クイーンズブレイド

千変の刺客メローナ

QUEEN'S BLADE

LOST WORLDS

対戦型ビジュアルブック
ロストワールド

character created by
F.S

クイーンズブレイド

千変の刺客 メローナ

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（2P カラー）

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LOST Worlds

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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 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.

GILDERSLEVE	BODY 16	ATTACK 1
DWARF "EXTRAORDINAIRE"	SPELL PTS. 6	HEIGHT 3

STANDARD GEAR
(cards that can be used)
a sword
a horn
three general items
red 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.

KEY
card no.
card title
(ability pts.)

card type

illustration

story

rule

#102 Diamond Light **5 Spell Points**

WHITE SPELL

Pure as the driven snow a searing blade of light cuts through the air ripping into your opponent's body.
I score 5 pts. to your Body & you do only Jumps next turn.

SAMPLE CARD

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
copyright © Alfred Leonardi 1995

Jumping Away 1

Tell opponent: "You may either gain 1 Body
Point or add +2 if you score next turn." (P)

2→45	10→45	18→37	26→19	34→13	42→47
4→17	12→47	20→19	28→13	36→13	44→15
6→13	14→45	22→5	30→45	38→11	46→27
8→19	16→57	24→15	32→9	40→45	48→19

2

3 Swinging Axe

Tell opponent: "Do no Thrust next turn."

4						
	2→19	10→3	18→37	26→17	34→41	42→19
	4→19	12→19	20→19	28→3	36→63	44→15
	6→19	14→9	22→19	30→3	38→11	46→43
	8→33	16→57	24→15	32→9	40→25	48→3

Tell opponent: "Reduce your Body
Points by 2. Do no Orange next turn."

2→31	10→ 3	18→19	26→17	34→19	42→19
4→17	12→47	20→29	28→ 3	36→31	44→15
6→ 9	14→31	22→31	30→ 3	38→31	46→19
8→33	16→19	24→15	32→ 9	40→25	48→ 3

7

Dazed

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

8

2→ 3	10→ 3	18→37	26→17	34→41	42→47
4→17	12→47	20→29	28→ 3	36→63	44→15
6→ 9	14→21	22→21	30→ 3	38→11	46→43
8→33	16→57	24→15	32→ 9	40→25	48→ 3

Tell opponent: "Do no Swing next turn."

2→45	10→45	18→13	26→17	34→25	42→47
4→31	12→47	20→23	28→31	36→31	44→15
6→9	14→45	22→53	30→3	38→11	46→43
8→33	16→57	24→45	32→31	40→53	48→3

11 Squirting Slime

Tell opponent: "Reduce your Body Points by 2. If on a Score page, cause 1 damage in addition to normal damage. Do no Orange next turn."

12

2→31	10→53	18→13	26→17	34→25	42→47
4→17	12→47	20→29	28→3	36→53	44→15
6→9	14→9	22→5	30→3	38→11	46→43
8→19	16→57	24→31	32→31	40→7	48→3

Leg Wound

足を負傷

13

SCORE

5

9
クリティカル

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

2→45	10→45	18→37	26→19	34→13	42→47
4→17	12→47	20→19	28→41	36→13	44→19
6→ 9	14→19	22→ 5	30→ 3	38→11	46→53
8→23	16→53	24→13	32→ 9	40→45	48→ 3

14

15 Hammer Bash

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

16

2→57	10→57	18→57	26→57	34→41	42→57
4→57	12→57	20→57	28→21	36→41	44→57
6→ 9	14→ 9	22→ 5	30→57	38→57	46→43
8→61	16→57	24→15	32→ 9	40→21	48→57

Shield Block

盾で防御

17

Tell opponent: "Reduce your Body Points by 1. Instruct me to reduce all MODs that use my current weapon by 1 (non-cumulative) for the rest of the combat."

2→ 3	10→ 3	18→37	26→17	34→41	42→47
4→17	12→47	20→29	28→ 3	36→63	44→15
6→ 9	14→ 9	22→ 5	30→ 3	38→11	46→43
8→33	16→57	24→15	32→ 9	40→21	48→ 3

18

19 Off Balance

SCORE 1

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

20

2→ 3	10→21	18→37	26→17	34→25	42→47
4→17	12→47	20→29	28→21	36→63	44→15
6→ 9	14→ 9	22→ 5	30→ 3	38→11	46→43
8→33	16→57	24→15	32→ 9	40→25	48→ 3

Turned Around

SCORE
1

21

Tell opponent: "Do only Hip Attack or Yellow next turn, but add +5 if you score next turn."

2→ 3	10→ 3	18→37	26→17	34→25	42→47
4→17	12→53	20→19	28→ 3	36→53	44→53
6→53	14→31	22→19	30→ 3	38→11	46→43
8→23	16→19	24→15	32→ 9	40→25	48→ 3

22

23 **Behind You**

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

24

2→53	10→45	18→19	26→17	34→31	42→47
4→19	12→47	20→19	28→ 3	36→63	44→15
6→ 9	14→ 9	22→ 5	30→ 3	38→11	46→41
8→33	16→ 1	24→19	32→45	40→21	48→ 3

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

2→3	10→41	18→19	26→19	34→25	42→41
4→17	12→19	20→29	28→3	36→63	44→19
6→41	14→9	22→5	30→3	38→11	46→43
8→33	16→57	24→15	32→9	40→25	48→19

27

武器を落とした気がする
**Weapon
Unharmed**

SCORE -3

Tell opponent: "Reduce your Body Points by 1."

28						
	2→ 3	10→ 3	18→37	26→19	34→25	42→47
	4→31	12→53	20→23	28→19	36→63	44→15
	6→31	14→ 9	22→ 5	30→31	38→27	46→43
	8→33	16→23	24→53	32→ 9	40→19	48→ 3

Tell opponent: "You may either gain 2 Body Points or add +2
to any Blue that scores next turn. Do no Orange next turn." (P*)

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

31 Arm Wound

SCORE 4 8 クリティカル

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

32

2→53	10→ 3	18→13	26→17	34→25	42→53
4→53	12→47	20→29	28→ 7	36→31	44→15
6→31	14→ 7	22→ 7	30→ 3	38→31	46→43
8→33	16→53	24→45	32→53	40→13	48→ 3

Dodging

Tell opponent: "You may either gain 1 Body Point
or add +2 to any attack that scores next turn." (P*)

2→ 3	10→41	18→37	26→41	34→41	42→47
4→17	12→47	20→29	28→41	36→41	44→15
6→ 9	14→ 9	22→41	30→41	38→11	46→27
8→33	16→ 1	24→15	32→41	40→41	48→41

35

Extended Range
Body Wound

SCORE
6
10
クリティカル

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

36	2→ 3	10→ 3	18→19	26→19	34→25	42→47
	4→ 7	12→47	20→19	28→53	36→63	44→15
	6→ 9	14→ 9	22→ 5	30→27	38→11	46→53
	8→33	16→ 1	24→15	32→ 9	40→53	48→ 3

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

2→13	10→19	18→19	26→17	34→25	42→31
4→31	12→19	20→29	28→ 3	36→31	44→15
6→ 9	14→53	22→ 5	30→ 3	38→11	46→43
8→33	16→57	24→15	32→ 9	40→25	48→ 3

Charging

Tell opponent: "Do only Trample next turn."

40	2→45	10→3	18→23	26→13	34→25	42→47
	4→17	12→47	20→19	28→3	36→63	44→15
	6→31	14→45	22→53	30→3	38→11	46→43
	8→33	16→23	24→23	32→9	40→25	48→3

SCORE

1 **5**

クリティカル
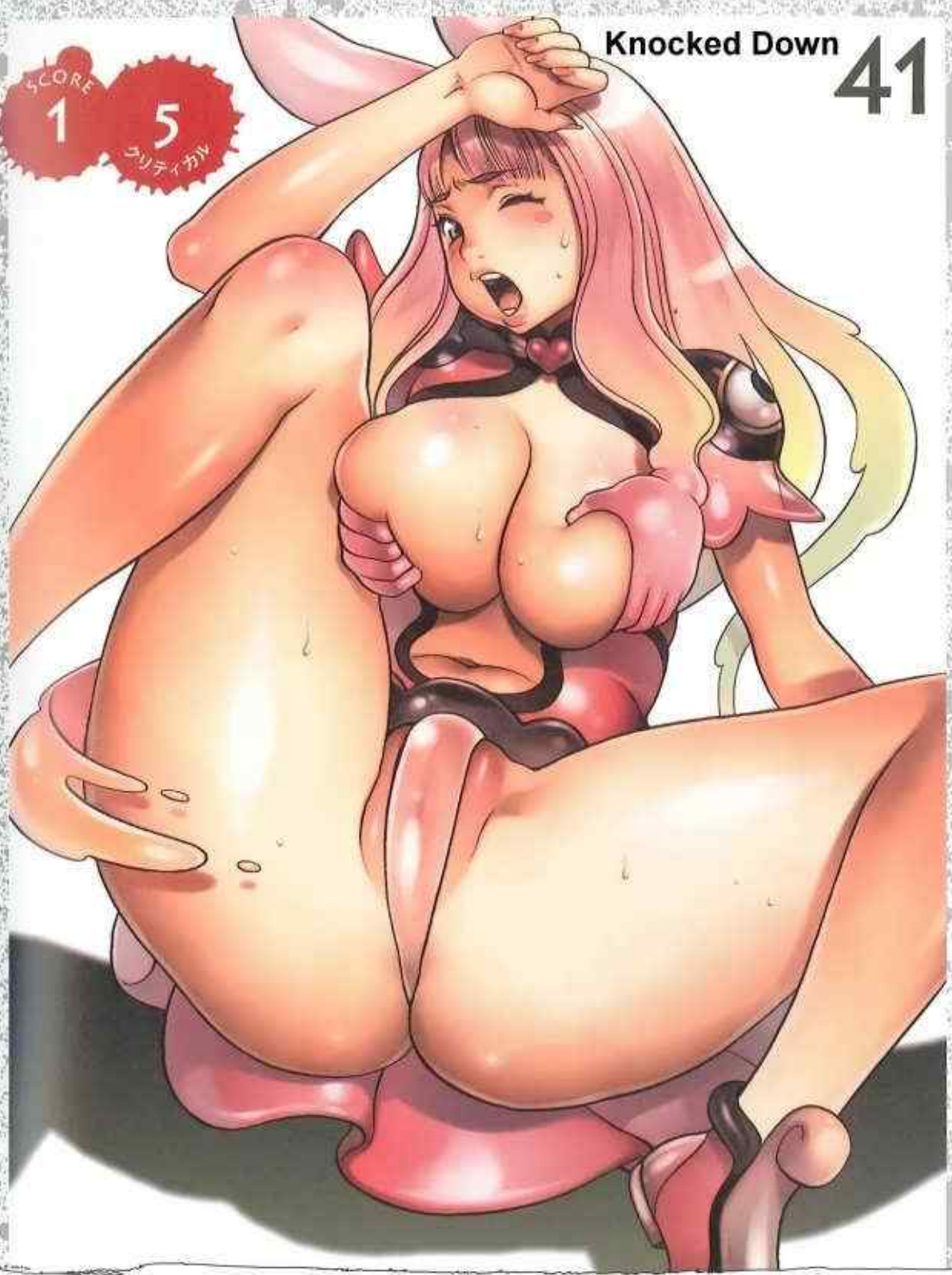
Tell opponent: "Do only Jumps next turn."
CRITICAL: Do no Blue for the rest of the combat.

2→ 3	10→13	18→37	26→17	34→41	42→13
4→17	12→47	20→19	28→31	36→31	44→15
6→ 9	14→31	22→ 5	30→ 3	38→11	46→27
8→19	16→57	24→53	32→ 9	40→53	48→ 3

42

43 Gathering up

Tell opponent: "Gain 4 Body Points. Do only Jumps next turn."

2→3	10→3	18→7	26→17	34→31	42→47
4→7	12→47	20→29	28→53	36→31	44→19
6→9	14→9	22→5	30→53	38→11	46→27
8→33	16→57	24→15	32→41	40→31	48→3

44

SCORE
-4

Tell opponent: "No restrictions next turn."

2→ 3	10→ 3	18→37	26→17	34→25	42→47
4→17	12→47	20→29	28→ 3	36→63	44→15
6→ 9	14→ 9	22→ 5	30→ 3	38→11	46→43
8→33	16→ 1	24→15	32→ 9	40→25	48→ 3

47 Swinging Sword

Tell opponent: "Do no Thrust next turn, but add +1 if you score next turn."

48

2→ 3	10→ 3	18→19	26→17	34→25	42→31
4→31	12→47	20→29	28→53	36→31	44→19
6→ 9	14→ 9	22→ 5	30→53	38→19	46→31
8→19	16→57	24→13	32→ 9	40→31	48→19

Tell opponent: "Reduce your Body Points by 2. Do only
Extended Range except Throw Object or Squirt Slime next turn."

50→45	54→ 9	58→41	62→19
52→23	56→ 3	60→11	64→31

51 Extended Range Thrusting

Tell opponent: "Do only Extended
Range Thrust or Brown next turn."

52

50→21	54→ 9	58→ 5	62→55
52→61	56→57	60→11	64→57

Body Wound 53

SCORE 6 10 クリティカル

Tell opponent: "Do only Green or Yellow next turn."
CRITICAL: Do no Red for the rest of the combat.

| 50→53 | 54→45 | 58→35 | 62→35 |
| 52→33 | 56→ 3 | 60→11 | 64→ 3 |

54

55

**Extended Range
Jumping Back**

Tell opponent: "Gain 1 Body Point. Do only Extended Range next turn."

56

50→39	54→ 9	58→49	62→55
52→61	56→ 3	60→59	64→ 3

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

50→39   54→35   58→ 5   62→55
52→33   56→35   60→11   64→57

59 **Extended Range Squirting Slime**

Tell opponent: "Reduce your Body Points by 2. If on a Score page, cause 1 damage in addition to normal damage. Do only Extended Range next turn."

60

50→13	54→31	58→ 5	62→55
52→33	56→57	60→11	64→35

Extended Range Dodging

Tell opponent: "Gain 2 Body Points. Do only Extended Range next turn."

50→39	54→51	58→49	62→55
52→61	56→57	60→59	64→57

63

Dragon Kick

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

64

50→53	54→ 9
52→35	56→ 3
58→49	62→55
60→35	64→ 3

クイーンズブレイド

Character Sheet

Shapeshifter Melona

Height:4 Body Points:7

Luck:6 Attacks:1

Maneuver		Page	X	Mod	+
Trample	Dragon Kick	36	50	+4	
Hammer	Hammer Bash	24	50	+3	
Swing Axe	Strong	28	64	+2	
	High	10	64	+1	
	Low	2	64	+1	
Thrust Spear	High	32	56	+1	
	Low	14	56	+1	
Swing Sword	Low	42	56	+1	
	High	12	56	+1	
Cast Slime	Squirt Slime ↓	22	60	+2	
	Throw Object ↓	38	54	+1	
Shield and Weapon	Hammer Smash	44	56	+2	
	Swing Axe	48	64	0	
	Thrust Spear	6	56	0	
Special (Trample)	Hip Attack	34	58	+2	
	Wild Hip	40	64	+1	
Special	Dislodge Weapon	30	56	-3	
	Gather Up ↑	46	52	-6	
Shield Block	High ↓	26	56	0	
	Low ↓	4	56	0	
Jump	Up	18	52	-6	
	Dodge ↑	8	52	-6	
	Duck	20	52	-6	
	Away ↑	16	62	-6	

Experience Points

Equipment

None

Page = page to turn to
X = Extended Range modifier
+ = Damage modifier from experience
↑ = Possible Body Point increase
↓ = Possible Body Point decrease

		Page		Mod	+
Extended Range	Charge	50		+4	
	Swing Pole Axe	64		+2	
	Throw Object ↓	58		+3	
	Thrust	54		+2	
	Squirt Slime ↓	60		+1	
	Block and Close	56		-4	
	Dodge ↑	52		-6	
	Jump Back ↑	62		-6	

↑ If successful, this maneuver may increase your Body Points. This increase may go beyond your original maximum. Any BP beyond your maximum are lost after the combat is over.

↓ If successful, this maneuver may cost you Body Points.

Slime Loss (↓): You can use your body's slime to create weapons, shields, and to attack. Whenever you squirt slime or throw a weapon at your opponent, the slime used is subtracted from your Body Points. This can kill you if you're not careful.

Slime Recovery (↑): Slime does not instantly disappear from the combat area. You can collect your slime by performing the indicated dodging or gathering maneuvers . This recovery can bring you above your starting total, but any extra points only last until the end of the combat.

Squirt Slime: The extra point of damage from a successful Squirt Slime attack is not affected by Mods or the base Score. For example: if you end a Squirt Slime (+2) on a Shield Block (Score -5), you do 1 point of damage for a successful sliming and 0 damage (-5+2=-3) from the hit.

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 <u>Height</u> 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 <u>end</u> 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:

Range	Target Hit on Die Roll of
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.

ITEM	WEIGHT	MAX RANGE
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.

WEAPON	EFFECTIVE RANGE
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 (use the first one that applies)	STARTING PAGE
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 immoveable (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 x 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 the 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:

RECOVERY TABLE

Current Body Pts.	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 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.)

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 ltake 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

千変の刺客 メローナ

その音はだんだん大きくなってくる。誰かが沼の中に入ってきているみたい。そいつはできる限り音をたてないようにしているみたいだけど……、ブブッ、バレバレだね。そいつが前進するたびに、ときどき枝の折れる音や水をはねる音がする。ボクはそいつが近くにくるまでじっと待って、突然、目の前に姿を現してやった。

あはははは、そいつの驚いた顔ったら！
この不気味な沼地の中で突然立ちふさがった相手の姿が、自分自身だったらそりゃ驚くよね～。

でも、そいつはすぐに気を取り直して戦いの構えをとった。「ちょっとは骨があるみたいだけど……、いや、ボクには骨は無いんだけどね！ あはははは、うまい！ これすごいうける！ 面白いよね？ あはっ！」
そいつがボクのくだらない口上に呆れている間に、ボクは沼地の小動物たちをどんどん溶かし、取り込んで身体を大きくしていく。どんどんどんどん大きくなれば、ボクはそれだけ無敵に近づいていくのさ！
「どんな姿の敵と戦ってみたい？ ビキニ鎧の戦士、バニーガール、近衛隊長、ドワーフの姫、ドラゴン、なんでもいいよ。ボクに変身できないものはないんだから！」

はたしてメローナは、この勇敢な敵と戦って勝てるだろうか？

それは戦ってみなければわからない

QUEEN'S BLADE

対戦型ビジュアルブックとは？

● 画期的！ 剣術対戦ゲームが楽しめる高品質ビジュアルブック
● 女闘士たちの戦い。ダメージを受けすぎるといろんな意味でピンチ！
● 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！
● 魅力的なキャラクターが続々登場、様々な能力や技が増えていく！

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（ LOST Worlds ）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）