

MAZE

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high-tech role playing board game

L A B Y R I N T H E

How to Play

THE GAME

You are trapped in a maze with several other people (players) and creatures (non-players). You must survive long enough to reach the exit and get back out in the open where you will be FREE!

The setup is an underground confined area in a futuristic world. You are sent there and the door is locked behind you. Several other people (players and non-players) are also locked in but from different entry points.

You will have to navigate, blindly, inside the Maze, trying to survive threats of different nature, gathering goods (weapons, armours and items of different kinds), experience and strength which will help you survive longer to eventually be ready to move toward the exit.

Between 1 and 4 players can play simultaneously. Two game formats can be adopted: The game ends with the first player successfully moving through the exit, getting out of the Maze. Or, the game ends with the last player to survive if no one has reached the exit first.

THE MASTER OF CEREMONY

Like any other board game, a MC (Master of Ceremony or also called "Banker") must be chosen. Any player can be a MC. The role of the MC is to distribute and manage Life Points and act as the Creature (non-players found in the Monsters I and II and Guardians decks) during fights against other players. A replacement MC must also be named to act as the Creature during fights against the player acting as MC.

THE BEGINNING

At the beginning of the game, all players are placed at the **START** location on the board. (Players can choose what piece they want to use.) This location is virtually (within the Maze) different for all players. This position on the board only indicates that you are just entering the Maze.

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All players must choose between four different characters. The general descriptions of these characters are given in the «**THE CHARACTER'S PANEL**» section. A more detailed description is given directly on each Character's Panels. Each player will use a character panel to keep track of the evolution of the character. Each panel is identified by the characters' type.

Each player starts at Level 1 on the Character's Panel. Each player is allowed the maximum amount of Life Points for this level.

Each player is also locked in the Maze with a basic weapon and armour. Each player adds to its equipment a Shotgun and a Metal Jacket. These weapons and armours are available as stand alone cards. The Armour Class on the Character Panel can therefore be adjusted to the corresponding Armour Class (nominal 8 on AC ("Armour Class") minus any natural relative modifier (8 - 3 = 5 for the Wartech and 8 - 5 = 3 for the Monster).

Each player roll a *6 faced* die to determine in which order players will be moving on the board. The player with the highest score starts. Then, players proceed clockwise.

The player with the highest score takes a card from the **START** pile first. This card indicates what the player will need to gather to exit the Maze. Those items are the key elements and must be found before a player attempts to reach the exit. Next, the same player roll a *6-faced* die and move clockwise a number of positions on the board equal to the rolled number. The player starts counting on the adjacent **CORRIDOR** location on the board. The player then takes a card on the pile related to the name of the position reached on the board. The player must follow the instructions on the card.

The second player (to the left of the first one) follows the same procedure (card from **START** pile, *6-faced* die roll, instructions on card). When all players have completed the start sequence, the game has started and all players are inside the Maze.

The **START** deck contains the following cards:

Bio-Sensor Key *and* Key
Optical Key-Card *and* Magnetic Card
Digital Passcard *and* Key
Laser Key *and* Key
Optical Key-Card *and* Key
Bio-Sensor Key *and* Magnetic Card
Laser Key *and* Magnetic Card
Digital Passcard *and* Magnetic Card

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The different Exit Keys can be found in the following locations:

	TREASURES	SPECIAL TREASURES	EVENTS	STRANGE EVENTS	ENTRANCE TO A ROOM	SECRET DOOR	CHEST
Bio-Sensor Key		2		2			
Key	2	2	2		2	2	
Optical Key-Card		2					2
Digital Passcard		2			2		
Laser Key		2	2				
Magnetic Card	5	4	4		10		2

THE TURNS

A *turn* is defined in this game as a unit of *Action*. Everything a player does before the next player's *turn* is done within a *turn*. The last thing a player does in a *turn* is roll the *6-faced* die to move on the board. For example; at the beginning of a *turn*, a player could decide to switch weapons around, use Vitamins or Electronic Power Supports, use an Exit Map, open a Chest and so on. Once a player is done with these *Actions*, a player can roll the die and move on the board. Once the player has complied with the instructions associated with that location on the board, the *turn* is over.

All items found at this point can be managed during the next player's *turn*.

However, if it so happens that a player meets another player while this second player is busy managing equipment, a fight still results from the encounter. The player managing the equipment must stop whatever he's doing immediately and participate to the fight. The player is not allowed to keep handling weapons and armours in order to gain an advantage and by doing so, stalling the beginning of the fight.

A player is not required to roll the die in a *turn*. In this case, the player remains at the same location in the Maze and is considered *ON GUARD*.

THE ON GUARD SCENARIO

A player can decide to stay *ON GUARD* at the end of a *turn*. To do so, a player cannot roll the *6-faced* die at the end of a *turn* and the player decides to remain at the same location. In this case and at the beginning of the player's next *turn*, this player cannot take a card associated with his current location.

A player is automatically *ON GUARD* when he reaches the **CORRIDOR** location on the board.

When *ON GUARD*, a player becomes voluntarily aware of his surroundings, reducing the risk of surprise attacks by other players. This awareness is very beneficial for a player if all players adopt an aggressive attitude toward each other during the game.

THE CHARACTER'S PANEL

All panels are used to identify key elements of each type of characters (modifiers on THAC0 or Damage), keep track of the evolution of the character throughout the game (Level and associated maximum Life Points, THAC0 and Detection Rate) and keep track of the amount of charges left (when appropriate) for each weapon owned by the player, time bombs and Armour Class.

THE CHARACTERS

Four characters are available:

1. Wartech model 1 (Robot type)

The Wartech is built with a strong metal exoskeleton allowing for extra protection (a relative -3 on Armor Class to be combined with all protection)

The Wartech can use 2 single-handed weapons (one in each hand) of equal class at the same time. All the electronics rigged on the exoskeleton also allows for additional damage when using weapons (a relative +3 damage). The Wartech can inflict 3 points of damage when fighting with its hands.

The main benefit of the Wartech is his ability to detect threats.

The Wartech can gain additional Life Points only by the usage of *Electronic Power Support* systems.

2. Monster Kind (Enhanced Living Organism)

The Monster is naturally thick skinned allowing for extra protection (a relative -5 on Armor Class to be combined with all protection)

The Monster can use 2 weapons, single or two-handed, (one in each hand) of equal class at the same time. The Monster can inflict 4 points of damage when fighting with its hands.

The main benefits of the Monster are his robust constitution and great strength.

The Monster can gain additional Life Points by the usage of both *Vitamins* and *Electronic Power Support* systems.

3. Mi-Human Tech model 2 (Living Organism Enhanced with Electromechanical Parts)

The Mi-Human has been retrofitted with an electronic weapon control system which gives him a very good control over inflicted damage by any type of weapons (a relative +2 on Damage to be combined with all weaponry).

The Mi-human can use 2 single-handed weapons (one in each hand) at the same time, the secondary weapon being of lower class than the main one. The Mi-Human Tech can inflict 2 points of damage when fighting with its hands.

The Mi-Human enjoys a large inventory of benefits, typical of the combination of natural instinct, adaptability and technical enhancement.

The Mi-Human can gain additional Life Points by the usage of both *Vitamins* and *Electronic Power Support* systems (basically eating everything it finds).

4. Humanoid Kind (Human-Like Living Organism)

The Humanoid doesn't enjoy any particular kind of enhancement. It is, however, intelligent in nature and it can adapt quickly to most situations, giving him overall interesting characteristics.

The Humanoid can use two single-handed weapons (one in each hand) at the same time, the secondary weapon being of lower class than the main one. The Humanoid can inflict 1 point of damage when fighting with its hands.

The Humanoid is naturally gifted in combat allowing for better overall THAC0, high maximum Life Points and good Detection Rate.

The Humanoid can gain additional Life Points by the usage of *Vitamins* only.

Looking for Stuff

THE WEAPONS AND ARMOURS

Weapons and armours are the mains items that will keep players alive for the duration of the game. A player should always seek better weaponry and defenses.

Weapons are separated in 3 main categories: *Single-handed* weapons, *2-handed* weapons and *3rd* weapons. A player carrying no weapon must use its hands. Hands inflict damage based on characters type.

Single and *2-handed* weapons are the actual weapons firing bullets, missiles or laser rays. *Single-handed* weapons are also classified by strength. Strength goes from Ordre 1 to 6, 6 being the most powerful. *THAC0* modifier (To Hit Armour Class 0) and *Damage* defines the power of a weapon. The *THAC0* modifier identifies the precision of a weapon. The higher the number, the more precise the weapon. The *Damage* identifies how badly an opponent will get hurt following an attack. *Damage* is based on the roll of one or more dice. The higher the maximum reachable number, the more damage the weapon can inflict.

Some weapons use missiles or grenades as ammos. Those weapons come with a limited amount of charges (missiles or grenades). This amount must be indicated on the Character's Panel. In a fight, when such a projectile is fired, the player must remove one charge from the Character's Panel for this weapon. Once all charges have been fired, the weapon is rendered useless.

A player can carry one additional and unused weapon in its backpack for later use.

If a player decides to switch weapons and store a weapon using charges in his backpack for later use, the remaining amount of charges for this stored weapon must be noted. The player can use one of the square card identified with a number and put it on top of the stored weapon. When the player switches weapon again, the remaining amount of charges can be indicated again on the Character's Panel.

All characters can handle 2 weapons at the time, providing that the main weapon is of higher order than the second one. Only one *2-handed* weapon can be used at a time. Only the **Monster Kind** character can use 2 *2-handed* weapons at the same time.

3rd weapons are systems added to the main weapons and are used to increase damage or precision. *3rd* weapons don't work on their own; they must be combined with actual weapons. These systems are connected directly on the nervous system of the player, using brain waves or processing power to increase efficiency. Because of this fact, only one *3rd* weapon can be used at a time. Additional *3rd* weapons cannot be carried as extra.

Armours are separated in 3 different categories: Ordre 1st, Ordre 2nd and Ordre 3rd armour.

1st armours are the main defense components taking the hit in an actual attack. Only one armour can be wore at a time. The Armour Class defines the power of an armour. The lower

the AC (Armour Class) number, the better the armour. 1st armours cannot be carried as extra in backpacks.

2nd armours are parts that can be added to an armour to improve its Armour Class. The rating of 2nd armours is identified as modifiers on AC. The highest the (negative) number, the better the 2nd armour. 2nd armours cannot be combined and only one can be worn at a time. They cannot be carried as extra either. 2nd armours are useless if no 1st armours are worn.

3rd armours work the same way 3rd weapons do. Therefore, 3rd weapons and 3rd armours cannot be combined and only one can be used at a time. Combining two 3rd armours/weapons lead to the death of the player. 3rd armours are identified the same way 2nd armours are, using modifiers on AC. 3rd armours cannot be carried as extra.

The following **Tables** list all available weapons are defenses and also present all interesting features.

Table 1 – General Weapons

amount	Weapon	Ordre	Damage	THAC0 modifier	Charges	Location
4	Shotgun	1	1d4			TREASURE
4	Machine Gun	2	1d6			TREASURE
3	Laser Gun	3	1d8			TREASURE
3	Missile Launcher	5	1d10+1	+2	2	TREASURE
3	Grenade Launcher	4	1d8	+1	4	TREASURE
2	2-hand Laser Gun	2-hand	2d6			TREASURE
2	Thermal Bomb Launcher	5	2d6	+2	3	TREASURE
2	Guided Missile Launcher	5	1d10+1	+4	2	TREASURE
2	2-hand Machine Gun	2-hand	1d8+1	+1		TREASURE
2	2-hand Missile Launcher	2-hand	1d10+1	+2	5	TREASURE

Table 2 – High-end Weapons

amount	Weapon	Ordre	Damage	THAC0 modifier	Location
3	High-Tech Laser Gun Type I	6	$3d6+2$	+2	Special Treasure STRANGE EVENTS
3	High-Tech Laser Gun Type II	6	$2d8$	+4	SPECIAL TREASURE STRANGE EVENTS

Table 3 – 3rd Weapons

amount	Weapon	Ordre	Damage	THAC0 modifier	Location
3	Automatic Aim System	3 rd		+4	Special Treasure SECRET DOOR
3	Electronic Energy Amplifier	3 rd	X2		Special Treasure SECRET DOOR
1	Ultimate Weapon System	3 rd	X2	+4	Chest

Table 4 – General Armours (1st class)

amount	Armour	AC	Location
4	Metal Jacket	8	TREASURE
4	Full Metal Armour	7	TREASURE
3	Thermal Armour	6	TREASURE
3	Magnetic Field Armour	5	TREASURE
3	High-Energy Magnetic Armour	4	TREASURE
2	Composite Armour	3	TREASURE
2	Photon Protection Armour	2	TREASURE
2	Neutron Protection Armour	2	TREASURE

Table 5 – High-end Armours (1st class)

amount	Armour	AC	Location
4	High-Tech Armour Type I	-2	Special Treasure STRANGE EVENTS

Table 6 – 2nd Armours (2nd class)

amount	Armour	AC Modifier	Location
3	Shielding Protection Parts	-1	TREASURE
2	Energy Protection Parts	-2	TREASURE
2	Magnetic Shielding Parts	-3	TREASURE

Table 7 – High-end 2nd Armours (2nd class)

amount	Armour	AC Modifier	Location
4	High-Tech Armour Type II	-4	Special Treasure STRANGE EVENTS

Table 8 – 3rd Armours (3rd class)

amount	Armour	AC Modifier	Location
3	Bio-Electronic Energy Saver	-3	Special Treasure

THE VITAMINS AND ELECTRONIC POWER SUPPORT

These are used to increase the amount of Life Points a character has. The maximum Life Points can never exceed the maximum PV on a character's Panel for a given experience level. Vitamins can be used by all characters except the **Wartech model I**. Electronic Power Support can be used by all characters except the **Humanoid Kind**.

Vitamins and Electronic Power Support can be found in all the following Decks:

7 of each in Special Treasure,
5 of each in **SECRET DOOR**,
7 of each in **TREASURES**,
6 of each in **ENTRANCE TO A ROOM**,
5 of each in **STRANGE EVENTS**,
5 of each in **EVENTS**.

Once one of these cards has been taken from a pile, the player must take the required amount of Vitamins or Electronic Power Support in the corresponding card pile and put back the original card back under its pile.

A player can decide to use Vitamins or Electronic Power Support whenever he wishes to but it must be done at the beginning of a *turn*, before the 6-faced die is rolled. A player can use as many as he wishes to but the maximum Life Points gained can never exceed the maximum provided by the experience level.

During combat, a player can also use Vitamins or Electronic Power Supports but it must be done at the beginning of a *turn* and the player loses the attack for this *turn*.

When used, a Vitamin or Electronic Power Support card must be *returned* to its pile. Each pile contains 29 cards. A player can carry as many Vitamins or Electronic Power Support as he wishes to. However, when a deck is empty, the player who found the item loses the chance to own it and must wait for the deck to replenish itself *and* to find a Vitamin or Electronic Power Support card again.

THE KEYS

Keys are used to open Chests and sometimes to unlock the exit door. A total of 14 Keys are available. Keys are located in the following Card Piles:

2 in Special Treasure,
2 in **ENTRANCE TO A ROOM**,
2 in **SECRET DOOR**,
2 in **TREASURES** and
2 in **EVENTS**.

A player can carry as many Keys as he wishes to.

THE CHESTS

Chests contain valuable items such as:

- 2 Exit Map
- 2 Chests containing a Magnetic Card
- Electronic Unlock Device
- 2 Chests containing an Optical Key Card
- Ultimate Weapon System (*the only one available*)
- 4 Chests containing a Special Treasure

They can be open with Keys. Chests can be revealed only using Keys. A player can carry as many Chests as he wishes to but cannot be revealed unless a player owns a Key. Once a Chest has been opened using a Key, the Key is lost and both cards must be returned in their respective piles. A total of 12 Chests are available. Chests can be found in the following Card Piles:

- 2 in Special Treasure,
- 2 in **ENTRANCE TO A ROOM**,
- 2 in **SECRET DOOR**,
- 2 in **TREASURES** and
- 2 in **EVENTS**.

THE EXIT MAPS

The Exit Maps provide the necessary information to reach the Exit Door. For a player to take a shot at leaving the Maze, that player must be in possession of an Exit Map. At the beginning of a *turn*, the player can use the Exit Map to move to the **EXIT** location on the board. A total of 7 Maps are available. Maps are found in the following Piles:

- 2 in Special Treasure,
- 2 in **SECRET DOOR**,
- 1 in **STRANGE EVENTS** (but a Monster must be killed first) and
- 2 in a Chest.

A player can carry as many Exit Maps as he wishes to.

THE MAGNETIC CARDS

Magnetic Cards are used to open **SECRET DOORS**. Once a Door has been opened, the Card disappears. Magnetic Cards can also be used to open the Exit Door. A total of 12 Magnetic Cards are available. Magnetic Cards are found in the following piles:

- 4 in Special Treasure,
- 10 in **ENTRANCE TO A ROOM**,
- 5 in **TREASURES**,
- 4 in **EVENTS** (but a Monster must be killed first) and
- 2 in a Chest.

A player can carry as many Magnetic Cards as he wishes to.

THE TIME BOMBS

Time Bombs are devices that can detonate at any time. Non-activated bombs can be found in the following piles:

- 10 in **TREASURES** and
- 3 in **EVENTS**.
- 2 in a Chest.

These bombs can be gathered using the Character Panel. A player never keeps a Time-Bomb card. A maximum of 3 bombs can be held by a player. Whenever a player wishes to do so and at the beginning of a *turn*, a player can decide to activate a Bomb. Once called to the other players, all players (except for the player who called) must roll a Detection Rate ($1d20$). If the roll is successful (die is higher or equal to the Panel's Detection Rate), the player who rolled is safe. If the roll is not successful (die is lower than the Panel's Detection Rate for the character's level), the player who rolled loses $1d6$ life points. The player who called the Bomb must remove 1 Bomb from the Character Panel.

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Activated Time-Bombs are found on the **TIME-BOMBS** space on the board. When a player reaches this space, the player must take a card from the Time-Bombs pile. On the 11 cards contained in that deck, only 4 contain an exploding Bomb. In the event a player ends-up next to a Bomb, the player must roll a Detection Rate.

On a failed Detection Rate roll ($1d20$ lower than the Panel's Detection Rate for the character's level), the player loses $1d6$ Life Points. On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the players loses only half $1d6$ Life Points (rounded to the highest number).

THE SPECIAL TREASURES

Special Treasures are a collection of different very valuable objects of interest for players. The Special Treasure deck contains, among other things, two copies of High-end weapons found in **Table 2**, two copies of the first two entries of the 3rd weapons found in **Table 3**, 3 copies of the High-end armours found in **Table 5** and **Table 7** and all 3rd armours found in **Table 8**.

There is no Special Treasure space on the board. The player accesses those items under very special circumstances. For example, a Creature might be carrying an item found in the Special Treasure card deck. By defeating the creature, the player would have access to the item. Or, by accessing a **SECRET DOOR**, the player might find such a valuable item.

Special Treasures are found in the following locations:

2 cards in **TREASURES**,

2 cards in Chests,

6 cards in **EVENTS** (providing that the creature guarding the item is defeated),

6 cards in **SPECIAL EVENTS** (4 of those require defeating a creature),

2 cards in **ENTRANCE TO A ROOM** and

7 cards in **SECRET DOOR**.

The player decides if he wishes (or can) to keep the item. The Special Treasure deck contains the following items:

4 Magnetic Cards

The player takes a card in the Magnetic Card pile and return the initial Special Treasure card under its pile.

2 Laser Key

The player keeps the card if he wishes to.

2 Bio-Sensor Key

The player keeps the card if he wishes to.

2 Optical Key Card

The player keeps the card if he wishes to.

2 Digital Passcard

The player keeps the card if he wishes to.

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2 Key

The player takes a card in the Keys pile if he wishes to and return the initial Special Treasure card under its pile.

Electronic Unlock Device

The player keeps the card if he wishes to.

2 Chests

The player takes a card on the Chest card deck if he wishes to. The Chest cannot be revealed at this time. The Special Treasure card must be returned under its pile.

3 Bio-Electronic Power and Energy Amplifier. Gagnez deux niveaux.

The player reached two additional experience levels. The player must adjust the experience level on the Character's Panel and return the card under the Special Treasure pile.

6 Bio-Electronic Power and Energy Amplifier. Gagnez un niveau.

The player reached an additional experience level. The player must adjust the experience level on the Character's Panel and return the card under the Special Treasure pile.

2 Exit Map

The player takes a card on the Exit Map if he wishes to.

8 Vitamins / Electronic Power support ($3d6$ Points de vie) (4 of each)

The player can take three cards in the corresponding Vitamins or Electronic Power Support pile if he wishes to. The Special Treasure card must be returned under its original pile.

6 Vitamins / Electronic Power Support ($2d6$ Points de vie) (3 of each)

The player can take two cards in the corresponding Vitamins or Electronic Power Support pile if he wishes to. The Special Treasure card must be returned under its original pile.

Spaces on the Board

THE TREASURES

TREASURES are a collection of different objects of interest for players. The **TREASURES** deck contains, among other things, all general weapons and armours found in **Table 1** and **Table 4** and all general 2nd armours found in **Table 6**.

When a player reaches the **TREASURES** space on the board, the player takes a card from the pile and decides if he wishes (or can) to keep the item. The **TREASURES** deck contains the following items:

2 cards containing : « Special Treasure ».

The player can take a card on the Special Treasure pile. The **TREASURES** card must be returned under its pile.

10 Time-Bombs

The player can add a Time-Bomb on the Character's Panel and return the **TREASURES** card under its pile.

2 Chests

The player takes a card on the Chest card deck if he wishes to. The Chest cannot be revealed at this time. The **TREASURES** card must be returned under its pile.

5 Bio-Electronic Power and Energy Amplifier

The player reached another experience level. The player must adjust the experience level on the Character's Panel and return the card under the **TREASURES** pile.

2 Keys

The player takes a card in the Keys pile if he wishes to and return the initial card under the **TREASURES** pile.

5 Magnetic Cards

The player takes a card in the Magnetic Card pile if he wishes to and return the initial **TREASURES** card under its pile.

8 Vitamins / Electronic Power support (*1d6 Points de vie*) (*4 of each*)

The player can take one card in the corresponding Vitamins or Electronic Power Support pile if he wishes to. The **TREASURES** card must be returned under its original pile.

6 Vitamins / Electronic Power Support ($2d6$ Points de vie) (*3 of each*)

The player can take two cards in the corresponding Vitamins or Electronic Power Support pile if he wishes to. The **TREASURES** card must be returned under its original pile.

THE CORRIDOR

Once in a while, a player will find himself in an area of the Maze where he's got a clear view of his surroundings. In such a case, a player can decide to stay in that location and heal his wounds. For every *turn* a player stays in a **CORRIDOR**, a player gains one Life Point (never exceeding the maximum allowed by the player's experience level). The Life Point is earned at the beginning of the *turn*.

Also, in a **CORRIDOR**, the player is considered **ON GUARD**.

Moving around in the Maze with maximum Life Points is good practice. However, all *turns* missed by a player are one additional chance for all other players to get ahead in the game.

THE EVENTS

Walking around inside the Maze, nothing much happens to players since the Maze is a fairly big place. However, the Maze is populated with a lot of humanoids, monsters and robots of all kinds. Something is bound to happen during the players' stay inside the Maze. The **EVENTS** location on the board expresses this situation. **EVENTS** can be beneficial or detrimental to players. In some cases, it can be out of shear luck (taking a card in the **EVENTS** deck) or odds can be improved based on experience (Detection Rate).

When a player reaches the **EVENTS** location on the board, the player must take a card from the **EVENTS** deck and follow the instructions. Unless otherwise stated, once the player is done, the player must return the card under the deck. The **EVENTS** card pile contains the following events:

4 cards containing : « Un Monstre l vous attaque. Tuez-le et trouvez une Magnetic Card. »

The player must therefore take a card on the Monsters pile and kill the creature. However, the creature has the initiative (attacks first). Once killed, the player can take a Magnetic Card from the Magnetic Cards pile. The Monster card and must be returned to its pile.

4 cards containing : « Vous trouvez un Electronic Power Support » or « Vous trouvez des Vitamins ». « Gagnez $1d6$ Points de vie ». (*2 of each*)

The player must take a card in the appropriate Vitamins or Electronic Power Support pile.

6 cards containing : « Vous trouvez des Electronic Power Support » or « Vous trouvez des Vitamins ». « Gagnez 2d6 Points de vie ». (3 of each)

The player must take 2 cards in the appropriate pile.

2 Laser Key.

The player keeps the card if he wishes to own a Laser Key.

2 cards containing : « Un humanoïde mourant à vos pieds vous remet une Key ».

The player must take a card in the Key card deck. There is nothing the player can do about the dying Humanoid.

2 cards containing : « Un humanoïde mourant à vos pieds vous remet un Chest ».

The player must take a card in the Chest card deck. There is nothing the player can do about the dying Humanoid. The Chest must not be revealed at this point.

2 Time-Bombs

The player can add a Time-Bomb on its Character Panel. The Time-Bomb is not activated and can be used later against other players.

2 cards containing : « Detection Rate. Réussissez et attaquez un Monstre I. Sinon, il vous attaque. Gagnez 1 niveau ».

The player must take a card on the Monster I pile. On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), the creature has the initiative (attacks first). On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the player has the initiative. Once the creature has been killed, the player gains experience and a level can be added on the Character Panel. The Monster I card must be returned to its pile.

4 cards containing : « Detection Rate. Réussissez et attaquez un Monstre I. Sinon, il vous attaque. 1 Treasure ».

The player must take a card on the Monster I pile. On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), the creature has the initiative (attacks first). On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the player has the initiative. Once the creature has been killed, the player can take a card on the **TREASURE** pile. The Monster I card must be returned to its pile.

4 cards containing : « Detection Rate. Réussissez et attaquez un Monstre II. Sinon, il vous attaque. 2 Treasures ».

The player must take a card on the Monster II pile. On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), the creature has the initiative (attacks first). On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the player has the initiative. Once the creature has been killed, the player can take 2 cards on the **TREASURE** pile. The Monster II card must be returned to its pile.

3 cards containing : « un Monstre I garde l'accès à un Special Treasure. Tuez-le et prenez-en possession ».

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster I pile and kill the creature. Once the creature has been killed, the player can take a card on the **TREASURE** pile. The Monster I card must be returned to its pile.

3 cards containing : « un Monstre II garde l'accès à un Special Treasure. Tuez-le et prenez-en possession ».

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster II pile and kill the creature. Once the creature has been killed, the player can take a card on the Special Treasure pile. The Monster II card must be returned to its pile.

2 cards containing : « Un Monstre I s'approche. Il vous attaque. »

The player must take a card on the Monster I pile. The creature has the initiative (attacks first).

« Un Monstre II s'approche. Il vous attaque. »

The player must take a card on the Monster II pile. The creature has the initiative (attacks first).

« Intense champ magnétique. Votre armure se détruit. »

A magnetic field destroys the player's 1st armor. The player must get rid of the armor.

« Intense champ magnétique. Votre 2^{ième} armure se détruit. »

A magnetic field destroys the player's 2nd armor. The player must get rid of the 2nd armor.

« Intense rayonnement de neutrons. Votre arme s'enraye. »

A stream of particles destroys the player's first weapon. The player must get rid of that weapon.

THE SPECIAL EVENTS

Very similar to **EVENTS**, **SPECIAL EVENTS** can be *very* beneficial or *very* detrimental to players. In some cases, it can be out of sheer luck (taking a card in the **SPECIAL EVENTS** deck) or odds can be improved based on experience (Detection Rate).

The **SPECIAL EVENTS** deck contains, among other things, a single copy of all High-end weapons and armors found in **Table 2**, **Table 5** and **Table 7**.

When a player reaches the **SPECIAL EVENTS** location on the board, the player must take a card from the **SPECIAL EVENTS** deck and follow the instructions. Unless otherwise stated, once the player is done, the player must return the card under the deck. The **SPECIAL EVENTS** card pile contains the following events:

6 cards containing : « Electronic Power Support / Vitamins. $3d6$ Points de vie » (*3 of each*)

The player takes 3 cards from the appropriate pile.

4 cards containing : « Electronic Power Support / Vitamins. $2d6$ Points de vie » (*2 of each*)

The player takes 2 cards from the appropriate pile.

2 cards containing : « Detection Rate. Réussissez et attaquez un Monstre I. Sinon, il vous attaque. Gagnez un niveau. »

The player must take a card on the Monster I pile. On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), the creature has the initiative (attacks first). On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the player has the initiative. Once the creature has been killed, the player gains experience and a level can be added on the Character Panel. The Monster I card must be returned to its pile.

2 cards containing : « Detection Rate. Réussissez et attaquez un Monstre II. Sinon, il vous attaque. Gagnez 2 niveaux. »

The player must take a card on the Monster II pile. On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), the creature has the initiative (attacks first). On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the player has the initiative. Once the

creature has been killed, the player gains experience and two levels can be added on the Character Panel. The Monster II card must be returned to its pile.

2 cards containing : « Bio-Electronic Power and Energy Amplifier. Pour trouver, réussissez un Detection Rate. Gagnez 2 niveaux. »

On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), nothing happens. On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), the player finds a Bio-Electronic Power and Energy Amplifier. The player gains experience and two levels can be added on the Character Panel.

2 cards containing : « Bio-Electronic Power and Energy Amplifier. Tuez-le Monster I qui en garde l'entrée et gagnez 1 niveau. »

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster I pile and kill the creature. Once the creature has been killed, the player gains experience and a level can be added on the Character Panel. The Monster I card must be returned to its pile

2 cards containing : « Bio-Electronic Power and Energy Amplifier. Tuez-le Monster II qui en garde l'entrée et gagnez 2 niveaux. »

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster II pile and kill the creature. Once the creature has been killed, the player gains experience and 2 levels can be added on the Character Panel. The Monster II card must be returned to its pile.

2 cards containing : « Un Monster I garde l'accès à un Special Treasure. Tuez-le et prenez-en possession. »

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster I pile and kill the creature. Once the creature has been killed, the player can take a card on the Special Treasure pile. The Monster I card must be returned to its pile.

2 cards containing : « Un Monster II garde l'accès à un Special Treasure. Tuez-le et prenez-en possession. »

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster II pile and kill the creature. Once the creature has been killed, the player can take a card on the Special Treasure pile. The Monster II card must be returned to its pile.

« Vous rencontrez un Monster II. Tuez-le et trouvez une carte de la sortie. »

The Creature is not hostile. It will not attack unless the player attacks first. The player has the option of walking away. If the player wishes to attack, he must take a card on the Monster II pile and kill the creature. Once the creature has been killed, the player can take a card on the Exit Map pile. The Monster II card must be returned to its pile.

2 cards containing : « Special Treasure »

The player must take a card from the Special Treasure pile.

2 cards containing : « Bio-Sensor Key »

The player can keep the card if he wishes to own a Bio-Sensor Key.

8 cards containing : « Un Monstre/humanoïde mort à vos pieds » or « Un Robot/mi-Robot détruit à vos pieds. Pigez 2 cartes **TREASURE**. »

The player must take 2 cards in the **TREASURE** pile. There is nothing the player can do about the dead creature.

2 cards containing : « Intense champ magnétique. Votre armure se détruit. »

A magnetic field destroys the player's 1st armor. The player must get rid of the armor.

2 cards containing : « Intense champ magnétique. Votre 2^{ième} armure se détruit. »

A magnetic field destroys the player's 2nd armor. The player must get rid of the 2nd armor.

« Explosion de particules. Votre 3^{ième} armure est défectueuse. »

A stream of particles destroys the player's 3rd armor. The player must get rid of the 3rd armor.

2 cards containing : « Intense radiations. Votre arme s'enraye. »

A stream of particles destroys the player's first weapon. The player must get rid of that weapon.

« Intense flux de neutrons. Votre 3^{ième} arme s'enraye. »

A stream of neutrons destroys the player's third weapon. The player must get rid of that weapon.

THE ENTRANCE TO A ROOM

Once in a while, a player will find a **ROOM** where something happened before, most likely a fight. Objects could have been left there. A player will therefore always find something interesting and beneficial in a **ROOM**.

At that location on the board, the player can take a card on the **ENTRANCE TO A ROOM** pile. Most of the time, the player will have to put the card back under the pile after reading it, unless stated otherwise. The **ENTRANCE TO A ROOM** card deck contains:

2 Digital Passcard

The player keeps the card if he wishes to.

2 Key

The player takes a card in the Keys pile if he wishes to.

2 Chests

The player takes a card on the Chest card deck if he wishes to. The Chest cannot be revealed at this time.

3 Bio-Electronic Power and Energy Amplifier. Gagnez un niveau.

The player reached an additional experience level. The player must adjust the experience level on the Character's Panel.

10 Magnetic Cards

The player takes a card in the Magnetic Card pile.

6 Vitamins / Electronic Power support ($1d6$ Points de vie) (3 of each)

The player can take one card in the corresponding Vitamins or Electronic Power Support pile if he wishes to.

6 Vitamins / Electronic Power Support ($2d6$ Points de vie) (3 of each)

The player can take two cards in the corresponding Vitamins or Electronic Power Support pile if he wishes to.

8 cards containing : « Un robot détruit a vos pieds » or « Un humanoïde / monstre / mi-robot mort à vos pieds ». Pigez une carte trésor.

MAZE

The player can take a card in the **TREASURES** pile if he wishes to.

2 cards containing : « Pinez une carte Special Treasure ».

The player can take a card in the Special Treasure pile if he wishes to.

2 cards containing : « Pinez une carte **TREASURES** ».

The player can take a card in the **TREASURES** pile if he wishes to.

2 cards containing : « Pinez deux cartes **TREASURES** ».

The player can take two cards in the **TREASURE** pile if he wishes to.

THE SECRET DOORS

Very similar to **ROOM**, the **SECRET DOORS** contains very valuable items. However, for player to be able to access the room behind the **SECRET DOOR**, the player must have a Magnetic Card. The Magnetic Card is lost after accessing the room and must be returned to its original deck.

Among other things, the **SECRET DOORS** deck contains two copies of the Electronics Energy Amplifier 3rd weapon.

When a player reaches this position on the board, the player must take a card in the **SECRET DOORS** deck. The card must generally be returned under its pile after reading it unless otherwise noted. Players can find in this deck the following cards:

1 Electronic Unlock Device

The player can keep the card if he wishes to.

2 Key

The player takes a card in the Keys pile if he wishes to.

2 Chests

The player takes a card on the Chest card deck if he wishes to. The Chest cannot be revealed at this time.

7 Bio-Electronic Power and Energy Amplifier. Gagnez un niveau.

The player reached an additional experience level. The player must adjust the experience level on the Character's Panel.

6 Bio-Electronic Power and Energy Amplifier. Gagnez deux niveaux.

The player reached two additional experience levels. The player must adjust the experience level on the Character's Panel.

2 Exit Map

The player takes a card on the Exit Map card deck if he wishes to.

4 Vitamins / Electronic Power support ($2d6$ Points de vie) (*2 of each*)

The player can take two cards in the corresponding Vitamins or Electronic Power Support pile if he wishes to.

6 Vitamins / Electronic Power Support ($3d6$ Points de vie) (*3 of each*)

The player can take three cards in the corresponding Vitamins or Electronic Power Support pile if he wishes to.

7 cards containing : « Pigez une carte Special Treasure ».

The player can take a card in the Special Treasure pile if he wishes to.

THE ENCOUNTERS

The game is based on survival in a futuristic underground labyrinth. Different creatures are expected to be encountered rather often throughout the game. The **ENCOUNTERS** location on the board is the place where players are most of the time going to face those creatures.

When a player reaches this location on the board, the player must take a card on the **ENCOUNTERS** pile. After complying with the instructions on the card, the card must be returned under its pile. The following scenarios are being offered to the player:

2 cards containing : « Un Monstre I vous attaque ».

The player must take a card in the Monster I deck and the creature has the initiative (attacks first).

« Un Monstre II vous attaque ».

The player must take a card in the Monster II deck and the creature has the initiative (attacks first).

« Si le joueur de gauche est “ON GUARD”, il vous attaque. Dans le cas contraire, vous l’attaquez. »

Other players are attacked and attack the same way non-players would. If the player to the left is dead, a meeting occurs but resulting in no fight.

3 cards containing : « Brassez votre “Detection Rate”. - Si vous gagnez: (B). - Si vous perdez: (C) »

On a failed Detection Rate ($1d20$ lower than the Panel’s Detection Rate for the character’s level), the player must take a card on the deck identified “**C**”. On a successful Detection Rate roll ($1d20$ higher or equal to the Panel’s Detection Rate for the character’s level), the player must take a card on the deck identified “**B**”. The player must follow instructions on that new card. This scenario is associated with the player’s ability to « feel » the presence of something or someone else.

8 cards containing : « Vous entendez une sorte de souffle rauque » or « Un bruit vous parvient ». « - Vous foncez, armes chargées (**A**). – Vous vous cachez, armes chargées (**B**). – Vous faites demi-tour et partez sur vos gardes (**C**). »

In this particular scenario, the player decides how he wants to handle the situation. The player knows that something is about to happen. If the player feels confident enough, he can run toward the noise and go for a surprise attack (deck **A**). In this case, the player might surprise the creature (if a creature is responsible for the noise) and get the initiative (attack first) or he might alarm the creature, cause the surprise attack to backfire and loose initiative (the creature would attack first).

If the player is not very confident about his ability to defeat a creature, the player can hide the best he can and hope for a surprise attack as the creature passes by (deck **B**). In this new case, the player might surprise the creature by coming out of the shadow, charge the creature (if a creature is responsible for the noise) and get the initiative (attack first) or the creature might go a different way and the player would avoid the fight completely.

If the player is not up to a fight, the player can go the other way and try to escape unnoticed (deck **C**). In this last scenario, the player might avoid a fight completely and successfully escape unnoticed or a creature could detect that something is wrong, charge the player and win the initiative (the creature would attack first).

The player takes a card in the appropriate deck, follow the instructions and return the card under its pile.

THE « A » DECK

The **A** card deck is associated with a player's aggressive state of mind. The player decided he would charge toward the noise he heard and see what would happen next.

The **A** deck is also associated with other players' encounters. Rules describing such encounters are provided below.

Once the player has complied with the instructions on the card, the card must be returned under its pile.

The **A** deck contains the following encounters:

5 cards containing : « Si le joueur de droite est "ON GUARD", il vous attaque. Dans le cas contraire, vous l'attaquez. »

Depending on the previous player's final move (is this player in a **CORRIDOR** and therefore "ON GUARD" or did this player decide not to roll the die at the end of the *turn* and therefore "ON GUARD"?), the player who took the **A** card is attacked by the player to his right (the player to the right has the initiative). In all other circumstances, the player who took the **A** card has the initiative (attacks first). In other words, the noise the player heard came from another player walking down the hallway.

If the player to the right is dead, the meeting occurs but resulting in no fight.

2 cards containing : «Fausse alerte. Rien du tout. »

Nothing happens.

2 cards containing : «Vous faites face à un Monstre I. Attaquez-le »

The player's strategy to charge toward the noise is paying off. A Creature has been taken by surprise and the player has the initiative (attacks first). The player takes a card in the Monster I pile and fights the Creature.

« Vous faites face à un Monstre II. Attaquez-le »

The player's strategy to charge toward the noise is paying off. A Creature has been taken by surprise and the player has the initiative (attacks first). The player takes a card in the Monster II pile and fights the Creature.

2 cards containing : « Un Monstre I était caché. Il vous attaque »

The player's strategy backed fired. The creature heard the player coming and now the Monster I has the initiative (attacks first). The player must take a card on the Monster II pile and fight the Creature.

« Monstre I de chaque côté. Vous attaquez le premier. »

The player probably didn't expect to be stuck in the crossfire. Two Monsters I were about to charge each other and the player got right in the middle of it. The player must take two cards on the Monster I pile and fight both Creatures.

THE « B » DECK

The **B** card deck is associated with a player's defensive state of mind. The player decided he would hide and see what would happen next. This deck is also associated with a player's ability to detect faith noises of subtle movements.

The **B** deck is offers a very high probability of other players' encounters. Rules describing such encounters are provided below.

Once the player has complied with the instructions on the card, the card must be returned under its pile.

The **B** deck contains the following encounters:

2 cards containing : « Si le joueur de droite n'était pas "ON GUARD", vous l'attaquez. Dans le cas contraire, rien ne se passe. »

Depending on the previous player's final move (is this player in a **CORRIDOR** and therefore "ON GUARD" or did this player decide not to roll the die at the end of the *turn* and therefore "ON GUARD"?), the player who took the **B** card has the initiative and attacks the player to his right. In other words, the noise the player heard or the feeling the player had came from another player walking down the hallway.

If the **B** card was taken following a Detection Rate roll and if the player to the right is dead, the meeting occurs but resulting in no fight.

In all other circumstances, nothing happens.

2 cards containing : « Si le joueur de gauche n'était pas "ON GUARD", vous l'attaquez. Dans le cas contraire, rien ne se passe. »

Depending on the final move of the player to the left of the player who took the **B** card (is this player in a **CORRIDOR** and therefore "ON GUARD" or did this player decide not to roll the die at the end of the *turn* and therefore "ON GUARD"?), the player who took the **B** card has the initiative and attacks the player to his left. In other words, the noise the player heard or the feeling the player had came from another player walking down the hallway.

If the **B** card was taken following a Detection Rate roll and if the player to the right is dead, the meeting occurs but resulting in no fight.

In all other circumstances, nothing happens.

2 cards containing : « Si le joueur d'en face n'était pas "ON GUARD", vous l'attaquez. Dans le cas contraire, rien ne se passe. »

Depending on the final move of the player in front of the player who took the **B** card (is this player in a **CORRIDOR** and therefore "ON GUARD" or did this player decide not to roll the die at the end of the *turn* and therefore "ON GUARD"?), the player who took the **B** card has the initiative and attacks the player in front of himself. In other words, the noise the player heard or the feeling the player had came from another player walking down the hallway.

If the **B** card was taken following a Detection Rate roll and if the player to the right is dead, the meeting occurs but resulting in no fight.

In all other circumstances, nothing happens.

2 cards containing : « Fausse alerte. Rien du tout. »

Nothing happens.

2 cards containing : « Un Monstre I apparaît. Attaquez-le »

The player's strategy to hide and wait led to a Creature walking by without noticing the presence of the player. This is also associated with the player's ability to « feel » a presence and be "ON GUARD". The player takes a card in the Monster I pile, has the initiative (attacks first) and fights the Creature.

« Un Monstre II apparaît. Attaquez-le »

The player's strategy to hide and wait led to a Creature walking by without noticing the presence of the player. This is also associated with the player's ability to « feel » a presence and be "ON GUARD". The player takes a card in the Monster II pile, has the initiative (attacks first) and fights the Creature.

« Monstre I de chaque côté. Vous attaquez le premier. »

The noise the player heard or the feeling the player had came from two Creatures walking down the hallway toward each other. The two Monsters I were about to charge each other and the player got right in the middle of it. The player must take two cards on the Monster I pile and fight both Creatures. The player has the initiative (attacks first).

THE « C » DECK

The **C** card deck is associated with a player's complete lack of interest for what is happening around him. The player decided he would turn around and walk away or he would simply not pay attention to his surroundings.

Once the player has complied with the instructions on the card, the card must be returned under its pile.

The **B** deck contains the following encounters:

4 cards containing : « Fausse alerte. Rien du tout. »

Nothing happens.

3 cards containing : « Un Monstre I vous rejoind et attaque. »

The player's strategy to walk away or simply don't care led to a Creature hearing and charging the player. The player takes a card in the Monster I pile, and the Creature has the initiative (attacks first). The player must fight the Creature.

« Un Monstre II vous rejoind et attaque. »

The player's strategy to walk away or simply don't care led to a Creature hearing and charging the player. The player takes a card in the Monster II pile, and the Creature has the initiative (attacks first). The player must fight the Creature.

The Interactions

THE BASIC FIGHT SEQUENCE

Whenever a player finds himself in a situation where he must (or want to) attack a Creature (non-players identified as Monsters I and II or Guardians) or another player, the following procedure must be followed.

It is worth mentioning that the *turn* is also used as the unit of *Action* during a fight. Therefore, everything an attacker does before the opponent becomes the attacker is done within a *turn*. A *round* is defined by the completion of a *turn* by all players and non-players involved in a fight.

A) First, the MC must write down the information regarding the Creature (*Name, Maximum Life Points, AC, THAC0 and Damage*) on a sheet of paper. The same sheet can be used for all fights during the game. Some room next to the maximum Life Points must be kept so that the MC can deduct Life Points during the fight.

This step is not necessary if two players are fighting each other.

B) Then, the player or non-player who has the initiative (i.e. the one who's attacking first, referred to by the "attacker" from now on) will perform a *THAC0* roll. The *THAC0* represents the ability of an attacker to hit an Armour Class of 0 (AC 0). In order to do so, the attacker will:

- 1) First compare his *THAC0* with the opponent's AC. Therefore, to hit the opponent's AC, an attacker needs a *THAC0* roll equal or greater than:

$$(\text{attacker's } \textit{THAC0}) - (\text{opponent's } \textit{AC}).$$

This value can be used throughout the fight as the *THAC0* is based on experience (which will not change during the fight) and the AC is based on Armour (which will not change either).

- 2) Next, the attacker will roll a 20-faced die (*1d20*) for each active weapon (the number of attacks for non-players is equal to the amount of active weapons).

It is best to roll two *1d20* at the same time to increase speed if two active weapons are available. Each die is however associated with a weapon. It is very important for players to remember which die is associated with what weapon as a weapon could hit the target and the other one could miss. A player doesn't have to roll for each weapon. Only one weapon can be used during a fight even if two are available.

If more than one Creature is involved in the fight, the player must decide which weapon is used to attack which creature.

- 3) Then, the number on the die (for each weapon) is modified with the corresponding weapon's *THAC0* modifier. The modifier increases the number on the die.

-
- 4) Finally, if the result is equal or greater than the value required to hit, the attacker hits the target. If the result is smaller than the required value, the attacker misses the target:

$$1d20 + (\text{weapon's } THAC0 \text{ Modifier}) \geq (\text{attacker's } THAC0) - (\text{opponent's AC})$$

This must be done for all active weapons used in the fight.

A 0 on the $1d20$ is an automatic miss, regardless of the weapon's modifier and the required value to hit the opponent's AC. A 20 is an automatic hit.

If the result is a hit, the attacker continues with step **C**) (for all weapons with a successful hit). Otherwise, the attacker's *turn* is over and the opponent's *turn* starts with step **B**). At this point, the opponent becomes the attacker.

- C)** After, the attacker will, for each weapon with a hit, perform a Damage roll in order to determine how much damage was inflicted to the opponent. In order to do so, the attacker will roll the damage die associated with the weapon inflicting the damage. The MC will reduce the opponent's remaining Life Points with the total Damage roll (damage from all weapons with a successful $THAC0$ roll):

$$\text{Opponent's Remaining Life Points} - \text{Weapon's total damage roll}$$

The attacker's *turn* is now over. The opponent now becomes the attacker and the process continues with step **B**).

The fight ends when there's only one player or non-player left or when a player decides to run away.

An example of a *turn* on a fight would be:

The attacker is a Level 5 humanoid using a shotgun. The humanoid's $THAC0$ is 16 for this level and the shotgun inflicts $1d4$ of damage with no $THAC0$ modifier. The opponent is a Creature having 7 Life Points and an AC 4. The attacker will need at least $THAC0 - AC = 16 - 4 = 12$ on a roll of $1d20$ to successfully hit the opponent. Anything below 12 on a roll will miss.

The attacker rolls a 15 on $1d20$. The weapon has no modifier. 15 is higher than 12 therefore this attack is a hit. The attacker rolls 2 on $1d4$. The Creature's remaining Life Points are $7 - 2 = 5$.

The fight will continue with the Creature attacking the humanoid. The first one to reach less than 0 Life Points (exactly 0 for non-players) dies and the other one wins the fight.

If a player kills an opponent and the player gets out of the fight with exactly 0 Life Points, the player is still alive but barely and can only roll the 6-faced die every second turn to move on the board until the player can increase its Life Points.

THE TURN

At the beginning of a fight, the player or non-player with the initiative must perform a *THAC0* roll. From that point forward, a player, at the beginning of his *turn* can decide to perform the following actions:

1. Switch weapons. The player can drop a weapon on the floor and pull the replacement weapon from his backpack.

If used alone, the weapon is considered primary weapon. If used in combination with another weapon, the replacement weapon takes the place (primary or secondary) of the weapon dropped down. This new weapon has to be suitable as far as order is concerned. (i.e. for the Mi-Human and Humanoid, the secondary weapon always has to be of lower order than the primary weapon). If not, this replacement weapon cannot be used as secondary weapon.

From this action alone, the player doesn't loose the initiative and can perform a *THAC0* roll.

2. Manage weapons. The player rearranges the way weapons are used.

For example, the primary weapon can be dropped on the floor, replaced by the secondary weapon and the (3rd) replacement weapon used as secondary weapon.

3. Use one or several Vitamins or Electronic Power Support.

4. Turn around and run away. In doing so, the opponent gets a free attack. As the player turns around, the opponent gains initiative and can try to hit the player. Successful or not, after this step, the fight is over.

5. Ask for a "cease-fire" (applies only if two players are involved in a fight).

Following these actions, the player looses the initiative and the opponent becomes the attacker.

These actions do not apply to non-players.

The last action a player performs at the end of a *turn* is the actual attack (*THAC0* roll and damage roll).

The fight ends with one of the four following scenarios:

1. Player vs Creature: If the Creature wins, the player's game is over. If the Player wins against a Monster I, the player takes a **TREASURES** card and whatever items identified on the Creature's card. If the player wins against a Monster II, the player takes a Special Treasures card and whatever items identified on the Creature's card. (Guardians don't keep many items since they don't have to roam the Maze to

survive. Therefore, a player doesn't take an extra treasure card when winning against a Guardian.)

If the Creature wins the fight, all items gathered by the player are left there. It is possible for other players to find the body and all the equipment the player had.

The player returns the Creature's card under its pile and the game continues with the next player.

2. Player vs Player : The game is over for the player who lost the fight. The player who won the fight can take all the equipment from the player who lost the fight.

3. A player runs away: As stated before, the player running away risks one last hit from the opponent. After that last attack, the fight is over and there is no looser.

If a Creature was involved in the fight, the player returns the Monsters or Guardians card under its deck.

4. A player accept a "cease-fire": (doesn't apply to Creatures involved in a fight). If a player accepts a "cease-fire", the fight is over and there is no looser.

From this point, both players can decide to team up and play the game together for a while or until the end.

THE PLAYERS MEETING

It is possible for players to meet and team up or fight each other. Following an **ENCOUNTER**, a player could find himself facing another player. All players could eventually be meeting together. In that case, the rules expressed here will apply all the same.

In all cases, meetings start with the player with the initiative to attack the other player. From the opponent's first *turn* on, the attacker can decide if he wishes to call a "cease-fire" in order to interact peacefully with the opponent. Players can attack each other until death or until the opponent accepts the "cease-fire".

Or if it happens that a player meets a dead player, the player can take all the items left there by the dead player and the player's *turn* is over. Of course, if another player meets with the same dead player at a later time, all items are gone and this other player gets no reward.

Players not yet in the Maze (still at the **START** location on the board) cannot meet with anyone. Instructions on a card leading to such a meeting would be disregarded.

The basic set of rules for fights applies to a player fighting another player (rules regarding turns in a fight and the basic fight sequence).

MAZE

If one of the players accepts a “cease-fire”, the following scenarios can be applied:

1. Players can exchange equipment if they wish to do so. They can then decide to go their separate ways or move on to the next scenario (2.) If they decide to separate, the game continues as if both players never met.
2. Players can negotiate the terms of their time spent together.
3. Players can travel together inside the Maze for a while or until the end.

This last scenario implies the following rules:

1. The player who was drawn into meeting (i.e. *Not* the player who picked the **ENCOUNTER** card) must move its piece to the player’s (who’s turn it is) location on the board. Both pieces will be moving together for as long as both players will be travelling together.
2. Players must roll the *6-faced* die on their *turn*, take cards and handle equipment as if they were travelling alone. Players can decide together how they share equipment and handle situations.
3. Whenever asked to roll a Detection Rate (instruction on a card, etc), all players in the party must roll. If at least one of the player rolls a successful Detection Rate, it is considered as if all players had roll a successful Detection Rate and instructions must be followed accordingly.
4. When a party lands on a **TIME-BOMB** location on the board, and if a time-bomb explodes, all players in the party must perform a damage roll.
5. At anytime before the end of its turn, before rolling a *6-faced* die, a player can decide to attack the other player. Whether or not the fight goes on until one of the player is dead, the player can, at the end of its *turn*, roll the *6-faced* die and move on the board.
6. At the end of its *turn*, if a player ends up in a fight against a Creature, both players could decide to fight the Creature. The basic fight sequence and rules regarding turns still applies with the following precisions:
 - a) A round would involve at least 3 *turns* (1 *turn* per players and non-players involved).
 - b) The initiative belongs to the player whom turn it is or to the Creature (or another player if a new meeting occurred) based on the instructions on the card. Then, the opponent attacks and after, all other players in the party can (or not) attack

whoever they want (players or non-players). They must proceed clockwise (in the case of more than 2 players in a party.) This would complete a *round*.

- c) If more than one non-player is involved in the fight, the MC must perform a percentage roll to determine which player the Creatures attack. A percentage roll must be performed for each Creature in the fight. This percentage roll is performed when the Creature is the attacker. The percentage roll is done for each player *and* non-player, non-players first and then clockwise, until the roll is successful. Guardians would however never attack each other (whether they come from the Monster II or Guardians pile).

One $1d10$ is used for a percentage roll; the die being the tens. A roll between 0 and 4 is a miss (lower than 50%). A roll between 5 and 9 is successful (meaning that the Creature attacks the player who got more than 50%). If a Creature has more than one attack, all attacks are directed to the player who got a successful percentage roll. The MC keeps rolling until one player gets a successful roll.

- d) A player doesn't have to participate in a fight. However, that player can be a target nevertheless. The percentage roll will apply to this player in the case of a fight against a Creature and all other players can also attack this player.
- e) Players can negotiate and exchange equipment at the beginning of a player's turn. In such a case, all players involved in the exchange loose the chance to attack for all these player's *turns*. These players are however still targets.
- f) A player can take the equipment from a killed player or non-player during a fight. In doing so, this player looses the chance to attack for this *turn*. This player is however still a target.
- g) A player can decide to run away during a fight. In doing so, the player separates from the other players and move its separate way. (The player risks a hit from all players who wish to attack the deserter and from all non-players as the percentage roll still applies.)
- h) The player who brings an opponent's Life Points to the point where that opponent is considered dead wins the fight against that opponent and can take all its belongings. Players teaming up in a fight can also arrange for a player to bring the final blow so that this player can have the belongings first.

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- i) A player dying from the hand of a non-player sees its belongings up for grasp. At the end of all fights, all remaining players can share the loot (and can actually start a new fight over it).
7. At the end of its *turn*, before rolling a *6-faced* die to move on the board, a player can decide to move alone and only this player's piece would be moving on the board following a *6-faced* die roll. The player would therefore separate and move its separate way.
8. If more than one player reached the Exit, both game formats stipulate that the game ends when a player moves through the Exit. Therefore, all players reaching the Exit at the same time must fight to the death. This fight can occur when the players fight the Guardians or before players take an **EXIT** card (all players will need to take a card, the player whom *turn* it is, first and all other players, clockwise) or wait until they all know who can actually Exit the Maze (after reading the instructions on the **EXIT** card).

A player running away from any fight at any moment while on the **EXIT** location on the board must go back to the Maze at the closest **CORRIDOR** location on the board (closer to the **EXIT** location.) (This player risks a last hit from all players and non-players still in the fight.)

The End

THE EXIT

Once a player wishes to do so and providing that the player owns an Exit Map *and* the Exit Keys identified on the **START** card taken at the beginning of the game, the player can, at the beginning of a *turn*, use the Map to reach the **EXIT** space on the board. Once there, the player must defeat a Guardian and then verify that the Exit Door can be opened. Exit Keys are not required if the player can find one of the 3 available Electronic Unlock Device. This device can open the Exit Door the same way the Exit Keys would and all rules applying to Exit Keys apply to this Device. Electronic Unlock Devices can be found at the following locations:

Special Treasures,
SECRET DOOR and
1 in a Chest.

The player first take a card in the Guardian pile. Once defeated, the player must take a card from the **EXIT** pile and follow the instructions. If a player decides to run away from a fight against a Guardian goes back inside the Maze. The player must move its piece to the closest **CORRIDOR** location on the board (closer to the **EXIT** location).

The **EXIT** pile contains the following cards:

3 cards containing : « Si vous possédez vos clefs, vous êtes LIBRE »

You are the WINNER!

2 cards containing : « Si vous possédez vos clefs, elles ne fonctionnent pas. Retour à la case **START** »

The **START** card, the gathered Exit Keys, the Exit Map and the **EXIT** card must be returned to their respective decks. Once at the **START** location on the board, the game starts over for this player (the player must take a new **START** card, gather the new items and find a new Exit Map in order to be able to exit the Maze again.)

3 cards containing : « Detection Rate. Ratez et tomber dans une trappe » or « Ratez et perdez vos clefs ». Allez à la case **CORRIDOR** la plus près. Réussissez et vous êtes LIBRE »

On a failed Detection Rate ($1d20$ lower than the Panel's Detection Rate for the character's level), the Exit Map and the **EXIT** card must be returned to their respective decks. All Exit Keys are still in the possession of the player. Once at the **CORRIDOR** space on the board, this player's *turn* is over. The player must find a new Exit Map in order to be able to exit the Maze. On a successful Detection Rate roll ($1d20$ higher or equal to the Panel's Detection Rate for the character's level), you are the WINNER!

2 cards containing : « Vous tombez dans un trou. Allez à la case CORRIDOR la plus près »

Identical to a failed Detection rate (previous entry).

The Creatures

THE MONSTERS I

Monsters I are low level Creatures equivalent to a maximum of all Character's level 5. Monsters I usually carry a very minimum amount of items.

The following table identifies all Monsters I found in the Monsters I card deck.

Monsters I	Life Points	THAC0	Armour Class	Damage	# of attacks
Animal Tech	5	15	8	<i>1d4</i>	1
Fighting Machine	5	13	9	<i>1d6</i>	1
Human	7	18	8	<i>1d4</i>	1
Flying Tech	8	19	5	<i>1d6</i>	1
Humanoid	8	17	8	<i>1d6</i>	1
Mi-Animal Tech	8	16	8	<i>1d4</i>	1
Monster	8	14	9	<i>1d8</i>	1
Mi-Human Tech	10	16	7	<i>1d6</i>	1
Spider-Tech	12	19	8	<i>1d6</i>	1
Human	12	16	8	<i>1d6</i>	1
Mi-Human Tech	15	18	7	<i>1d8</i>	1
Tech	15	16	6	<i>1d6</i>	1
Humanoid	15	15	8	<i>1d6</i>	1
Alien	15	14	4	<i>1d8</i>	1
Guardian I	16	17	6	<i>1d4 / 1d4</i>	2

THE MONSTERS II

Monsters II are high level Creatures equivalent to a maximum of all Character's level 15. Monsters II usually carry several items.

The following table identifies all Monsters II found in the Monsters II card deck.

Monsters II	Life Point	THAC0	Armour Class	Damage	# of attacks	Carried Items
Electronic Shadow	5	9	-2	1d8	1	TREASURE Special Treasure
Flying Tech	10	8	4	1d6	1	TREASURE
Fire Tech	12	5	5	1d12	1	TREASURE
Monster	15	14	2	1d10 /	2	TREASURE
Spider Tech	20	16	6	1d6 / 1d6	2	TREASURE
Hologram	25	11	0	1d4	1	TREASURE
Mi-Monster Tech	25	11	0	1d6 / 1d4	2	TREASURE
Alien Type I	25	10	0	1d8 / 1d6	2	TREASURE
Tech II	25	9	1	2d8	1	TREASURE
Guardians 1	20	13	4	1d4 / 1d4	2	TREASURE
Guardians 2	20	13	4	1d4 / 1d4	2	
Alien Type II	30	9	1	1d10	1	TREASURE
Alien Type III	30	7	0	1d10 / 1d8	2	TREASURE Special Treasure
Guardian II	30	12	3	1d6 / 1d4	2	TREASURE

THE GUARDIANS

Guardians are Creatures equivalent to a maximum of all Character's level 20. Guardians usually carry highly desirable items. Guardians are not Creatures roaming the Maze like other Monsters I and II or players. Their main purpose is to make sure no one leaves the Maze. They are therefore posted at the Exit, waiting for players and non-players to attempt an escape. They will not attack unless someone tries to leave.

Guardians are very high level Creatures and should not be underestimated.

The Guardians card deck contains, on top of all Creatures listed in the table below, the following cards:

« Personne. Vous pouvez passer. »

No one there. You can proceed to the exit. The card can be returned under the deck.

« 2 Gardiens. Vous devez pîgez 2 autres cartes "Guardians". »

The player takes 2 cards from the Guardians pile and return the initial one under the pile.

«En plus d'un Gardien (pîgez une autre carte "Guardians"), Le joueur d'en face se rend à la sortie. »

The player must take a new card from the pile. Also, the player located in front of the player who reached the Exit found a way to the Exit without an Exit Map (this implies that this player was not ON GUARD at the end of his *turn*). In that case, the player who reached the exit ends up there alone). Both players can now attempt to exit the Maze. Both players can decide to team up *or* fight each other *and* the Creature. The card must be returned under its pile.

«En plus d'un Gardien (pîgez une autre carte "Guardians"), Le joueur de gauche se rend à la sortie. »

The player must take a new card from the pile. Also, the player located to the left of the player who reached the Exit found a way to the Exit without an Exit Map (this implies that this player was not ON GUARD at the end of his *turn*). In that case, the player who reached the exit ends up there alone). Both players can now attempt to exit the Maze. Both players can decide to team up *or* fight each other *and* the Creature. The card must be returned under its pile.

«En plus d'un Gardien (pîgez une autre carte "Guardians"), Le joueur de droite se rend à la sortie. »

The player must take a new card from the pile. Also, the player located to the right of the player who reached the Exit found a way to the Exit without an Exit Map (this implies that

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this player was not ON GUARD at the end of his *turn*. In that case, the player who reached the exit ends up there alone). Both players can now attempt to exit the Maze. Both players can decide to team up or fight each other *and* the Creature. The card must be returned under its pile.

Guardians	Life Point	THAC0	Armour Class	Damage	# of attacks	Carried Items
Monster	30	7	-1	<i>1d12 / 1d8</i>	2	TREASURES (2) Special Treasure
Samurai Tech	30	5	-3	<i>1d12</i>	1	TREASURES (2) Special Treasure
Alien Type IV	35	6	-1	<i>1d10 / 1d10</i>	2	TREASURES (2) Special Treasure
Monster II	40	6	-2	<i>1d12 / 1d12</i>	2	TREASURES (2) Special Treasure
Alien Type V	40	5	-2	<i>1d12 / 1d8</i>	2	TREASURES (2) Special Treasure
Alien Type VI	45	4	-4	<i>1d12 / 1d12</i>	2	TREASURES (2) Special Treasure