

## **HOW TO FIGHT**

Uniquely among role-playing games, combat in *Escape from Teotihuacan* will be determined in large part by the use of a *kendama*. While the success, failure, and strength of enemy attacks will still be determined by the use of dice, player attacks on enemies will be determined by your skill in simulating the motions of a handheld weapon via the *kendama*. (Plain wooden *kendamas* cost about \$15.) You may practice *kendama* maneuvers at any time during your ordeal before or after combat. Once combat begins, however, your *kendama* maneuvers will count—for better or worse—and you may not continue to engage in “practice tests” while your enemy stands around waiting. (As the game progresses, however, you may acquire the ability to attempt a maneuver multiple times without penalty.)

This section provides a list of all possible *kendama* maneuvers that you may attempt during the course of combat. Only one type of attack and one type of defense may be attempted during each round of combat. The numbers listed after ATTACK refer to the amount of damage inflicted on an enemy after a successful player attack, while the numbers listed after DEFENSE refer to the amount of damage to be subtracted from an enemy’s successful attack on the player. Whether or not an enemy manages to attack the player during combat will be determined by a dice roll: enemies must roll equal to or lesser than their AGILITY on 2d6 to land a hit on the player. If this happens, then a subsequent damage roll will determine the exact number of Vitality Points to be lost by the player (which may be lessened by a successful defense maneuver). An enemy’s Vitality and Agility profile will appear in either the **RANDOM ENEMY LIST** or **STORYLINE**. If you successfully defeat an enemy, you may flay its skin for possible use in magic spells (see **USE OF MAGIC** section) and add it to your character sheet. For a succinct illustration of how combat works in practice, read the **SAMPLE COMBAT** section below.

Keep in mind that while *kendama* maneuvers are listed here in order of perceived difficulty as determined by the creator of this game, every player’s experience with a *kendama* will be unique and you may discover that some of the more “difficult” maneuvers are in fact easier for you to perform than their position in this list might indicate. It is thus highly recommended that you spend some time practicing all of these maneuvers before starting your ordeal, so that you have a good sense of what is feasible for you during actual combat. Just as with real swordplay—or any skill, for that matter—the more you practice the *kendama* the better you will get, thereby allowing you to dole out higher levels of damage to enemies more often and progress further into the game. Unless otherwise noted, the default starting position for all *kendama* maneuvers is for the ball to hang down fully extended by its attached string (i.e., suspended in the air) while the player grips the handle. You do not have to grip the handle in any particular way and you may change your grip at any time during a maneuver so long as your adjustments do not affect the position of the ball.