

A MICRO MAZE ADVENTURE GAME

MICRO-MAZE 02:

IRIVAL TURF



A COMPLETE MAZE BASED ADVENTURE GAME FOR 1 SOLO PLAYER

**CREATED BY:
DAVE WOODRUM**



MICRO-MAZE 02: RIVAL TURF

WRITTEN & DESIGNED BY: DAVE WOODRUM
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GRAPHICS DESIGN BY DAVE WOODRUM
INTERIOR ILLUSTRATION ART BY: DAN "SMIF" SMITH



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The situation is wack! Your gang was crossing through rival turf on the way to a big party when everybody got jumped by members of the Westside Rumlbers. You made it out of the brawl without a scratch but your crew wasn't so lucky. Six of them are now in the hospital and your rivals stole their "colors"... that is their vests that identify them as members of your gang. Word on the street is that these vests were given to a bunch of hobos to wear as a joke. Your gang's street cred is in the toilet right now and that ain't good if you want to keep holding your own turf. You're gonna do something about it alright. You might be in the middle of rival turf but you can fight your way out of any corner, just like you did earlier. While you're at it, you're gonna recover those lost colors and settle a few scores with some of your rivals.

Though your crew managed to take a dozen Rumlbers down earlier you realize that this ain't gonna be an easy task. You're alone now, and this side of town is the worst. In addition to fighting the remaining members of the Westside Rumlbers you're gonna have to put up with a lot of other goons that want a piece of your hide. This place is crawling with bikers, junkies, thugs, pimps, and even a few edgy security guards. There's vicious dogs and sewer rats that you're gonna have to avoid long the way, and other hazards like crazy drivers, stray bullets, and mean little old ladies with pepper spray. Still, you gotta do it. Before you leave Westside you gotta make sure you've settled a few scores. Your reputation depends on it.

Micro Maze 02: Rival Turf is the second installment of Fishwife Games' Micro-Maze adventure games series. As with other micro-maze installments, Rival Turf is a complete game that is played by using a symbol filled maze, random roll charts, pencil, dice, and the player's imagination. Like the other maze based games in this series, Rival Turf is a solo game, meaning that it is played by one person. No "game master" is needed. This particular micro-maze adventure is a retro throwback to the inner city gangs of the mid 1970s to very early 80s. It is also inspired by a few movies and tv shows related to that era.

In Micro Maze 02: Rival Turf the player will be playing the role of the gang's "hero", a young tough that is fighting his/her way through rival turf as they try to settle some scores and restore the reputation of their fellow gang members. The action is handled by having the player work the hero's journey through a maze that represents the endless streets, abandoned buildings, and dangerous alleyways of the city's bad side. In this maze the player will run across various symbols that allow the hero to find valuable gear, recover vests, or get into a few fights. At the lower right hand bottom of the maze will be the exit out of rival turf.

This product provides you with the rules, the maze map, the random roll charts, and a place for you to keep track of your hero's health points, carried items, and overall progress towards completing the goals of the adventure. You will need to supply a pencil, a pair of six sided dice, access to a printer (to print at least copies of the maze and chart sheets), and of course, your imagination.

FISHWIFE GAMES CONTACT INFORMATION

Do you enjoy this game? Do you hate this game? Are you trying to find your missing socks and you have this theory that they are somewhere in an alternate realm? Do you actually want to make that a basis for an upcoming maze adventure? If you want to get in touch with us, feel free to do so by email at fishwifegames@gmail.com Otherwise, please consider stopping in at Facebook and saying hi to us. Just look for Fishwife Games.

Thanks!!!



HOW TO PLAY

Now that you know what the game is about, you need to learn how to play it. The first things you will be learning about are the goals required to win and how to create a hero for you to play. After that there will be instructions on moving about in the maze and dealing with the symbols in the maze. There's a final section on winning the game and alternate rules/goals.

GOALS TO WIN

In order to win the game the hero must do three things.

1. Recover 6 Gang Vests: The "colors" were stolen off of 6 of your fellow gang members and given away to various homeless drunks in the neighborhood. You need to recover all 6 of these gang vests to help restore the reputation of your fellow crew members.

2. Defeat 5 Gang Rivals: You and your crew were jumped by a bunch of rival gang members. Though you put quite a few of them in the emergency room, there's still more out there. Five in all actually, including their leader "Mister Danger". You need to fight and defeat all 5 rival gang members. These gang members are scattered throughout the enemy turf.

3. Get Back Home: After you've beat up the rival gang members and recovered your own crew's missing vests, it's time to get the heck off the rival turf. Your hero will do this by exiting the city maze. The exit is located at the lower right hand corner of the adventure maze. Make sure you complete your other tasks first before you try to go here.

CREATING A HERO

Before you create the hero gang member that you will be playing, you need to have a fresh copy of the Maze Sheet on hand. That sheet, along with the Chart Sheet, is located at the end of the game's rules. Make sure you have plenty of copies of the maze sheet on hand as you will need a fresh copy each time you play the game.

The stats and information concerning your hero will be located at the bottom of the Maze Sheet in the section block titled Hero Notes. This is the area in which you will enter the information regarding your hero at the time of creation and through the course of the game.

Name: This is the hero's name. It can be anything you wish.

Life Points: The hero starts with 100 Life Points, which should be recorded on the sheet. Whenever the hero takes damage while fighting or dealing with a hazard, they lose life points. If the hero's life points ever drop to 0 or less then the game is over and the player loses the game.

Vests: Each time the hero recovers one of their fellow gang members' vests, 1 point is added to this part of the hero notes. As per goals, 6 are required to win. The amount of vests in possession at the start of the game is 0. Record 0 in this area.

Carried Gear:

The hero will encounter three different varieties of gear through the course of the game. These types are weapons, flash, and tools. Each type is explained below.

Weapons: Weapons improve the hero's chances of winning a fight. Each weapon adds a bonus to dice rolls against the fight scores of rival enemies and goons. A hero may only carry one weapon at a time and does not have a weapon at the start of the game. As such, this area is left blank.

Flash: Flash consists of items that the hero can use to impress, intimidate, or bluff the random goons that they encounter. This is useful if the hero wishes to avoid having to fight such random threats. Rival gang members, however, are not affected by flash items. Flash items work by providing a bonus to dice rolls against a goon's pass score. A hero may only carry one flash item at a time and does not have a flash item at the start of the game. Leave this area blank for now.

(CREATING A HERO CONTINUED)

Tools: Tools are special gear items that can benefit the hero in different ways. The map, for example, helps the hero navigate a special maze symbol called a “back door”. The flashlight, on the other hand, helps the hero avoid injury from potential hazards. How each tool works will be explained further in the rules section on maze symbols. For now, it is important to know that a hero can only carry one type of tool at a time. Leave this area on the hero notes blank for now.

Note On Switching Gear: As noted prior, hero characters may carry only one of each type of gear item. The hero may choose to swap one type of carried weapon, flash, or tool for another one found in the game. If the hero does, then the first gear item carried is discarded and the other one put in its place. Discarded items are gone for good though, and cannot be recovered later. Stuff gets stolen pretty quickly this side of town...

MOVING ABOUT THE MAZE

The hero accomplishes the goals of the game by moving through the city’s maze and interacting with various symbols that they run across. This is accomplished by the player having the hero start at the maze entrance (located in the upper left hand corner of the maze map) and then drawing the hero’s journey through the maze with a pencil. As discussed in the goals, the hero must collect all 6 missing vests and defeat 5 gang rivals. Once this is done, they must also exit the rival turf by reaching the maze exit symbol, which is located at the bottom right of the maze map.

In addition to finding vests and dealing with gang rivals, the hero will run into other symbols in the big maze. Some of these are helpful, like boosts and gear, while others harmful. One type of symbol, the “back door”, will help the hero go to other random parts of the maze rather quickly.

On a final note, most of the symbols in the maze require that you “X” them out after you have had an encounter with them or have made use of them. Notable exceptions that do not require Xing out include the maze entrance, the maze exit, and the back door symbols.

THE MAZE SYMBOLS

As the hero journeys through the maze of the city they will come across a variety of different symbols. Some of these symbols are tucked away in dead end corners, allowing the hero to avoid them if needed. Others, however, are blocking the path. When the hero comes across one blocking their path, it is important to know if the symbol is considered "passive" or "aggressive". Passive symbols can be ignored if the hero chooses to move on. Aggressive symbols, notably goons and hazards, must be dealt with before the hero can advance around them and further down the intended path.

You will learn about each symbol in the following notes.

Maze Entrance: As discussed, this is the starting point in the maze. It is located in the upper left hand corner of the maze map.

Back Door: The maze is filled with eleven different back door symbols, numbered 2 to 12. These symbols work like random “teleporters” of sorts, allowing the hero to randomly move from one section of the maze, by entering a nearby back door, to another part by randomly rolling the number for a new back door and exiting that symbol. Back door symbols are both “passive” (meaning that they do not have to be used) and also sitting in dead end corners of the maze, keeping them out of the direct paths of the maze. This allows the hero to avoid them if they do not wish to use them.

Here’s an example of how using a back door works. The player has the hero traveling through the city maze and the hero happens to spot back door 3 nearby and chooses to go through it. The player draws the hero’s path to back door 3’s symbol and rolls the dice. The dice roll up a 7. The player finds back door 7 symbol on the map and draws the hero’s path out of it.

(Maze Symbols: Back Door Continued)

Its important to note that once a hero has entered a particular back door (example: back door 7) they may not re-enter that exact same back door until they have traveled through another back door. For example: If the hero doesn't like where they end up when walking out of back door 7, they may not simply turn back around and return back through it in hopes of finding another location. However, again for example, if the hero travels on after exiting 7 and uses back door 10 and exits through 4, they may once again go back through back door 7 if they were to come across it again and choose to use it.

If, at any time, the player rolls the same number of back door that the hero is entering, then player will then re-roll until another number rolls up. Also, if the hero is carrying the map (a gear tool item), the player will be rolling 3 different times for a possible exit, and choosing the preferred one. If at any time these multiple rolled possible exits are the same as the entrance or one another, the player re-rolls until all numbers are different.

The player does not X out back door symbols, even if the hero uses them.

Boost: From pain killers to bandages to fast food and caffeine, the boost symbol represents things that the hero finds along the way that can restore their missing life points. The boost symbol is "passive", meaning that the hero does not have to use it when they encounter one if they do not wish. Not using a boost symbol is typically a bad idea though if the hero is down any life points at all. Once a hero has come across a boost symbol this symbol cannot be used again (and is X'd out). That is why its foolish not to use one if needed.

How boost symbols work goes like this: when the hero encounter one of these symbols the player rolls the dice, the resulting roll is how much the boost symbol is worth, in points, in healing of life points. For example, if the player rolls a 9 then that particular encountered boost symbol will provide up to 9 points of healing to missing life points. So if the hero chooses to use this boost, their life points will be restored by that many boost points. Regardless of the rolled amount, a player's life points may never go above 100, and thus any additional points of healing are ignored.

Special Note: If the hero has the liquor flask (a gear tool item) then healing value of boost rolls are doubled. As such, if the player rolls a 9 and the hero has a liquor flask on hand, the boost value is changed to 18. Consider the flask to be "bottomless" since the hero may use it anytime they encounter a boost symbol.

Yes, the author should point out that drinking booze, especially along with medications, is a dangerous thing to do in real life. This is a game, however, and not one that represents a life of good choices (since you a gang member).

Regardless of whether or not the hero is able or chooses to use the boost symbol, the player must X a particular boost symbol out after the hero encounters it.



DIG THE GAME? THEN GET THE MUSIC!

Prior to the beginning of the Micro-Maze Adventures, "Rival Turf" was the name of an instrumental music soundtrack produced by Dave "Tree Dweller" Woodrum and made available through Fishwife Games. The music was inspired by the same general time-line and theme setting that spawned Micro-Maze 2: Rival Turf the game. If you are into that whole 1970s Bronx rival gang vibe then this track is right up your alley. Its available for download from Fishwife Games at RPGNOW.COM

Get yourself a copy today!!!

You know you want to!

Really! You know you dig it!

Gang Rival: You and your crew were heavily outnumbered when you were jumped but you managed to beat up most of the Westside Rumlbers. However, your crew is in the hospital and there are still 5 of your rivals out on the streets. They've stole your crew's vests and you're out for revenge.

The five remaining gang members are located at various points on the city maze map. The symbols appear in the shape of a featureless head full of hair and there is a number in the middle of each gang rival symbol. That number represents the particular gang member on the gang rival chart.

When the hero comes across a gang rival symbol the player takes note of the number in the middle of the symbol. Then the player consults the gang rival chart and finds the gang member that shares the same number as the symbol. Example: If the hero encounters gang rival symbol 4 then the hero has encountered Eddie Psycho.

Once the player knows who the hero is going up against, the fight between the hero and the rival gang member begins immediately. There is no pass roll (as with goons- see following notes on goon symbols) as the hero is seeking out these members of the gang and such thugs are already considered enemies. To fight the gang rival the player rolls the dice against the gang rival's Fight score. If the roll is equal to or greater then the hero has beaten the gang rival and the fight is won. If the roll is less than the fight score then the hero loses an amount of life points equal to the gang rival's Wound score.

The player must continue to keep rolling against the gang rival's fight score until a roll equal to or higher is achieved. Each time the roll fails additional damage off of the hero's life points (equivalent to the wound score) are removed. If the hero's life points reach 0 or below then the game is immediately over and the player loses the game.

Note: As you will notice, most of the gang members are pretty tough and the leader has a fight score higher than the normal dice roll. In order to beat this particular foe the hero needs to find a good weapon (gear item) first. In fact, its recommended that the hero is carrying a decent weapon before they try to take down any of these rivals.

Once a particular gang rival has been defeated the player X's out the gang rival's symbol on the map. Then the player checks off (or X's) the gang rival's number on the hero notes. When all five of the gang rivals have been defeated this particular goal has been met.



Gear: As stated before, there are three types of gear in the city that can help the hero. These are weapons, flash, and tools. There are five different types of weapons, three different types of flash, and three different types of tools. Weapons help the hero by adding an additional bonus to rolls against a goon or gang rival's fight score. For example, if you are carrying brass knuckles, which add +2, and roll a 5, the roll is adjusted to 7. Flash adds an additional bonus to rolls against a goon's pass score. Tools have different benefits that make them unique from one another.

When the hero encounters a gear symbol, the player will roll on the gear chart to determine what the hero has found. The hero may choose to take the item or not. Each gear item is explained in the following notes.

Switchblade: This Weapon adds a +1 bonus to dice rolls vs a goon or gang rival's fight score.

Brass Knuckles: This Weapon adds a +2 bonus to dice rolls vs a goon or gang rival's fight score.

Metal Chain: This Weapon adds a +3 bonus to dice rolls vs a goon or gang rival's fight score.

Machete: This Weapon adds a +4 bonus to dice rolls vs a goon or gang rival's fight score.

Baseball Bat: This Weapon adds a +5 bonus to dice rolls vs a goon or gang rival's fight score.

Heavy Bling: This Flash item adds a +1 bonus to dice rolls vs a goon's pass score.

Rival Patch: This Flash item adds a +2 bonus to dice rolls vs a goon's pass score.

Police Badge: This Flash item adds a +3 bonus to dice rolls vs a goon's pass score.

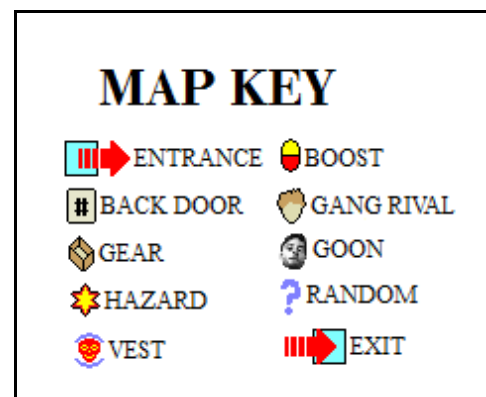
Map: Use this Tool item when you go through a back door. Roll 3 times for a preferred exit, re-rolling for duplicate rolls or rolls the same as the door you entered. Choose the preferred roll as the back door that you exit.

Flashlight: This Tool item adds a +3 bonus to dice rolls vs a hazard's risk score.

Liquor Flask: This Tool item doubles the dice roll you make when using a boost.

The hero can carry only one type of gear item at any given time. As such, the hero may only have one weapon, one flash, or one tool. They may, however, choose to swap out a gear item they are already carrying for another of the same general type (weapon, flash, or tool) when they encounter another one. If they chose to do so they discard the gear item they are currently carrying and it is gone forever.

After the hero has visited a gear symbol the player X's that symbol out on the maze map. If the hero kept an item it should be recorded in the hero notes section.



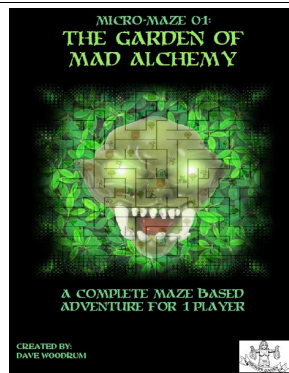
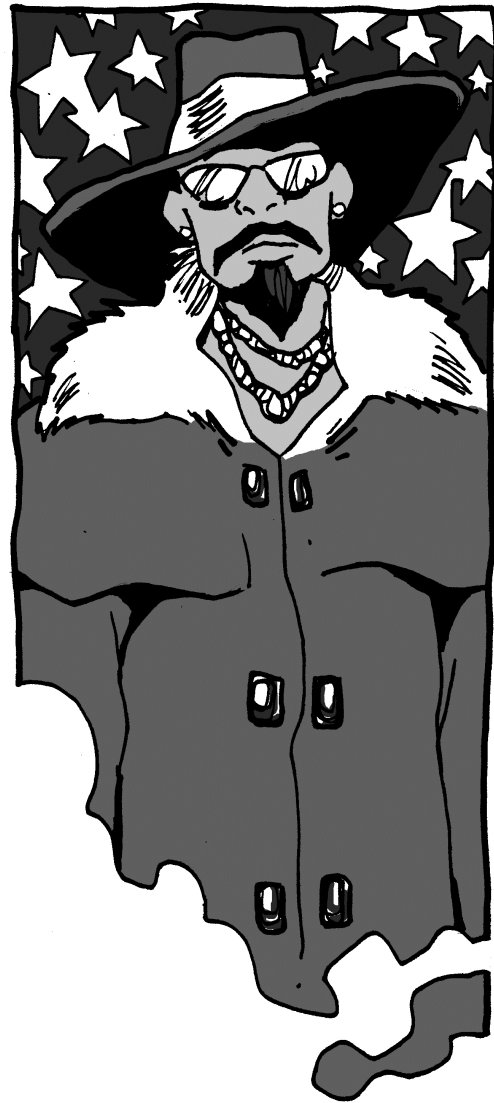
Goon: This side of the city is the real pits, making you glad its not your own gang's turf. Around here everyone seems to want to start crap with you, from the local pimps and drug addled hookers to young thugs and hired security guards. Even crazy bums and wimpy criminal purse snatchers seem to want a piece of your hide when you stroll by. While the gang rivals are your main targets to fight, the hero will come across several other thugs, many of which they may have to end up fighting as well.

The goon symbol is considered to be an "aggressive" symbol, meaning that the hero has to interact with one when they cross paths with a goon. Fortunately, the hero does not always have to fight one. Having a good "pass roll" will allow the hero to pass by the goon safely. If you don't succeed with your pass roll then you will have to fight.

When the hero comes across a goon symbol the player rolls the dice to determine first what type of goon the hero has encountered. A roll of 4, for example, reveals that the hero has run across a "dirty punk". Once the goon has been determined, the player consults the Pass score and then rolls against this score. A roll equal to or greater than the pass score means that the goon decides not to mess with the hero and that the hero can go on past the goon without having to engage in a fight. If the player rolls less than the pass, the hero will have to fight the goon.

If its determined that the goon is itching for a fight the player then consults the goon's Fight and Wound scores. The hero "fights" the goon by rolling against the goon's fight score. If the player rolls an amount equal or higher than the fight score then the hero beats the goon, ending the fight, and takes no damage. If the player rolls lower than the goon's fight score then the hero loses an amount of life points equal to the goon's wound score and the player must roll again. The player must keep rolling against the fight score until they roll equal to or higher. The hero will continue to lose life points equal to the wound score on each roll that is lower than the fight score.

If the hero's life points drop to 0 or lower during a fight the game is over and the player loses the game.



Micro-Maze 01: The Garden of Mad Alchemy

Oh no! The peasants of the village have caught a most terrible plague and nearly everyone is suffering! The herbalists claim that they can concoct a cure but only if they can get ahold of several mage wort plants. It is rumored that this mystical plant grows only in the eerie, danger filled alchemist garden. This overgrown, maze like place is full of bizarre magic, terrible hazards, and creatures most foul! As one of the few still healthy, only you have the courage and strength to journey into this mysterious, labyrinth like place and recover the mage wort plants that the villagers so desperately need! Will you do it?

Micro-Maze 01: The Garden of Mad Alchemy, is the first installment of the Micro-Maze Adventure Games. Pick up a copy at RPGNOW.COM today!!!

(Map Symbols: Goon Continued)

Once the hero beats the goon in a fight the player X's out that particular goon symbol on the map and the hero is able to move forward in the maze.

Special Note: There are two types of gear items, flash and weapons, that help improve the hero's chances when dealing with goons. Having a flash item (such as a police badge) on your possession will add a bonus to your dice rolls against the goon's pass score. Having a weapon item (such as a machete) on your possession will add a bonus to your dice rolls against the goon's fight score.

Hazard: From paranoid old ladies armed with pepper spray to the trash and dangerous decay of old buildings, this side of the city is one big hazard after another. As the hero prowls through the streets, alleys, and empty buildings, these hazards become harder and harder to avoid. These symbols are considered to be "aggressive", meaning that the hero has to interact with them if they wish to pass through them and continue farther on the maze.

When the hero encounters a hazard symbol the player rolls the dice and consults the hazard chart to see what type of hazard the hero has encountered. After the type is determined, the player rolls against the hazard's Risk score. If the roll is equal to or higher than the risk score then the player has successfully avoided the hazard and takes no damage. If the player rolls lower than the risk score then the player loses an amount of life points equal to the hazard's wound score. If this damage reduces the player's life points to 0 or less then the game ends and the player loses.

Unlike enemies and gang rivals, a single hazard can only damage the hero one time. As such, the player does not repeatedly roll against risk like they would against fight scores.

When the hero is finished dealing the hazard the player X's that particular hazard symbol on the map.

Special Note: The flashlight is a special tool gear item that, if the hero is carrying, gives the player a +3 bonus to all dice rolls against hazard risk. Why a flashlight? Well, all the real big city action happens at night.

Random: Shaped like a question mark, the Random symbol actually represents other possible symbols. The other symbols that the random can be are: Boost, Gear, Goon, and Hazard. Once the true nature of the symbol is discovered, the player treats this encountered symbol in the same manner as though the hero had encountered such a symbol type normally.

Here's how this works. Whenever the hero encounters this symbol the player rolls the dice and consults the chart to see what type of symbol it really is. For example, if the player rolls a 6 then that particular random symbol is actually a "gear" symbol. Once the type of symbol the random actually is, then player then rolls on that appropriate chart to see what the hero has encountered. So if the random symbol does turn out to be a "gear" symbol, for example, the player would then roll on the gear chart to see what the hero has found. If the random symbol turns out to be a goon, the player would roll on the goon chart and engage in the hero's interaction (and possible fighting) with the goon.

Once the hero has come across a random symbol the player X's this symbol out on the map.

Vest: Scattered about the maze are the six missing "colors", or patch vests, of your fellow gang members. Per rumors a bunch of drunk hobos are wearing these. Don't worry, you won't have to fight these crazy old drunks. Once they see you coming they'll throw off the vests and run for their lives.

The six vests appear as a skull surrounded by upper and lower "rocker bars" on the map. This strange looking symbol is reflective of what your gang's patches look like on the back of such vests. You will need to visit these areas in order to collect all the vests.

When the hero encounters one of the vest symbols in the maze, the player adds 1 point to the hero's vest count total in the hero notes. That particular vest symbol is then X'd out. You will need to visit all 6 of these vest symbols as part of your goals to win the game.

Maze Exit: As indicated prior, this is the exit from the maze. It is located in the lower right hand corner of the maze map. The hero must complete the other two goals before they exit through this symbol if they wish to win the game.

WINNING THE GAME

With my fellow crew members' colors in hand I headed down an empty alleyway, hoping to run into the last of the Westside Rumlbers. Sure enough, I found him. After an exchange of several curse words and a nasty knife slash to my shoulder, I wasted his sorry ass. The big bad Mister Danger hit the dirt, and I knew it was time for me to hit the pavement. I could hear police sirens off in the distance behind me. No doubt we had made a lot of noise in that alley, and some concerned citizen probably called in a report. They'll have a little difficulty describing me though, I was decked out in one of the Rumbler's own colors. I'm sure that really ticked Danger off when he saw me.

On the subway home I found myself staring down at the vests I recovered and thinking about my friends that were hauled off to the emergency room. Is our so called "turf" really worth all this? Is this the life I wanted to keep on living. I looked up to spot some spray painted graffiti, our gang's very own calling card, decorating the interior of the subway car I was riding in. My feelings were both pride and shame. We were Kings of the City, both by the name of our crew and by own actions. At the same time, however, we were also kings of our own self destruction.

Congrats! You've done it! You restored your gang's reputation and the Westside Rumlbers are wasted! Upon completing all the goals required to win the game you will find yourself at the end of the maze, victory in hand for the player but the hero's future uncertain.

Will there be more battles with the Westside Rumlbers? Will a new gang move into that old territory? Here's some variant rules and goals to add a bit of replay value to this Micro-Maze adventure game.

Climatic Knife Fight: Regardless of what you have to do to get Mister Danger, your reputation hangs in the outcome of a final knife fight. There's a local code on the streets, stating that the only true test of worth is settled with a switchblade.

With this variant rule you must take down Mister Danger at the end using only a switchblade knife. This means in order to score a winning hit against his fight score you will have to roll double sixes (and add the +1 from the switchblade). This is a fight that could get a bit bloody. You better boost up real good before you take Mister Danger on.

New Gang: The war for turf never seems to end. You take one gang down and another one moves in to take its place. This time you find yourself in the exact same situation as before, only that you are going up against a new group of thugs known as The Hatchets. Their stats are provided below.

NUMBER	GANG RIVAL	FIGHT	WOUND
1	Rusty	14	13
2	Dirty Boy	13	12
3	Old Man	12	11
4	Chico	11	10
5	Spike	10	9

Just like before, you and your gang got jumped. Now you gotta get those vests back and prove to The Hatchets who's boss of the streets.

Grand Betrayal: Hearing that your crew was still in the hospital over on Westside, you decided to pay them a visit. After all, nobody had called you in the few days that you were back on home turf, not even to say "thank you" for getting their colors back. Pretty soon you find out why.

By the time you made it half way to the hospital you get word from a couple of friendly pimps that some serious crap has been going down. While recovering in the hospital your so called friends and five of their former rivals have decided to join forces, creating a new gang. The idea is that this new group could run both areas of turf the way they see fit now that Mister Danger's influence out of the way. What about you? Well, they all know you're too loyal to your old colors and a bit too much of a threat. Therefore they plan to jump you.

Turns out your group got out of the hospital two days ago and everyone is scattered all over Westside, waiting in the shadows beyond the neon lights. Waiting, in hopes that you will make the mistake of walking past them.

Oh, you plan to head down their streets alright. And you plan to give those traitors a lesson they will never forget.

In this scenario you will go up against your own former crew, as well as 5 former members of the Westside Rumlbers. Your former crew members will be represented by the vest symbols on the map. When you encounter the first vest symbol, go up against the first former crew member, and then work your way down as you encounter each additional vest symbol. The stats for your former crew members are provided below.

NUMBER	CREW TRAITOR	FIGHT	WOUND
1	Clint	9	5
2	Larry	9	6
3	Cowboy	10	7
4	Dennis	10	8
5	Joey Boy	11	9
6	Camaro	12	10

The stats for the former members of Westside Rumlbers are provided below. Use these instead of the regular list of stats.

NUMBER	GANG RIVAL	FIGHT	WOUND
1	Poncho	11	10
2	Hooch	10	9
3	Miser	10	8
4	Chump	9	7
5	Spazz	8	6

The Goals for this variant are a bit different. With this one you must beat up your former crew mates as well as the former Westside Rumlbers gang rivals. Fighting your former crew mates will replace the gathering of their vests. After you have fought everyone you must work your way to the maze exit to win the game.

MICRO-MAZE 02: RIVAL TURF CHART SHEET

GOON CHART:

DICE ROLL	GOON	PASS	FIGHT	WOUND
2	Angry Wino	8	8	6
3	Drunken Biker	10	11	9
4	Dirty Punk	7	9	8
5	Shady Pimp	10	10	7
6	Junkie Hooker	8	8	4
7	Drug Dealer	9	11	8
8	Delinquent Thug	8	9	6
9	Security Guard	11	10	7
10	Psycho Drifter	9	10	5
11	Purse Snatcher	9	8	5
12	Crazy Bum	7	9	4

HAZARD CHART:

DICE ROLL	HAZARD	RISK	WOUND
2	Guard Dog	8	12
3	Sewer Rats	9	8
4	Broken Glass	6	8
5	Exposed Wires	7	11
6	Reckless Driver	10	13
7	Jagged Metal	9	10
8	Crumbling Staircase	10	11
9	Scattered Debris	8	8
10	Grease Puddle	6	6
11	Stray Bullet	10	15
12	Pepper Spray	7	9

GEAR CHART:

DICE ROLL	GEAR (TYPE)	BENEFIT
2	Switchblade (Weapon)	+1 to rolls vs Fight (Goons+ Rivals)
3	Brass Knuckles (Weapon)	+2 to rolls vs Fight (Goons+ Rivals)
4	Metal Chain (Weapon)	+3 to rolls vs Fight (Goons+ Rivals)
5	Machete (Weapon)	+4 to rolls vs Fight (Goons+ Rivals)
6	Baseball Bat (Weapon)	+5 to rolls vs Fight (Goons+ Rivals)
7	Heavy Bling (Flash)	+1 to rolls vs Pass (Goons)
8	Rival Patch (Flash)	+2 to rolls vs Pass (Goons)
9	Police Badge (Flash)	+4 to rolls vs Pass (Goons)
10	Map (Tool)	Roll 3 Times for Back Door Exit, Exit Through Preferred Roll
11	Flashlight (Tool)	+3 to Rolls vs Hazard Risk
12	Liquor Flask (Tool)	Doubles healing value of Boost rolls.

RANDOM CHART:

DICE ROLL	RANDOM
2-4	Boost
5-7	Gear
8-9	Goon
10-12	Hazard

BOOST:

Roll the dice. Add the dice roll back to your Life Points (maximum of 100).

BACK DOORS:

Whenever you enter a back door roll the dice. The dice roll is the numbered back door that you exit from. (You may not immediately enter back into a back door that you just exited out of)

GANG RIVAL CHART:

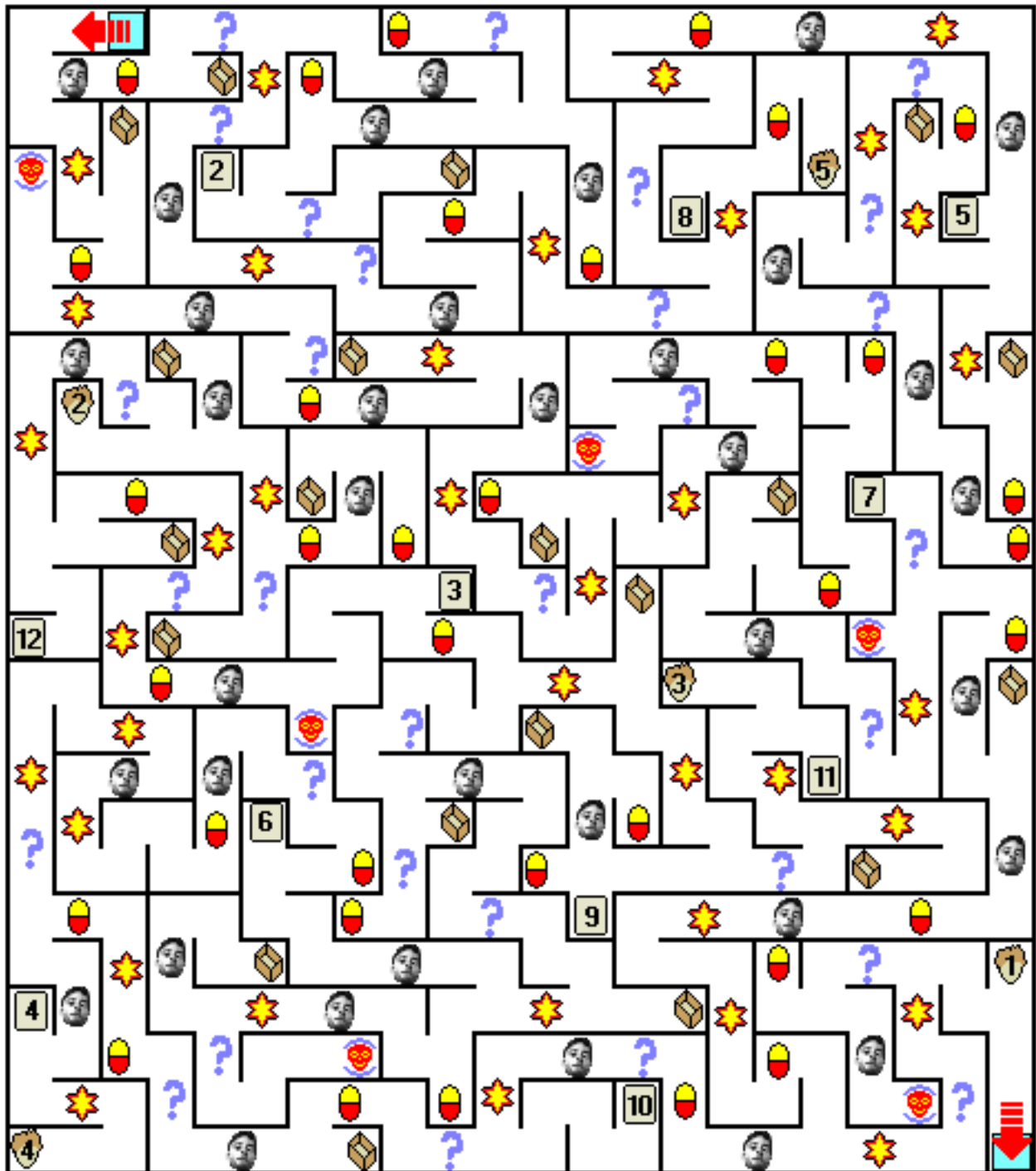
NUMBER	GANG RIVAL	FIGHT	WOUND
1	Mister Danger	13	12
2	Diablo Jones	12	11
3	Molotov Jay	11	10
4	Eddie Psycho	10	9
5	Cockroach	9	8



MAP KEY

ENTRANCE	BOOST
BACK DOOR	GANG RIVAL
GEAR	GOON
HAZARD	RANDOM
VEST	EXIT

MICRO-MAZE 02: RIVAL TURF MAZE SHEET



MAP KEY: ENTRANCE BOOST BACK DOOR GANG RIVAL GEAR GOON HAZARD RANDOM VEST EXIT

HERO NOTES:

NAME: _____ LIFE POINTS: _____ VEST: _____
 CARRIED GEAR: _____
 WEAPON: _____ FLASH: _____
 TOOL: _____

DEFEATED GANG RIVALS:

1 _____ 4 _____
 2 _____ 5 _____
 3 _____