found on the Character Sheet by the Maneuver you just did.**
2. **If the result is greater than zero, tell your opponent to subtract that many points of damage from his Character's Body Points** (located at the top of the Character Sheet). **If the result is zero or less, no damage has been done.**
3. **If there is a second burst on the page** (the word "CRITICAL" written in Japanese) **and the total result is equal to or greater than this number, a Critical Hit has been made. Read the CRITICAL result as well to your opponent during Step 8.**
4. **If your opponent's Body Points total is now zero or less, they are unconscious and you have won the game. If their Body Point total is -5 or less they have died. Otherwise go to step 8.**
8. **Read the instructions below the picture to your opponent** (i.e. Tell opponent: "Do...").
9. **Return to step 4 and choose your next maneuver, keeping in mind any instructions or restrictions your opponent has read to you.**

## IMPORTANT!!

**Do Extended Range only when you are specifically instructed to do so.**

## HEIGHT

Before starting each battle, compare your opponent's height to your own Character's height. The taller Character adds +1 to their Orange and Red modifiers, and the shorter Character subtracts -1 from their Orange modifiers.

## ATTACKS

Some Characters are real tough guys and can take on multiple opponents and hit them all in

one fell swoop. "Attacks" tells you how many opponents your Character can score on in one turn. You may select which opponents are hit if you score on more opponents in one turn than your number of attacks.

### ESCAPE

You may escape if you can complete the following three steps.

1. Maneuver to Extended Range.
2. Announce "Escaping".
3. The following turn you must be at Extended Range without being scored upon.

### MULTI-PLAYER RULES

In a Multi-Player combat, one player fights several others. That is 1 on 2, or 1 on 3, or 1 on 4, etc. Remember that all Players must have their opponent's book, so when fighting three opponents you need to hand out three books of your Character, and you must hold their three books. Adopt the following rules:

1. When given multiple restrictions, do the most restrictive.
2. Do the same move in each book.
3. When opponents are at both ranges, select a Close Range maneuver and use the "X" column for the opponent at Extended Range.

### ADVANCEMENT

You may add 1 to either your Body Points, Spell Points, Tactic Points or Luck Points for every 50 Body Points of defeated opponents. You may not add a category you do not already have.

### CHARACTER IMPROVEMENT

Your Character gains Experience Points equal to the Maximum Body Points of the opponent you defeat. Note: Killing is unnecessary.

To increase a damage modifier (MOD), subtract experience points equal to your Character's Maximum Body Points. Your total Experience Points may never be less than zero. Each time you do this, add one to the damage modifier of your choice. All damage modifiers (including "0" and negative numbers) must be increased before any damage modifier can be increased again.

Your Character always starts each game with their current Maximum Body Points even if they lost the last game – as long as they didn't die. If they died you must start a new Character using

the original stats printed on the Character Sheet.

### DUNGEON PARTIES

Players may use the party rules to run more than one Character at a time. On several pages you will find the symbol (P) or a variation of it. This indicates that the present Character may step aside and another Character may intercede. To play the party rules you must establish your party prior to combat. When on a page with a symbol you may choose to act as follows:

(P) Exchange places with another.

(P\*) Allow another to fire off a spell or missile (Note: the restrictions do not change).

## FANTASY CARDS

represent special skills and items which a Character has acquired during their career.

### CARD TYPES

**Tactic:** Martial arts tactics a Character has learned at a school.

**Spell:** Published spells of various colors that magic users can learn.

**Luck:** An inexplicable event that alters consequences.

**Items:** Good stuff the Character acquires over time.

**Campaign (optional):** Improvement of skills gained as a result of combat experience.

### ABILITY CARDS

Some Characters have special abilities, such as casting Spells, doing Tactics, or being Lucky. Ability cards require that the Player's Character Sheet has dedicated ability points. In the example below, Gildersleeve the Dwarf can cast 6 points of Red Spells.

<i>GILDERSLEVE</i>	BODY 16	ATTACK 1
<i>DWARF "EXTRAORDINAIRE"</i>	SPELL PTS. 6	HEIGHT 3

STANDARD GEAR
(cards that can be used)
a sword
a horn
three general items
two spells

These cards, as well as others, are available from Flying Buffalo, Inc. Find them on the web at <<http://www.flyingbuffalo.com>>.

### USING THE CARD

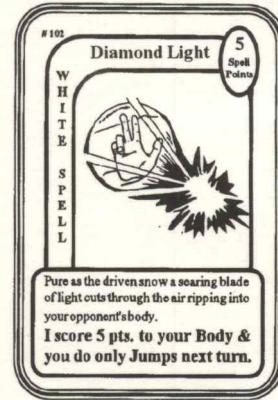
Each ability card is rated in points which

represent its difficulty

1. Before combat, select your Character's ability cards. The cards' total points must not exceed your Character's skill in that category.
2. During play, after successfully attempting to use your Character's spell or tactic ability, you will be directed to reveal one of these cards. Luck cards may be played, one per turn, according to the rules on that card. A card may not be played more than once during a combat, although duplicate cards may be played.

### ITEMS AND CAMPAIGNS

These cards represent prior acquisitions and experiences. You may use them to balance a battle between unequal opponents. Once revealed, these cards remain in effect for the rest of the battle.



SAMPLE CARD

**KEY**  
card no.  
card title  
(ability pts.)

card type

illustration

story

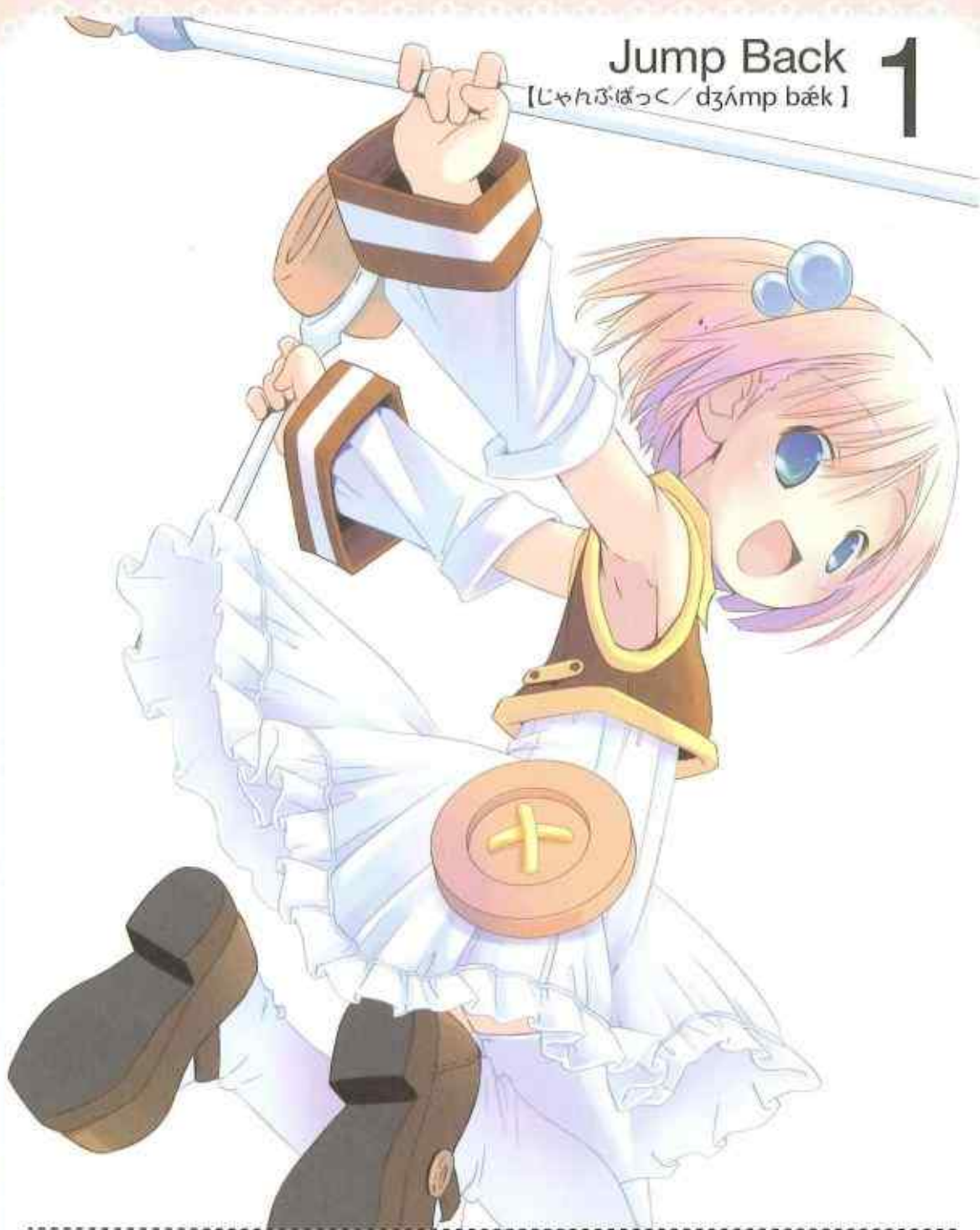
rule

Designed by Alfred Leonardi  
Developed by Dennis Greci  
Playtesters: Tim Blackstone, Joe Churma,  
T.J. Hutchinson, Andrew McKay, Chris  
Wright, Wayne Badger  
patented Alfred Leonardi  
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# Jump Back 1

[じゃんぷばっく / dzámp báek]



⑩ 後方にジャンプする、(驚いて)体が後ろに引く、急いで戻る、反跳する

**用例** ★ 買ったばかりの電車でさっそく本を開いたが、1ページ目のイラストを見て飛びすざった。

☆ He opened the first page of the book and then jumped back at the illustration on it.

Tell opponent: "Add +1 if you score next turn."

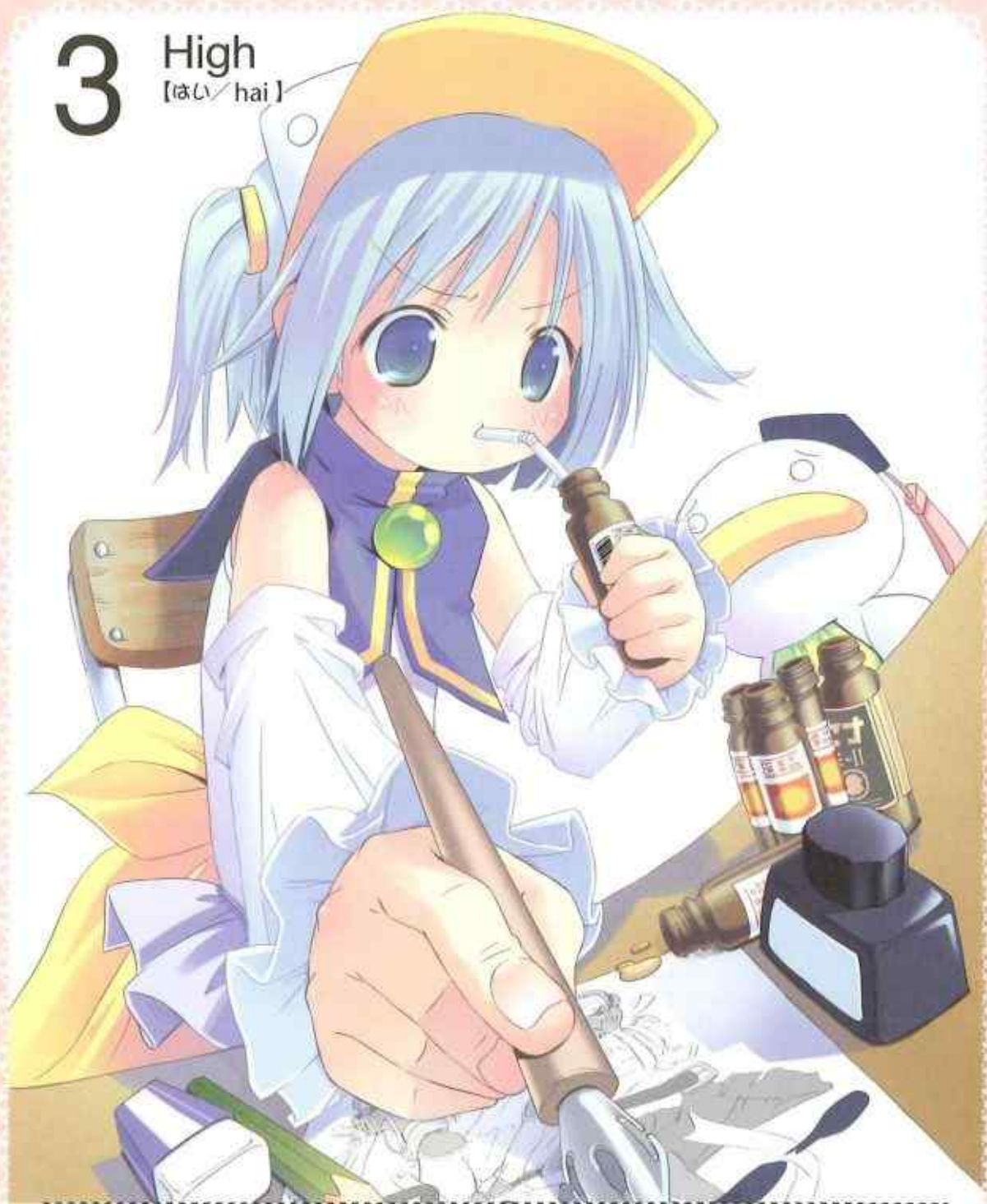
2 → 45	10 → 45	18 → 37	26 → 0	34 → 19	42 → 0
4 → 0	12 → 0	20 → 19	28 → 13	36 → 13	44 → 47
6 → 19	14 → 45	22 → 0	30 → 45	38 → 0	46 → 27
8 → 13	16 → 57	24 → 15	32 → 9	40 → 45	48 → 19

# 2

# 3

## High

[はい / hai]



② 高い所、最高値 ③ 高い、高級な ④ 高く、高額の

**用例** ★ 彼はこの商品に求められるイラストを完璧に理解しているが、モチベーションが高過ぎるので危惧している。  
 ☆ He seems to understand what kinds of illustrations are suited for this product but I am afraid his motivation is rather too high.

*Tell opponent: "Do no Beginner's Lesson or Red next turn."*

# 4

2 → 5	10 → 3	18 → 37	26 → 0	34 → 19	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 57	24 → 15	32 → 9	40 → 3	48 → 63

Low  
[ろー/low] **5**



● 低いもの、最低値 ● 低い、弱い、守り、低額な ● 低く

**用例** ★ 低い賃金で掃除も殺人もしてくれるメイドが欲しいです

☆ I want a French maid who will clean my room as well as carry out assassinations with relatively low payment.

Tell opponent: "Do no Beginner's Lesson or Blue next turn."

2 → 19	10 → 3	18 → 19	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 31	44 → 47
6 → 49	14 → 31	22 → 0	30 → 5	38 → 0	46 → 19
8 → 33	16 → 19	24 → 15	32 → 9	40 → 3	48 → 63

**6**



7

Dazed

【ていざど / déizd】



◎ 放心状態である、ぼれやいある、目がチラチラする

用例 ★彼女のパンツが蛇だったということを知ったショックで、頭がぼーっとなった  
☆ She was dazed to find her pants were actually a snake.

Tell opponent: "Do only Jumps next turn."  
CRITICAL: Do no Orange for the rest of the combat.

8

2 → 5	10 → 3	18 → 37	26 → 0	34 → 19	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 47
6 → 49	14 → 21	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 57	24 → 15	32 → 9	40 → 3	48 → 63

# Thrust 9

[あらあつ / 0raást]



② 強く(くいっと) 押し、突き刺すこと。猛攻 ① 強く押し、(くいと) 押し付ける、押しやる、突っ込ぶ、突き出す

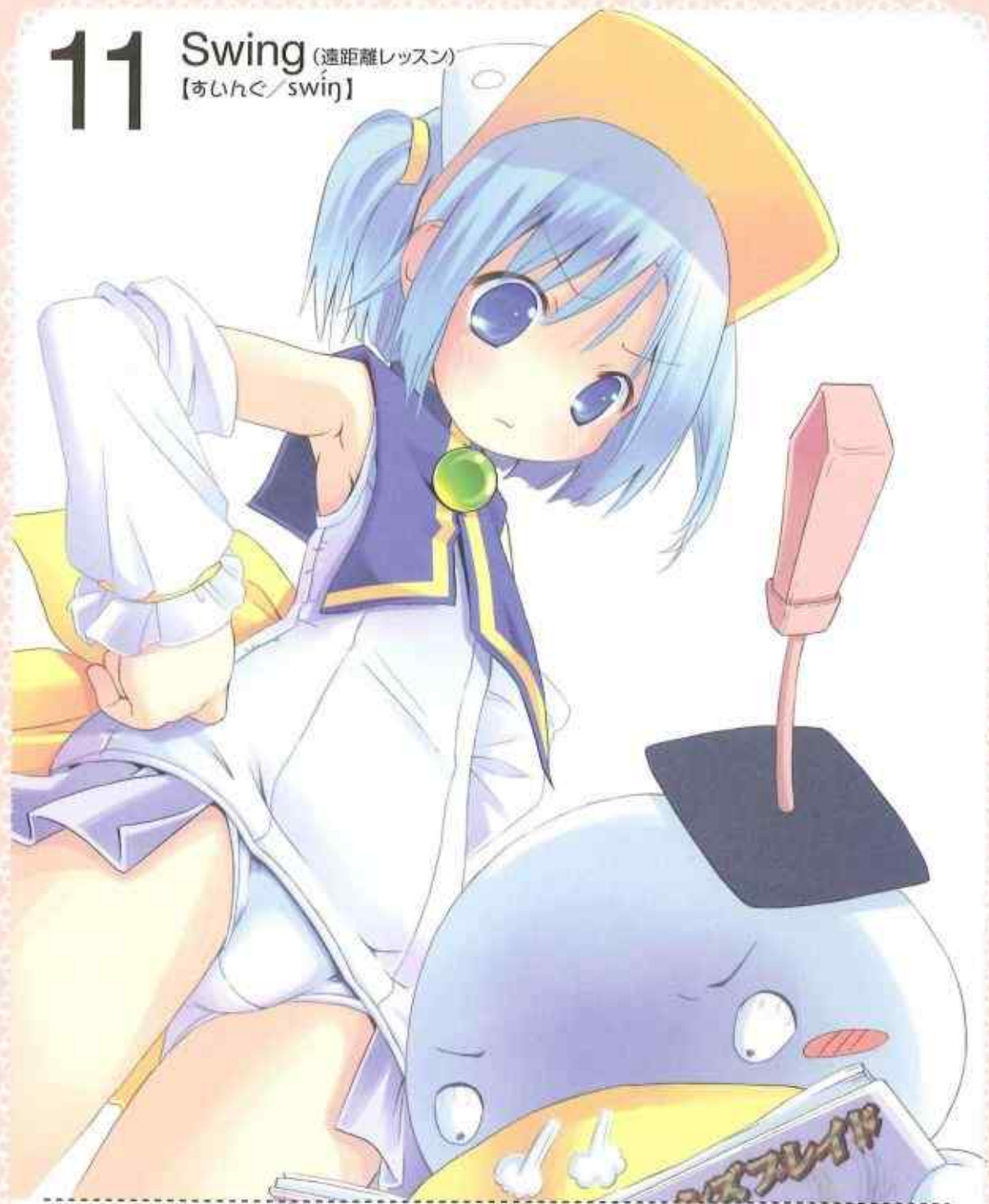
**用例** ★フィギュアに溝を掘ろうとして、ナイフを指に突き刺してしまった。  
 ☆ I mistakenly thrust a knife and cut my finger, to draw a line of a figurine.

**Tell opponent: "Do no Applied Lesson next turn."**

2 → 45	10 → 45	18 → 13	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 23	28 → 31	36 → 31	44 → 47
6 → 49	14 → 45	22 → 0	30 → 5	38 → 0	46 → 43
8 → 19	16 → 57	24 → 45	32 → 31	40 → 53	48 → 63

# 11 Swing (遠距離レッスン)

[あいんぐ/swin]



④ 揺れること、ブランコ、回転、振り、⑤ 向きを変える、(揺れ)動く、ぶらぶら動く ⑥ 動かす、揺らす

**用例** ★女の子のパンチライラストばかり載っている本を読んでいたため、その男をどなりつけた

☆ I scolded a guy who was reading books full of upskirt pictures of girls.

Tell opponent: "Do only Extended Range next turn."

# 12

2 → 13	10 → 53	18 → 13	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 53	44 → 47
6 → 49	14 → 9	22 → 0	30 → 5	38 → 0	46 → 43
8 → 31	16 → 57	24 → 31	32 → 31	40 → 7	48 → 63

Leg 13  
[ねぐ/ lég]



③ 脚 足

用例

★足が痛くなるほど探し回ったけど、どこも完売だった。

☆ He searched for it so extensively that his legs hurt, and then to discover that it was sold out everywhere he went.

Tell opponent: "Do no Red or Orange next turn."  
CRITICAL: Do no Blue for the rest of the combat.

2 → 45	10 → 45	18 → 37	26 → 0	34 → 13	42 → 0
4 → 0	12 → 0	20 → 53	28 → 13	36 → 53	44 → 19
6 → 49	14 → 31	22 → 0	30 → 5	38 → 0	46 → 53
8 → 23	16 → 19	24 → 53	32 → 9	40 → 45	48 → 63

14

# 15



**Smash**  
[あまっしゅ/smæʃ]

② 粉碎あること、激しい一撃、強打、破壊 ③ 粉碎ある、打ち砕く、粉々に砕く、壊滅させる、壊す、完敗させる

**用例** ★ドワーフには武器を壊されたら相手の言うことに従うという掟がある。

☆ In the Dwarven tradition, one has to obey any order from a person, if the person could successfully smash their weapons into pieces.

*Tell opponent: "Do no Red or Orange next turn."*

# 16

2 → 57	10 → 57	18 → 57	26 → 0	34 → 41	42 → 0
4 → 0	12 → 0	20 → 57	28 → 21	36 → 41	44 → 57
6 → 49	14 → 9	22 → 0	30 → 57	38 → 0	46 → 43
8 → 61	16 → 57	24 → 15	32 → 9	40 → 21	48 → 57

# Bash

[ばっしゅ/bæʃ]

# 17



⑤ 大打撃、試み、挑戦 ⑩ ~ちぶつける、強打する、殴りつける

**用例** ★ 魔法に失敗するたび、彼女は杖にいじめられる。

☆ She is always bashed by the staff whenever she fails to use her magic.

*Tell opponent: "Do no Red or Orange next turn."*

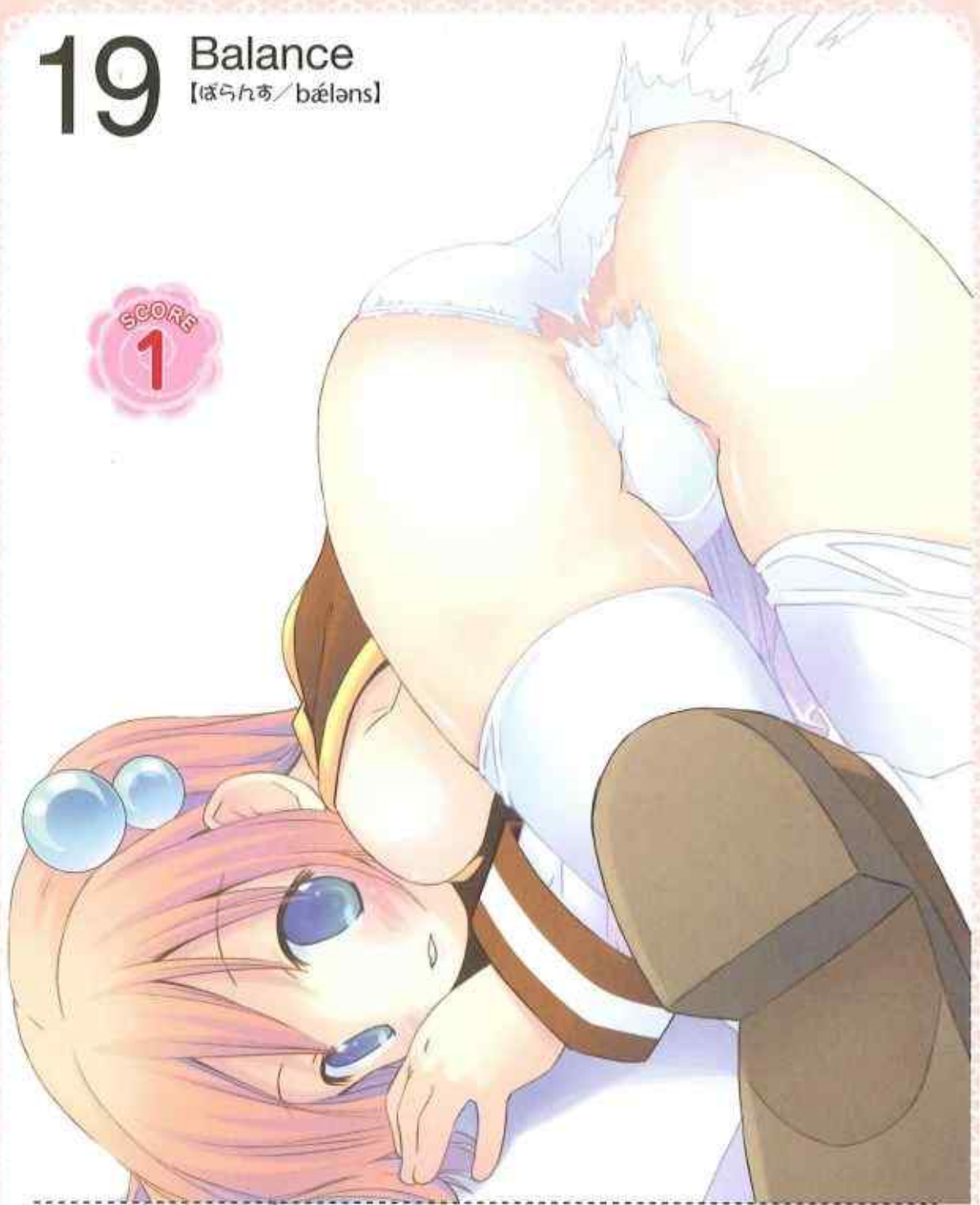
2 → 5	10 → 3	18 → 37	26 → 0	34 → 41	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 57	24 → 15	32 → 9	40 → 21	48 → 63

# 18

# 19 Balance

【ぼられち / béalans】

SCORE  
1



③ バランス、釣り合い、均衡、平衡、調和 ④ 平衡も保つ、バランスもとる、釣り合っている

**用例** ★この企画は対戦ゲームとエロのバランスをとらなければならない

☆ This new project has to balance playability and amorousness of characters.

Tell opponent: "Do only Green or Yellow next turn."

# 20

2 → 5	10 → 21	18 → 37	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 21	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 57	24 → 15	32 → 9	40 → 3	48 → 63

# Turn Around

【たーんあらうん / tʃ:(r)n əraʊnd】

# 21

SCORE  
0



㊦ ぐるっと旋回する

用例

★女戦士がぐるりと向きを変えると、不必要に胸がゆれた

☆ The female warrior's breasts shook tremendously when she turned around.

Tell opponent: "Do only Yellow next turn."

2 → 5	10 → 3	18 → 37	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 19	28 → 3	36 → 53	44 → 53
6 → 31	14 → 31	22 → 0	30 → 5	38 → 0	46 → 43
8 → 23	16 → 19	24 → 15	32 → 9	40 → 3	48 → 63

# 22



# 23 Behind

[びはいんど/biháind]



㊦ 尻 ㊧ 後ろに、裏側に、隠れて、隙に ㊨ 後ろへ、後ろ側に、背後に

**用例** ★しまパンがきわどい状態だったので、カメラマンは次々と後ろに回った。

☆ These cameramens were trying to take her pictures from behind as they saw her striped pants covered only a small surface of her body.

Tell opponent: "No restrictions next turn." (P\*)

# 24

2 → 53	10 → 45	18 → 53	26 → 0	34 → 31	42 → 0
4 → 0	12 → 0	20 → 53	28 → 3	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 5	38 → 0	46 → 7
8 → 33	16 → 1	24 → 7	32 → 45	40 → 21	48 → 63

Kick 25  
[きっく/kík]



② けること、けり ③ ける ④ ける、けり飛ばす

**用例** ★武者巫女はお風呂をのぞいた三人の忍者を蹴飛ばした  
☆ The Mushi Miko kicked these three ninjas who were peeping into her bath.

Tell opponent: "Do no Blue or Yellow next turn."

2 → 5	10 → 41	18 → 19	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 19
6 → 19	14 → 9	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 57	24 → 15	32 → 9	40 → 3	48 → 19

26

# 27

## Dislodge

[どあろっじ / dislādʒ]



SCORE  
-3

● 除去する、押しのける、取り除く、取り外す、退陣させる

用例 ★ 仕様でフィギュアから髪や服を取り外せます。

☆ You can dislodge the amour or the garment from this figurine.

Tell opponent: "Do only Kick, Green, or Yellow [except High (in a Flurry)] until weapon has been retrieved."

# 28

2 → 5	10 → 3	18 → 37	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 23	28 → 41	36 → 17	44 → 47
6 → 31	14 → 9	22 → 0	30 → 53	38 → 0	46 → 43
8 → 53	16 → 23	24 → 7	32 → 9	40 → 41	48 → 63

Duck  
【だっく / dák】

29



ひょいと頭を引っ込める、かがむ、かわる

★ ハーフエルフの少女が現れたとたん、男たちは一斉にしゃがみ込んだ。

☆ No sooner had the half-elf girl appeared, than these guys ducked.

Tell opponent: "Do no Orange next turn, but add +3 to any Blue that scores next turn." (P\*)

2 → 45	10 → 3	18 → 37	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 27	38 → 0	46 → 27
8 → 33	16 → 57	24 → 15	32 → 27	40 → 3	48 → 63

30

# 31

## Arm

[あーむ / á:(r)m]

SCORE

2

6

ダメージ



腕、武器

用例

★ このゲームを全冊持って行こうとすると、会場に着く頃にはいいかげん腕が痛い。

☆ If you try to carry all the volumes of this series, your arms will begin to hurt when you arrive the event site.

**Tell opponent: "Do no Red or Orange next turn."**

**CRITICAL: Do no Applied Lesson for the rest of the combat.**

# 32

2 → 31

10 → 3

18 → 13

26 → 0

34 → 25

42 → 0

4 → 0

12 → 0

20 → 29

28 → 7

36 → 31

44 → 47

6 → 19

14 → 7

22 → 0

30 → 5

38 → 0

46 → 43

8 → 33

16 → 19

24 → 45

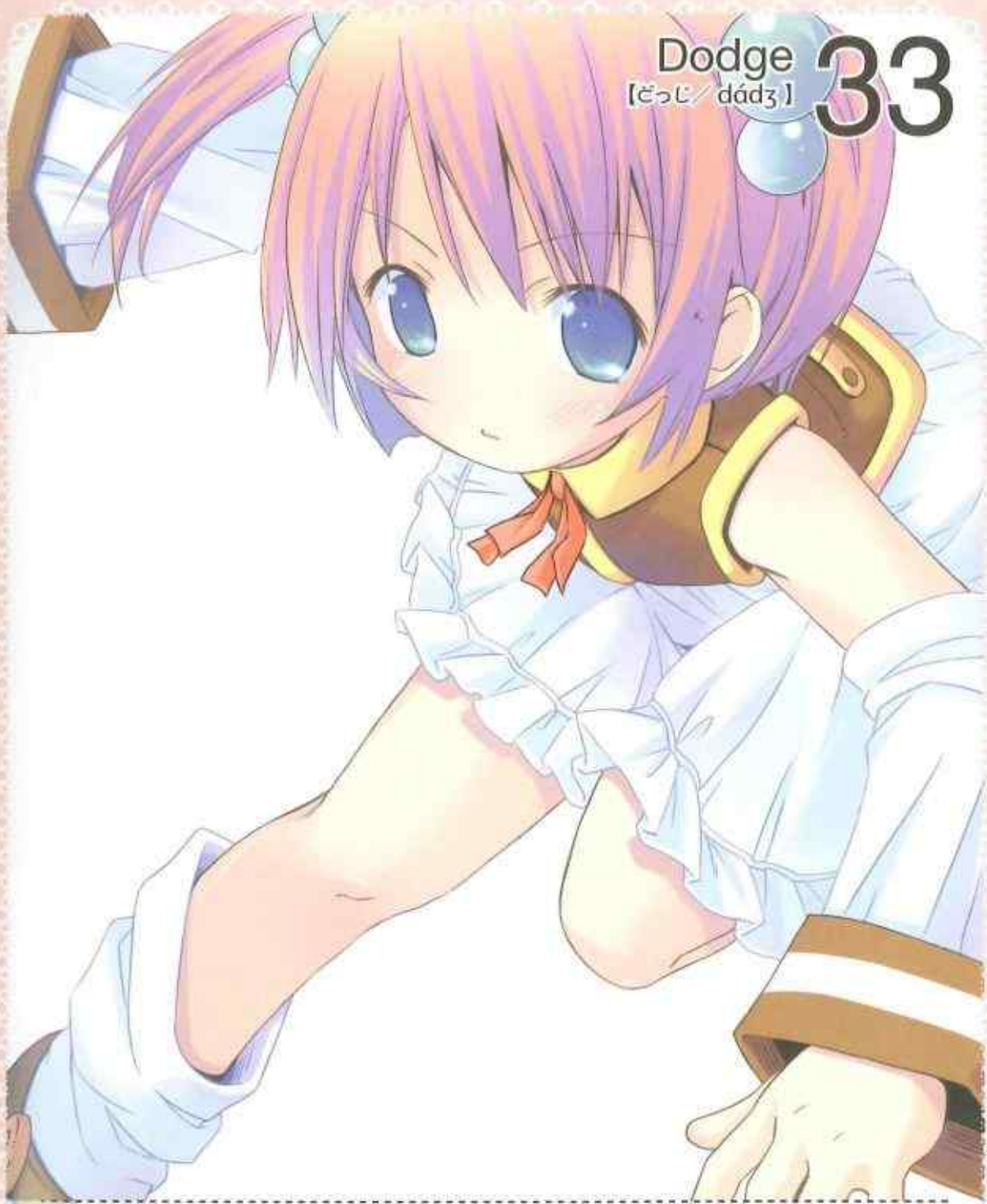
32 → 53

40 → 13

48 → 63

Dodge  
【どっじ / dádʒ】

33



③ 素早く身をかわす (ぶける・避ける・逃れる) こと ④ 素早く身をかわす

用例 ★子猫に近づいたらさっと隠られ、暗殺者は悲しい顔をした  
☆ The Assassin made a sad face to see that a little kitten dodged her.

Tell opponent: "No restrictions next turn." (P)

2 → 5	10 → 41	18 → 37	26 → 0	34 → 41	42 → 0
4 → 0	12 → 0	20 → 29	28 → 41	36 → 41	44 → 47
6 → 49	14 → 9	22 → 0	30 → 41	38 → 0	46 → 27
8 → 33	16 → 1	24 → 15	32 → 41	40 → 41	48 → 41

34

# 35

## Body Wound (遠距離レッスン) 【ぼていーらーんど / bádi wú:nd】



④ 体も負傷ある

**用例** ★ボディを負傷し、こぼしてはならない聖乳が身体中にぶちまけられた。

☆ She got a body wound, and splashed the holy milk which was forbidden to be split.

**Tell opponent: "Do only Brown next turn."**

**CRITICAL: Do no Special Lesson (except Retrieve Weapon) for the rest of the combat.**

# 36

2 → 5	10 → 3	18 → 19	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 19	28 → 53	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 27	38 → 0	46 → 53
8 → 33	16 → 1	24 → 15	32 → 9	40 → 53	48 → 63

# Jump Up

[じゃんぷあっぷ / dzʌmp ʌp]

# 37



⊕ 跳び上がること ⊕ 急に(素早く・バツと)立ち上がる、飛び上がる

**用例** ★メスザルとの試合に全部負けたので、その天使は怒りで飛び上がった

☆ The angel jumped up in rage when she lost all the matches with the she-monkey.

*Tell opponent: "Do no Blue next turn, but add +3 to any Orange that scores next turn."*

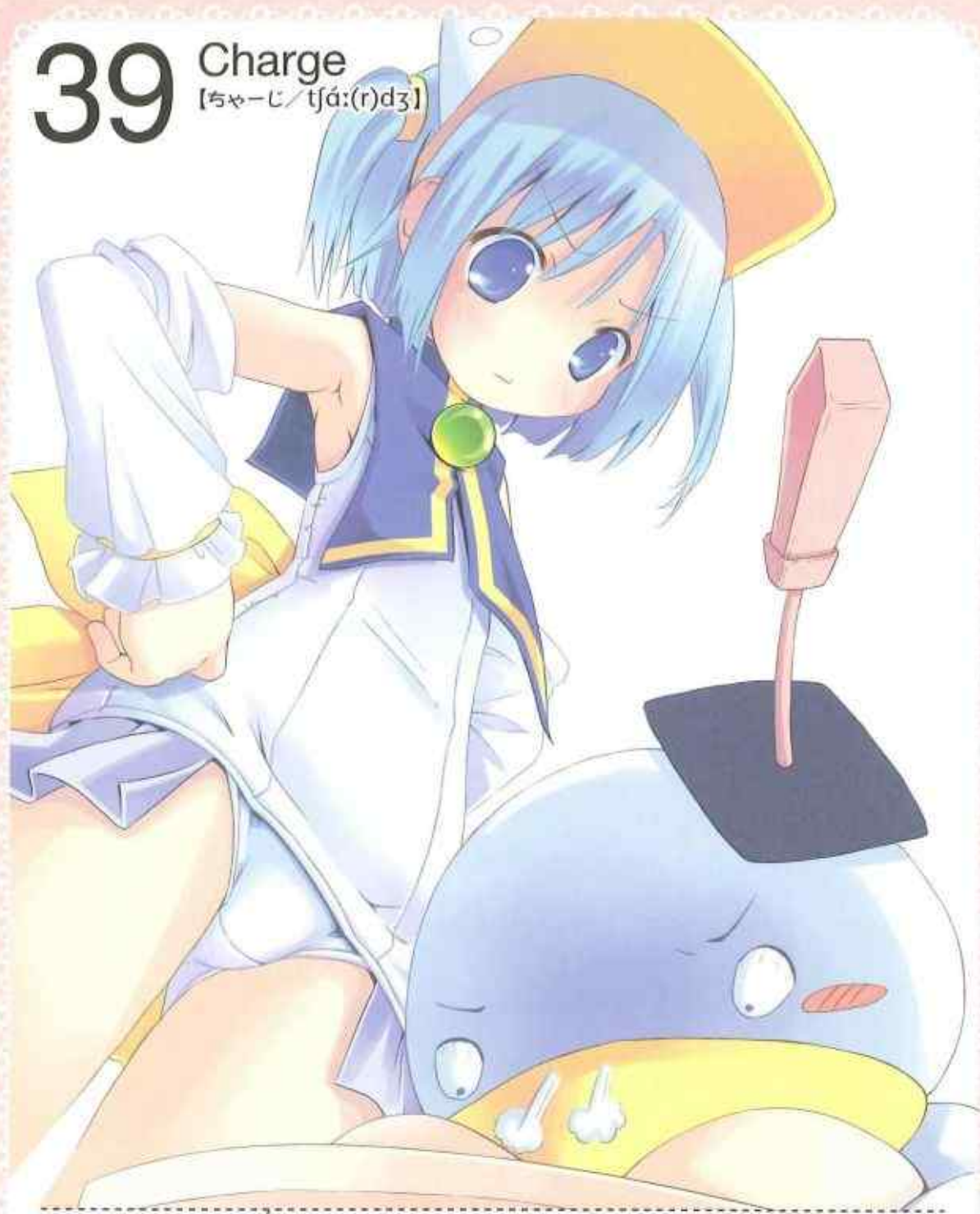
2 → 13	10 → 53	18 → 13	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 53	44 → 19
6 → 49	14 → 7	22 → 0	30 → 5	38 → 0	46 → 43
8 → 53	16 → 57	24 → 15	32 → 9	40 → 3	48 → 63

# 38



# 39 Charge

【ちゃーじ / tʃɑ:(r)dʒ】



② 突進、料金、負債 ③ 突撃ある、充電ある、請求ある

**用例** ★マウスパッドをひと揉みして元気を補充した。

☆ He rubbed his mouse pad and was charged with new energy.

*Tell opponent: "Do no Green or Yellow next turn."*

# 40

2 → 45	10 → 3	18 → 23	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 47
6 → 19	14 → 45	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 23	24 → 23	32 → 9	40 → 3	48 → 63

# Knock Down

[のっくだうん/nák dáun]

# 41



📌 ノックダウンする

**用例**

★息子は母の戦いに巻き込まれ、お尻の下敷きにされた。

☆ The son was knocked down under the buttocks of his mother when she was engaged in a combat.

**Tell opponent: "Do only Jumps next turn."**

**CRITICAL: Do no Red for the rest of the combat.**

2 → 5	10 → 13	18 → 37	26 → 0	34 → 41	42 → 0
4 → 0	12 → 0	20 → 19	28 → 31	36 → 31	44 → 47
6 → 49	14 → 31	22 → 0	30 → 5	38 → 0	46 → 27
8 → 53	16 → 57	24 → 53	32 → 9	40 → 53	48 → 63

# 42

# 43

Retrieve  
【いとり-ぶ / ritri:v】



● 取り出す、取り戻す、回収する、取ってくる

用例 ★あの妹に捕まって連れ戻されたら、どんな目に遭わされるかわかったものではない。  
☆ I shuddered to think what kind of treatment I would receive if my sister should retrieve me.

Tell opponent: "May use weapon again. No restrictions next turn."

# 44

2 → 5	10 → 3	18 → 19	26 → 0	34 → 19	42 → 0
4 → 0	12 → 0	20 → 29	28 → 19	36 → 19	44 → 47
6 → 49	14 → 9	22 → 0	30 → 19	38 → 0	46 → 27
8 → 33	16 → 57	24 → 15	32 → 19	40 → 19	48 → 63



Parry  
【ぱーり】/ paéri

45

SCORE  
-3

⊙ (攻撃の) 受け流し、かわし   ⊕ (攻撃なども) かわす、そらす、受け流す

**用例** ★両親に成人向けの本ではないかといつめられたが、彼は答えるのを避けた。

☆ Though his parents asked him if this book contained adult contents or not, he parried the question.

Tell opponent: "No restrictions next turn."

2 → 5	10 → 3	18 → 37	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 3	36 → 17	44 → 47
6 → 49	14 → 9	22 → 0	30 → 5	38 → 0	46 → 43
8 → 33	16 → 1	24 → 15	32 → 9	40 → 3	48 → 63

46

# 47 Transformation

[たらんあひあーめいしよん / traénsfə(r)méifn]



③ 変身、変化、変態、変換、変形、変容、転換、変革

**用例** ★変身シーンでは、肝心の部分を演出効果でいかにきわどく隠すかが腕の見せ所だ。  
 ☆ In transformation scenes, it is essential to hide all of the IMPORTANT parts by special effects.

*Tell opponent: "Do no Orange next turn."*

# 48

2 → 5	10 → 3	18 → 37	26 → 0	34 → 25	42 → 0
4 → 0	12 → 0	20 → 29	28 → 19	36 → 19	44 → 19
6 → 49	14 → 9	22 → 0	30 → 19	38 → 0	46 → 19
8 → 19	16 → 57	24 → 19	32 → 9	40 → 19	48 → 63

Bathe  
【べいぢ／béiǎo】 49



⑤ (水なども) 浴びる、水泳する、入浴する、風呂に入る ⑥ 入浴させる、水浴させる

**用例** ★入浴時の襲撃は効果的だ。もちろん、性的な意味で。

☆ It is effective to make a surprise assault on an enemy when she is taking a bath, or especially in a sexual context.

*Tell opponent: "Do only Kick, Green, or Yellow [except High (in a Flurry)] until weapon has been retrieved."*

50 → 45    54 → 49    58 → 41    62 → 1  
52 → 23    56 → 45    60 → 9    64 → 19

50

# 51

## Change clothes (遠距離レッスン) 【ちゅいんじくろーぶ / tʃéin(d)ʒ klóuz]



④ 服を着替える

用例

★これに着替えるって、どんな罰ゲームよっ!

☆ Are you telling me to change into these clothes? What kind of punishment is this?

**Tell opponent: "Do only Brown next turn. only Kick, Green, or Yellow [except High (in a Flurry)] until weapon has been retrieved."**

# 52

50 → 21

54 → 49

58 → 5

62 → 55

52 → 61

56 → 57

60 → 9

64 → 11



Body 53  
【ぼていー/bádi】

SCORE  
4

8  
SUSTAIN

④ 体、人物

用例

★身体には悪いが、死霊メイドの膝枕には心惹かれる

☆ Although it is not good for my body, I feel like sleeping on laps of the French maid who is actually a wraith.

Tell opponent: "Do only Green or Yellow next turn."

CRITICAL: Do no Special Lesson (except Retrieve Weapon) for the rest of the combat.

50 → 53    54 → 49    58 → 35    62 → 35  
52 → 33    56 → 45    60 → 9    64 → 3

54



# 55

Escape (遠距離レッスン)  
【いあけいぶ / iskéip】



② 逃亡、脱出(手段)、避難、逃げ道 ③ 逃げる、ずらがる、脱出する、抜ける、免れる

**用例** ★首筋に毒を注入され、思わずうめき声が武者巫女の口から漏れた

☆ As they injected poison into her neck, a cry of pain escaped from the mouth of the Musha-Miko.

Tell opponent: "Do only Extended Range next turn. Regain 1 Body Point." (P)

# 56

50 → 39

54 → 49

58 → 11

62 → 55

52 → 61

56 → 45

60 → 59

64 → 3

Block (遠距離レッスン)  
【ぶらっく / blák】

57



⑧ 障害(物)、妨害(物)、(スポーツ)ブロック、阻止 ⑨ 遮る、妨害する、阻む、妨げる

**用例** ★女山賊が彼女の馬車の前に立ちはだかった時、彼女の運命は変わった  
☆ Her destiny changed when the bandits stood in front of her horse coach.

Tell opponent: "Do only Extended Range next turn." (P)

50 → 39    54 → 35    58 → 5    62 → 55  
52 → 33    56 → 35    60 → 9    64 → 11

58

# 59

## Thrust (遠距離レッスン) 【あらあつ／θrúst】



④ 強く(くいつと) 押す、突き刺すこと、猛攻、⑤ 強く押す、(くいと) 押し付ける、押しやる、突っ込む、突き出す

**用例** ★ その傭兵は敵の心臓にダガーを突き刺し、無敗記録を更新した。

☆ The mercenary thrust a dagger into her enemy's heart and added one more victory to her invincible fighting records.

*Tell opponent: "Do only Extended Range next turn."*

# 60

50 → 53

54 → 13

58 → 5

62 → 55

52 → 33

56 → 57

60 → 9

64 → 35

Dodge (遠距離レッスン)  
【どっじ/dád3】

61



⊙ 察早く身もかわさず (よける・避ける・逃れる) こと ⊙ (身もかわして) 避ける、よける

用例 ★ その液体はミルクだと言い張り、問題を回避した

☆ She stubbornly insisted that the liquid was just milk, to try to dodge the problem.

Tell opponent: "Do only Extended Range next turn, but add +1 if you score next turn." (P\*)

50 → 39    54 → 51    58 → 11    62 → 55  
52 → 61    56 → 57    60 → 59    64 → 11

62

# 63

cosplay  
【こまぶね / kásple】



② コスプレ (日本語より) = コスチューム・プレイ ③ コスプレもある

**用例** ★レイヤーに聖なるポーズを頼んだら、スタッフに止められた。

☆ I was warned by the staff, when I asked a cosplayer to demonstrate one of divine gestures.

*Tell opponent: "Do no Orange next turn."*

# 64

50 → 7

54 → 49

58 → 11

62 → 55

52 → 35

56 → 45

60 → 35

64 → 3

# クイーンズゲイト

## Character Sheet

### Witch Girl Ink Nijihara

Height:3    Body Points:14  
 Attacks:1    Luck Points:5



Experience Points

#### Equipment

Magical Stick

Page=page to turn to  
 X=Extended Range modifier  
 Mod=Damage modifier  
 +=Damage modifier from experience

Maneuver		Page	x	Mod	+
Senior Lesson	Bash	36	50	+6	
	Smash	24	50	+3	
Middle Lesson	High (in a strong tone)	28	64	+3	
	High	10	64	+2	
	Low	2	58	+2	
Beginner's Lesson	Thrust (severely)	32	60	0	
	Thrust (gently)	14	60	0	
Applied Lesson	Transformation	44	56	+4	
	Cosplay	48	56	+3	
	Bathe	6	60	+8	
Special Lesson	Kick	34	56	+2	
	High (in a flurry)	40	58	+4	
	Dislodge Weapon	30	64	-1	
	Retrieve	46	56	-4	
Jump	Up	18	52	-6	
	Dodge	8	52	-4	
	Duck	20	52	-5	
	Away	16	62	-6	

Extended Lesson	Charge	50		+5	
	Swing (Severely)	64		+2	
	Swing (Gently)	58		+2	
	Change clothes	54		+8	
	Thrust	60		0	
	Block and Close	56		0	
	Dodge	52		-5	
	Jump Back	62		-6	

## 魔法少女 虹原いんく



### 「まじかるティーチャー、あなたのもとにただいま参上っ!」

17歳で高校3年生の受験生だが、見た目はまるで小学生。身長は140cmに届かず、まさに幼児体型。どこに出かけても小学生と間違われ、クラスメイトにもからかわれる始末。本人は、このことをかなり気にしているのだけれど……。

極度の恥ずかしがり屋で小心者。幼なじみのナオくんが大好きで、一緒に学校に行くことを夢見るが、勇気がなくて妄想の世界に浸る毎日……。実は、学校の成績は超優秀だったりもする。

魔法王国からやってきたアヒル?の"あーくん"から渡された魔法アイテム・携帯電話"マジメロ"を使って、「マジカル★ちえんじっ!」と変身して、みんなに英語を教えてくれるぞ。

職業：学生  
武器：マジカルステッキ  
防具：なし  
好きなもの：ナオくん

## General Rules for Miniatures Play in

# LOST WORLDS Scenarios and Campaigns

### INTRODUCTION

These rules are made for use with miniatures in a 3 dimensional gameboard environment using Lost Worlds picture combat books. All combat is done using LOST WORLDS and compatible booklets. We suggest that you familiarize yourself with the LOST WORLDS combat system found within the booklets and play several battles before playing the following adventure game.

### TO START THE GAME

Select a scenario from one of the adventure booklets, or setup according to the campaign situation. Then select Characters from the adventure and place their corresponding figures on the map or board as described in the scenario or situation. Begin the game using the SEQUENCE OF PLAY, found below. Play continues until one side, or player, fulfills the VICTORY CONDITIONS and wins the game.

### SEQUENCE OF PLAY

1. **ROLL FOR INITIATIVE:** At the start of each turn, each player rolls one die. The player rolling the highest moves first, the second highest moves second, etc.
2. **MOVEMENT PHASE:** Move your Character in the terrain while attempting to complete the victory conditions. When you have finished moving your Character, designate one space as your Character's UNDEFENDED SPACE.
3. **COMBAT PHASE:** If an opponent's Character is in your Character's BATTLE ZONE you may engage in combat using the *LOST WORLDS* booklets. Note: Do only three rounds of combat, then go to Phase 4, below.
4. **CHECK FOR FALLS:** If your Character is in a position to fall, roll one die and consult the FALLING DOWN TABLE.
5. **VICTORY:** Check to see if the VICTORY CONDITIONS have been met. If not, go to step 1 and start the next turn.

### MOVEMENT PHASE

Your Character's movement allowance is equal to his Height as shown on the Character Sheet.

You spend movement points to enter adjacent spaces or perform various activities. A list of these activities and their costs is found on the Movement Chart. Remember: the order in which characters are allowed to move, or perform activities each turn, is determined by the results of that turn's Roll for Initiative.

No more than one conscious Character may occupy the same space at the end of the Movement Phase. You may move through a space occupied by a friendly character as long as that friendly character is not in an opponent's BATTLE ZONE (see below).

### BATTLE ZONE

The spaces encircling your Character in the terrain are his BATTLE ZONE. During your move, you may choose to enter another player's Battle Zone. If you do, he may halt your movement and demand battle in the following Combat Phase - unless you approach him from his Undefended Space (see below).

The effects of halting a Character are:

1. Your Character may not move after halting an opponent.
2. Your Character may only halt one opponent per turn.
3. Your Character may not halt an opponent in your Undefended Space
4. If your Character is Downed he may not halt an opponent.
5. Your Character loses all his remaining movement points if he is halted by an opponent.

Sometimes, because of differences in terrain height, adjacent Characters may not be in each other's BATTLE ZONE. Two adjacent Characters are in each other's BATTLE ZONE if the height of the lower Character is greater than the difference in levels between the two Characters.

For example, a Character of height 3 standing on level 0 is adjacent to a Character of height 6 standing on level 4. The difference in levels is  $4 - 0 = 4$ . The height of the lower Character is only 3, therefore they are not in each other's BATTLE ZONE. (However, they would have been if their positions had been reversed.)



## THE UNDEFENDED SPACE

At the end of your move, you must designate one of the spaces adjacent to your Character as his UNDEFENDED SPACE. This space represents the area that your Character cannot protect at the start of the COMBAT PHASE. You may choose any adjacent space, including an occupied space such as a wall, pillar, or space occupied by a friend, to be the UNDEFENDED SPACE. (Friends can fight back to back, protecting each other's UNDEFENDED SPACES.)

## THROWING

During the MOVEMENT PHASE, your Character may throw items such as chests, sacks, and barrels (actually, anything moveable on the board) at opponents, or empty spaces. The procedure for throwing is as follows:

1. If your Character is not already carrying an item, you must do "Pick Up Object," and pay the appropriate movement point cost. You may not pick up an object whose weight is greater than your height
2. To throw an item your Character is carrying, pick a target space, do "Throw Object," and pay the appropriate movement point cost.
3. Now determine if the object your Character threw landed in the target space by rolling on the table below:

<u>Range</u> <u>Roll of</u>	<u>Target Hit on Die</u>
1 Space	1, 2, 3
2, 3 Spaces	1, 2
4 + Spaces	1

If the thrown object lands in the target space, simply place it there.

If the thrown object does not land in the target space, number the spaces adjacent to the target space which are on the same level or lower, roll 1 die, and place the object on the space whose number you rolled.

4. If the object lands in a space occupied by any Character's figure, that Character takes damage equal to the weight of the object that struck him, FALLS DOWN, and drops any object he is carrying.

5. Your Character may throw an object the number of spaces equal to his HEIGHT or its MAXIMUM RANGE, whichever is less. Add one to the MAXIMUM RANGE if throwing at a target on a lower level; subtract one if throwing to a higher level.

<u>ITEM</u>	<u>WEIGHT</u>	<u>MAX RANGE</u>
table	5	2
brazier	5	2
mirror	4	3
chest	4	3
barrel	3	4
sack	2	4
Nonthrowing weapon	0	5

(i.e. sword, long ax, etc.)

## THROWING WEAPONS

Several Characters in the LOST WORLDS series have throwing weapons. These weapons can be thrown at opponents during the Movement Phase. Determine whether the weapon hits in the same manner as that for thrown objects. The maximum range for thrown weapons is equal to the height of the throwing Character plus 2; thus, a man may throw a dagger up to  $4 + 2 = 6$  spaces. Add one to the maximum distance if throwing at a target on a lower level. For each space the weapon is thrown beyond the effective range, subtract 1 from the damage scored. A Character hit by a throwing weapon is knocked Off Balance and takes damage equal to the score on page 19 in his book plus the Extended Range Damage Modifier on the Character card.

<u>WEAPON</u>	<u>EFFECTIVE RANGE</u>
club	2
dagger, hand axe	3
rock, spear	4

Weapons thrown and not recovered during the Combat Phase are assumed to be in the target space at the start of the next Movement Phase.

## JUMPING OVER SPACES

Your Character may, at times, find it necessary to jump over a space with an obstacle in it (i.e., a pit, a trap, an opponent, etc.). You may jump over a space during the Movement Phase if you

1. run that turn, and
2. enter two other spaces before jumping, and
3. end your move in the space you land in.

You may not jump to a space more than 1 level higher than your starting space. You may not jump over a space containing an object if the height of the object plus the level of the space it is in is greater than the level of either your starting or ending space.

Note that, since you must run to perform this maneuver, you are automatically Off Balance when you land.

### COMBAT PHASE

At the start of the COMBAT PHASE your Character may engage in combat with opponents who are within his BATTLE ZONE. Resolve combat using the LOST WORLDS and compatible books. If there is more than one opponent in your Character's BATTLE ZONE, use the MULTI-PLAYER rules found in the LOST WORLDS books.

Combat is fought in ROUNDS. A ROUND of battle is the same as one complete sequence in the books. (When you complete steps 1 through 9 as listed in the Character book under "How to Play" you have completed one ROUND of battle.) The COMBAT PHASE is complete when you have finished three ROUNDS of battle.

Combat does not always start on p.57. Use the following table to determine your Situation at the beginning of each COMBAT PHASE. Ignore SCORES on the starting page.

SITUATION	STARTING PAGE
(use the first one that applies)	
1. if you are Off Balance or Down	1
2. if opponent is in your UNDEFENDED AREA	23
3. if you are in opponent's UNDEFENDED AREA	21
4. if opponent is Down	41
5. if opponent is Off Balance	19
6. any other situation	57

If your Character is Knocked Down or Off Balance in the third ROUND of combat, he must start the next MOVEMENT PHASE in that position, unless his Situation changes during the CHECK FOR FALLS PHASE.

### TERRAIN HEIGHT EFFECTS

When your Character is on a terrain level

different from an opponent, his effective height is the sum of the height on the Character sheet plus the terrain level. Note that effective height must be recalculated at the beginning of each COMBAT PHASE.

Example: A dwarf (height 3) on level 4 terrain is attacking a troll (height 5) on level 0. The dwarf's effective height is  $3+4 = 7$ , while the troll's height is still  $5+0 = 5$ . The dwarf is elated because, for once, he has a height damage modifier of +2 vs. the troll.

### CHECK FOR FALLS PHASE

Your Character is in a position to fall if, after running or fighting, he is either:

1. in the same space as an object, or
2. if any adjacent space is two levels or more below him.

Roll one die and check the FALLING DOWN TABLE below.

### FALLING DOWN TABLE

DIE ROLL	RESULT
1,2,3	no change in position
4,5	start next turn Off Balance
6	FALL! See below.

Adjustments to falling die roll:

1. add + 1 if your Character is already Off Balance.
2. add + 2 if your Character is already in a Downed position.
3. add + 1 if Shoved by an opponent (see below)

If you rolled a six, your Character has fallen. Your opponent may now place your Character in any adjacent space which is on the same level or lower than where you started. Your Character immediately takes one damage point for each level fallen, and starts the next turn in Downed position. If the space your Character lands in is occupied by another Character, see Move 7 "Jumping Down onto Opponent" on the Movement Chart. If your Character falls, and lands in a space on the same level he started on, he takes only the damage shown on page 41 of his LOST WORLDS book (the one your opponent is using, that shows your Character.)

## SHOVING OPPONENTS

When your Character Shoves an Opponent, you may spend two additional movement points (if available) to add one to your opponent's Falling Down die roll. If you use this option, your Character must start the following COMBAT PHASE Off Balance.

## CHARACTER IMPROVEMENT

In addition to the experience points gained through combat (described in the Character books under "Character Improvement,") your Character receives experience points equal to the victory points earned during a scenario. Unless only one Character from the winning team survives a scenario, the players divide the victory points evenly.

## OPTIONAL RULES OBSTRUCTIONS

Often during combat, there are obstructions in your Character's BATTLE ZONE which limit your choice of maneuvers on his CHARACTER SHEET. Obstructions are one of three types: objects, terrain features, or figures.

Objects are moveable items that occupy spaces in the terrain, such as chests, bags, barrels, etc. The table and brazier (in the castle set), and the mirror (in the cavern set) are tall objects.

Terrain is immovable (i.e., walls, steps, pillars etc.)

Figures are all the other active Characters in the game. Slain or unconscious figures are treated as objects.

## TERRAIN RESTRICTIONS

a. NO SIDESWINGS: Do no sideswings if more than one tall object, terrain feature or friendly figure is in your BATTLE ZONE. ( Tall means one less than your height or taller)

b. NO RETRIEVE WEAPON: Do no Retrieve Weapon unless your figure is in the space where the weapon was dropped (or landed when thrown).

c. NO DODGE: Do no dodge if there is more than one figure or object in your Character's BATTLE ZONE. Note: Terrain features do not restrict dodging.

d. NO JUMP AWAY OR JUMP BACK: Do no

jump away or jump back if your UNDEFENDED AREA is occupied by any obstruction except a step.

## REGENERATION

Certain *LOST WORLDS* Characters are capable of regenerating body points (i.e., Airi, Nyx, Erina, and others) within the books. These Characters may also attempt to regenerate during the MOVEMENT PHASE, under the following conditions:

1. They cannot regenerate while in an opponent's BATTLE ZONE.
2. They must spend all their movement points to regenerate.
3. Characters regenerate body points equal to 3 times the best regeneration contained in their book (for instance, the troll's best regeneration in its book is 2 points. When using this rule, the troll can regenerate  $3 \times 2 = 6$  points during the movement phase).

Airi and the Wraith are special cases ... they dematerialize, restore starting body points, and rematerialize in the same space at the end of the MOVEMENT PHASE. You should physically remove the figure from the board at the beginning of the MOVEMENT PHASE and replace it after everyone has moved.

If a Character who is trying to regenerate during the MOVEMENT PHASE ends the MOVEMENT PHASE in the BATTLE ZONE of an opposing Character, he may not regenerate any points. However, all of his movement points are still lost that turn. Airi or a Wraith who attempts to regenerate during the MOVEMENT PHASE does not have a BATTLE ZONE (they have dematerialized to another plane of existence.) Any Character may freely enter or pass through their space without penalty. However, if a Character ends the MOVEMENT PHASE in their space, he is automatically Touched when the Character reappears at the end of the MOVEMENT PHASE. The Touched Character is immediately moved to any adjacent space (possibly falling!) and takes Touch damage as described in their Character book. Airi and the Wraith not only drain their victim's Body Points, but still regenerate their full starting Body Points too.

## MAGIC POINT REGENERATION

Magic Users with the ability to restore magic

points within their books restore their points in the same manner as Characters restoring body points (see above) with a limit of 2 magic points per turn.

### REGAINING CONSCIOUSNESS

In the LOST WORLDS books, Characters whose body points are from zero to - 4 are considered unconscious. Such Characters, in the adventure scenarios, may regain consciousness. At the end of the MOVEMENT PHASE each player with an unconscious Character must roll 1 die and consult the following table:

Current Body Pts.	RECOVERY TABLE								
	Die Roll								
	0	1	2	3	4	5	6	7	8+
0	6	6	4	2	0	0	-1	-2	-3
-1	6	4	2	0	-1	-1	-2	-3	-4
-2	4	2	0	-1	-2	-2	-3	-4	D
-3	2	1	-1	-2	-3	-3	-4	D	D
-4	1	-1	-2	-3	-4	-4	D	D	D

The die roll may be modified by magic spells or other Characters' actions. Treat all die rolls of less than zero as zero, and all results of greater than eight as eight. Cross reference the adjusted die roll with your Character's current Body Points. The number shown is your Character's new Body Point total. If the result is "D" the Character is dead. Note that undead Characters (Skeletons, Wraiths, Airi and Menace, for example) may not regain consciousness and therefore may not use this table. A Character may not roll on this table if his body has been moved (carried, dropped, thrown, etc.) during the MOVEMENT PHASE.

### CASTING MAGIC BEYOND EXTENDED RANGE

If your Character is capable of casting magic during combat, you may also cast magic during the MOVEMENT PHASE according to the rules below

1. It costs your full Movement Allowance to cast a spell during the MOVEMENT PHASE.
2. You may not cast a spell during the MOVEMENT PHASE if you are Off Balance, Knocked or Fallen Down, or in an opponent's BATTLE ZONE.
3. You must have additional spell points

(beyond that which you spent at the beginning to acquire the spell) as shown in the table below

4. Roll one die and consult the following table to determine if the spell works

Extra Spell Range	Spell Pts.	Die Roll					
		1	2	3	4	5	6
2	0	works	works	works	works	works	fizzle
3 - 4	1	works	works	works	works	fizzle	fizzle
5 - 6	2	works	works	works	fizzle	fizzle	fizzle
7 - 8	3	works	works	fizzle	fizzle	fizzle	fizzle
> 8	4	works	fizzle	fizzle	fizzle	fizzle	fizzle

### SPELL DURATION

If a spell is cast which affects a Character for more than one combat ROUND, it is resolved in the following manner:

1. If the duration of the spell is "the rest of the game," the spell will remain in effect until the end of the scenario.
2. If the duration of the spell is a certain number of combat ROUNDS, the effects will continue from turn to turn until either:
  1. the specified number of combat ROUNDS is complete, or
  2. the affected Character starts the combat phase outside of all opponents' Battle Zones.

Note that, on the Spell cards, all references to duration in "turns" are equivalent to "combat ROUNDS" in a scenario. Characters are free to move during the movement phase, unless specifically restricted by the spell (i.e. Sleep, Trip, etc.)

Rules written and developed by Dennis Greci, copyright 1996, 1997 Greysa LLC

# MOVEMENT CHART

ACTION	COST	NOTES
MOVING	1	Entering an adjacent space on the same level
TURNING	0	Characters may change their facing during their turn at no cost
RUNNING	-	Adds 2 to movement, can't do twice in a row, character starts combat phase OFF BALANCE
CLIMBING UP/DOWN	-	Cost equal to the change in level
JUMP OVER SPACE	-	Special; see rules
RECKLESS JUMPING DOWN	1	Must roll one die to determine result: 1 or 2 = Land Standing, 3 or 4 = Land Off Balance 5 = Land Knocked Down 6 = Land Knocked Down and take damage equal to change in level
JUMP DOWN ONTO OPPONENT	1	Must start on space at least 1 level higher than opponents level, roll die for results: 1 = Land Off Balance, opponent Knocked Down and loses 2 body points 2 = Both characters Off Balance and opponent drops weapon 3 or 4 = Both characters Off Balance 5 or 6 = Missed! Land in Knocked Down position and take damage equal to change in level. Land next to opponent in same or lower level space (jumper's choice)
BLOCK OPPONENT *	2	Must be adjacent to Opponent. Opponent may not make any move except Regain Balance that turn. Downed characters may not Block Opponent.
CRAWLING *	2	Start Combat Phase in a Knocked Down position
FALL PRONE	0	Start Combat Phase in a Knocked Down position
STAND UP *	2	Start Combat Phase in Standing position
REGAIN BALANCE *	1	Start Combat Phase in Standing position
PICK UP OBJECT *	1	Character must be in same space as object. A character may only carry one Large Object (such as a sack, chair, etc.)
DROP OBJECT	0	May place object anywhere in Battle Zone
THROW OBJECT *	2	Character must Pick Up first; See rules on Throwing
CARRY LARGE OBJECT	1	Cost 1 point/turn, character must drop object if attacked
EXAMINE OBJECT *	2	Must be in same space as object
SHOVE OBJECT	1	See special rules on Shoving object.
SHOVE OPPONENT	2	Forces Opponent to immediately roll on Falling Down table. If a fall results, the shoving character determines which space the opponent lands in.
SLAY UNCONSCIOUS OPPONENT *	ALL	Cost full movement allowance for that turn. Character must be in same space as unconscious opponent. Adds 3 to opponent's recovery die roll.
BREAKING OFF COMBAT	-	opponent's Battle Zone into any adjacent space within one level of his own space.

\* A character is not allowed to perform this maneuver and run on the same turn



今日はナオ君に英語を教えに行く日なんだ。  
なんだか今日は特別なことが起こるかもって、雑誌の占いに書いてあったからなー。

もしかして、英語教えてる時に……

「ためですよ、ナオ君。もっと勉強に集中しないと！」

「ごめん。インク先生の横顔に俺、見とれちゃって……」

なあって展開になって、それで……

「おい、いんく！ また困っている人がお前を呼んでるみたいだぞ！」

もー、あーくんったら、せっかく妄想を楽しんでたのに……。あーくんは魔法王国から来たアヒルさんで、わたしが人助けのために魔法少女に変身するように決めちゃった張本人。受験生だからそんなことやってるヒマないのに、ナオ君に英語を教えることも人助けのひとつか、と思ってOKしたの(まいいけど)こんなに忙しいなんて聞いてないよお！

それでも現場に行ってみたら、そこにはなんだか武器を構えた物騒な人が立ってたんですけど。変な格好しちゃって、コスプレイヤーさん、かな？

「いんく、英語がわかんなくて困っているのはさっさとあいつだ教えてやれよ！」

あーくん、適当なこと言わないでよ！

**はたして虹原いんくは、この未知の相手に英語を教えることができるだろうか？**

それは、教えてみなければわからない。


**魔法少女**

**虹原いんく**

### 対戦型ビジュアルブック クイーンズゲイトとは？

- 画期的!対戦ゲームが楽しめる描き下ろしビジュアルブック!!
- 次元を超越した夢の戦いが実現。ルール無用、なんでもアリの女戦士バトル!
- ルールは簡単。すぐにマスターできて、奥深いゲームシステム!
- 元祖対戦型ビジュアルブック、クイーンズブレイドのキャラクターと対戦も可能。

この本で対戦ゲームをするためには各プレイヤーにつき1冊の本が必要です。

二人以上で対戦する場合は、お互いにこのロゴ (  ) があるお好きなキャラクターの本をお求めください。(同じ本でもかまいません)