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HERO™



a game of adventure in the catacombs

game only

NOT A PHONOGRAPH RECORD ALBUM

John Hagen

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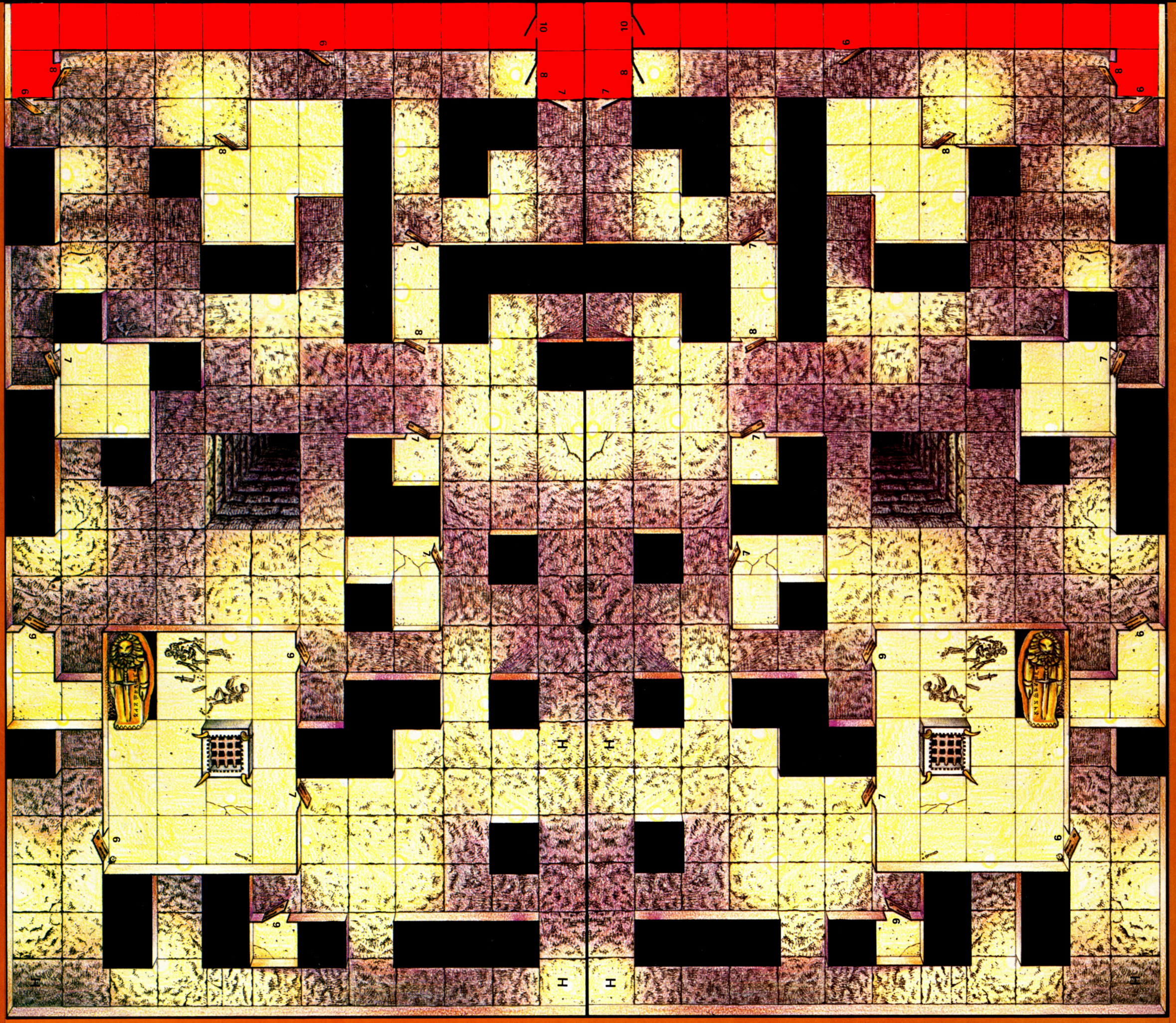

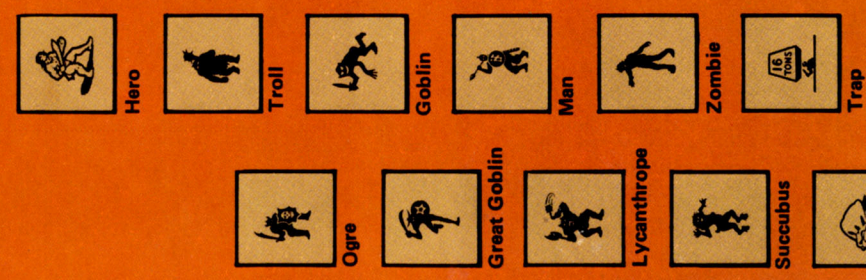

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000 INTRODUCTION TO THE GAME

001 What is a Simulation

If you have never before participated in or studied a simulation, or Adventure Game, such as this a short explanation may help you to understand what games of this type are all about. Simulations are done in many different types of media. A movie or television program is a 'visual and audio' simulation. A scene described in a book is a 'written simulation'. The parts that make up this game represent a 'gaming' simulation. Absolute realism in any simulation is, of course, impossible but within the organization of the pieces and the rules of this game, the most critical problems faced by the Hero can be duplicated. In other forms of simulation you play a passive role. You watch T.V., listen to Beethoven, read books. In the context of this game, you take an active role. You are, in fact, a HERO.

002 HERO As a Simulation

HERO is a man-to-man (or beast) level simulation of combat in an underground catacomb, where three mighty Heroes try to demonstrate which is the most heroic. The players assume the role of a single Hero that represents the player. Each player also controls the actions of the Monsters that face another Hero. Each Hero attempts to fight his way through the maze of the catacombs gathering gold and slaughtering monsters in an effort to be heroic enough to wed Alysa, the daughter of the most powerful wizard in the land. Only the most heroic will have that priviledge.

003 The Game Scale

Each square on the gameboard represents approximately 8'. Each counter represents a single Hero, Monster, or bag of gold. Each Turn represents approximately one minute of real time.

004 The Game Parts

Included in each game are the following items: A gameboard, a set of die-cut playing pieces, a set of rules, a Hero Set-Up Sheet and two zip-lock bags.

A. The Gameboard

The inside of the album jacket is the gameboard. There are four different areas represented on the gameboard. There are three 'catacomb mazes' one for each Hero, and an area containing all of the Tables necessary for the play of the game.

B. The Playing Pieces

There is one sheet of die-cut cardboard playing pieces called **counters.** These are divided into four blocks. Three of the blocks are of a solid background color and one is used by each player. The fourth block is used by all players.

Monsters


Troll


Ogre


Goblin


Great Goblin


Man


Zombie


Lycanthrope



Trap


Succubus

Dummy



Riches


Gold


Jewels

Hero


Front

Hero

'Dot' Marker



C. The Rule Book

One rule book is included in each game. The rule book contains all of the rules and information necessary to play the game.

D. Hero Set-Up Sheet

There is one sheet containing a Set-Up Sheet for each Hero. The Set-Up Sheet lists all of the information pertaining to each Hero as to physical characteristics and abilities.

E. Zip Lock Bags

There are two zip lock bags included in each game. You should store the playing pieces (after they have been punched out) in these bags when the game is not being played.

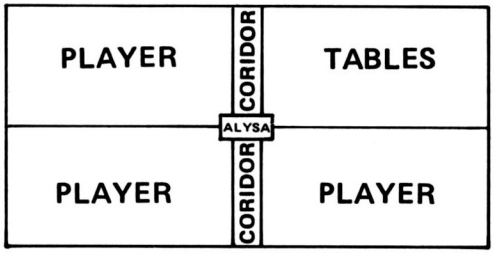
F. Items Not Included

Items necessary for the play of the game but not included in the game are a set of two dice, pencils, and scratch paper.

100 GAME SET-UP

101 EXPLANATION OF THE GAMEBOARD

The gameboard represents an underground catacomb. The gameboard is divided into four different Major Areas.



A. Gameboard Major Areas

1. Each Area labeled 'player' represents the one portion of the gameboard that each player will use for that player's Hero.

2. The Area labeled 'Tables' is the Area containing all charts and tables used in the game. Play is not conducted in this Area.

3. The Area labeled 'Alysa' represents the goal each Hero must reach to have a chance to win the game.

4. The Area labeled 'Corridor' represents an Area that may be moved in by all Heros.

5. If there are only two players, use the diagonal 'Player Areas'.

B. Gameboard Minor Areas

Each Major Area (listed under 'A' above) is composed of minor areas.

1. Yellow colored, smooth textured areas represent rooms.

2. Grey colored rough textured areas represent hallways and passages.

3. Black areas represent areas that are 'Prohibited' and may not be entered by the playing pieces. Near the center of each player's gameboard is a representation of a great pit. This pit may not be entered.

4. The Yellow colored, rough textured areas represent halls and passageways that are lighted by torches.

5. The Red colored areas are 'The Corridor' and the 'Alysa' room.

102 What Does the Hero Set-Up Sheet Represent?

A. Heroic Profile Table

The Heroic Profile Table represents the physical characteristics and abilities of each Hero. Shown below is an example of part of this Sheet.

P	I	C	S	L	H	H	W	W	M	A	SS	LS	D	A	LA	H	S
0	0	1	0	0	0	10	1	11	1		-1	-2	0	-1	-2	-2	-1
1	1	2	1	1	1	11	2	12	1		0	-1	+1	0	-1	-1	0
2	2	3	2	2	2	12	3	13	2	N	0	0	+2	0	-1	0	0
3	3	4	3	3	3	13	4	14	3	L	0	0	+3	0	0	+1	0
4	4	5	4	4	4	14	5	15	4	M	+1	0	+4	+1	0	+2	0
5	5	6	5	5	5	15	6	16	5	P	+1	+1		+2	+1	+3	+1
6	6	7	6		6	16	7	17	6	Sh	+2	+2		+3	+2	+4	+2
7	7	8	7		7	17	8	18	7		+2	+3			+3		+3
8	8	9	8		8	18	9		8		+3	+4			+4		+4
9	9		9		9		10		9								

1. P: The 'P' column on the Hero Set-Up Sheet represents the Hero's **Physical Appearance**. . .good looks.

2. I: The 'I' column represents the Hero's **Intelligence** or quick wit.

3. C: The 'C' column represents the Hero's **Class** or style.

4. S: The 'S' column represents the physical **Strength** of the Hero.

5. L: The 'L' column represents the degree of **Luck** the Hero has.

6. H: The 'H' column represents the amount of damage the Hero can take in Combat, or **Hits.**

7. W: The 'W' column represents the degree of **Weapon Proficiency** the Hero has.

8. M: The 'M' column represents the number of squares the Hero can **Move** and the actions the Hero may perform each Turn.

9. Beneath each of these headings are numbers from 0-9, 1-9, 0-5, or 0-18. These numbers represent the Level to which these qualities are possessed by the Hero. '0' represents the lowest Level (does not possess this quality at all). The largest number under each Characteristic represents the highest Level (possesses this quality to the fullest). All of the numbers in between the low and the high represent possession of this quality to one Level or another.

10.A: The 'A' column represents the type of **Armor** the Hero is wearing.

a. 'N' is no armor being worn.
b. 'L' is Leather armor being worn.
c. 'M' is Mail armor being worn.
d. 'P' is Plate armor being worn.
e. 'SH' is shield being carried.

B. Weapon Proficiency Table

The Weapon Proficiency Table represents the Hero's ability to use various weapons.

1. SS: 'SS' is the Short Sword. The Short Sword is a sword with a blade between 12"-18" in length. It is a 'cut and or thrust' weapon.

2. LS: 'LS' is the Long Sword. The Long Sword is a sword with a blade between 30"-40" in length. It is a 'cut and or thrust' weapon.

3. D: 'D' is the Dagger. The Dagger is a knife with a blade of between 4"-12" in length. It is a 'cut and or thrust' weapon.

4. A: 'A' is the Ax. The Ax is similar to a hatchet though the head is much heavier. The shaft (handle) of the ax is between 1'-2' in length. It is a chopping weapon.

5. LA: 'LA' is the Long Ax. The Long Ax is similar to the Ax only it is much larger. The Long Ax must be used with both hands. The shaft of the Long Ax is between 3'-4' in length. It is a chopping weapon.

6. H: 'H' is the Hammer. The Hammer is quite similar to a sledge hammer. It is used primarily to smash things. This weapon must be used with two hands.

7. S: 'S' is the Spear. The Spear is a pole some 3'-6' long tipped with a sharp metal point. It is used as a thrusting weapon only in this game and is not thrown.

8. Beneath each of these headings are numbers running from minus (-) numbers to plus (+) numbers. These numbers are modifications to combat and represent the Hero's proficiency with the particular weapon, minus representing low proficiency and plus representing average to high proficiency.

103 USING THE HERO SET-UP SHEET

The Sheet represents the physical characteristics and abilities of each Hero. These characteristics must be determined for each Hero by the player.

A. Heroic Profile Table

1. All players must 'purchase' their Hero's P, I, C, S, L, H, W, and M Characteristics Levels.

2. Each Level in each Characteristic is worth a certain number of points.

a. P, I, C, S, and M Characteristics are worth on point per Level or a maximum of nine points per Characteristic.
b. H and W Characteristics are worth one point per Level or a maximum of 18 points per Characteristic.
c. The L Characteristic is worth four points per Level or a maximum of 20 points for the Characteristic.

3. Each player has 70 points to purchase the Levels for all Characteristics combined.

4. Players may never 'spend' more than their alloted 70 points.

NOTE*There is a total of 101 points that would be spent if all Characteristics were purchased to their maximum Level.**

5. A player is not required to purchase Levels in any Characteristic other than 'C' Class. A player is required to purchase a minimum of Level 1 under the 'C' Characteristic.

6. To show the Level purchased in each category, place a 'dot' Marker on that Level.

EXAMPLE: A player elects to purchase a Level 5 rating in Intelligence for his Hero. The 'dot' Marker is placed on the '5' box in the 'I' column on the Heroic Profile Table. This would cost five points. (5 x 1 - 5)

7. There is no cost for Armor. The type of Armor may be chosen by the player and does not figure into the 70 point maximum.

8. The player must place a 'dot' Marker under the 'A' column on the armor type the player desires. Heros are not required to wear any armor, or if the Hero wears armor, any particular type.

EXAMPLE: A Hero wears Mail armor. A 'dot' Marker is placed on the 'M' box in the 'A' column on the Heroic Profile Table.

9. The Hero may or may not carry a Shield. If the player elects to have the Hero carry a Shield a 'dot' Marker must be placed on the 'Sh' box in the 'A' column on the Heroic Profile Table.

B. The Weapon Proficiency Table

Points are also spent on this table to purchase the Level of Proficiency the Hero has with one or more weapons.

1. The maximum number of points that may be used on this table must equal the Level determined for the 'W' Characteristic on the Heroic Profile Table.

2. Points may be spent on one or more weapons.

3. Each Level purchased for each weapon costs one point.

4. A player may never spend more points on the Weapon Proficiency Table than the Level purchased for the 'W' Characteristic.

5. To note which weapon the Hero is to be 'armed with' (the weapon that is drawn and ready for use) place a 'dot' marker on the letter code for that weapon.

Shown below is an example of a completed Set-Up Sheet.

P	I	C	S	L	H	H	W	W	M	A	SS	●	D	A	LA	H	S
0	0	1	0	0	0	10	1	11	1	■	-1	-2	0	-1	-2	-2	-1
1	1	2	1	●	1	11	2	12	1	■	0	-1	+1	0	-1	-1	0
2	2	3	2	2	2	●	3	13	2	N	0	0	+2	0	-1	0	0
3	3	4	3	3	3	13	4	14	3	L	0	0	+3	0	0	+1	0
4	4	●	4	4	4	14	5	15	4	●	+1	0	+4	+1	0	+2	0
5	5	6	5	5	5	15	6	16	5	P	+1	+1	■	+2	+1	+3	+1
●	6	7	6	■	6	16	7	17	6	●	+2	+2	■	+3	+2	+4	+2
7	7	8	●	■	7	17	8	●	7	■	+2	+3	■	■	+3	■	+3
8	8	9	8	■	8	18	9	■	8	■	+3	●	■	■	●	■	+4
9	●	■	9	■	9	■	10	■	●	■	■	■	■	■	■	■	■

This player has elected to purchase the following Levels:

1. P: Level 6 at a cost of 6 points.
2. I: Level 9 at a cost of 9 points.
3. C: Level 5 at a cost of 5 points.
4. S: Level 7 at a cost of 7 points.
5. L: Level 1 at a cost of 4 points.
6. H: Level 12 at a cost of 12 points.
7. W: Level 18 at a cost of 18 points.
8. M: Level 9 at a cost of 9 points.
9. The Hero wears Mail Armor and carries a Shield.
10. The Hero is carrying a Long Sword and Long Ax, Level 9 each.
11. The Hero is 'armed with' a Long Sword.

6 + 9 + 5 + 7 + 4 + 12 + 18 + 9 = 70. This player has 'spent' the entire 70 points alloted.

6. Each player must write down the letter code for each characteristic and the Level purchased for each Characteristic on a piece of scratch paper. The addition should then be checked by another player to insure that an error has not been made.

EXAMPLE: P6, I9, C5, etc.

104 SET-UP AND PREPARATION FOR PLAY

A. Setting up the Gameboard

1. The ideal playing surface for Hero is a large table, though any stable flat surface will do.

2. There must be sufficient room for the placement of the gameboard and the Hero Set-Up Sheets for each player.

3. Players should sit opposite the section of the gameboard their Hero will be moving over.

B. Playing Pieces

1. Playing Pieces will be called 'counters' in the rules.

2. Punch out all counters from their sheet keeping them separated by color and type.

3. Each player should take one color only.

4. Each player should take the same colored 'dot' counters, two Gold counters, and one Jewel counter from the 'dot' counter group.

EXAMPLE: Player A elects to take the Red unit counters and also takes the red 'dot' counters and two of the white colored Gold counters and a white colored Jewel counter.

C. The Hero Set-Up Sheet

1. The Hero Set-Up Sheets are all printed on a single piece of stock. They are perforated for easy separation.

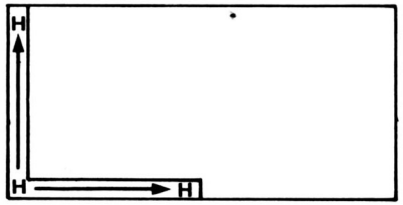
2. Separate the Set-Up Sheets, with each player taking one Sheet.

3. The Sheets are Set-Up as per Section 103.

D. Counter Set-Up

1. All counters, with the exception of the 'dot' counters must be placed on the gameboard.

2. Hero counters are placed on their respective gameboard section within the areas on that section's outside edge marked with an 'H'.



3. For Monster placement consult the diagram below:

A	Tables
B	C

Player A's Monsters are in Player C's gameboard Section. Player C's Monsters are in Player B's Section and Player B's Monsters are in Player A's Section.

4. All Monster counters are placed on their respective gameboard section on any square other than:

a. Black Squares
b. Red Squares.

5. All Monsters are placed face down on the gameboard.

6. Monsters are placed on the gameboard before the Heros are placed on the gameboard.

200 GAME RULES

201 Introduction to the Game

The rules cover all of the information needed to play HERO. Though it may seem like there are a lot of rules, don't let their looks be deceiving. The game is quite easy to play once all players are familiar with them. The first few games should be treated as a learning experience. When playing the game for the first time, try not to be to concerned with winning. Just play the game to figure out how everything works and the way the game flows. You don't need to memorize these rules to play the game. All that is necessary is that you be familiar with them. All of the information that you need to play the game is found on the Charts and Tables section of the gameboard. Only use the rules as a reference if a question on play should come up.

202 Sequence of Play

HERO is played in Turns. A Turn is made up of a series of actions called Phases. When all Phases have been completed, the Turn ends and a new Turn begins. The Phases must be followed in order. The individual actions within the Hero Activity Phase will not necessarily be done in the order given in the Sequence, or done at all. Each player will perform Sequence of Play Step A in this sequence: Player A will perform all steps first. Player B will perform all steps second. Player C will perform all steps third. When Player C has finished Step A, the same sequence will be followed for Step B. Step C is performed simultaneously by all players.

STEP A: Hero Activity Phase

1. Determine Sighting
2. Attempt to Open Doors
3. Pick Up Riches
4. Movement
5. Combat
   a. Monster Elimination
   b. Surviving Monster Defensive Attack*
6. Trap Attacks
7. Succubus Attack
8. Outwitting Monsters
9. Changing Weapons

STEP B: Monster Activity Phase

1. Movement
2. Combat
   a. Hero Damage
   b. Hero Defensive Attack*

STEP C: Hero's Taking a Breather Phase

Sequence of Play Reverts to STEP A and a new Turn begins.

*This is performed by the player being attacked.

203 STACKING

A. Stacking Definition

Stacking refers to the placement of more than one game piece in a single square on the gameboard.

B. Stacking Limitations

1. All playing pieces have a Stacking Factor.

2. No more than two Stacking Factors may be in a single square at any time.

3. Goblins, Great Goblins, Men, and Zombies are worth **one** Stacking Factor for each counter.

4. Trolls, Ogres, Lycanthropes, the Succubus, and Traps are worth two Stacking Factors for each counter.

5. Dummy and Riches are worth zero Stacking Factors for each counter.

6. Only one Riches counter may be stacked with one Monster counter. (Refer to Section 207B).

7. Stacking Limitations apply to units stacked in a square and for counters moving through a square.

EXAMPLE: A Goblin attempts to move through a square containing a Troll. As this would place '3' Stacking Factors in the square ('1' for the Goblin and '2' for the Troll), the Goblin may not move through this square.

204 MOVEMENT

Movement applies to a counter's ability to move and perform actions during a Phase.

A. General Movement Rules

1. Heroes, Monsters, and Dummy counters may move.

2. Riches counters may not move unless 'carried' by a Hero or Monster.

3. Each player may move only those counters of his own color.

a. Each player will move his Hero counter on his section of the gameboard.
b. Each player will move his Monsters on another player's gameboard section.

4. All counters that can move have a Movement Factor that represents:

a. The maximum number of squares that may be entered by the counter, or
b. The maximum number of actions that may be performed by the counter, or
c. A combination of Movement and Action equalling the maximum Movement Factor.

5. Movement Factors may not be transfered from one counter to another.

6. A counter may not accumulate Movement Factors from one Turn to another Turn.

7. A counter may use some, all, or none of the counter's Movement Factor each Turn.

8. Movement is made through contiguous squares. Squares may not be skipped when a counter is moved.

9. Counters may move horizontally or vertically only. Counters may not move diagonally.

10. Counters may not move off of the gameboard.

11. Counters may not move from one player's gameboard Area to another player's gameboard Area.

EXAMPLE: Player A's Hero may not move into player B's gameboard Area. Player B's Monsters may not move into player C's gameboard Area.

12. A counter may move only once per Turn.

13. Counters may not move through walls or through or into Black Areas on the gameboard.

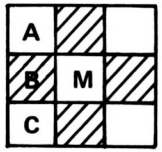
14. Monsters may move freely through doors. (Exception: A Hero may block a door. Refer to Section 206.)

15. Heroes must Open Doors before the Hero moves through the door. (Refer to Section 206).

B. Zone of Control

1. A Hero may not move through a Monster Zone of Control.

2. A Zone of Control is defined as the four squares facing off of the square occupied by the Monster.



The Shaded squares represent a Monster's Zone of Control. 'M' represents the Monster.

EXAMPLE: A Hero may not move from A to C through square B. The Hero must stop on square B. If the Hero kills the Monster, the Hero may then move onto square C.

3. Dummy, Trap, the Succubus, and Hero counters do not have Zones of Control.

4. Monster counters may not move through or onto Hero counters.

C. Movement Factors for Counters

1. All Monster counters may move a maximum of three squares per Turn.

2. All Dummy counters may move any number of squares per Turn.

3. All Hero counters may move up to the maximum Level determined by the Hero player for the 'M' Characteristic.

EXAMPLE: A Hero with an 'M' Level of '6' has a Movement Factor of up to '6' squares movement per Turn; the ability to perform 6 Movement Factors worth of actions, or a combination of both movement and action.

4. One Movement Factor equals one Movement Point.

EXAMPLE: A unit with a Movement Factor of '3' has 3 Movement Points.

D. Using Movement Points

1. All actions in the game have a cost in Movement Points (hereafter called MP's) to perform.

2. Listed below are the MP costs for Heroes only.

a.	Each Square entered:	1MP
b.	Each Attack:	1MP
c.	Each Open Door attempt:	1MP
d.	Each Gold counter carried:	½MP
e.	Each Weapon Change:	2MP
f.	Each Hard Stare:	1MP
g.	Each Riches Counter Picked Up:	1MP

NOTE*There is no MP cost for a Defensive Attack.**

3. Listed below are the MP costs for Monsters only.

a.	Each Square entered:	1MP

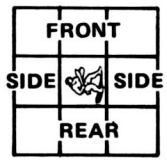
EXAMPLE OF MOVEMENT/ACTION: A Hero with a Movement Factor of '7' is moving. The Hero moves three squares (cost of 3 MP's), attacks a Monster (cost of 1 MP), picks up a Gold counter (cost of 1 MP), and changes weapons (cost of 2 MP's). This Hero has expended all MP's allowable for a Movement Factor of 7. (3 + 1 + 1 + 2 = 7). Note that only 3 MP's were actually used in movement. The remaining 4 MP's were used in actions.

205 SIGHTING

Catacombs are generally dark and gloomy places making it pretty hard to see anything clearly. Monster counters are placed upside down to reflect this. The Hero can see where the counters are placed but is unable to see what that counter is. All the Hero can see are 'vague shapes in the darkness'.

A. General Sighting Rules

Sighting in the context of this game represents the ability of one counter to 'see' another counter. All Sighting is made from the front of the Hero Counter.



1. Sighting rules apply to the Hero only. Monsters can always see the Hero.

2. Sighting follows a 'line of sight'. A 'line of sight' is a straight line. (You can not see around corners.)

3. The line of sight for a Hero is a straight line from the center of the square containing the Hero counter to the center of the square containing a Monster counter.

4. Walls, and Black areas on the gameboard block the line of sight. If the line of sight crosses a wall or Black area on the gameboard, the Hero may not sight that Monster counter. The Great Pit does not block the Line of Sight.

5. Heroes can see anything to the front of the Hero counter that is not blocked, and is in a lighted area (See 'B' below).

B. Lighted and Non-lighted Areas

The gameboard is composed of lighted and non-lighted areas. Lighted areas are colored yellow and non-lighted areas are colored grey.

1. A Hero will automatically 'see' a Monster if that Monster is:

a. To the Hero's front, and
b. In an unblocked line of sight, and
c. In a lighted (yellow) area of the gameboard, or
d. The Monster is adjacent to the Hero's front or side squares.

2. A Hero will not 'see' a Monster if that Monster is:

a. Not in the Hero's line of sight, or
b. In a non-lighted, non-adjacent (grey) area of the gameboard, or
c. In any squares to the rear of the Hero.

3. If 205B 1a and 1b are fulfilled but the Monster is in a non-lighted area of the gameboard the Monster may still be seen. The Hero must declare that he is taking a 'Hard Stare' at a single Monster counter.

a. When this is done that Monster counter is sighted only.
b. Hard Stares cost 1 MP each and apply to one Monster counter in the Hero's line of sight only.
c. A Hero may make as many Hard Stares as the Hero has MP's.

C. Sighting Traps, Dummies, Riches and the Succubus

1. These counters may never be 'seen'.

2. Even if all Sighting conditions are met, these counters remain face down on the gameboard until a Hero enters the square they occupy.

3. The only way that they may be seen is for the Hero to enter the square containing the counter. At that time, the counter is revealed to the Hero player.

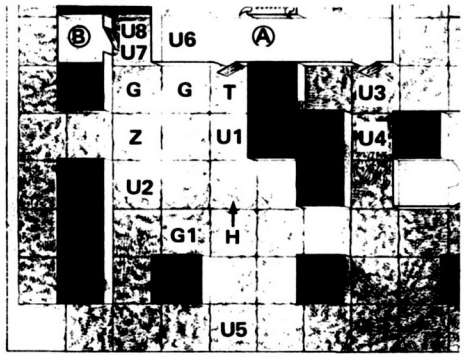
D. Results of Sighting

1. If a Monster counter is 'seen' by the Hero, that counter is turned face up so the Hero player may see what the Monster is.

2. If a Monster counter is not 'seen' by the Hero, that counter is left face down so that the Hero player may not see what the Monster counter is.

3. Monster counters that are seen by the Hero are turned face up during the phase they are seen and are left face up until they may no longer be seen by the Hero. At that time, the counter is inverted again.

Shown below is an example of a Hero's sighting.



A and B represent rooms.
Black areas represent Black Areas.
Shaded areas represent non-lighted Areas.

'H' represents the Hero. ' ↑ ' shows the direction the counter is facing.
'T, Z, G, G, G1' represent Monsters that are visible to the Hero.
U1-8 represent Monsters that are not visible to the Hero.
'G1' is visible because it is adjacent to the Hero's side even though it is in a non-lighted square.
U1 and U2 are not visible. Since these counters are in a lighted area, they must be Riches, Trap, Dummy, or Succubus counters.
U3 and U4 are not visible because they are around a corner.
U5 is not visible because it is behind the Hero.
U6 is not visible because it is in a room.
U7 and U8 are not visible because they are in a non-lighted area. The Hero could see these counters if the Hero made a 'Hard Stare' at both of them.

206 OPENING DOORS

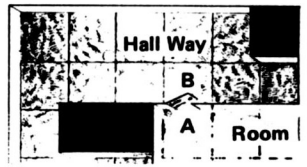
1. All rooms in the catacomb have one or more doors.

2. A room may not be entered or exited through any square that does not contain a door.

3. Rooms are entered from squares that are 'hall and passageway' squares only.

4. Rooms are exited from squares that are 'room' squares only.

5. Rooms may only be exited or entered from squares that are frontally adjacent to the door square.



EXAMPLE: A counter may exit from square 'A' only. A counter may enter from square 'B' only.

6. Heroes must make an Open Door attempt before entering a room.

7. Heroes do not have to make an Open Door attempt to exit a room.

8. Monsters do not have to make an Open Door attempt to enter a room. Monsters may enter rooms at no movement cost and with no delay.

9. It costs one MP for each attempt a Hero makes to Open Door.

10. A Hero may make as many attempts to Open Doors as that Hero has MP's.

11. A Hero may not enter a room unless the Hero has made a successful Open Door attempt.

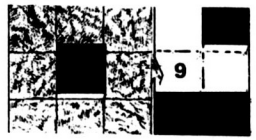
12. All doors have a printed numerical value by the door that represents the difficulty of opening that door.

B. How to Open Doors

1. The Hero will roll one die and add this score to the current Strength Level of the Hero.

2. If the combined total of the die roll and the Strength Level equals or exceeds the door's printed value, the door is opened and the Hero may enter the room.

3. If the combined total of the die roll and the Strength Level does not equal or exceed the door's printed value, the door is not opened, and the Hero may not enter the room.



EXAMPLE: The door shown above has a printed value of '9'. A Hero with a Strength Level of '6' attempts to open the door. The Hero player rolls a '2' with one die. 6 + 2 = 8. As '8' is less than '9', the Hero may not open the door, and consequently may not enter the room. This failed attempt costs the Hero 1 MP.

C. Blocking Doors (Monsters)

1. Monsters may block doors to try to prevent the Hero from entering a room.

2. A Monster that is in a room square that is adjacent to and opposite a door may attempt to block the door.

3. If the Monster player elects to attempt to block the door, the Hero player must subtract a number from his Open Door attempt.

a. If the Monster is a Goblin, Great Goblin, or Man, the Hero player will subtract -2 from the Open Door total.
b. If the Monster is a Troll or Ogre, the Hero player will subtract -4 from the Open Door total.
c. The door may not be blocked if the Monster is a Zombie, Lycanthrope, Succubus, Trap or Dummy counter.

4. If the Hero successfully opens a blocked door, the Monster blocking the door is automatically killed.

5. Only one Monster may attempt to block a door at one time.

D. Blocking Doors (Hero)

1. Heroes in a room may attempt to block a door.

2. If the Hero is in the square adjacent to and opposite a door and desires to block the door, the door is automatically blocked against all Monsters except Trolls, and Ogres. (Remember that Traps, Dummies, and the Succubus may ignore walls.)

3. The Monster player will roll two dice for a Troll or Ogre that attempts to enter the door.

a. If the dice score is greater than the Hero's Strength Level the door is forced open and the Hero's attempt to Block the door fails.
b. If the Monsters force open the door, the Hero may not make a Defensive Attack during that Monster Activity Phase.
c. If the Open Door attempt is not successful, the Monster may not enter the room or Attack the Hero.
d. A Monster player may make one attempt during a single Monster Activity Phase to force open a door a Hero is blocking.

207 PICKING UP RICHES

A. Heroes

A Hero that finds a Riches counter may elect to pick up that counter and 'carry' it with the Hero.

1. Riches are 'found' only if the Hero is in the same square as the Riches counter.

2. A Hero may automatically pick up any Riches counter the Hero discovers if the Hero has enough Movement Points to pick up the counter.

3. It costs 1 MP to pick up one Riches counter.

4. When a Riches counter is picked up by the Hero, that counter is placed on the Hero Set-Up Sheet of the Hero who has picked up the counter.

5. Any counters on a Hero's Set-Up Sheet are considered to be 'carried' by that Hero.

6. A Hero may not remove a Riches counter from the gameboard unless the Hero intends to 'carry' that Riches counter.

7. Each Gold Counter that is 'carried' by a Hero will lower that Hero's allowable movement by ½MP for each counter carried.

8. There is no MP cost for 'carrying' the Jewel counter. (Jewels don't weigh much, and bags of gold do.)

9. A Hero may pick up Riches during the Hero Activity Phase only.

10. A Hero may discard any Riches counter being carried at any time during the Hero Activity Phase by removing the Riches counter being carried and placing that counter in a square the Hero has moved through.

B. Monsters

1. A Monster may 'carry' a single Riches counter at no movement cost.

2. A Monster may not 'carry' more than one Riches counter.

3. A Monster will pay no cost to 'pick up' a Riches counter.

4. If a Monster is to 'carry' a Riches counter, that counter must be stacked with the Monster counter.

5. If a Monster 'carrying' a Riches counter is killed, the Monster counter is removed from the gameboard, but the riches counter remains in the Monster's former square.

6. A Monster may pick up Riches during the Monster Activity Phase only.

7. A Monster may discard any Riches counter being carried at any time during the Monster Activity Phase by leaving the Riches counter in any square the Monster counter has passed through.

8. Traps, Dummies, and the Succubus counters may not 'carry' Riches.

208 OUTWITTING MONSTERS

Rather than hassle with slaughtering Monsters, a Hero may have better things to do, or places to go. The Hero player may elect to attempt to 'outwit' the rather dumb beasts.

A. General Rules

1. The Hero may attempt to outwit Monsters during the Hero Activity Phase only.

2. If a Hero attempts to outwit Monsters, this must be the first activity performed by the Hero during that Hero's Hero Activity Phase.

3. The Hero may attempt to outwit Monsters one time per Turn only.

B. How to Outwit Monsters

1. The Hero player must roll one die and add the score of this die roll to the Hero's current Intelligence Level.

2. If this resulting total is:

a. Equal to or higher than '10' the Monsters are outwitted.
b. Less than '10' the Monsters are not outwitted.

C. Outwitting Effects

1. If Monsters are outwitted:

a. The Hero may make a full movement ignoring Monster Zones of Control.
b. The Hero may move through squares occupied by Monster counters.

2. The Hero may not end his movement on a Monster counter or in the Zone of Control of a Monster.

3. The Hero may perform no other activities other than Movement during the Phase the Monsters are outwitted.

4. Heroes may not move over Traps or the Succubus even if the Hero succeeds in outwitting Monsters.

5. If the Hero moves onto a Trap counter, the Hero's movement stops and the Hero must suffer a Trap attack.

6. If the Hero moves onto a Succubus counter, the Hero's movement stops and the Hero must suffer a Succubus attack.

7. If the Hero suffers a Trap or Succubus attack while outwitting Monsters, the Hero's Movement for that Turn stops in the square the attack occurs in.

8. If the Outwitting Monsters attempt fails,

a. The Hero may not move, or perform any other Activity during that Hero's Activity Phase.
b. The Hero may not make any defensive attacks during the Monster Activity Phase.

209 CHANGING WEAPONS

A. General Rules

1. A Hero may be armed with one weapon only at one time.

2. A Hero may carry more than one weapon, but may use only one of those weapons carried at one time.

3. A Hero may not be armed with a weapon the Hero has not 'purchased' with points from the 'W' column on the Heroic Profile Table.

EXAMPLE: Refer to the Example given for the Hero Set-Up Sheet in Section 103B. This Hero may use the Long Sword and the Long Ax only as these two weapons were 'purchased'. The other weapons may not be used because they were not 'purchased'.

4. A Hero with a current Level 1 in the 'M' Characteristic (as a result of damage received) may change weapons but may perform no other activities during that phase.

5. A weapon may be changed during the Hero Activity Phase only.

B. How to Change Weapons

1. To note which weapon the Hero is currently armed with a 'dot' Marker is placed on the Letter Code for that weapon (Refer to Section 103B for an Example).

2. To Change A Weapon the Hero player will:

a. Remove the 'armed with' 'dot' Marker from the weapon currently in use and place it on the weapon the Hero player wishes to change to.
b. Pay the 2 MP cost to 'Change a Weapon'.

EXAMPLE: The Hero is currently 'armed with' a Long Sword and wishes to Change Weapons to a Long Ax. The 'armed with' Marker is removed from the LS box and is placed on the LA box on the Weapon Proficiency Table. The Hero is now armed with a Long Ax.

210 COMBAT

Counters engage in Combat for the purpose of inflicting damage, or eliminating opposing counters.

A. General Combat Rules

1. All counters other than Dummy and Riches counters may engage in Combat.

2. There are two types of combat.

a. Attack
b. Defensive Attack

3. Counters must be horizontally or vertically adjacent to engage in Combat.

X		X
A	B	
	A	

'A' counters may engage in Combat with B.
'X' counters may not engage in Combat with B.

4. A counter attacks during that counter's Activity Phase.

5. A counter Defensive Attacks during the opposing counter's Activity Phase.

6. Both Attack and Defensive Attack follow the same Combat procedure. A Defensive Attack is a surviving counter's response to an opposing counters Attack.

EXAMPLE: A Hero will Attack during the Hero Activity Phase only. A Hero will Defensive Attack during the Monster Activity Phase only.

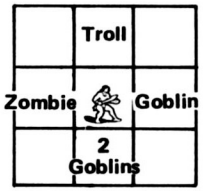
7. No Combat may occur in the Red Areas on the gameboard.

B. Combat (Hero Activity Phase)

1. A Hero may Attack as many Monsters as the Hero player desires and the Hero has MP's to make the Attacks.

2. Each Attack a Hero makes costs one MP.

3. A Hero may Attack several Monsters simultaneously if the Monsters are adjacent to the Hero counter. This is treated as one Attack.



EXAMPLE: The Hero has five Monsters horizontally or vertically adjacent and may attack some, all, or none of them simultaneously. The Hero elects to Attack three Monsters. This Attack will cost the Hero 1 MP, not 3 MP's.

4. After the Hero determines the results of each Attack, any surviving Monsters **that have been Attacked** may make a Defensive Attack.

EXAMPLE: In the Example under No. 3 above, two Monsters are killed. The third Monster may Defensive Attack.

C. Combat (Monster Activity Phase)

1. A Monster may Attack a Hero one time in a single Turn.

2. There is no limit to the number of Monsters that may Attack a Hero during a single Turn subject to the following:

a. All Attacking Monsters must be horizontally or vertically adjacent to the Hero being Attacked.
b. Monsters may not violate Stacking Limitations.

3. When all Monsters have determined the results of their Attacks the Hero (unless killed by a Monster attack) will Defensive Attack.

D. Hero Attack and Defensive Attack Procedure

1. Both Attack and Defensive Attack use the same procedure.

2. The Hero's basic Combat ability is based on the weapon the Hero is 'armed with' vs. the type of Monster being Attacked. Consult the Table below:

HERO 'TO HIT' TABLE

	Goblin	Great Goblin	Man	Troll	Ogre	Zombie	Lycan.
SS	6	7	9	14	13	12	10
LS	8	8	8	13	11	10	7
D	9	10	10	14	14	15	10
A	9	8	8	11	10	10	8
LA	10	10	10	9	8	8	9
H	11	10	11	8	8	9	9
S	9	8	9	12	10	15	6

a. Across the top of the Table are listed each of the Monster types.
b. Down the left side of the Table are the various weapons the Hero may be armed with.
c. Crossgrid the weapon the Hero is 'armed with' with the type of Monster the Hero is Attacking.
d. A number is located at the intersection of 'a' and 'b' above. This is the number that must be equalled or exceeded with a roll of two dice. This roll will be modified.

EXAMPLE: A Hero is 'armed with' a Long Ax and is Attacking a goblin. Crossgridding 'LA' (Long Ax) with 'Goblin' the result is a '10'. '10' is the number that must be equalled or exceeded.

E. Hero Modifications 'To Hit'

The Hero 'To Hit' dice roll will be modified by the Weapon Proficiency Level of the weapon the Hero is 'armed with', and the number of Monsters being simultaneously Attacked by the Hero.

1. Weapon Proficiency Level: Add this Level rating to the 'To Hit' dice roll.

EXAMPLE: A Hero is using a Spear and has a current Weapon Proficiency Level of '-1'. -1 is Added to the dice roll. If the score of the dice roll was '9', the Modified result would be '8'. (9 - 1 = 8)

2. Number of Monster Attacked Simultaneously: Listed below are the number of Monsters Attacked and opposite each, the Modifier to the Attack dice roll for each Monster.

Attacking more than one monster:
2 = -1 ea. 5 = -4 ea. 8 = -7 ea.
3 = -2 ea. 6 = -5 ea.
4 = -3 ea. 7 = -6 ea.

EXAMPLE: A Hero simultaneously Attacks 4 Monsters. The Hero player will subtract -3 from the dice roll for the Attack on each Monster.

F. Monster Attack and Defensive Attack Procedure

1. Both Attack and Defensive Attack use the same procedure.

2. Basic Monster Combat ability is based on the type of Monster Attacking. Consult the Table below.

MONSTER 'TO HIT' TABLE

Goblin	: 7
Great Goblin	: 6
Man	: 5
Lycanthrope	: 4
Troll	: 4
Zombie	: 8
Ogre	: 3

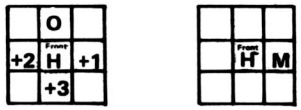
a. Opposite each Monster type is a number.
b. This number represents the number that must be equalled or exceeded with a roll of two dice. This dice roll will be modified.

EXAMPLE: A 'Man' must roll a '5' or higher to hit the Hero.

G. Modifications to Monster 'To Hit'

There may be certain circumstances in which the Monster player's dice roll for an Attack or Defensive Attack will be modified.

1. The Monster player's dice roll may be modified by the Monster's Position of Attack. Consult the diagram below:



'H' is the Hero 'M' is the Monster Attacking

a. In each square horizontally or vertically adjacent to the Hero's square is a number.
b. This number is added to the Monster player's dice roll.

EXAMPLE: The Monster is in the adjacent '+1' square. +1 is added to the Monster player's dice roll. If the dice roll were '6', the result would be '7' (6 + 1 = 7).

2. The armor a Hero is wearing will modify the dice roll. Listed below are those modifications:

a. No Armor	(N):	+1
b. Leather	(L):	0
c. Mail	(M):	-1
d. Plate	(P):	-2
e. carrying a Shield	(S):	-1*

* A Hero armed with a Long Ax or Hammer may not use a shield modification while either weapon is being used.

EXAMPLE: A Hero wearing Mail armor and carrying a Shield is Attacked. The total modifier for the Hero's armor would be '-2'. -1 (Mail armor) +-1 (carrying a Shield) = -2.

3. The Modifications under No. 1 and No. 2 above are cumulative.

EXAMPLE: In the two Examples given above, the total Modification to the dice roll would be +1(Position Attack) + -1(Armor) + -1(Shield) = -1.

211 THE SUCCUBUS, TRAP, AND DUMMY COUNTER

These three counter types have some very different rules that apply to them as they behave unlike the other counter types.

A. Movement

1. These counters may move a maximum of three squares in one Turn.

2. These counters may move horizontally, vertically, or diagonally.

3. These counters may move through walls and through Black colored areas on the gameboard.

4. These counters may not end their move in a Black colored area.

5. Black colored areas cost the counter 1 MP to move through.



The numbers represent MP's expended in movement.

6. These counters may not move onto a Hero counter.

B. Sighting of Succubus, Trap and Dummy Counters

1. These counters may not be sighted.

2. These counters are revealed to the Hero player only when a Hero counter enters a square containing these counters.

C. Combat (Succubus)

The Succubus is a very sensual demon. Her 'Attacks' are of a different nature than other Monsters.

1. When a Hero enters a square containing the Succubus, the Succubus will attack the Hero immediately.

2. This attack will occur during the Hero Activity Phase.

3. The procedure for the Succubus Attack is as follows:

a. The Hero player will roll one die and add the score of this die roll to the current Intelligence Level of the Hero.
b. If this total equals or exceeds '10' the Succubus Attack fails and the Succubus is destroyed and removed from the gameboard.
c. If this total does not equal or exceed '10' the Succubus Attack succeeds and the Hero will lose the difference between the die and Intelligence score and '10' in Strength Levels.

EXAMPLE: A Hero enters a square containing the Succubus. The Hero player rolls one die scoring a '2'. The current Intelligence Level of the Hero is '7'. 2 + 7 = 9. 10 - 9 = 1. The Hero will lose '1' Strength Level. If the Hero's Strength Level were currently at '5' it would be reduced to '4'.

4. If the Hero is successfully attacked by the Succubus, the Hero must remain in that same square and must undergo another attack by the Succubus (at the option of the Monster player) at the **beginning** of the next Hero Activity Phase.

5. This procedure will be followed until either:

a. The Monster player elects to stop the Attack, or
b. The Succubus Attack fails and the Succubus is destroyed, or
c. The Hero's Strength Level is reduced to zero.

6. If the Hero's Strength Level is reduced to '0', the Succubus must cease attacking the Hero (afterall, he's no fun anymore) and the Hero is free to follow the normal Sequence of Play beginning with the next Hero Activity Phase.

7. While the Succubus is having her way with the Hero (Attacking him) **no** other Monsters may Attack the Hero until the Succubus counter leaves the square the Hero counter is in. ("Get away, hisssss, he's **my** pretty.")

D. Combat (Traps)

1. When a Hero enters a square containing a Trap, the Trap will Attack the Hero immediately.

2. This Attack will occur during the Hero Activity Phase.

3. All Traps have a Trap Level that reflects the complexity of the Trap and the danger it poses to the Hero.

4. To determine the Trap Level the Monster player will roll two dice and consult the Table below:

TRAP LEVEL DETERMINATION

Dice Roll	Trap Level
2	13
3	12
4	11
5	10
6	10
7	10
8	9
9	8
10	7
11	12
12	14

5. This Trap Level must be determined each time a Trap Attack occurs.

6. The procedure for Trap Attack is as follows:

a. The Hero player will roll one die and add the Hero's current Intelligence Level to the score of the die roll.
b. If the result is equal to or higher than the Trap Level, the Trap Attack fails and the Trap is destroyed and removed from the game.
c. If the result is less than the Trap Level the Trap Attack is successful and the Hero receives damage.
d. Subtract the total of the die score + the current Intelligence

Level from the Trap Level. The resulting number is the column used on the Hero Wound Table. (See Section 212)

EXAMPLE: A Hero enters a square containing a Trap. The Monster player rolls a '5'. The Trap Level is '10'. The Hero Player rolls one die and scores a '4'. The Hero's current Intelligence Level is '4'. 4 + 4 = 8. 10 (the Trap Level) -8 = 2. The Hero will receive damage on the '2' column of the Hero Wound Table.

7. If the Trap Attack succeeds, the Hero counter is moved back to the square previously occupied before entering the Trap square.

8. The Hero may then continue moving normally.

9. A Trap Attack costs the Hero 1 MP.

E. Combat (Dummies)

1. Dummy counters may never Attack.

2. If a Hero enters a square containing only Dummy Counters, the Dummy counters are automatically eliminated and removed from the gameboard.

3. If a Hero enters a square containing Dummy counters stacked with other counters, the Dummy counter is automatically eliminated if the other counters are eliminated.

4. Until all counters stacked with Dummy counters are eliminated, the Dummy counter is not revealed to the Hero player.

5. It costs no MP's to eliminate Dummy counters.

212 RESULTS OF ATTACKS

A. Hero Attacks

1. If a Hero's Attack 'Hits' a Monster, the Monster is eliminated and removed from the gameboard.

2. The Hero player will place all Monsters eliminated by that Hero's Set-Up Sheet.

B. Monster Attacks

1. If a Monster's modified dice roll equals or exceeds the Monster's 'To Hit' number, the Attack is successful and the Hero will receive damage. (Modifications for Monster 'To Hit', '210G')

2. The Monster player will subtract the 'To Hit' number from the modified dice score.

EXAMPLE: 'To Hit' is '7'. Modified dice score is '10'. 10 - 7 = 3

3. The resulting number is the column used on the Hero Wound Table to determine damage.

4. Hero damage is scored against one or more Hero Characteristics.

5. To determine the extent and location of damage, the Monster player causing the damage will consult the Table below.

HERO WOUND TABLE

WOUND TABLE

DICE ROLL	0	1	2	3	4	5	6
2	H W	M	M	H M	W WS	M M	PP II
3	P	S	W W	M	P I	WW HH	I II
4	I	P	S	H W	H HH	SS	SS H
5	H	H	I	P	H HH	P I	M S
6	H	H	H	H W	M	P IH	HHH HH
7	H	H	H	W	S	M	SS
8	H	H	W	H H	H P	S W	I I
9	H	H H	P	S	M	HH HH	PH HH
10	H	P	H S	W S	W I	HH HS	WW WH
11	S	H S	H M	P I	HH HH	HHH HH	M M
12	M	H M	H HS	M S	W SP	M SS	WW MM

a. Across the top of the Table are the numbers 0-6. These numbers represent the result obtained under B2 above.
b. Down the left side of the Table are the numbers 2-12. These numbers represent the score of a roll of two dice.
c. Crossgrid 'a' with 'b'. At the intersection of 'a' and 'b' will be a box containing one or more letters. These letters correspond to the Hero Characteristics.
d. Each letter represents a loss of one Level in that Characteristic.
e. The Hero player receiving damage will note this damage on the Heroic Profile Table by adjusting the 'dot' Markers in those characteristics that received damage to reflect the damage.

NOTE*If the column used is greater than '6', add +1 for every number over '6'.**

EXAMPLE: A Troll attacks a Hero and needs a '4' 'To Hit'. The Troll has a +2 Modifier for Position of Attack. The Troll player rolls an 11. 11 + 2 = 13. 13 - 4 = 9. '9' is the column used. The Troll player will roll on the '6' column and will add +3 to the dice roll (9 - 6 = 3). The dice roll on the Hero Wound Table is a '7'. 7 + 3 = 10. A '10' on the '6' column gives a result of 'WWWH'. The Hero will lose three Levels of 'W' (Weapon Proficiency) and '1' Level of 'H' (Hits). If the Hero's current Hits Level was '8' it would be reduced to '7'. (8 - 1 = 7) The 'dot' Marker on Hits would be moved from the '8' box to the '7' box. '7' is now the current Hits Level for this Hero. See the Note below for 'W' hits.

NOTE*Any 'W' hits are taken from the weapon the Hero is currently 'armed with' and using, not the 'W' Characteristic on the Heroic Profile Table. In the Example given for the Hero Set-Up Sheet (Sect. 103B) these 'W' hits would be taken from the Long Sword, the weapon the Hero is using. This weapon's Proficiency Level will drop from +4 to +1.**

C. Excessive Damage

1. If a Hero receives damage to a Characteristic that reduces that Characteristic Level to less than '0' Excessive Damage occurs.

2. Any Excessive Damage must be allocated against another Characteristic.

3. Excessive Damage may be allocated against more than one Characteristic.

4. The Hero player will allocate Excessive Damage.

5. Excessive Damage is allocated using the ratio given below:

a. Any Characteristic to any Characteristic other than 'H' is done on a 1 to 1 basis.
b. Any Characteristic to the 'H' Characteristic is done on a 2 to 1 basis.

EXAMPLE: Hero A receives "SS' damage. Hero A has a current Strength of Level of '1'. 1 - 2 = -1. There is one Excessive Damage Level. The Hero player elects to allocate this Excessive Damage to the 'I' Characteristic. The current Intelligence Level is '6'. The 'I' Characteristic is reduced to '5' to eliminate the Excess Damage. Had this player elected to allocate the Excessive Damage to the 'H' Characteristic, the 'H' Characteristic would be reduced by 2 Levels.

D. Hero Elimination

1. Though Heroes are not killed outright, as Monsters are, Heroes may be killed by gradual damage.

2. Any Hero that has both the Strength and Hit Characteristics reduced to '0' is a Dead Hero.

3. Dead Heroes are eliminated and removed from play.

E. Luck

1. Luck is a Heroic Characteristic.

2. Luck is used by Heroes to avoid damage received from Monster Attacks and Defensive Attacks.

3. After the Monster player has determined the results of the Attack, the Hero player has the option of using one Luck Level.

4. Using one Luck Level eliminates all damage received from all Monsters during one Monster Defensive Attack or Attack.

EXAMPLE: Two Goblins, one Troll and a Lycanthrope inflict a combined 'WWHHPI' damage in a single Attack. The Hero has Level 2 Luck and the Hero player elects to use one Luck Level to cancel this damage. The Hero's Luck Characteristic is reduced to Level one, and all of the damage is negated.

5. Using Luck Levels does not eliminate the results of any Attack a Hero makes on Monsters.

6. Luck may not be used against Succubus Attacks.

7. When a Hero's Luck Level reaches '0', the Hero is Out of Luck.

213 TAKING A BREATHER

Taking a breather represents the Hero resting to recoup a bit and cancel the effects of some damage.

1. Only Heroes may 'Take a Breather'.

2. 'Taking a Breather' takes place during Sequence of Play Phase C.

3. To be eligible to 'Take a Breather' a Hero must either:

a. Not be Attacked during the Monster Activity Phase and not Block any Doors or
b. Not be Attacked during the Monster Activity Phase.

4. A Hero may 'Take a Breather' one time per Turn only.

5. A Hero may never 'Take a Breather' in the red colored sections of the gameboard.

B. Results of 'Taking a Breather'

1. If a Hero is not Attacked during the Monster Activity Phase and does not Block any Doors, that Hero may:

a. Recover two Levels of Strength, or
b. Recover two Levels of Intelligence, or
c. Recover two Levels of Weapon Proficiency, or
d. Recover one Level of any two Characteristics listed in a, b, or c above, or
e. Recover one Level of Movement or one Level of Physical Appearance.

2. If a Hero is not Attacked during the Monster Activity Phase but does Block a Door that Hero may:

a. Recover one Level of Strength, or
b. Recover one Level of Intelligence, or
c. Recover one Level of Weapon Proficiency

3. If the Hero elects to recover two Levels of Weapon Proficiency the recovered Levels may be applied to one or two weapons.

4. At no time may a Hero recover Levels and apply those to a Characteristic that would cause the Level of that Characteristic to exceed the Level purchased by the player at the beginning of the game.

EXAMPLE: A Hero with a starting Strength Level of '6' cannot 'recover' Levels to bring this Level up to a Level '7'. The Hero may recover Levels up to Level '6' only.

214 MONSTER POINT VALUES

All Monsters have a Point Value. This Point Value may be used to decide which player has won the game. Listed below are the Point Values for each Monster a Hero eliminates.

A. COURAGE POINT VALUES

Dummy:	5 Pts. each counter eliminated
Zombie:	6 Pts. each counter eliminated
Goblin:	7 Pts. each counter eliminated
Great Goblin:	8 Pts. each counter eliminated
Man:	8 Pts. each counter eliminated
Trap:	10 Pts. each counter eliminated
Lycanthrope:	12 Pts. each counter eliminated
Troll:	13 Pts. each counter eliminated
Ogre:	14 Pts. each counter eliminated
Succubus:	20 Pts. each counter eliminated

B. CHARM POINT VALUES

All Heroes have Point Values based on the 'sex appeal' of the Hero as a physical specimen and a man of bearing. Good Looks can certainly turn a girl's head. . .so can being suave. A square jaw, being able to speak several languages, and having the bearing of a duke can often make up for being a little less than a Superhero. Of course if you are a Superhero, it just about guarantees that you will win the hand of Alysa.

Physical Appearance:	10 Pts. each remaining Level
Intelligence:	10 Pts. each remaining Level
Class:	10 Pts. each remaining Level

C. RICHES POINT VALUES

Money doesn't hurt.

Gold:	40 Pts. each counter carried
Jewel:	50 Pts. each counter carried

D. COURAGE POINT VALUE MODIFIERS

The Armor a Hero wears will modify the Point Value the Hero scored for Monsters eliminated. Listed below are these Modifiers.

Hero wearing no armor: Increase Courage Point Value by +20%
Hero wearing Leather: Courage Point Value is unmodified.
Hero wearing Mail: Decrease Courage Point Value by -20%
Hero wearing Plate: Decrease Courage Point Value by -40%
Hero carrying a Shield: Decrease Courage Point Value by -20%

These Modifiers are cumulative.

E. Using Point Values

1. Courage Point Values are determined by adding up the Point Values of all Monsters a Hero kills or eliminates during the course of a game. This may be modified by Armor the Hero is wearing.

2. Charm Point Values are determined by adding up the current Levels of Physical Appearance, Intelligence, and Class the Hero has when the Hero enters the 'Alysa' room and multiplying this total by 10.

3. Riches Point Values are determined by adding up the Point Values for each Gold and Jewel counter 'carried' into the 'Alysa' room.

4. These three categories are then totalled to give the Hero a final Point Total.

215 VICTORY CONDITIONS

A. The Object of the Game

1. The Object of Hero is for each player to get that player's Hero counter into the 'Alysa' room on the gameboard.

2. On the Turn in which a Hero enters the 'Alysa' room, that Hero counter is placed immediately on the Alysa Track. This Track is located on the Game Tables Area of the gameboard.

3. At the beginning of each Turn, this Hero counter is advanced one box on the Track.

4. The game ends at the end of the Turn in which either:

a. A Hero counter reaches the ♥ box on the track, or
b. All Hero counters are on the Track.

B. How to Win

In the event that 215A 4a occurs, the player owning that Hero counter is automatically the winner.

2. In the event that 215A 4b occurs, there is no automatic winner. 'Alysa' must make her choice between the Heroes that have finished the contest. This choice is based on the Hero's final Point Total.

3. All Hero counters on the Alysa Track are eligible to win. Any Hero counter not on the Alysa Track is not eligible to win.

4. All players with a Hero counter on the Alysa Track will total up the points that player's Hero scored during the course of the game.

5. The player with the highest Point Total, and a Point total higher by at least 30 points over the next highest score, will be 'chosen' by Alysa as the most completely Heroic and is declared the winner. The winner will wed Alysa and will live happily ever after.

6. If there is a tie for the highest Point Total (the highest Point Total was not at least 30 points greater than the next highest Total), the Hero with the highest Class Level is the winner.

7. If there is a further tie, the Hero with the highest Personal Appearance Level is the winner.

8. If there is a further tie, the tying players will roll one die each. The highest die roll will be the winner. If there is a tie for high score, the players will continue rolling until a winner is determined.

EXAMPLE: Hero A enters the 'Alysa' room and that counter is placed on the Alysa Track. Three Turns later, Hero B enters the 'Alysa' room and Hero B's counter is placed on the Track.

On the fourth Turn after Hero A's counter was placed on the Track, Hero A's counter reaches the ♥ box on the Track and the game ends at the end of that same Turn. Hero C is still on the gameboard and has not entered the 'Alysa' room and so has lost the game. Only Hero A or B may win the game. Both players will total up all points scored during the course of the game. Listed below are the points scored by Hero A to serve as an example:

COURAGE POINTS

Hero A killed or eliminated the following Monsters prior to entering the 'Alysa' room:

2 Dummies @ 5 pts. each =	10 pts.
2 Zombies @ 6 pts. each =	12 pts.
4 Goblins @ 7 pts. each =	28 pts.
1 Great Goblin @ 8 pts. each =	8 pts.
3 Men @ 8 pts. each =	24 pts.
2 Traps @ 10 pts. each =	20 pts.
1 Lycanthrope @ 12 pts. each =	12 pts.
2 Trolls @ 13 pts. each =	26 pts.
TOTAL	140 pts.

Hero A was wearing Plate Armor and carried a Shield, so this Courage Point total must be reduced by 60% (40% for Plate and 20% for the Shield).

140 x .6 = 84. 140 - 84 = 56.

Hero A has scored 56 points for Courage. After all, how courageous can a guy be who sounds like a crab cannery when he walks around.

CHARM POINTS

Hero A has the following Levels remaining when the Hero entered the 'Alysa' room.

Physical Appearance: Level 4 @ 10 pts. per Level =	40 pts.
Intelligence: Level 6 @ 10 pts. per Level =	60 pts.
Class: Level 2 @ 10 pts. per Level =	20 pts.
TOTAL:	120 pts

Hero A has scored 120 pts. for Charm.

RICHES POINTS

Hero A 'carried' the following Riches counters into the 'Alysa' room.

2 Gold @ 40 pts. per counter =	80 pts.
1 Jewel @ 50 pts. per counter =	50 pts.
TOTAL:	130 pts.

Hero A has scored 130 pts. for Riches.

Hero A's Point Total was 306 (56 + 120 + 130 = 306). Hero B's Point Total was 264. 264 + 30 (the margin needed for victory) = 294. As 294 is less than 306, Hero A is the winner. If Hero B would have scored 276 or more points, the respective Hero's Class Level would be used as the tie-breaker. It is lucky for Hero A that this did not happen as Hero A has all the Class of a stew bum.

LEVEL INTERPRETATIONS AND APPROXIMATIONS

PHYSICAL APPEARANCE

Level	Description
0	Provokes automatic gag reflex in hyenas and buzzards.
1	A collection of badly matched spare parts formed out of wax and sculpted with a hammer, ice pick, and blow torch.
2	Frightens plants and garden slugs.
3	A cross between the hunchback of Notre Dame and Pinocchio (with large warts).
4	Howdy Doody's twin brother (only taller).
5	Mr. Everyman.
6	Has a square jaw, straight teeth, blue eyes, and muscles
7	Has a square jaw, straight white teeth, a steely glint in the eyes, and **lots** of muscles.
8	Causes women to flush and have palpitations at a distance of up to 75'.
9	Women lick the ground he walked on three days ago.

INTELLIGENCE

Level	Description
0	Minerally deficient dirt.
1	A carrot.
2	A squid.
3	Third Place Finisher, Amateur Lobotomy Contest.
4	Does not need sunglasses because forehead (composed of thick boney plates) overhands eyes far enough to cast shadows on face.
5	Believes professional wrestling is real. Must be retrained after his lunch break.
6	Able to read for 15 minutes at a stretch (with a two hour break between sessions to get rid of the headaches). Can count to 20.
7	Able to read and write comfortably. Makes good puns.
8	Keen, vibrant, inquisitive penetrating mind. Does N.Y. Times Crossword to wake up in the morning. Easily memorized 'Jabberwocky'.
9	Amateur nuclear physicist, astrologer, mathematician, and metaphysical clairvoiant proctologist.

CLASS

Level	Description
0	Drools at dinner table (if by some odd chance he can be found at one), eats raw meat amidst a profusion of grunting noises. Breath is so bad that it is visible.
1	Bathes only when caught in rain. Cannot take off boots (they have been on for over 10 years). Wears a food encrusted tank top.
2	Habitual nose picker. Blows bubbles with chewing tobacco. Dips beard in hot water to make soup.
3	Wears a scalp look slicked down with vaseline, a day-glo lime leisure suit, and black wing tips (no socks).
4	Never misses Saturday morning cartoons. Goes to 'R' rated girlie movies at drive-ins on the first date.
5	Can mix in a crowd (if the crowd is at a public hanging).
6	Can mix in a normal crowd.
7	Goes to all of the right parties. Knows which wine to drink with fish. Wears Gucci underwear.
8	Everyone recognizes him. Subscribes to 'Forbes' and 'GQ'. Plays polo.
9	He and the King call each other by their nicknames.

While your Hero may not actually play polo or wear lime leisure suits, this Interpretation is appropriate for the response Alysa will give to your Hero's imposing presence. If your Hero has a Physical Appearance Level of 3, Intelligence of 4, and Class of 3, you had better hope that you have either a lot of money, or have slaughtered a **great** many monsters.

CREDITS

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Steve Peek
Lynn Weems
Jim Gilliam

P	I	C	S	L	H	H	W	W	M	A	SS	LS	D	A	LA	H	S
0	0	1	0	0	0	10	1	11	1		-1	-2	0	-1	-2	-2	-1
1	1	2	1	1	1	11	2	12	1		0	-1	+1	0	-1	-1	0
2	2	3	2	2	2	12	3	13	2	N	0	0	+2	0	-1	0	0
3	3	4	3	3	3	13	4	14	3	L	0	0	+3	0	0	+1	0
4	4	5	4	4	4	14	5	15	4	M	+1	0	+4	+1	0	+2	0
5	5	6	5	5	5	15	6	16	5	P	+1	+1		+2	+1	+3	+1
6	6	7	6		6	16	7	17	6	Sh	+2	+2		+3	+2	+4	+2
7	7	8	7		7	17	8	18	7		+2	+3			+3		+3
8	8	9	8		8	18	9		8		+3	+4			+4		+4
9	9		9		9		10		9								

HERO™


DUMMY
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DUMMY
16 TONS
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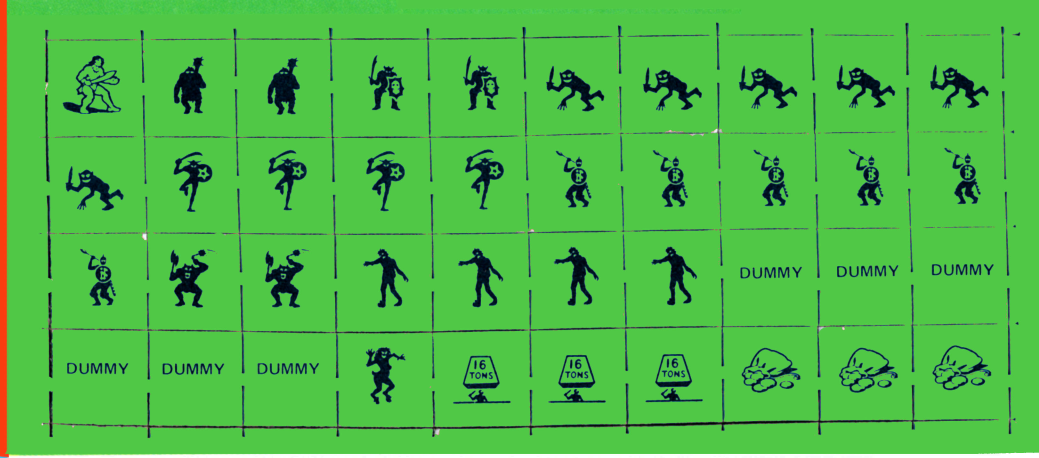
16 TONS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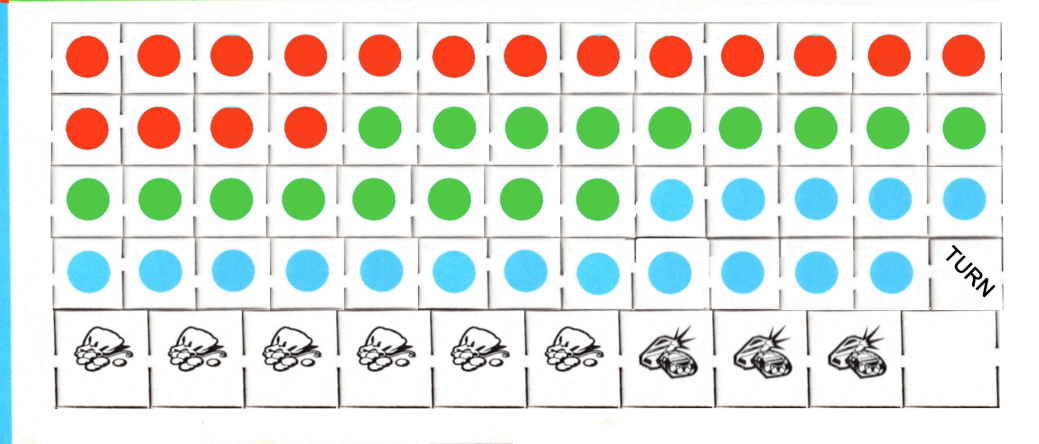
TURN

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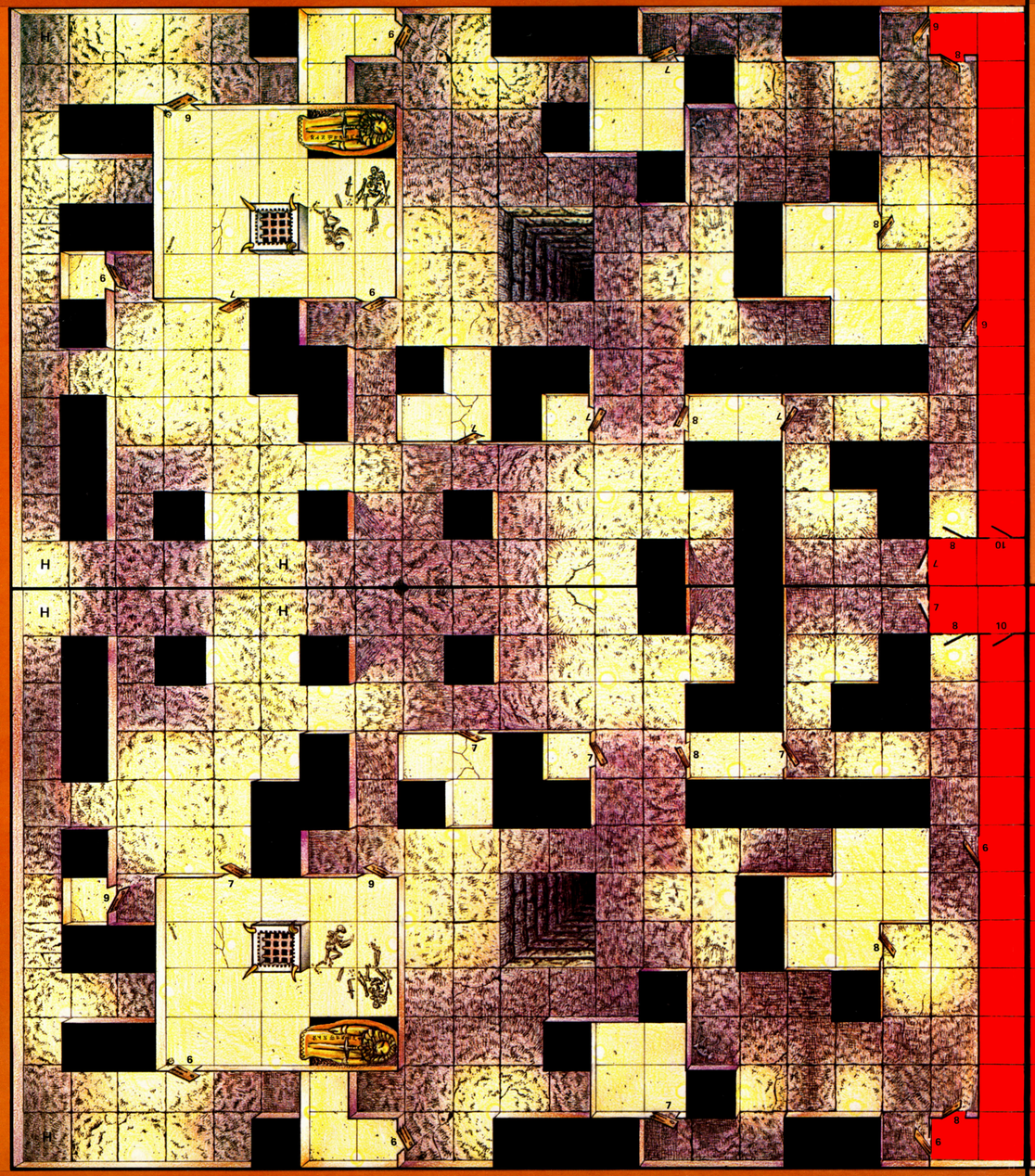
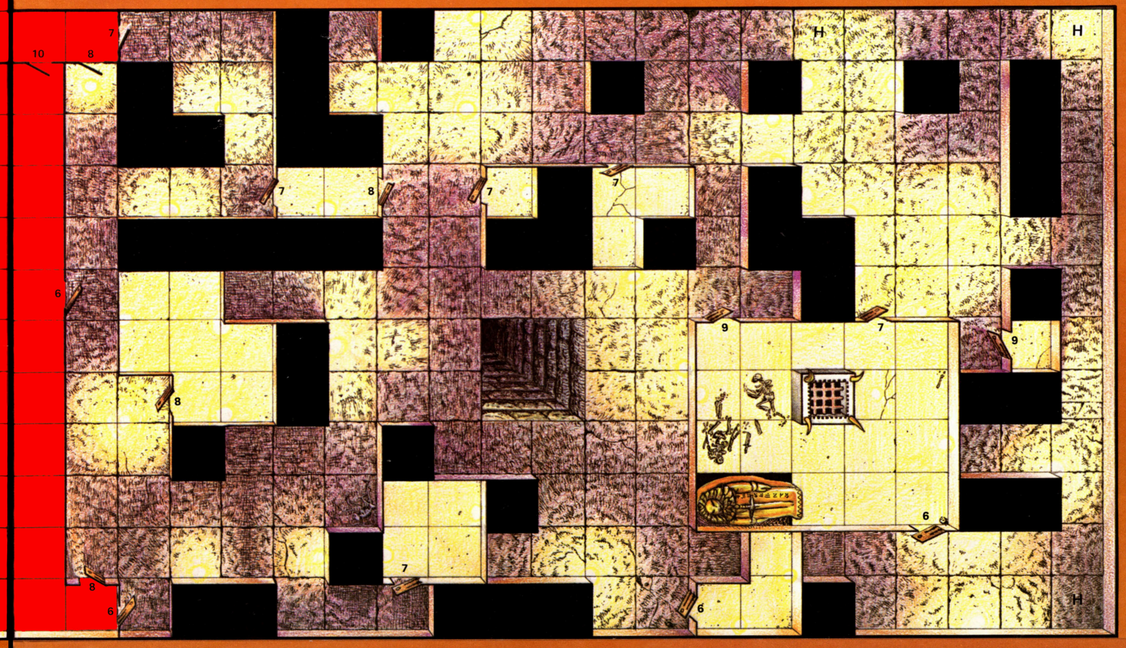


Hero
Troll
Goblin
Man
Lycanthrope
Zombie
Trap
Ogre
Great Goblin
Succubus
Gold
Jewels



Hero
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HERO™

a game of adventure in the catacombs

SEQUENCE OF PLAY

A. HERO ACTIVITY PHASE
1. Determine Sighting
2. Attempt to Open Door
3. Picking up Riches
4. Movement
5. Attacking
   a. Monster Elimination
   b. Surviving Monster Defensive Attack
6. Trap Attacks
7. Succubus Attacks
8. Outwitting Monsters
9. Change Weapon

B. MONSTER ACTIVITY PHASE
1. Movement
2. Attacking
   a. Hero Wounding
   b. Hero Defensive Attack

C. HERO'S TAKING A BREATHER PHASE

Sequence of Play reverts to Phase A.

MOVEMENT

Hero	: 1-9
All Monsters	: 3
Gold and Jewels	: 0

Movement Costs (Hero)

each square entered	: 1MP
each combat fought	: 1MP
each attempt to open a door	: 1MP
each **gold** counter carried	: 1/2MP
to change a weapon	: 2MP
each 'hard stare'	: 1MP
picking up **gold**	: 1MP

Movement Costs (Monsters)

each square entered	: 1MP

Alyssa Track

1	2	3	♥

Trap Level Determination

(2) 13	(5) 10	(8) 9	(11) 12	
(3) 12	(6) 10	(9) 8	(12) 14	
(4) 11	(7) 10	(10) 7		

Trap Attack
Hero must roll one die and add the 'I' rating. The result must equal or exceed the Trap Level.

Succubus Attack
Hero must roll one die and add the 'I' rating. The result must equal or exceed '10'.

Outwitting Monsters
Hero must roll one die and add the 'I' rating. The result must equal or exceed '10'.

Opening Doors
Hero must roll one die and add the 'S' rating. The result must equal or exceed the Door rating.

Monster Blocking Values
Troll, Ogre-4 To 'Open Door' Total
Man, Goblin, Great Goblin -2 to 'Open Door' Total

Taking a Breather
No Attacking or Blocking doors: Recover 2 pts. of 'S', 'I', or 'W', or 1 pt. of 'M' or 'P'.
No Attacking: Recover 1 pt. of 'S', 'I', or 'W'.

COMBAT
Hero 'To Hit'

	Goblin	Great Goblin	Man	Troll	Ogre	Zombie	Lycan.
SS	6	7	9	14	13	12	10
LS	8	8	8	13	11	10	7
D	9	10	10	14	14	15	10
A	9	8	8	11	10	10	8
LA	10	10	10	9	8	8	9
H	11	10	11	8	8	9	9
S	9	8	9	12	10	15	6

Monster 'To Hit'

Goblin	: 7
Great Goblin	: 6
Man	: 5
Lycanthrope	: 4
Troll	: 4
Zombie	: 8
Ogre	: 3

Combat Modifiers (Hero)
Weapon Handling Modification: +mod
Attacking more than one monster:
2 = -1 ea. 5 = -4 ea. 8 = -7 ea.
3 = -2 ea. 6 = -5 ea.
4 = -3 ea. 7 = -6 ea.

Combat Modifiers (Monsters)
Position of Attack

Hero wearing no armor	: +1
Hero wearing leather	: +0
Hero wearing mail	: -1
Hero wearing plate	: -2
Hero carrying a shield	: -1

WOUND TABLE

DICE ROLL	0	1	2	3	4	5	6
2	H W	M	M	H M	W WS	M M	PP II
3	P	S	W W	M	P I	WW HH	I II
4	I	P	S	H W	H HH	SS	SS H
5	H	H	I	P	H HH	P I	M S
6	H	H	H	H W	W	P IH	HHH HH
7	H	H	H	W	S	M	SS
8	H	H	W	H H	H P	S W	I I
9	H	H H	P	S	M	HH HH	PH HH
10	H	P	H S	W S	W I	HH HS	WW WH
11	S	H S	H M	P I	HH HH	HHH HH	M M
12	M	H M	H HS	M S	W SP	M SS	WW MM

HERO™

A Game of Adventure in the Catacombs

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B. MONSTER ACTIVITY PHASE
1. Movement
2. Attacking
a. Hero Wounding
b. Hero Defensive Attack

C. HERO'S TAKING A BREATHER PHASE

Sequence of Play reverts to Phase A.

MOVEMENT

Hero	: 1-9
All Monsters	: 3
Gold and Jewels	: 0

Movement Costs (Hero)

each square entered	: 1MP
each combat fought	: 1MP
each attempt to open a door	: 1MP
each **gold** counter carried	: 1/2MP
to change a weapon	: 2MP
each 'hard stare'	: 1MP
picking up **gold**	: 1MP

Movement Costs (Monsters)

each square entered	: 1MP

Alysa Track

1	2	3	♥

Trap Level Determination

(2) 13	(5) 10	(8) 9	(11) 12
(3) 12	(6) 10	(9) 8	(12) 14
(4) 11	(7) 10	(10) 7	

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COMBAT

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A	9	8	8	11	10	10	8
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S	9	8	9	12	10	15	6

Monster 'To Hit'

Goblin	: 7
Great Goblin	: 6
Man	: 5
Lycanthrope	: 4
Troll	: 4
Zombie	: 8
Ogre	: 3

Combat Modifiers (Hero)
Weapon Handling Modification: +mod
Attacking more than one monster:
2 = -1 ea. 5 = -4 ea. 8 = -7 ea.
3 = -2 ea. 6 = -5 ea.
4 = -3 ea. 7 = -6 ea.

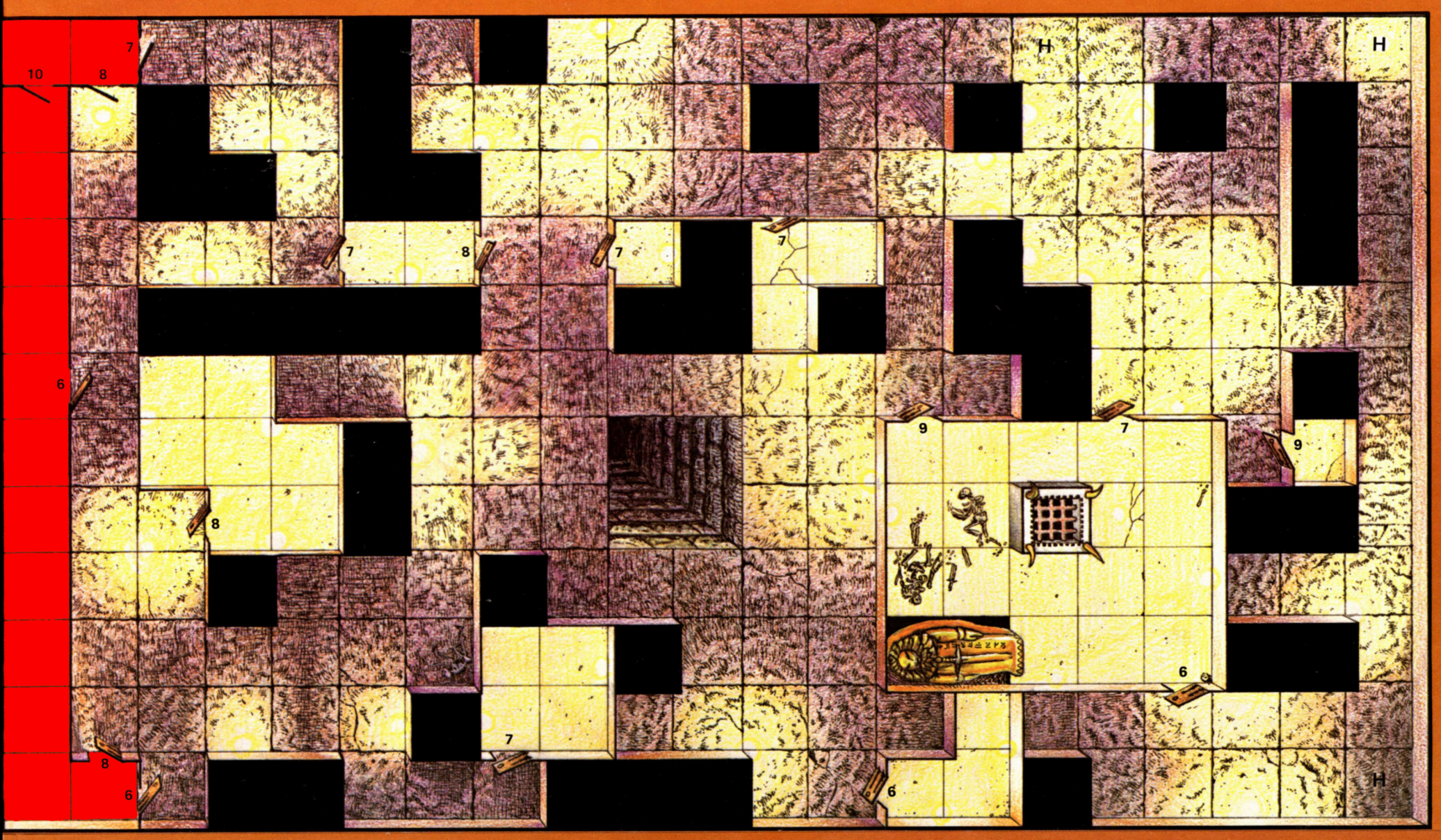
Combat Modifiers (Monsters)
Position of Attack



Hero wearing no armor	: +1
Hero wearing leather	: +0
Hero wearing mail	: -1
Hero wearing plate	: -2
Hero carrying a shield	: -1

WOUND TABLE

DICE ROLL	0	1	2	3	4	5	6
2	H W	M	M	H M	W WS	M M	PP II
3	P	S	W W	M	P I	WW HH	I II
4	I	P	S	H W	H HH	SS	SS H
5	H	H	I	P	H HH	P I	M S
6	H	H	H	H W	M	P IH	HHH HH
7	H	H	H	W	S	M	SS
8	H	H	W	H H	H P	S W	I I
9	H	H H	P	S	M	HH HH	PH HH
10	H	P	H S	W S	W I	HH HS	WW WH
11	S	H S	H M	P I	HH HH	HHH HH	M M
12	M	H M	H HS	M S	W SP	M SS	WW MM



Hero
Troll
Goblin
Man
Zombie
Trap
Ogre
Great Goblin
Lycanthrope
Succubus
Gold
Jewels

Beyond that massive door stretch twisting catacombs haunted by creatures so horrible they defy description. Beyond them lies your Princess. It takes a special type of person to smash open that door and have a chance to fetch her to safety. It takes a . . .

HERO™

A GAME OF ADVENTURE IN THE CATACOMBS






Components: Hero is an album game and comes complete with a mounted 24" X 12" mapboard. The mapboard represents the twisting maze of an underground catacomb divided into three separate areas, one for each player. Also included are 150 die cut counters and a game booklet containing all of the rules necessary for play as well as Character Set-Up cards for each hero.

Scale: One counter represents one man or beast, and one square represents eight feet; one turn is one minute.

Number of Players: Two to three.

Average Playing Time: One to two hours.

Complexity: All wargames by their very nature are the most complex of games. In most cases the complexity a player wishes in a wargame depends on hobby experience and interest in the game topic. Yaquinto publishes a line of games of varying complexity and detail to suit all wargaming interests. Compared to other wargames, the level of complexity of this game is rated as follows:

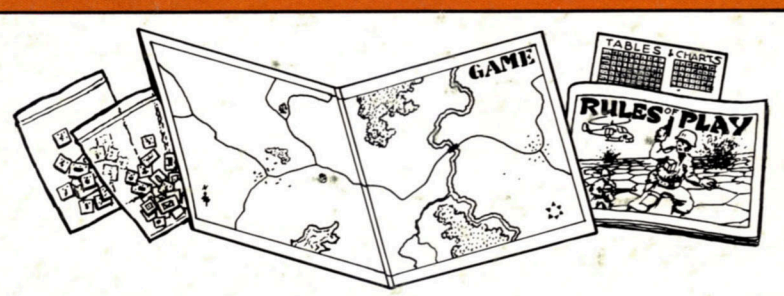
☐ LEVEL ONE: This game is designed to provide new players with a game that is easy to learn and play, and to provide experienced players with fast and fun competition. It is high in playability, challenging to play, but low in simulation detail.

☑ LEVEL TWO: This game falls in the lower end of average wargame complexity, being fairly easy to master, but having fairly detailed mechanics.

☐ LEVEL THREE: This game falls in the upper end of average wargame complexity, requiring time to master and having detailed mechanics.

☐ LEVEL FOUR: This game is designed for experienced players and is very complex and detailed in its treatment. Recommended for veteran players with a high interest in the subject matter.

Hero is a wild, no holds barred man-to-man (or beast) game on two levels. Players control their own Hero in their portion of the maze as well as monsters in the opponents portion. Each Hero is composed of several categories: Intelligence, Physical Appearance, Class, Strength, Luck, Hits, and Weapons Proficiency. Each of these must be determined by the player from a fixed number of points. To make a Hero super-strong will mean that some other category must suffer (super-strong and a lackwit?). Monsters include such loathesome creatures as trolls, ogres, zombies, goblins, lycanthropes, men, and the horribly alluring succubus. Each has an offensive potential as well as a defensive capability based on the type of creature vs. the Hero's weapon and how mightily he wields it. Your Hero must avoid traps, slaughter monsters, gather gold, and make it to the end of the labyrinth to win the hand of the stunning, voluptuous daughter of the most powerful wizard in the land. If the Hero does not there are always other challenges, unless he has become a Dead Hero.



Dice not included.

THE ALBUM GAMES™ FEATURES

Each Album Game contains a colorful map mounted on the inside of the "record jacket", a sheet of "sturdy" colored, die-cut counters, two plastic 'zip-lock' bags designed to assure flat storage of the counters, and easy-to-use rules and play aids. Pieces and rules are stored in the two pockets of the Album and the entire game package is less than a half-inch thick. Convenient, durable, and entertaining!

NOT A PHONOGRAPH RECORD ALBUM • game only