

## **HOW TO PLAY**

You begin on the grid square marked **A1** on the map for **LEVEL 1: CATACOMBS OF THE SUN PYRAMID**. You can move through up to four (4) white grid squares at a time: up, down, left, and right. You cannot move diagonally nor pass through any black squares. When you reach a grid square marked with a letter followed by a number (e.g., **B5**), turn to that entry in the **STORYLINE** section and follow any instructions. Each time you move on the grid map you must roll 1d6 (i.e., one six-sided die) to determine whether or not you have encountered a randomly determined enemy during your movement. (You do not need to roll if you reach a marked **STORYLINE** grid square during your turn.) The outcome of your roll will be as follows:

- 1: NO ENCOUNTER
- 2: NO ENCOUNTER
- 3: NO ENCOUNTER
- 4: FIGHT **DISTURBING** ENEMY
- 5: FIGHT **INTIMIDATING** ENEMY
- 6: FIGHT **DEADLY** ENEMY

Randomly generated foes are specific to each level—consult the **RANDOM ENEMY LIST** to determine which foes appear on which level. Each one is additionally sorted according to whether they are classified as “**DISTURBING**,” “**INTIMIDATING**,” or “**DEADLY**.” You will also face unique foes in many of the **STORYLINE** entries prompted by marked grids; the characteristics of these foes will be described in the **STORYLINE** entry itself.