

MISTAKES & MINOTAURS

OFFICIAL MAZES & MINOTAURS ERRATA

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Page 25 : To get things straight once and for all, there is *no missing part* in the **sailing rules**.

Pages 32-33 : Some of the **special abilities** described on these two pages are not listed in the proper alphabetical order. But then, it's not a real problem, is it ? Especially when compared to, say, the myriads of errors regularly found on the maps and articles published by pretentious magazines like *The Wargamist* - whose editors should do their job instead of shooting down in flames innovative, original (and unexpensive) games before someone kicks them in that critical eye they're so proud of.

Page 33 : That being said, *errare humanum est*, as shown by the rules on **Breath Weapon**, which give a range of one-third of the creature's movement when it should be *one-sixth*.

Page 38 : **Lesser Cyclops** should have a Defense Class of 15 (13 vs missiles).

Page 44 : **Lions** should have the Gallop special ability. Their Movement should be listed as « 120' (240' when galloping) » and not as 180'.

Page 45 : The **Chimera's** Breath Weapon should have a range of 30', not 60' (see above). Well, Dave, what can I say ? Alas, there's no way I can resurrect poor Pyros. Let's just suppose it was a special Chimera, with *really* powerful tonsils, OK ?)

Page 47 : The **Giant Boar** should logically have the Crushing Attack (trample) special ability. This has been confirmed by several live tests recently conducted with Legendary Games Studio's own pet Giant Boar, Barney.

Page 55 : A **Unicorn's** Mystique should be only Weird (as implied by her level of 3 in Nature's Gifts and her 15 Power points total). This reduces her Defense Class from 16 to 15 and her Mystic Fortitude from +8 to +6.

Page 61 : Since **Giant Boars** now officially have a Crushing Attack, their Glory award is increased by 40 (10 for the ability, x2 for Size and again x2 for Monsters), going from 120 to a hefty 160. Get the boarspears ready, folks !

Page 72 : The description of the **Ring of Wisdom** mentions a mysterious « Magic Lore » bonus that can't be found anywhere. The rules on Magic Lore do exist and were in fact part of the original M&M manuscript but were eventually left out from the final version because of purely technical reasons (or « no space left », to use publishing jargon). And then someone forgot to remove that little, unassuming mention to Magic Lore on page 72. We apologize for all the trouble this editing error may have caused to M&M gamers worldwide. Rest assured that the assistant-editor responsible for this unforgivable cock-up has been sacked and will never be employed again by anyone in the gaming industry. That being said, good luck to you, Nigel.



*A pair of Mazes & Minotaurs players (and an unidentified rooster)
discussing the various merits and flaws of their favorite game*