

This booklet represents one character in the *Lost Worlds™* series of fantasy combat games. Each character in this series can interact with every other; each has strengths and weaknesses which you will discover as you and your friends collect them.

The Booklet - Each page of the booklet contains two parchments: the larger odd-numbered picture parchment and the smaller, even-numbered movement parchment.

The Character Sheet - On the front of the Character Sheet is a picture of your character, columns showing the maneuvers, the page number to turn to when you do those maneuvers, and any damage modifiers you get when your maneuver scores. On the back is an explanation of each maneuver.

How To Play
Each player must have a booklet and Character Sheet to play. You and your opponent do the following steps simultaneously:

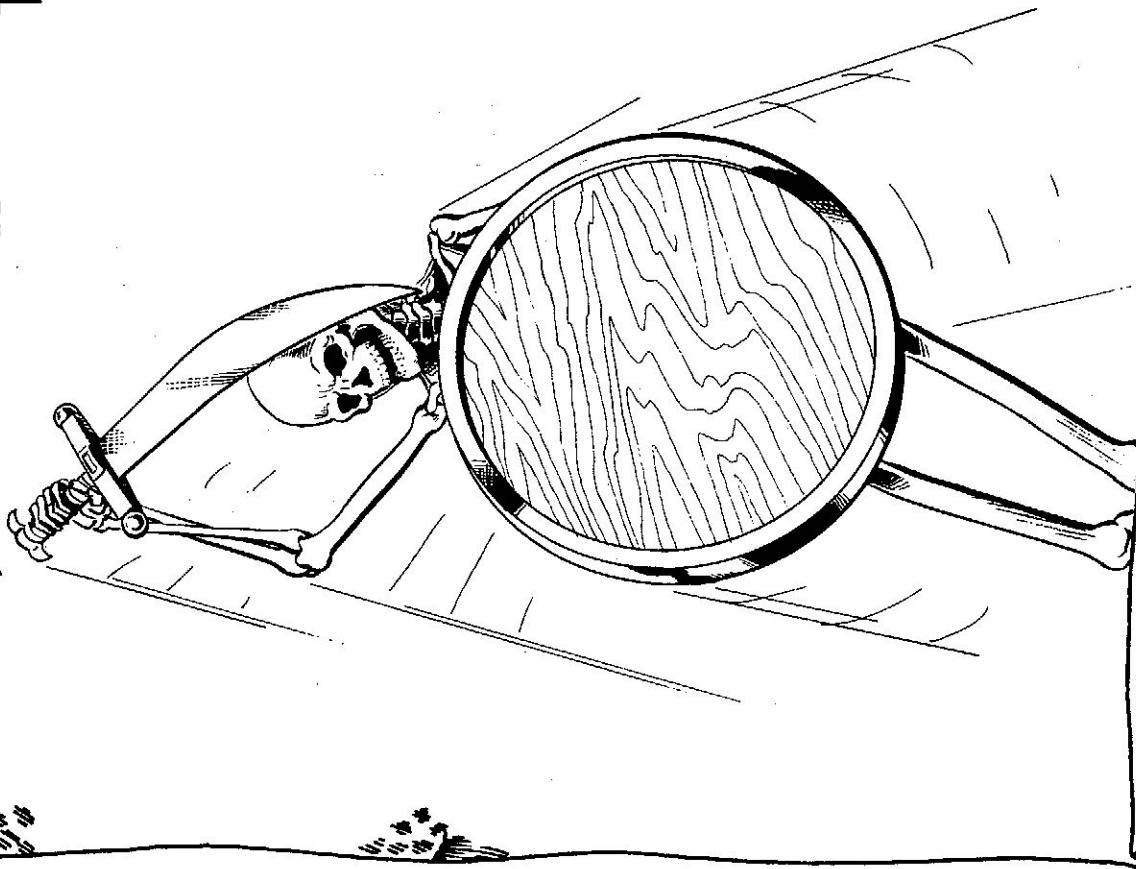
- 1) Exchange booklets with your opponent, but keep your own Character Sheet.
- 2) Open the booklet to parchment 57. You now see your opponent at extended range. At the bottom of the parchment are instructions for your opponent's next maneuver. Read them to him now (e.g. "Do only extended range.")
- 3) Use your Character Sheet to choose your maneuver and turn to the movement parchment listed next to it. This will always be an even number.
- 4) Tell your opponent the number of the movement parchment you are now on.
- 5) On your movement parchment, find the even number your opponent gave you in step 4. Turn to the odd numbered parchment listed beside it. This picture shows either your opponent's maneuver or you scoring on your opponent. Note: It will not show if you have been hit. That will show only in the booklet your opponent is using.
- 6) If the word "Score" appears on the picture parchment, you have hit your opponent. Add the number beneath "Score" to the damage modifier for the maneuver you just did. If the result is greater than zero, tell your opponent to subtract that many points of damage from his character's body points. If the result is zero or less, no damage has been done.
- 7) If your opponent's body point total is now zero or less, he is unconscious and you have won the game. If his body point total is -5 or less, he has died.
- 8) After adjusting your character's body point total, read the instructions below the picture to your opponent. These instructions always apply whether you scored or not.
- 9) Return to step 3 and choose your next maneuver keeping in mind any instructions your opponent read to you.

EXTENDED RANGE - Do Extended Range maneuvers only when you are specifically instructed to. You must do Extended Range maneuvers when told to.

Character Improvement

Your character gains experience points equal to the maximum body points of the opponent you defeat. Note: killing is unnecessary.

To increase a damage modifier, subtract experience points equal to your character's maximum body points. Your total experience points may never be less than zero. Each time you do this, add one to the damage modifier of your choice. All damage modifiers

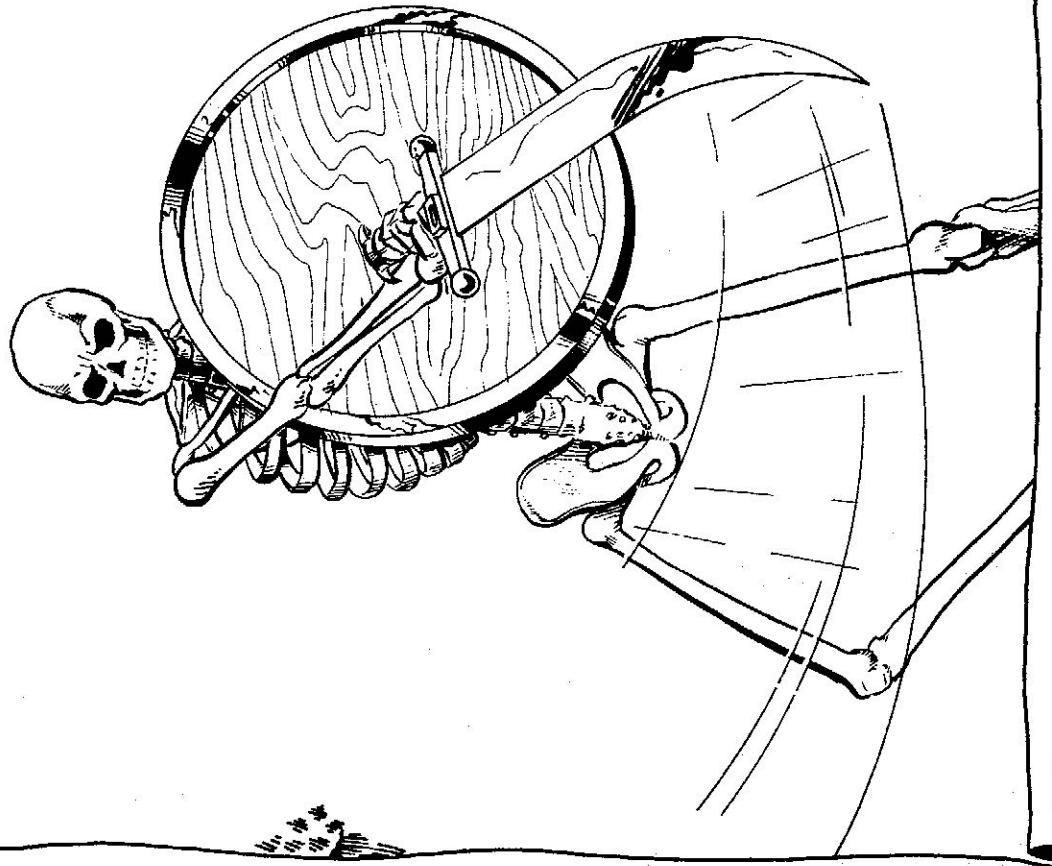


Tell opponent: "Add +2 if you Score next turn."

2—49	10—13	18—37	26—13	34—41	42—49
4—63	12—13	20—19	28—13	36—13	44—15
6—13	14—49	22—49	30—49	38—13	46—27
8—19	24—13	32—13	40—49	48—13	
16—57					

SWINGING LOW

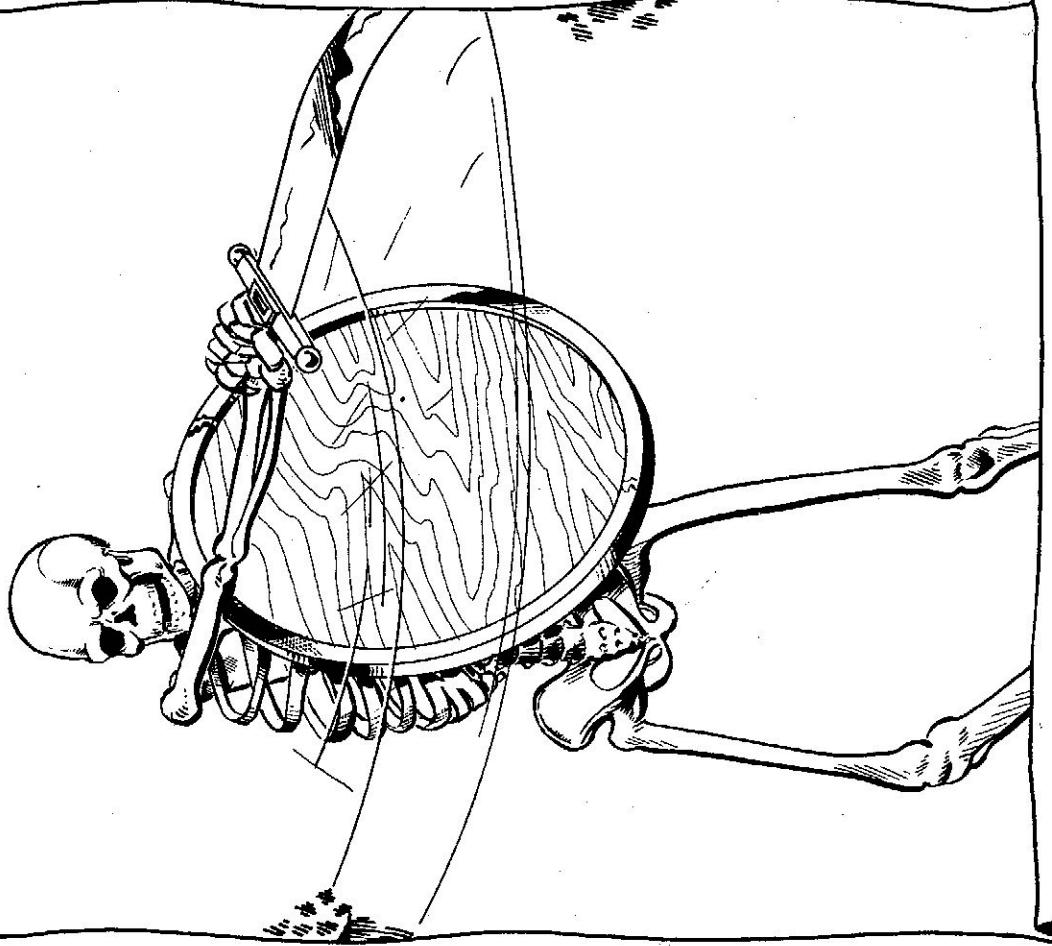
5



Tell opponent: "Do no Blue next turn."

SWINGING HIGH

3



Tell opponent: "Do no Red next turn."

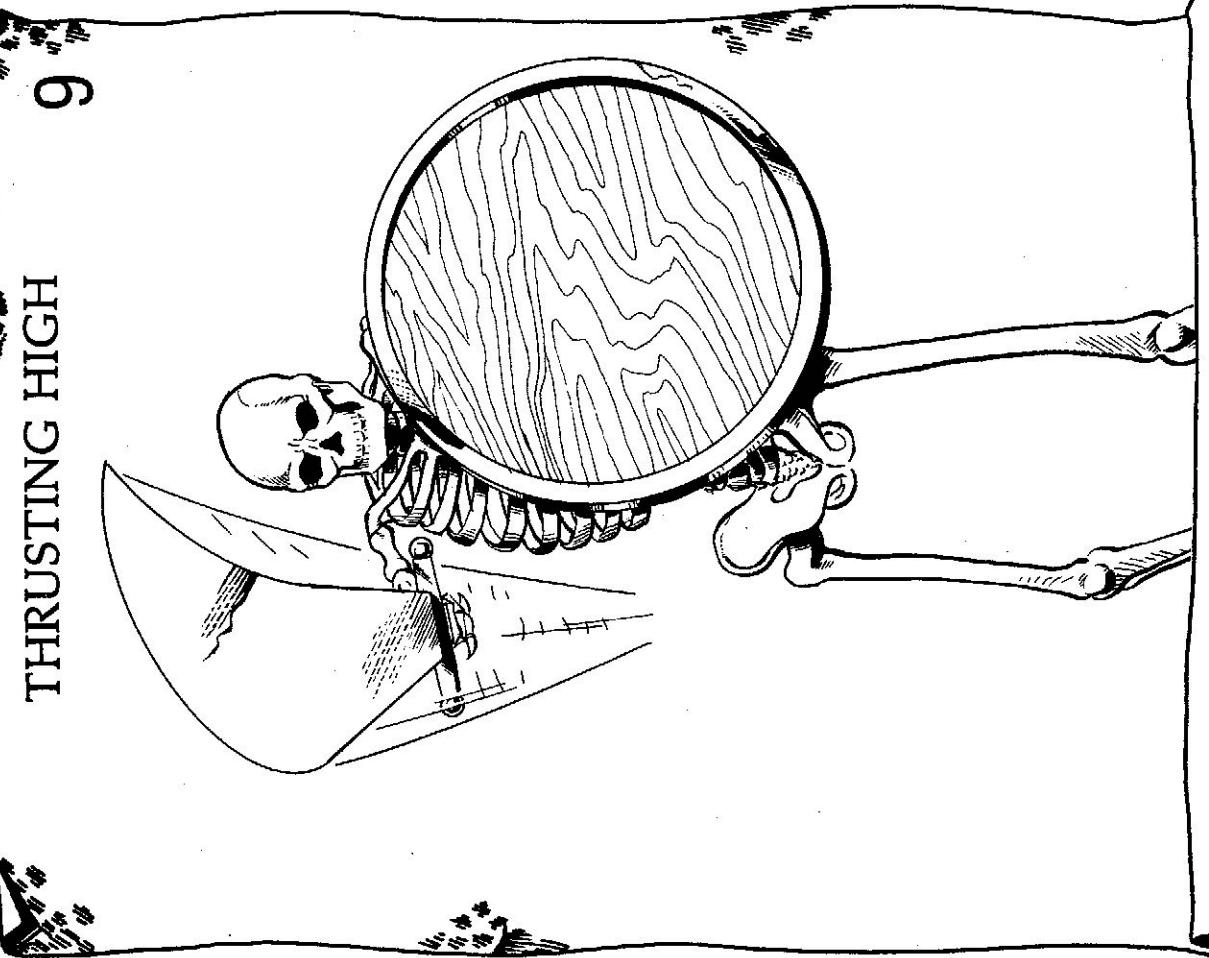
4

2—5	10—3	18—37	26—17	34—59	42—59	4—59	12—59	20—59	28—3	36—15	44—15	6—59	14—11	22—11	30—15	38—3	46—43	8—33	16—57	24—15	32—9	40—5	48—59
2—5	10—3	18—37	26—17	34—59	42—59	4—63	12—3	20—29	28—45	36—15	44—45	6—17	14—49	22—11	30—5	38—3	46—43	8—33	16—19	24—15	32—45	40—5	48—45
2—5	10—3	18—37	26—17	34—59	42—59	4—63	12—3	20—29	28—45	36—15	44—45	6—17	14—49	22—11	30—5	38—3	46—43	8—33	16—19	24—15	32—45	40—5	48—45
2—5	10—3	18—37	26—17	34—59	42—59	4—63	12—3	20—29	28—45	36—15	44—45	6—17	14—49	22—11	30—5	38—3	46—43	8—33	16—19	24—15	32—45	40—5	48—45

6

THRUSTING HIGH

9

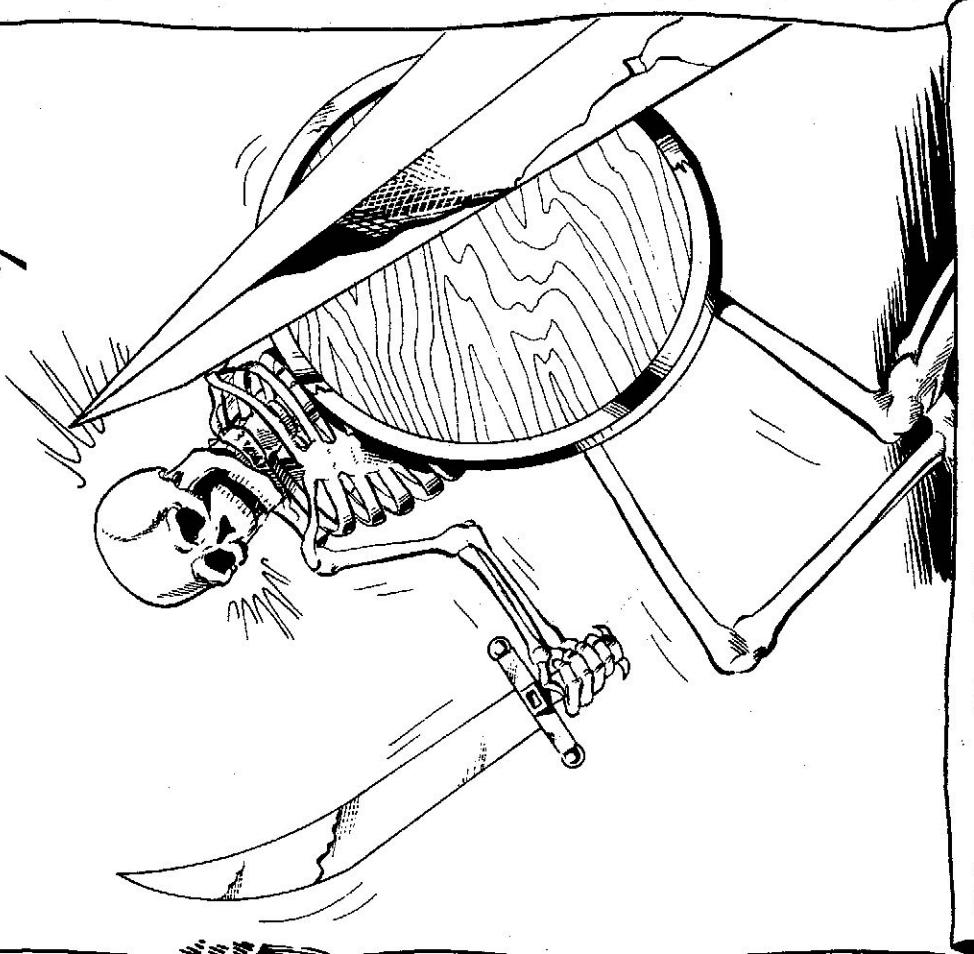


Tell opponent: "No restrictions next turn."

DAZED

7

SCORE
7



Tell opponent: "Do only Green or Yellow next turn."

8

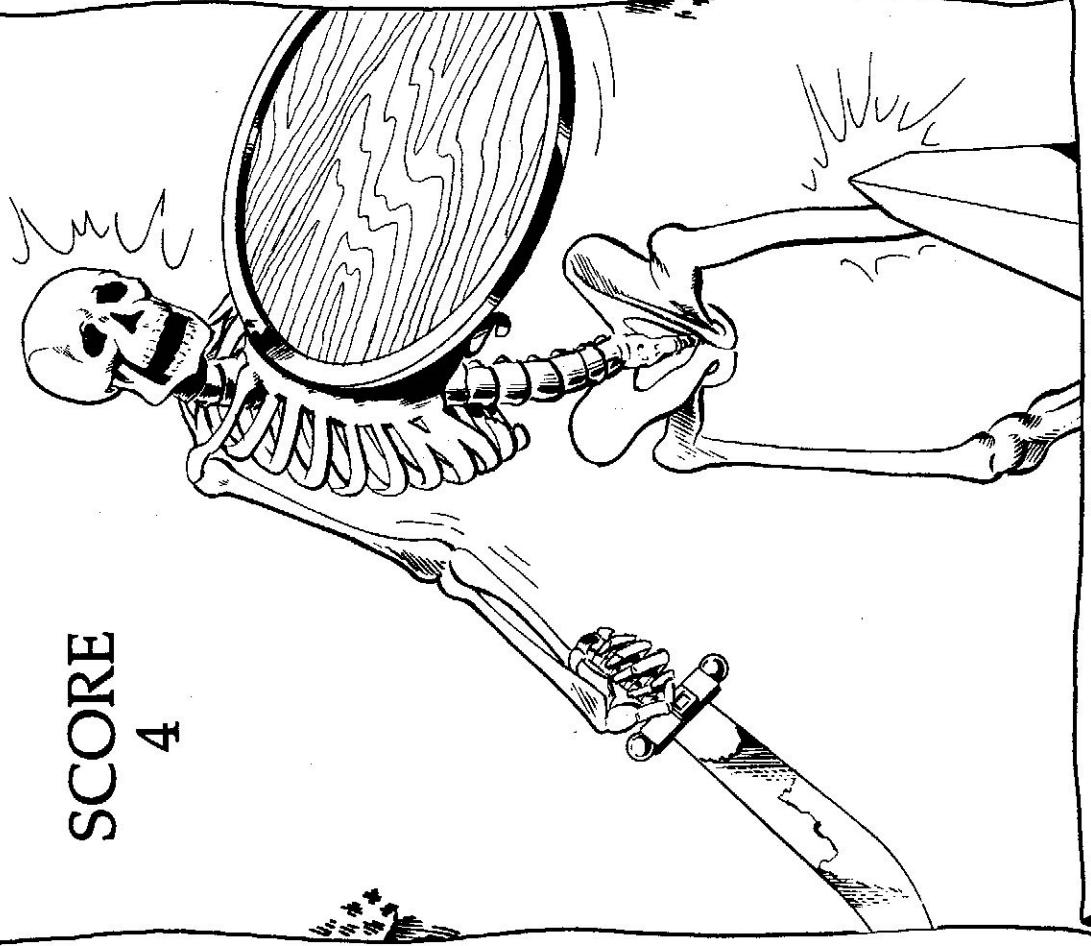
2—5	10—3	18—37	26—17	34—19	42—5
4—63	12—3	20—29	28—3	36—15	44—15
6—9	14—21	22—21	30—3	38—3	46—43
8—33	16—57	24—15	32—9	40—5	48—3

2—31	10—45	18—13	26—17	34—25	42—31
4—53	12—3	20—23	28—31	36—31	44—45
6—9	14—7	22—7	30—3	38—45	46—43
8—19	16—57	24—45	32—53	40—53	48—45

THRUSTING LOW

LEG WOUND 13

SCORE
4



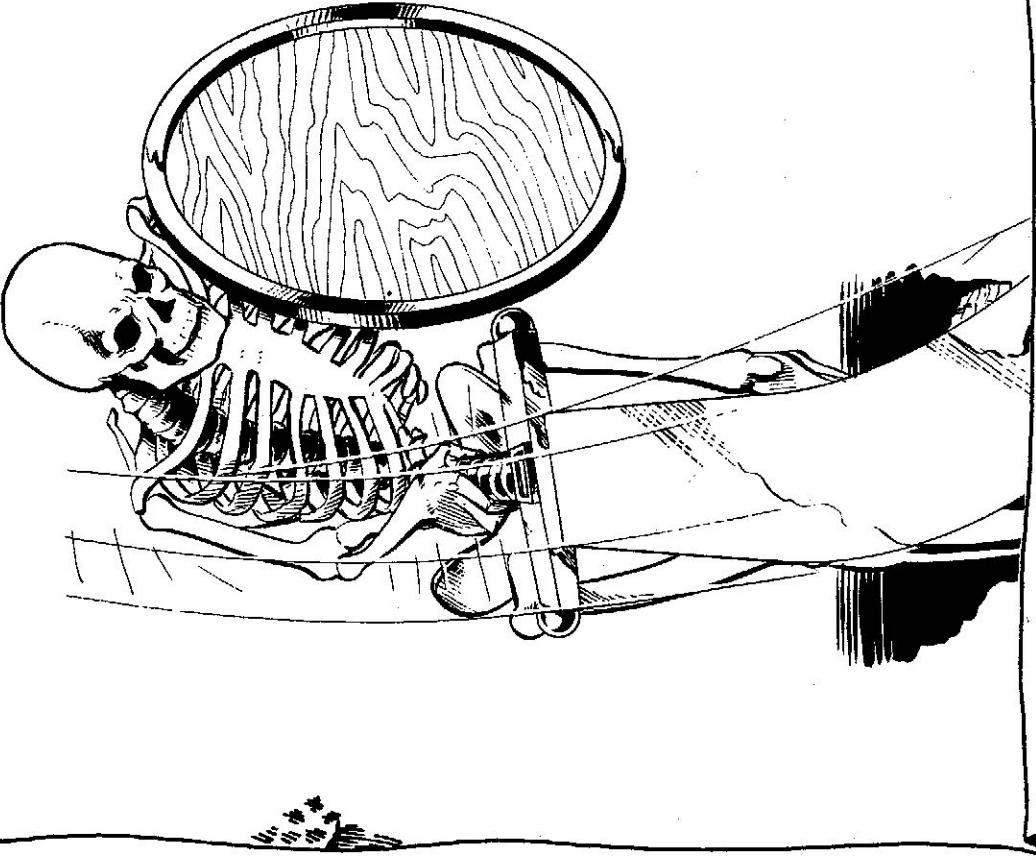
Tell opponent: "Do no Red next turn."

12

2—31	10—53	18—13	26—17	34—25	42—49
4—63	12—45	20—29	28—31	36—31	44—15
6—9	14—11	22—11	30—3	38—45	46—31
8—19	16—57	24—45	32—45	40—53	48—45

2—49	10—3	18—37	26—17	34—25	42—49
4—63	12—3	20—29	28—3	36—15	44—15
6—49	14—11	22—11	30—5	38—3	46—43
8—23	16—19	24—15	32—9	40—49	48—49

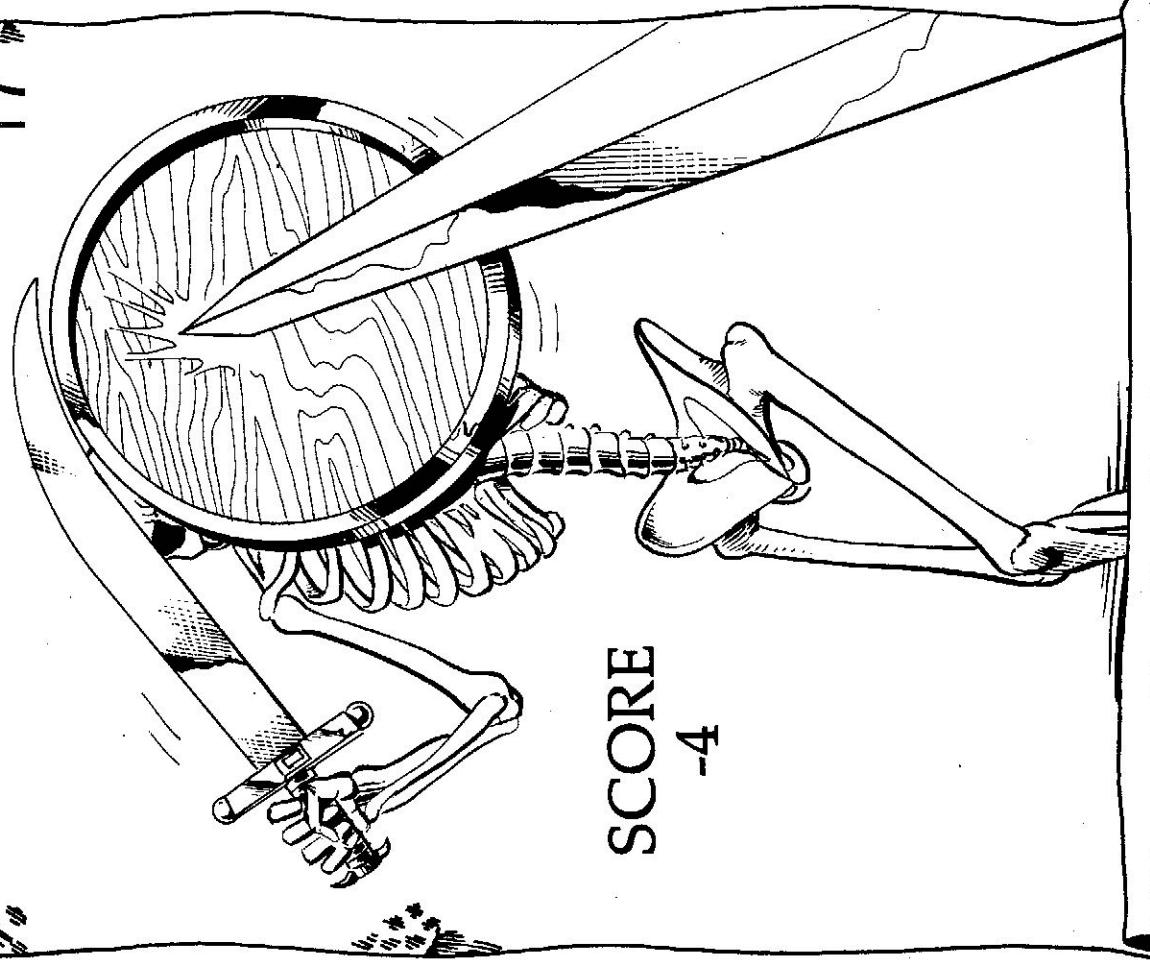
11



Tell opponent: "Do no Orange next turn."

BLOCKING HIGH

17



SCORE
-4

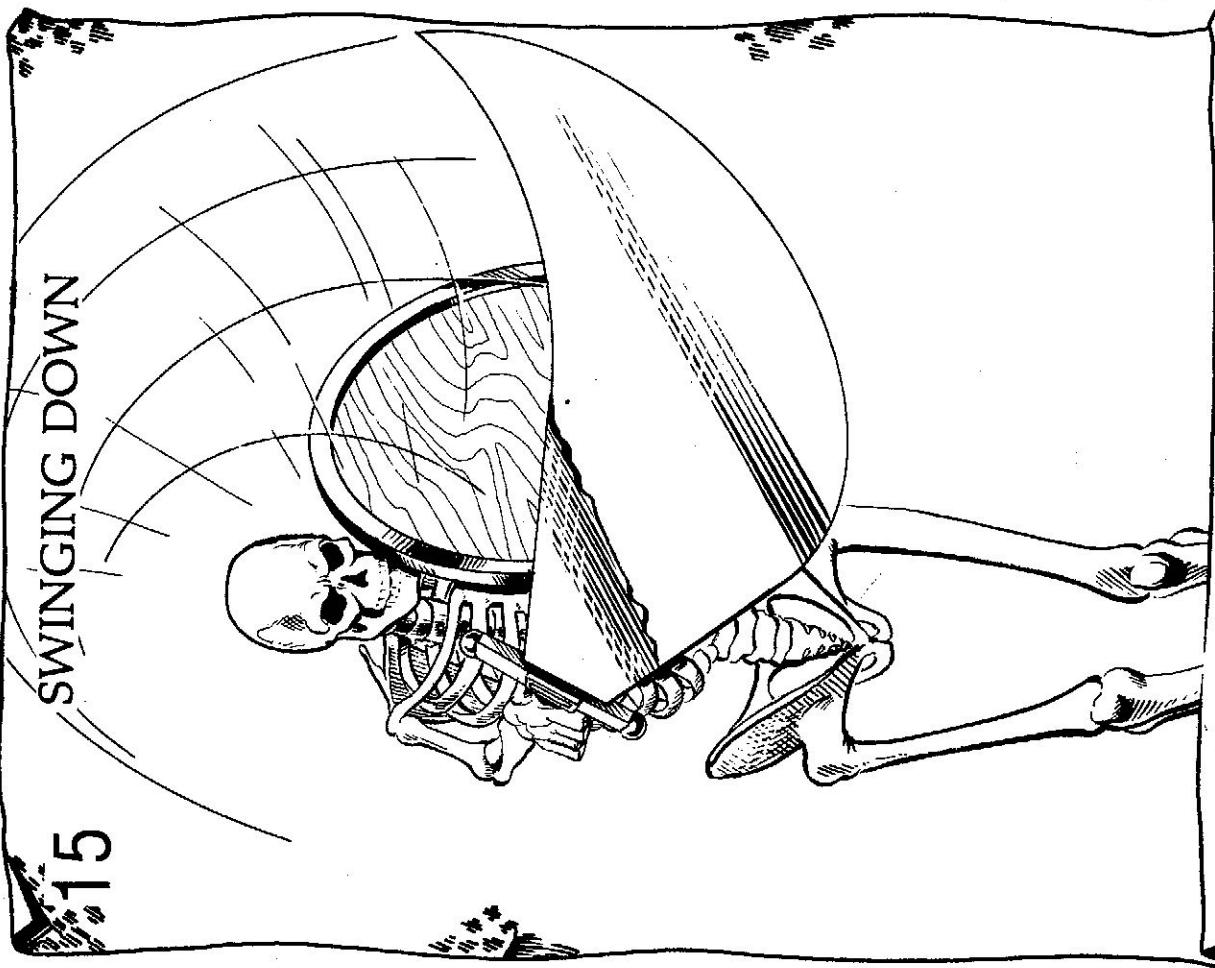
Tell opponent: "Do no Blue next turn."

18

2—5	10—3	18—37	26—17	34—41	42—5
4—63	12—3	20—29	28—3	36—15	44—15
6—17	14—11	22—11	30—3	38—3	46—43
8—33	16—57	24—15	32—9	40—21	48—3

SWINGING DOWN

15



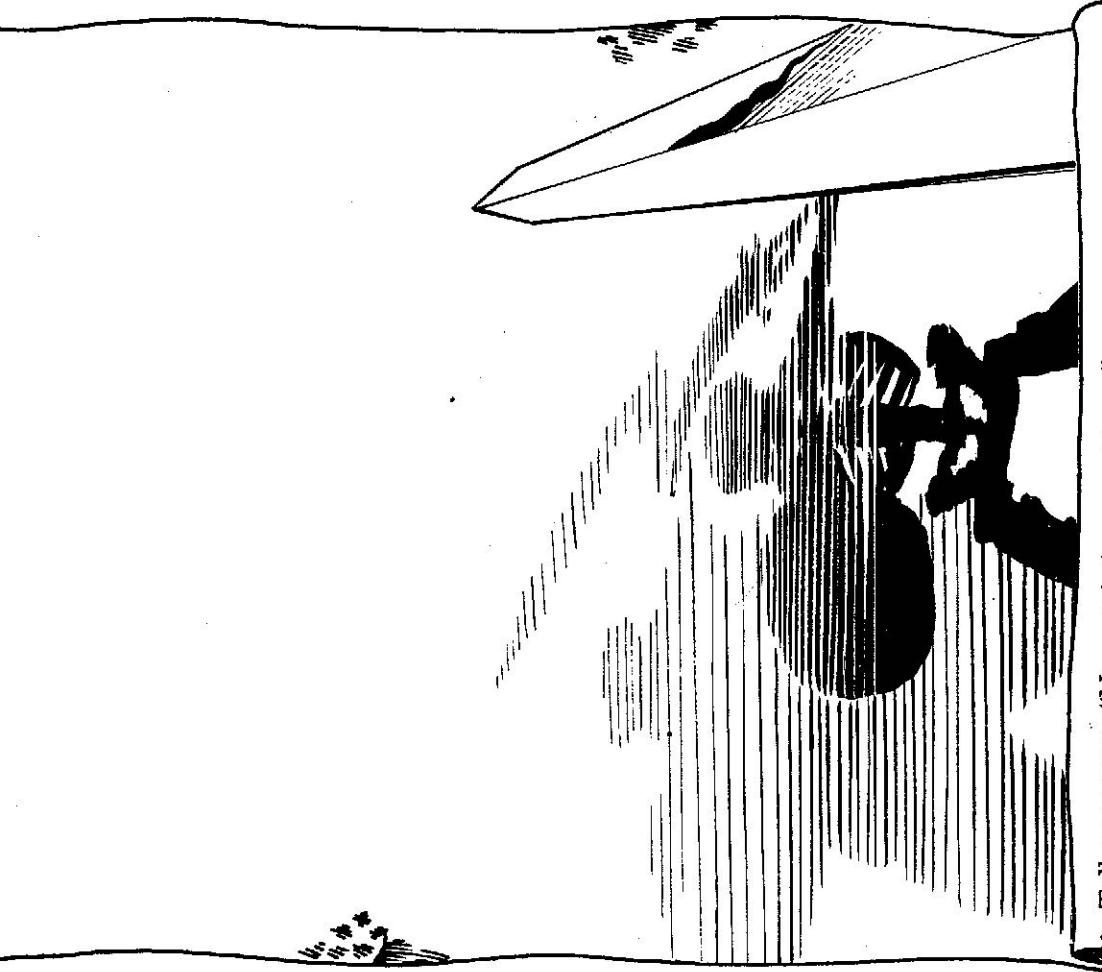
Tell opponent: "No restrictions next turn."

16

2—57	10—57	18—61	26—57	34—41	42—57
4—57	12—57	20—61	28—21	36—41	44—57
6—9	14—11	22—11	30—57	38—57	46—43
8—61	16—57	24—19	32—9	40—21	48—57

BEHIND YOU

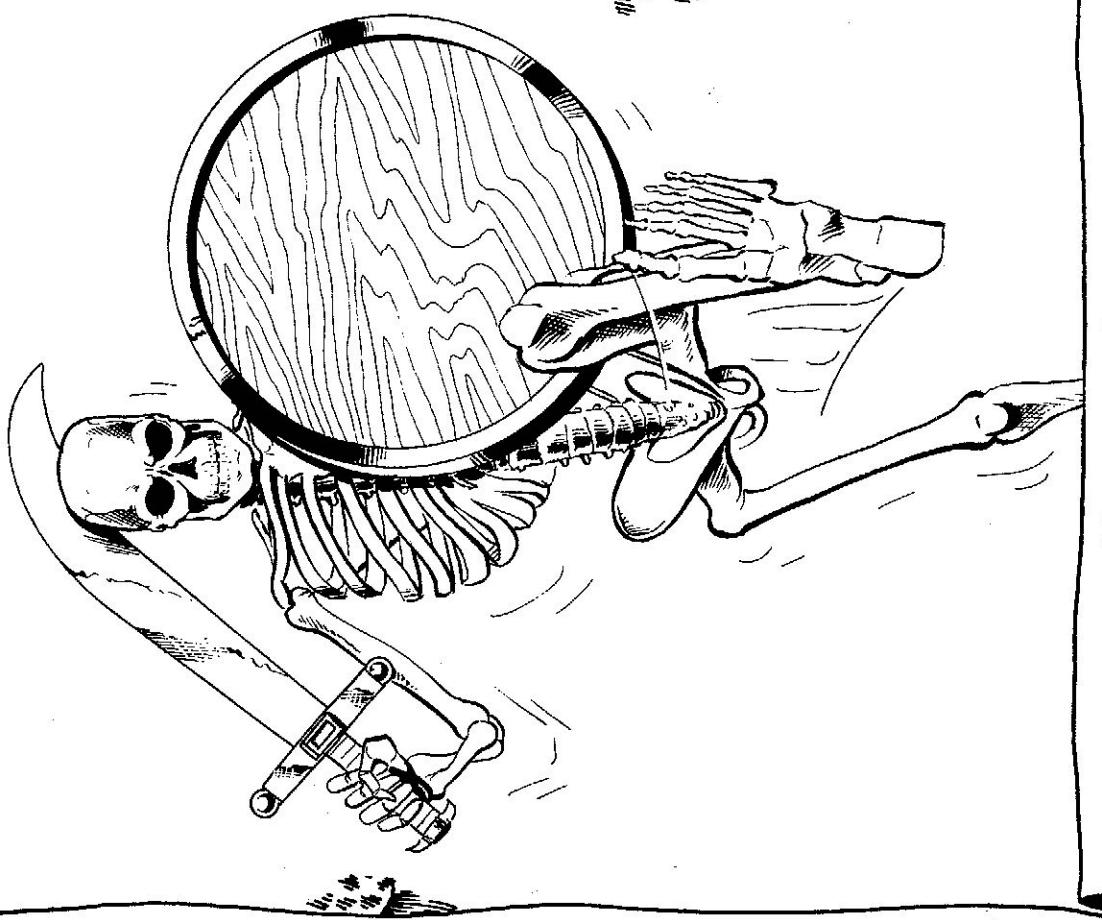
23



Tell opponent: "No restrictions next turn."

KICKING

25



Tell opponent: "Do no Yellow next turn."

24

2—53	10—45	18—53	26—17	34—53	42—5
4—41	12—45	20—7	28—3	36—15	44—15
6—17	14—11	22—11	30—3	38—45	46—41
8—33	16—1	24—7	32—45	40—21	48—17

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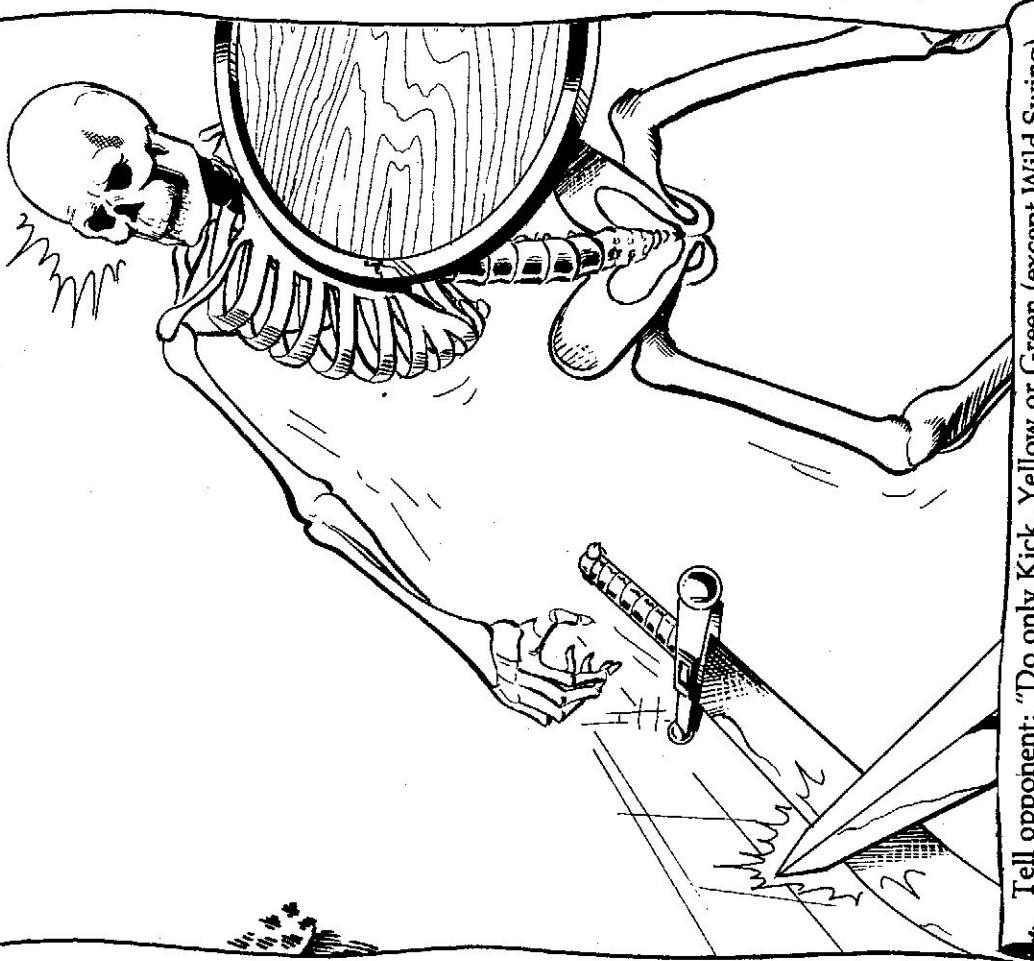
48—59

48—59

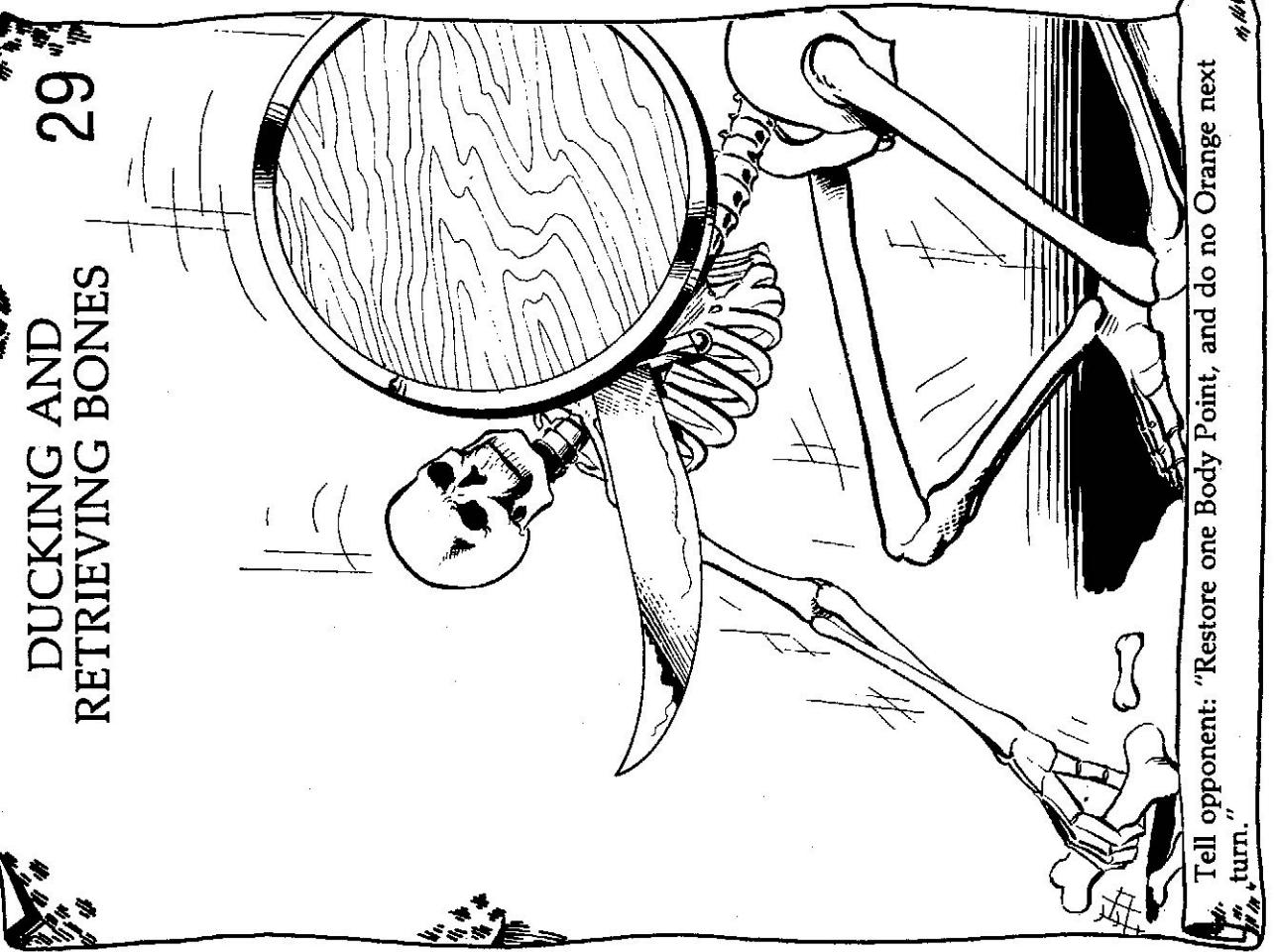
48—59

</div

27 WEAPON DISLODGED



29 DUCKING AND RETRIEVING BONES



2—7	10—3	18—37	26—53	34—25	42—5	42—27
4—31	12—53	20—23	28—19	36—31	44—15	44—15
6—45	14—11	22—11	30—31	38—27	46—31	46—27
8—19	16—23	24—53	32—9	40—41	48—3	48—3
28						30

2—49	10—3	18—37	26—17	34—25	42—27
4—63	12—3	20—29	28—3	36—15	44—15
6—9	14—11	22—27	30—27	38—27	46—27
8—33	16—57	24—15	32—27	40—5	48—3

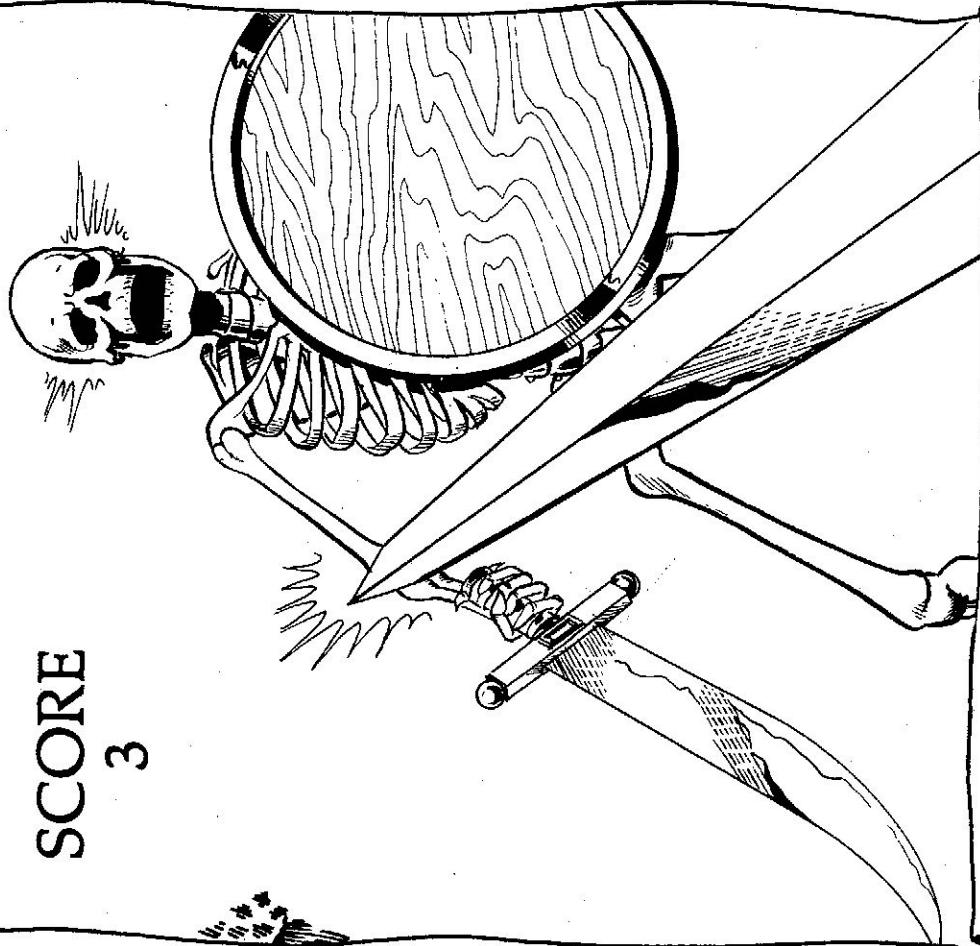
ARM WOUND

31

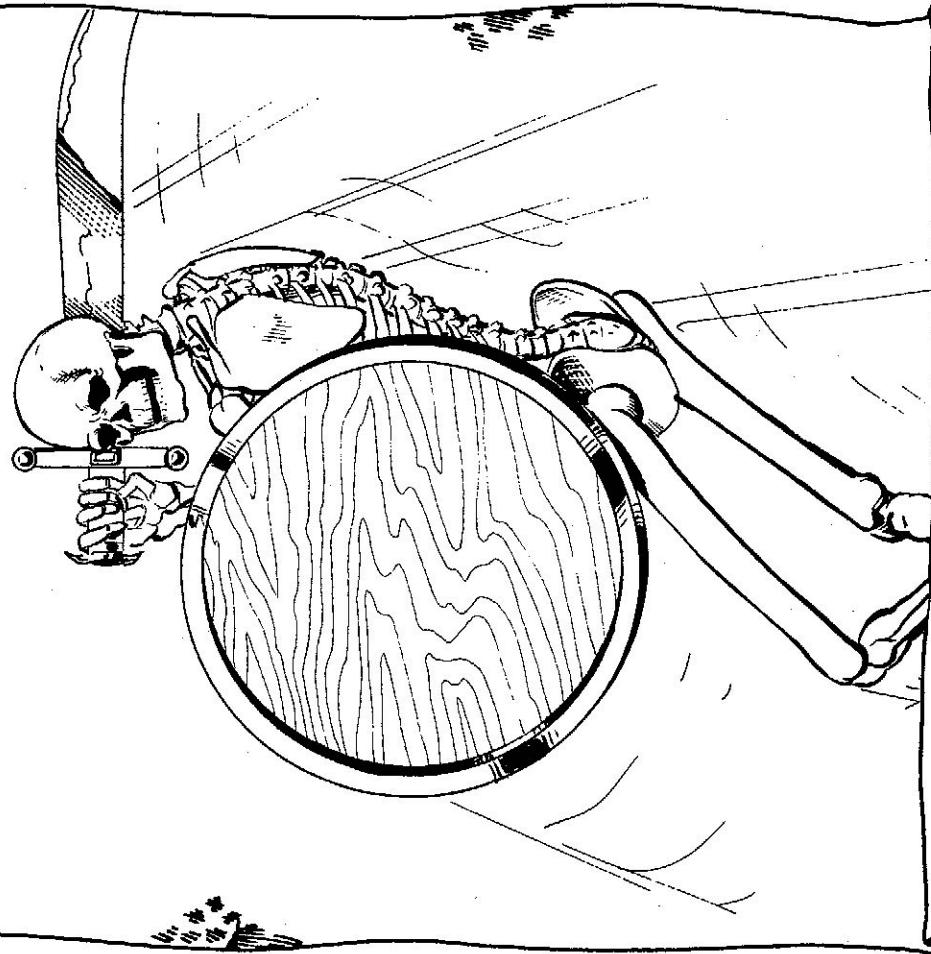
DODGING

33

SCORE
3



Tell opponent: "Do no Orange next turn."



Tell opponent: "Add +2 to any Down or Side Swing that Scores next turn."

32

34

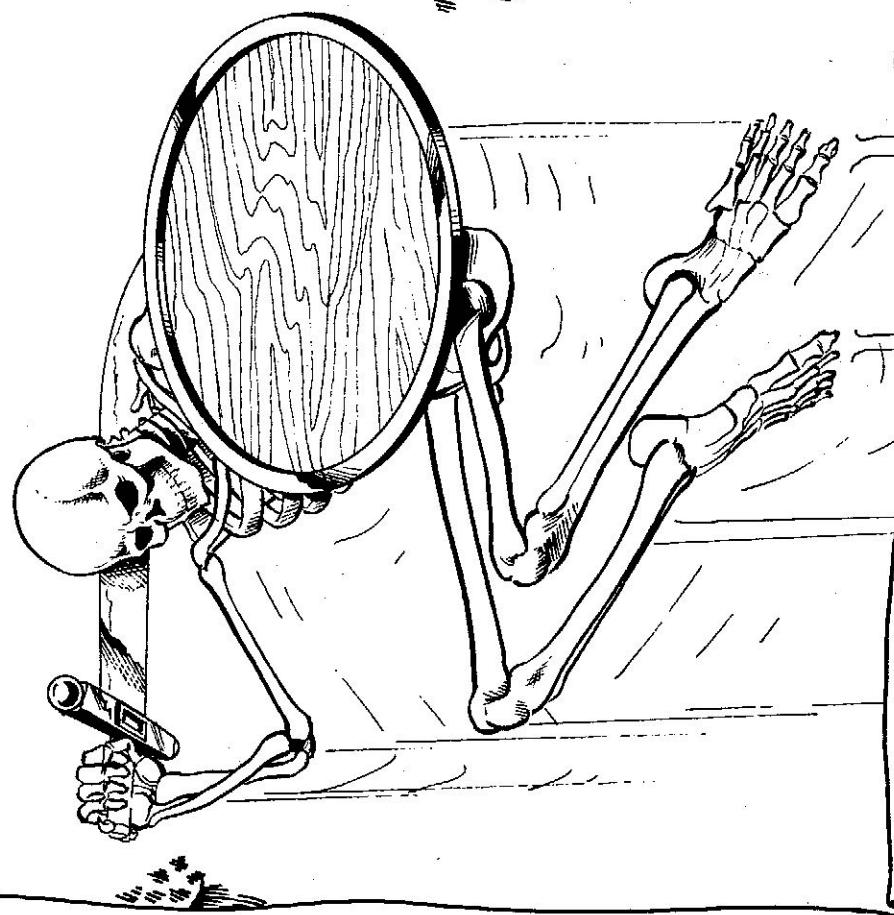
2—5	10—3	18—37	26—17	34—25	42—5	34—51	42—5
4—63	20—29	28—3	36—15	44—45	4—63	12—3	20—41
12—45	22—11	30—3	38—45	46—43	6—11	14—11	22—51
14—11	24—45	32—9	40—5	48—17	8—33	16—1	24—15
						32—51	40—41

34

2—5	10—51	18—37	26—51	34—51	42—5
4—63	12—3	20—41	28—51	36—41	44—15
6—11	14—11	22—51	30—51	38—3	46—27
8—33	16—1	24—15	32—51	40—41	48—51

JUMPING UP

37

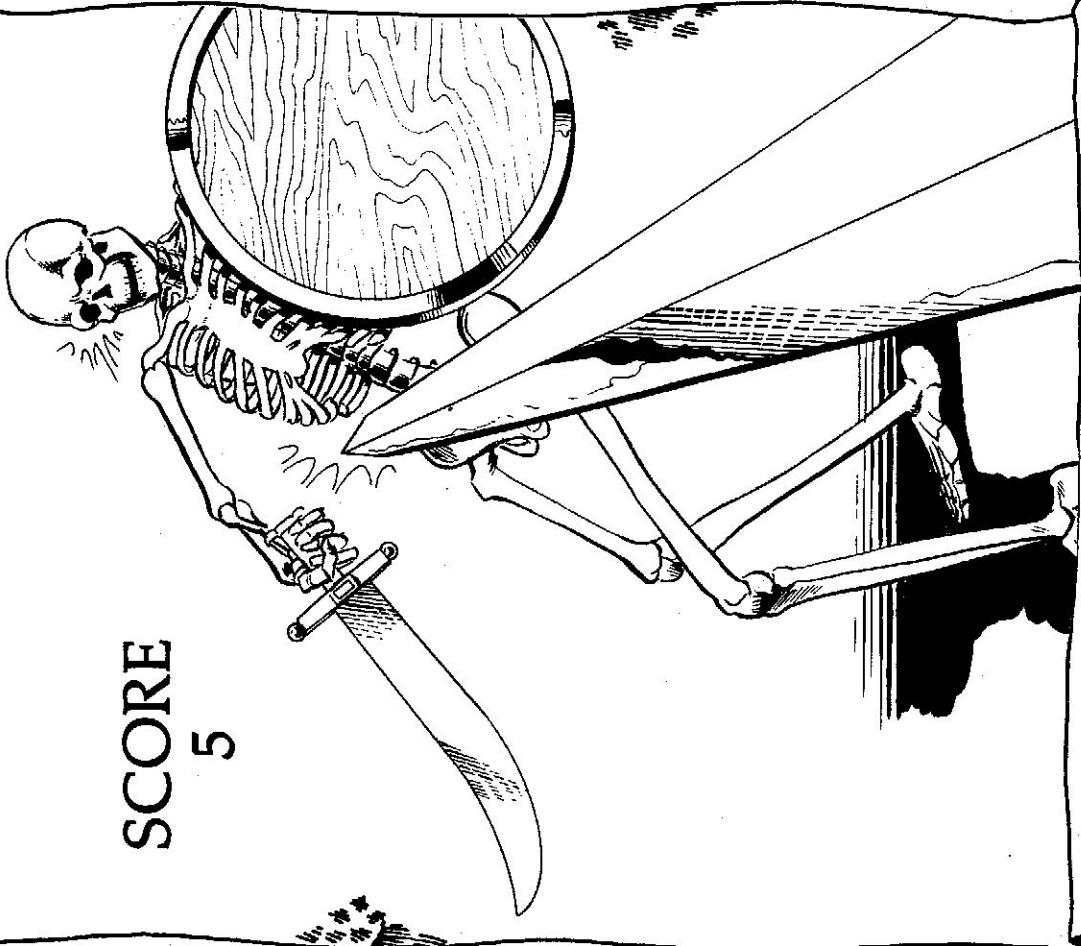


Tell opponent: "Do no Blue next turn, but add +2 to any Orange that Scores next turn."

EXTENDED RANGE BODY WOUND

35

SCORE
5



Tell opponent: "Do only Brown next turn."

36

2—	5	10—	3	18—	7	26—	55	34—	7	42—	5
4—	7	12—	3	20—	7	28—	7	36—	15	44—	55
6—	55	14—	11	22—	11	30—	27	38—	3	46—	7
8—	33	16—	1	24—	15	32—	9	40—	7	48—	55

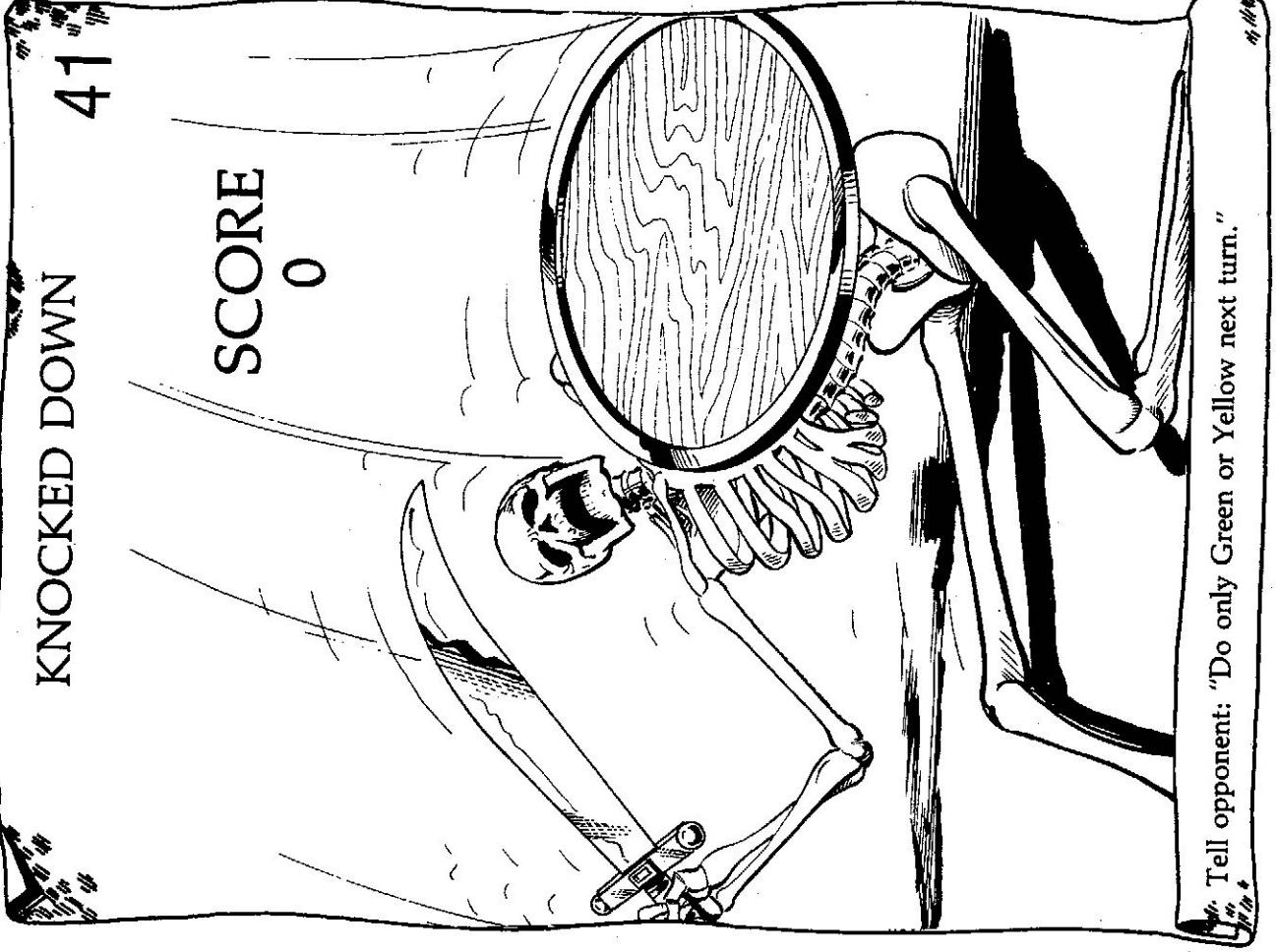
2—	31	10—	45	18—	13	26—	17	34—	25	42—	31
4—	53	12—	45	20—	29	28—	3	36—	31	44—	45
6—	9	14—	7	22—	9	30—	5	38—	45	46—	43
8—	19	16—	57	24—	45	32—	45	40—	5	48—	45

38

KNOCKED DOWN

41

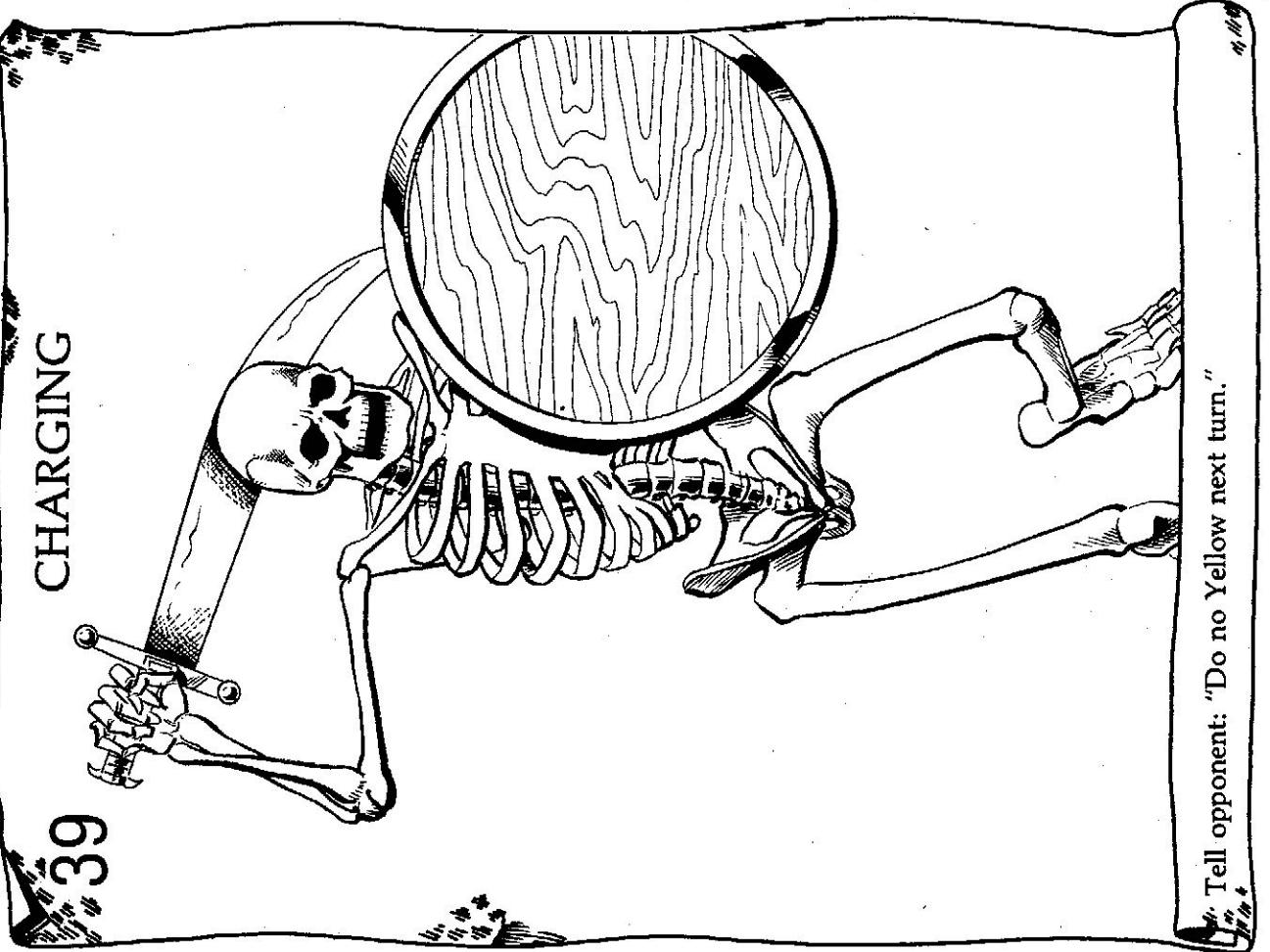
SCORE
0



Tell opponent: "Do only Green or Yellow next turn."

CHARGING

39



Tell opponent: "Do no Yellow next turn."

40

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42

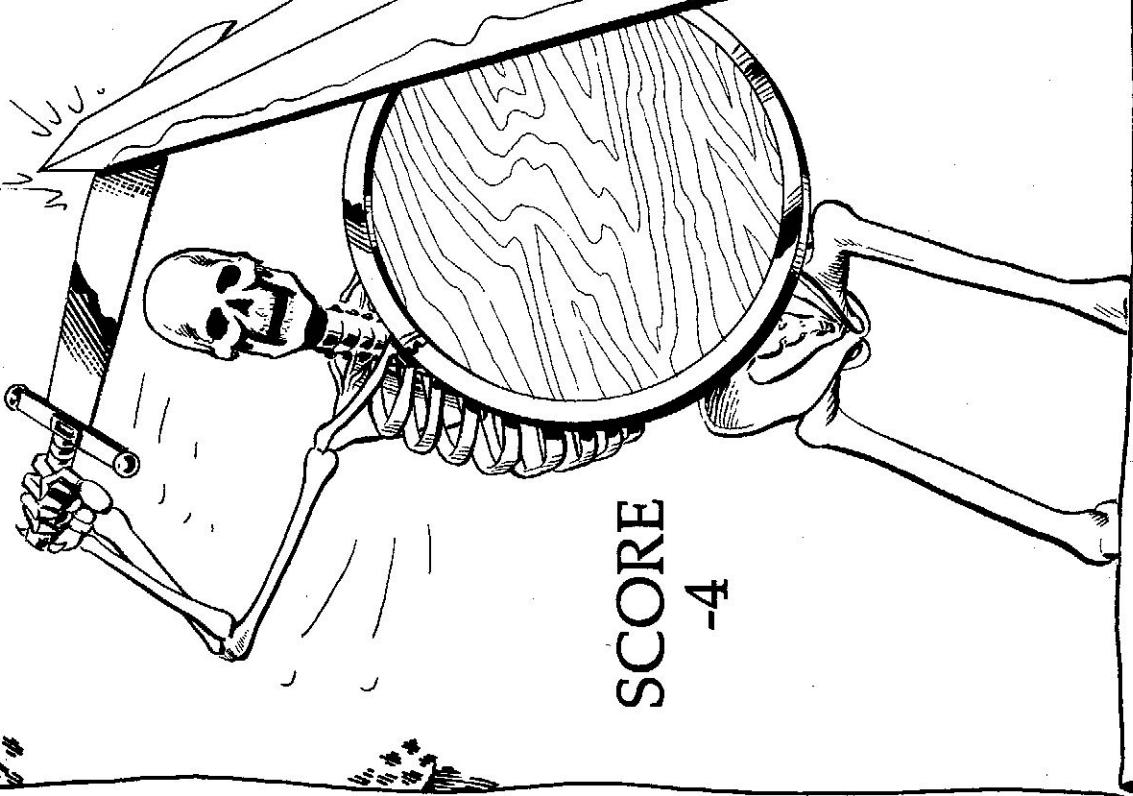
42

42

42

PARRYING HIGH

45

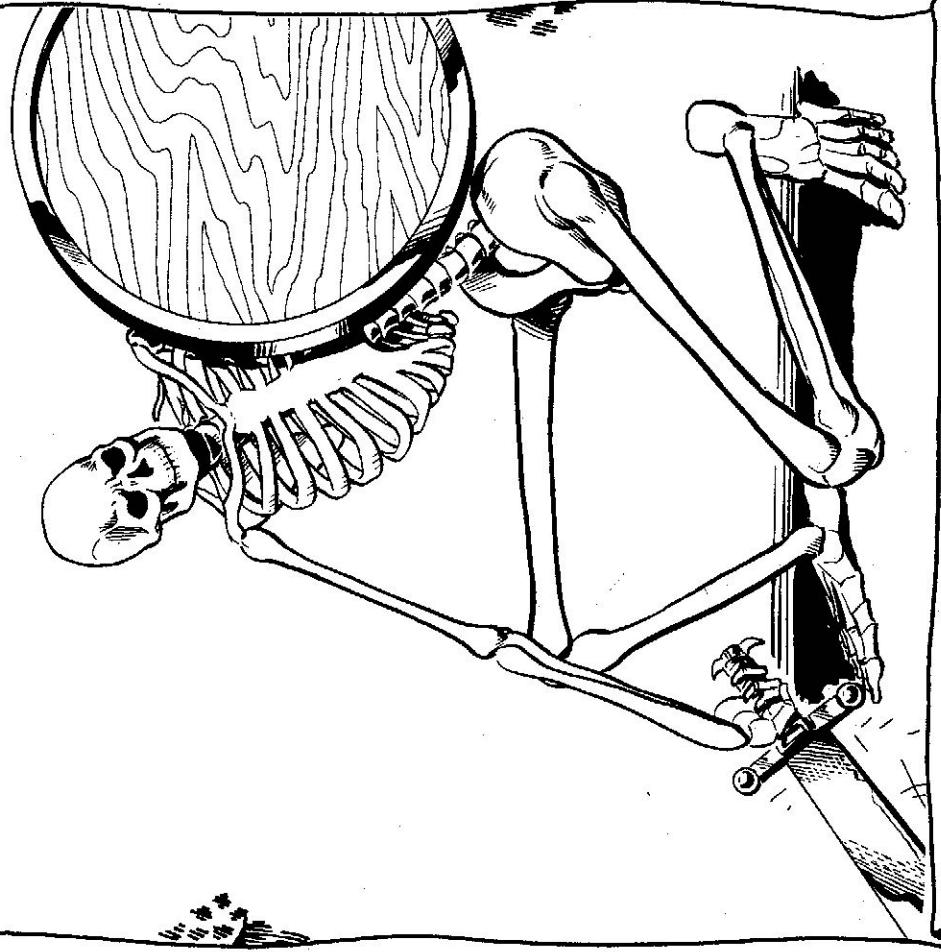


SCORE
-4

Tell opponent: "No restrictions next turn."

RETRIEVING WEAPON

43



Tell opponent: "May use weapon again. No restrictions next turn."

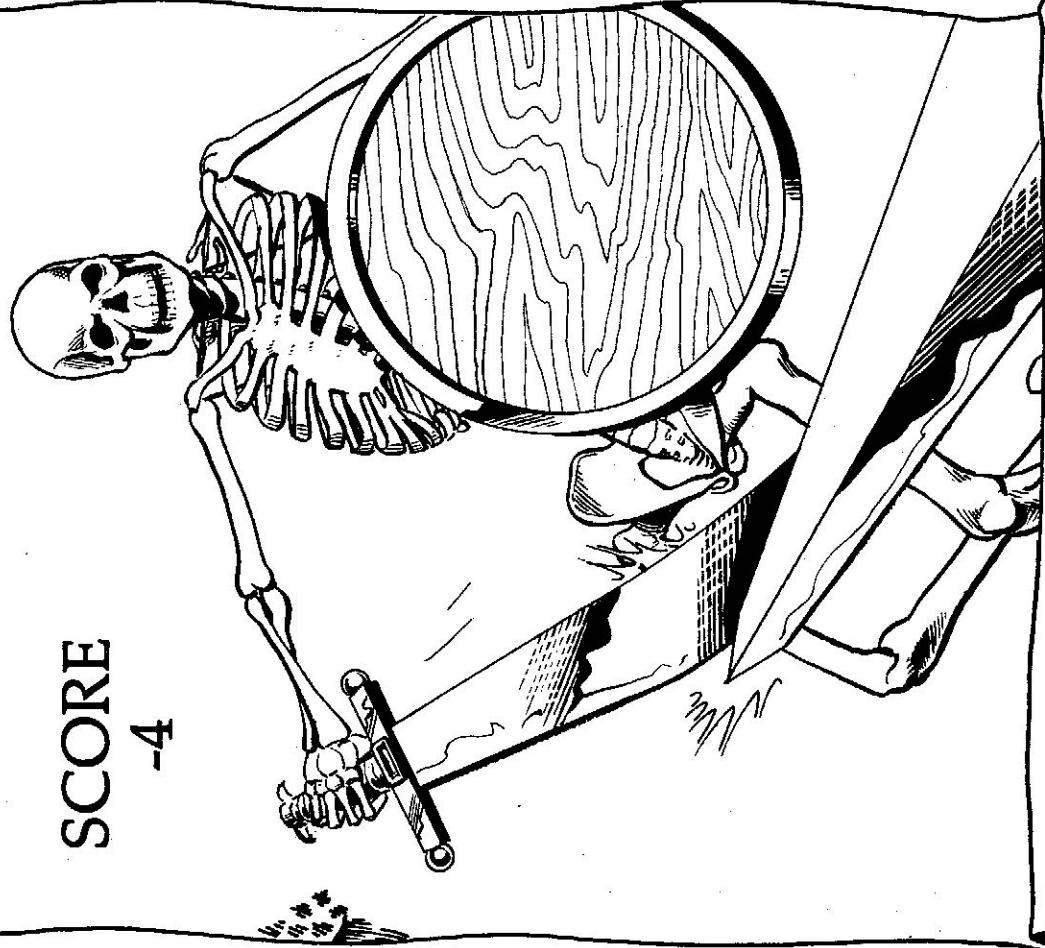
44

2—5	10—45	18—7	26—17	34—19	42—5	2—5	10—3	18—37	26—17	34—25	42—5
4—19	12—3	20—19	28—19	36—19	44—45	4—63	12—3	20—29	28—3	36—15	44—15
6—45	14—19	22—19	30—19	38—45	46—27	6—9	14—11	22—11	30—15	38—3	46—43
8—33	16—57	24—15	32—45	40—19	48—45	8—33	16—1	24—15	32—9	40—5	48—3

46

PARRYING LOW

49



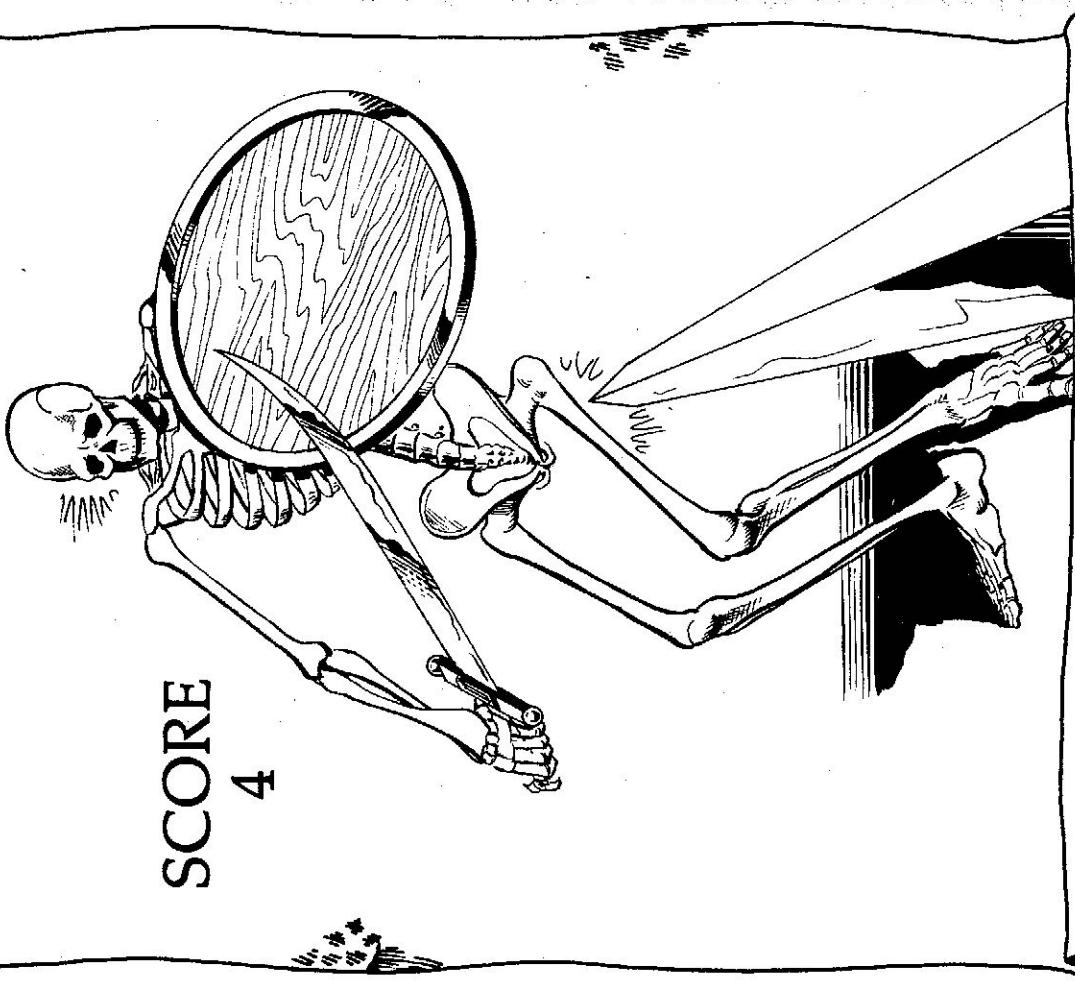
SCORE
-4

Tell opponent: "No restrictions next turn."

50
50—45 54—9 58—41 62—19
52—23 56—17 60—11 64—19

EXTENDED RANGE
LEG WOUND

47



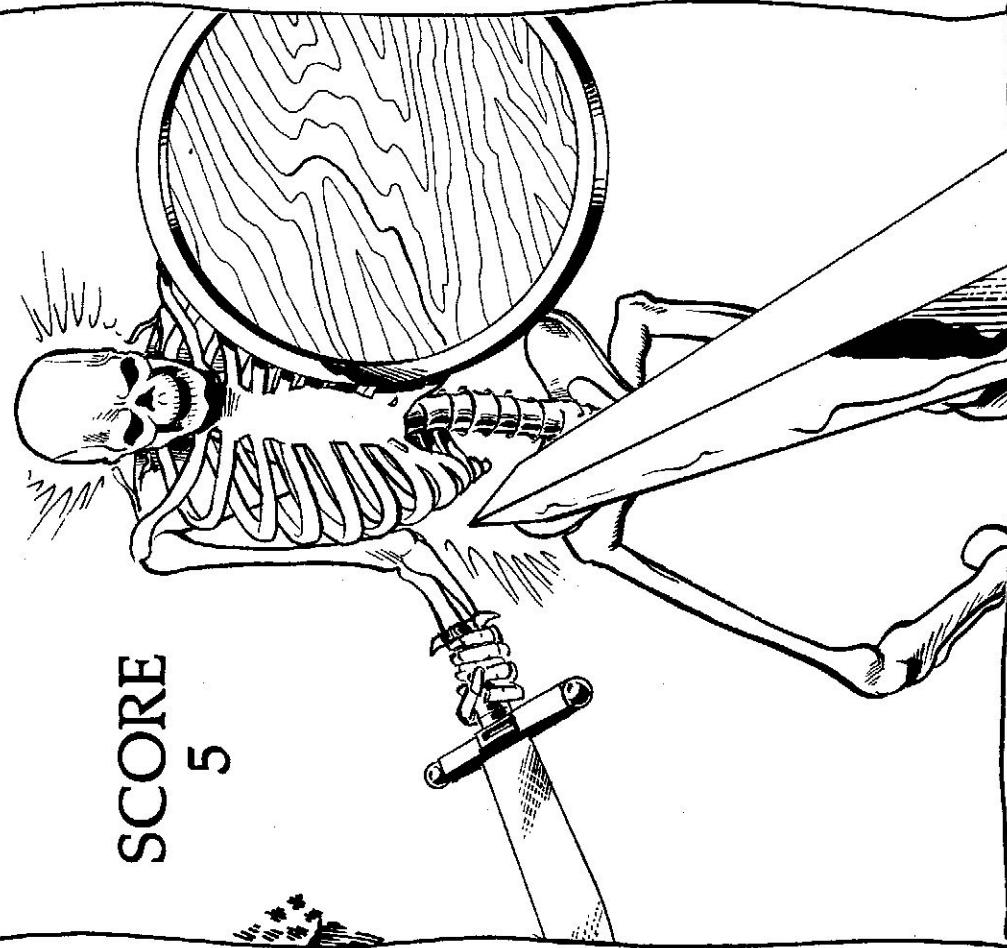
SCORE
4

Tell opponent: "Do only Brown next turn."

48
2—5 10—45 18—19 26—17 34—25 42—49
4—19 12—45 20—29 28—19 36—19 44—45
6—45 14—49 22—49 30—19 38—45 46—19
8—19 16—57 24—19 32—9 40—19 48—49

BODY WOUND

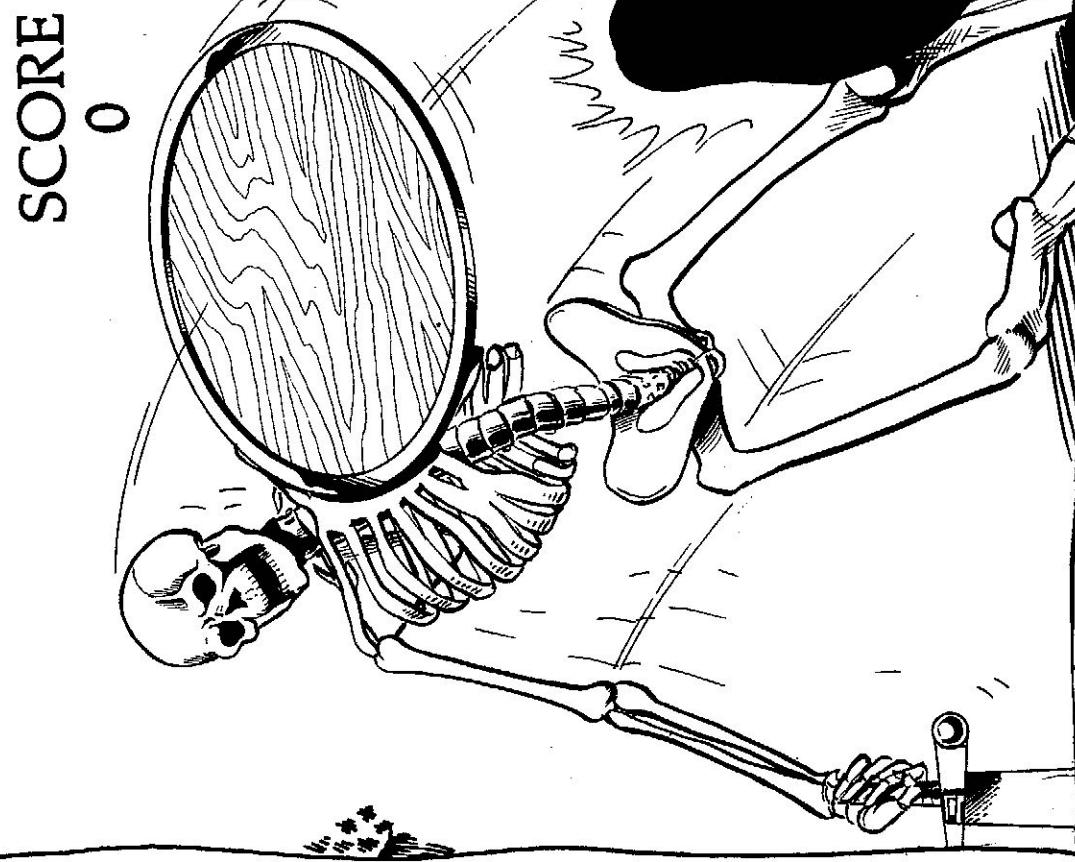
53



Tell opponent: "Do no Red or Orange next turn."

KICKED OFF BALANCE

51



Tell opponent: "Do only Green or Yellow next turn."

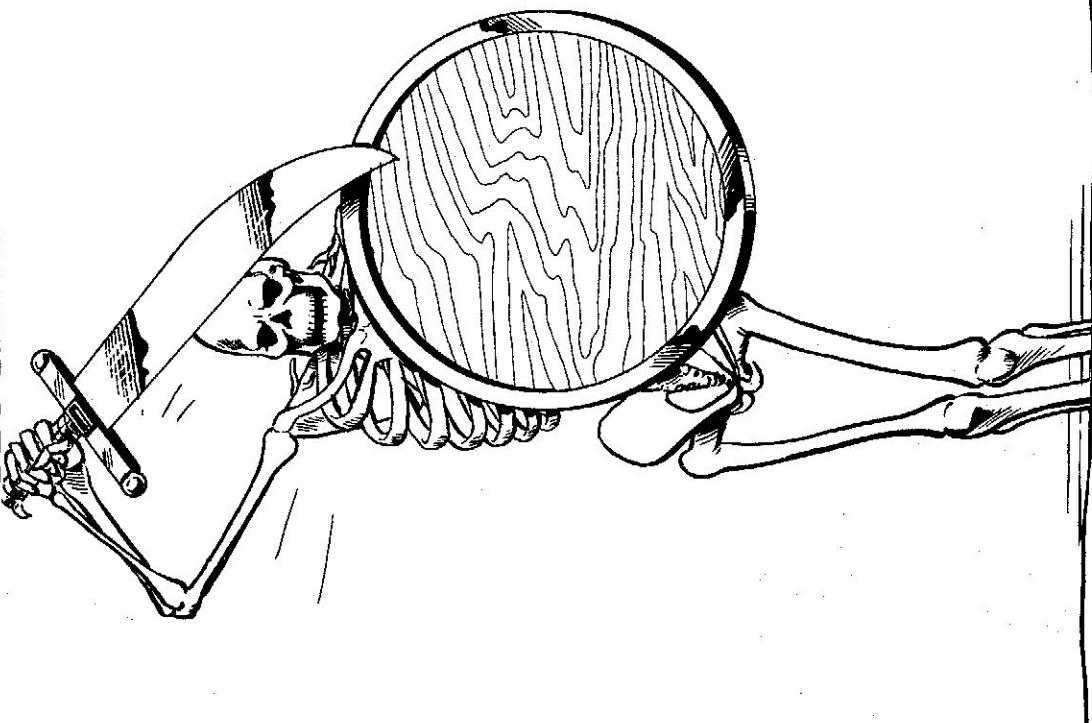
52

50—21 54—9 58—5 62—57
52—61 56—57 60—11 64—57
50—53 54—45 58—35 62—35
52—33 56—17 60—11 64—3

54

EXTENDED RANGE
BLOCKING

57

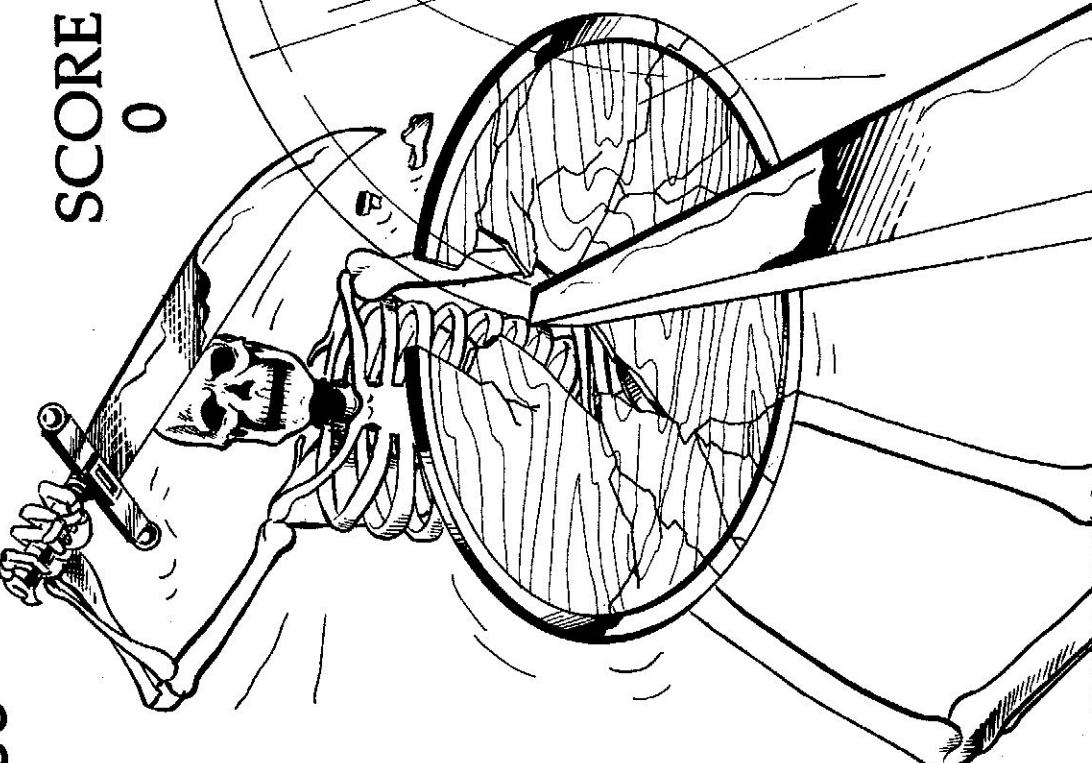


Tell opponent: "Do only EXTENDED RANGE next turn."

SHIELD SMASHED

55

SCORE
0



Tell opponent: "Do no Blocks or Protected Attacks for the rest of the game."

56

50—39 54—9 58—57 62—57
52—61 56—17 60—57 64—3

50—39 54—47 58—5 62—57
52—33 56—47 60—11 64—57

58

PUSHED OFF BALANCE

59

EXTENDED RANGE DODGING

61

SCORE
0



Tell opponent: "Do only EXTENDED RANGE next turn."

60

50—13 54—13 58—5 62—57
52—33 56—57 60—11 64—47

50—39 54—57 58—57 62—57
52—61 56—57 60—57 64—57

62

Tell opponent: "Do only EXTENDED RANGE next turn."

(including "0" and negative numbers) must be increased before any damage modifier can be increased again.

Increase your character's maximum body points by one after all his damage modifiers of the same color (including empty color bars) have been increased. Example: a character starting with 12 body points who has added one to all his red, green, and brown damage modifiers would have $12 + 1 + 1 + 1 = 15$ total body points (+1 for each complete color). Note: body points are added to the maximum body point total; they do not heal a character who has lost body points. Add experience points to your character's total only at the end of the game.

Your character always starts each game with his current Maximum Body Points even if he lost the last game - as long as he did not die. If he died you must start a new character using the original stats printed on the Character Sheet.

Height -- Before starting each game, subtract your opponent's height rating from your own character's height rating. The result is your Height Damage Modifier for that game. If it is a positive number, add it to the Damage Modifiers for each of your Orange and Red maneuvers; if it is a negative number, subtract it from them instead.

Multi-player Rules

For multi-player combats, arrange two sides. Players on the side with the fewer members each pick one opponent. Then, the extra players on the larger side each join any battle they choose. Note: It is permissible for more than one extra player to join a battle, i.e., three against one, four against one, etc. Play normally including the following rules:

- 1) If you fight more than one opponent you may still do only one maneuver per turn. E.g., a high side swing against one opponent requires a high side swing against them all.
- 2) If your opponents are at different ranges, pick your maneuver from the close range list and give that number to your close range opponent(s). Then give the number on the same line in the "X" column (the Extended Range Conversion number) to your extended range opponent(s).
- 3) If you defeat your opponent(s) and there are still battles going on, you may choose to join one. If you join against one opponent play continues as a normal multi-player battle. If you join against two or more opponents, you must choose any one opponent who must then leave his attack for a one-on-one against you.

Note: The format for multi-player battles is always one vs. any number of opponents. A 2 vs. 2 battle is not possible but must break into two 1 vs. 1 battles. Only after you win can you join your partner in a two-on-one against the remaining opponent.

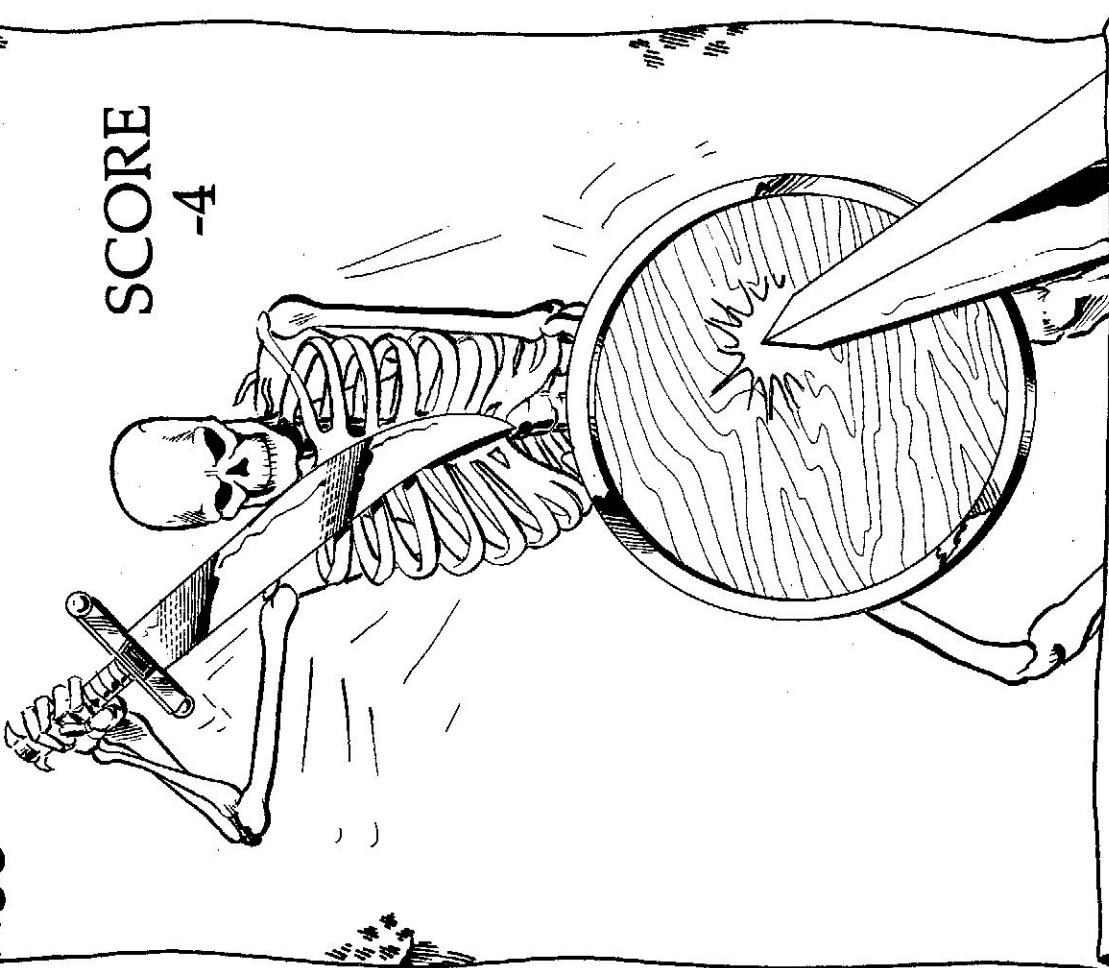
ATTACKS -- The number under ATTACKS on the Character Sheet is the number of opponents you can score against at the same time. Example: You are fighting three opponents and the result of your move shows you scoring against all three. If your Attacks number is 3 or greater you score all appropriate damage against all three. If it is 2 (for example) you would score against only two of them -- your choice.

BLOCKING LOW

63

SCORE

-4



Tell opponent: "Do no Orange next turn."

64

50—7	54—9	58—57	62—57
52—35	56—17	60—35	64—3

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