# In game page numbering. Not actual PDF page number

# Character Information:

Page 2 Creating characters

Page 4: Arriving in the HH.

Page 81 Animals

Page 13: Career choices (Right hand column)

Page 56 Flight and learning to be a pilot

Page 87 Pilot Ratings (Lower Right hand column)

# Focus Character story

Page 3 Russ Edwards story

# HH Setting information

Page 7 Sea Travel and Carna Whales

Page 10 Hinterland History

Page 51 Outposts, forts (Right hand column)

Page 11 Health, aging, and languages

Pages 12-13 Calendar and holidays

Pages 16-18 Shrooms and vegetable oddities.

Pages 52-53 Weather

Pages 54-55 Restorkies

# Environ information

Page 5 Map guide & background info.

Page 6 Air layers & other info.

Page 8 Environ map

Page 9 Short Environ descriptions

Pages 19-50 Individual Environ pages

# Gear and Money Related

Pages 14-15 Trade and commerce

Page 112 Banks (Lower right hand column)

Page 18 Makers/replicators (Right hand column)

Page 113 Templates and SPAM (Upper Left hand column)

Pages 67-68 Cargo & the mail

Pages 68-69 Trade & Salvage

Pages 70-74 Finds & Finds in Magicaust

# Aircraft

Page 82 Hinterland Aeronautica magazine cover page

Page 55 Science of navigating (Bottom of page)

Pages 57-58 “Lightning” crystals (should be lightening crystals)

Pages 59-60 History of DC3 and the Ai’ Ai’ Garnosh

Page 51 Fuel dumps (Left hand column)

Page 60 Fuel (Upper right hand column)

Page 65 Fuel use (Mid-right hand column)

Pages 61-63 DC3 Structure

Pages 64-65 Air Combat

Page 66 Crash landings

Page 112 Aircraft quality (Left hand column)

Pages 96-99 Planes for Sale

Pages 100-111 Known aircraft

Page 136 Stinkey’s Repair Hangar

# Game-like rules

Page 69 Gambling

Pages 83-87 Skills (Consider dropping them, as most games have their own skill rules.)

Pages 88-91 Magic (Again, consider dropping. Magic in most games is very specific and you can’t just tack on new spells without a lot of work.

Pages 91-92 Psi powers (like above about Magic)

# NPCs

Pages 75-80

# Scenarios

Pages 93-95 Scenario One: Pig in the Pokey

Page 113 Scenario 2: It’s Full of F…

Pages 113-116 Scenario 3: The Andaluz Engine