EXPLORATION

By: Brian Lowvray

KENYA
world of the
LOST

can
you
survive
it

RL Games - makers of imagination

for 2 or more
players Ages
11 and up

This Game
 Is Dedicated
 TO
MATT REA
 AND
ALL Other Role-players

Author,

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Introduction

Exploration is a role-playing game in which player create imaginary people and play them through out During EXPLORATION's in kenya.

How to use the Dice

Kenya has 1 8 sided Die in which is need Thru out the game.

Ex or when you see a Number followed by a "d" and then another number it means to roll The Dice. The first number tells you how many times to roll The Dice the second number tells you how to change the number Here Is a chart to help you. Use this chart to help you until you clearly understand the system.

Dice Roll Chart"

type	what to do	
No. d 8	roll the dice the same as the first number	No change
No. d 80	roll the dice the same as the first Number	X's by 10
No. d 800	roll the dice the same as the first m.	X's by 100

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CHARACTERS

you will need :
1 sheet of paper
1 Rule book
a pencil and eraser.

What to Do

first write "Name" on the left hand side of the paper. Then pick a Name for your character. Write the Name you picked beside Name.

Next write "Friendship" The role 1d8 on the table below.

Die Roll	Result
1	Trust worthy
2	Loyal
3	Friendly
4	Non-trustworthy
5	Non-loyal
6	Non-Friendly
7	Neutral ⎞ congo
8	Neutral ⎠ c.thieves

Now write the result beside friendship

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Character continued

Now write "race" and pick from one of the races below.

1. American
2. Japanese
3. Indian (American)
4. Native (Kenyon)
5. Russian
6. French

write your chose beside race.

Now write Down "Strength" below that "Dexterity" below that "constitution" below that "wisdom" and below that "Life points or L,P.S" Now roll 1d80 4 times and arange the number in the order you like them beside "Strength", "Dexterity", "Constitution(s)" wisdom". roll 1d800, and put it beside "Life points". Now write Down "Money" then roll 1d800 and write the result beside money.

Movement

All people move 8 meters a turn and 3miles a Day. Other things such as Animals and veehicles are explained later.

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Time

Turns are the form of time used
a turn is 30 seconds in game time, but
could take up to 10min. in our time,
here is the order of a turn.

During a turn the character can do only one of
the following:
  1. move
  2. fire a weapon
  3. move and fire a weapon
  4. reload a weapon
  5. Do nothing

order of a turn
1. players roll 1d8, referee rolls 1d8 highest role wins
2. winner move
3. winner attack
4. loser move
5. loser Attack.

Combat Rules

here is what to do during combat
1. roll 1d8 on 1 and 2 Defender surprised
2. Attacker picks weapon he used and how many
3. roll 1d8 1-4 miss, 5-8 hit.
4. Attacker subtract Ammo points
5. roll for Damage
6. subtract Damage from Defender → only if a hit was rolled

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Combat continued

The rules above are only for all weapons
guns, Bows, throwing stars, crossbow. This set of combat
rules are for fist or hand-to-hand fighting
1. roll 1d8 . 1 and 2 Defender surprised.
2. rule on table below
3. figure up Damage (1 half of strength)
4. subtract Damage from Defender

Hand-to-Hand Table

Die roll	result
1-2	hit
3-4	miss
5-6	hit
7-8	miss

SKILLS

AT THE START OF THE Game every
character gets to skills. on your character sheet
write "Skills." Now pick 2 skills And
write them Beneath it.

1. Projectile skills
   A. Automatic Gun (3)
   B. Shotgun (4)
   C. Rifle (4)
   D. Automatic Pistol (4)
   E. Antique Pistol (5)

   F. Normal Pistol (3)
   G. Bows (4)
   H. Cross bows (4)
   I. surgon (throwing star) (4)
   J. Throwing knife (4)
   K. Musket (6)
   L. Spear

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Skill continued

Swords (5)

Dagger+ knife (4)

Club (3)

2. Medical

  A. Bontanjest (5)

  B. Biologjest (7)

  C. Zoo olijest (5)

  D. Dunist (70)

  E. Doctor (70)

Technitonal (6)

Demolitions (F)

Computor (8)

Communications (8)

Phusical Education (8)
  Suruival (3)

After you have gotten your 2 skills you can g more By Paying as much money as the number in ( ) parath timesed by 1000.

Skill uses

This section tells what you can Do is you have a skill.

  1. Projectile skills, Swords, Dagger, Club

    A. Use these weapons correctly and saftly

    B. +2 to hit

    C. can clean and care for these weapons properly

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1. Botoniest - $5,000

   A. Name Plant   - 1d8   1-5 successful 6-8 unsuccessful

   B. know   use   of plants 1d8 1-7 sussestul 8 unsussigful

2. Bioolgiest

   A. Name Microognizm 1d8 1-4 sussitul 5-8 unsussitul

   a. Name   use - 1d6 1-4 sussful 5-8 unsuseful

3. Zoologist

   A. Name Animol - 1d8 1-3 sussitul 6-8 unsuseful

4. Denrirst

   A. examine teeth   100%

   B. Drill teeth   100%

   C. make false teeth   100%

   D. make filling   100%

   E. Dental surgery - 1d8   1-7 sussitul   8 unsussitul

5. Doctor

   A. Administiring Drugs   100%

   B. Diagnais   1d8   1-6 sussitul 5-8 unsussitul

   C. First Aid   100%

   D. Minor Surgery   1d8   1-4 sussitul 5-8 unsussity

   E. Major surgery   1d8   1-3 sussitul 4-8 unsussity

   F. Control Infection 1d8   1-4 sussitul 5-8 unsussity

   G. Cure Disease   1d8   1-5 sussitul 6-8 unsussity

   H. Neutralize toxins 1d8   1-4 sussitul 5-8 sussitul

Skills continued

1. technical
A. Repair vehicle or motor 1d8, 1-4 unsuccessful 5-8 suc
B. Built vehicle or motor 1d8, 1-4 unsuccessful 5-8 suc

2. Demolitions
A. Set bomb 1d8, 1-4 unsuccessful 5-8 successful
B. Make bomb 1d8, 1-4 unsuccessful 5-8 successful
C. Deactivate bomb 1d8, 1-4 unsuccessful 5-8 successful
D. Name bomb 1d8, 1-4 unsuccessful 5-8 successful

3. Computer
A. Make Program 1d8 1-6 successful 7,8 unsu
B. Operate computer 100%
C. Detecting Security 1d8 1-4 successful 5-8 unsucc
D. Secure Security 1d8 1-4 unsuccessful 5-8 succ
E. Display Information 1d8 1-6 successful 7-8 uns
F. Change or copy program 1d8 1-4 successful 5-8 uns
G. link computers 1d8 1-5 unsuccessful 6-8 suss
H. Repair computer 1d8 1-3 successful 4-8 unsu
I. Build computer 1d8 1 successful 2-8 uns

4. Communications
A. Operate Radio 100%
B. Build Radio 1d8 1-3 successful 4-8 unsuccess
C. Recive and send Message 100%
D. Repair Radio 1d8 1-4 unsuccessful 5-8 suc.

5. Physical Education
A. Raise Strength +3 1d8 1-4 unsuccessful 5-8 successful
B. Raise Constitution +2 1d8 1-4 successful 5-8 unsucc

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Skills continued

C. Raise Life points +3 UK 1-4 sussetul   5-8 unsussetul

I. Survival

A. Finding Directions K6 1-4 unsussetul   5-6 sussetul

B. Find Food + water   1d8   1-5 sussetul 6-10 unsussetul

C. Set and Avoid traps   1d8   1-5 unsussetul 6-10 sussetul

D. Make tools/weapons   100% it Materials are available

E. Tracking + covering tracks   1d8   1-5 unsussetul 6-10 sussetul

F. Moving with out being seen or heard   1d8   1-3 sussetul 4-5 unsussetul

G. hiding in Natural cover   1d8   1-2 sussetul 3-5 unsussetul

USING MONEY POINTS (M.P.s)

we have told you about Money points but not how you use them will money points are used the same as real money. 1 money point is the same as 1 American Dollar on the list of Items in this Book if The column "Cost" is in the list The Number under "cost" is how many money points It will take to buy that Item after the Item is Purchased write it Down and subtract as many money points as under "cost".

Equipment

Write "Equipment" on your character sheet. Now buy Items with your M.p.'s from the list below. Character do not Need to buy clothes.

Equipment list.

Equipment	Cost	*Weight Pounds	onzes
1. Back pack (watre proof)	20 m.p.s.	2	—
2. 1 quart water	2	—	8
3. Lantrn	4	—	5 (10 c.
4. 10 pencils, 200 sheets of paper	4	—	6
5. 1 weeks Food	10	4	—
6. Flash light (waterproof)	5	—	8
7. Batteries	2	—	2
8. Lantern	20	2	3
9. 1 weeks oil	5	2	8
10. Binoculars	30	1	8
11. 35mm Camera	100	1	—
12. Film	3	—	2
13. 50' rope	10	5	—
14. grappling hook	10	2	—
15. All wave radio	1000	10	—
16. walkie-talkie (2)	25	1 each	—
17. telescopic sight x 4	25	1	—
18. ↓ x 6 / x 9 / x 37	500 / 100 / 200	1 / ½ / ½	—
19. Intre Red add 100 to cost and 5 Lbs 9oz			

*Note: A character can not carry more than 200 Pounds in Equipment on weapons. (unless vechicle used

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e Ammunition e

Caliber	cost	Number Per Box	weight pounds ea.
.001-.100	1	50	— 5
.101 - .200	3	50	— 5
.201 - .300	3	50	— 5
.301 - .400	4	50	— 5
.401 - .500	5	50	— 5
.501 - .800	6	50	— 5

Add 1 money point per Box for Magnum

Shot gun Ammo

Shot size	Gauge						
	10	12	16	20	28	410cal.	
1-2	12	10	8	6	4	2	cost
3-4	10	8	6	4	4	1	cost
5-6	8	7	5	4	3	1	cost
7-8	6	5	4	3	2	1	cost

* All shotgun Ammo weighs 8 oz, and comes in Boxes of 50

Before Buying Ammo write "Ammo" on your character sheet and write what Ammo you buy beside it, It is a good Idea to buy your gun first so you know what type of Ammo you Need.

Weapons

Write "Weapons" on your character sheet Now
Buy Items with your M.p.'s And write
Then beside weapons.

Weapon	Cost	ammo	Weight pounds	on	Damage
Pistol					
.22 Pocket Bereta self-load	150	6	2	6	4d800
9mm ?? Browning High Powered stdl load	200	13	3	7	4d800
9mm P-08 luger stdl-load	175	8	2	8	4d800
9mm Walther PPK self-load	165	7	2	3	4d800
.357 Magnum	210	6	2	3	4d800
.45 Automatic	300	8	4	5	4d600
.44 Revolver	350	8	5	4	4d800
.45 Automatic	385	8	5	6	4d800+5°
Rifles					
30 over 6	256	10	5	8	4d800+4
30/30	225	10	5	8	4d800+
Browning High Powered	300	10	8	3	4d800+
Elephant Rifle	455	1	10	2	4d600+
Submachine gun U2I	500	32	3	4	4d600+
Mac-10	550	30	2	2	4d800+
.45 tompson	350	20 or 50	5	3	4d800+
.45 M3	350	20	5	3	4d800+
mini-14	350	20	5	3	4d800+160
M-60(.11)	3000	250 all 750 nor	80	3	4d800+4
Assault Rifle M-11	300	20	10	3	4d800+2
7.62 Fal	350	20	15	4	4d800+2
AKM (AK-47)	350	20	12	5	4d800+200
CAR-15	300	20	10	7	4d800+200
AR-15	300	20	10	6	4d800+200

Weapons cont.

Weapon	Cost	Ammo	rounds	oz	Damage
Shotguns					
10 gauge, pump	350	5	7	—	4d800+300
12 gauge, "	300	5	7	—	4d800+250
16 gauge, "	275	5	7	—	4d800+200
20 gauge, "	250	5	7	—	4d800+150
28 gauge, "	225	5	7	—	4d800+100
.410 cal, "	200	5	7	—	4d800+50
other					
Sword		100	7	3	4d80
Machete		30	1	1	4d80 -10
Knife, throwing		10	—	2	4d8+5
Star, throwing		1	—	1/4	4d8 -1
Bow		30	1	3	4d80 +20
30 Arrows + quiver		10	1	—	—
survival knife		20	1	6	4d80-20
Hunting knife		20	1	4	4d80-15
Axe		20	2		4d80
Crossbow		150	3	—	4d800
30 quarels + quiver		30	1	—	—
Billy club		10	—	3	4d8
*Blow gun		10	—	2	4d8 + poison sley
*Dart gun		30	2	1	4d8 + poison sley
Darts, sleep (10 in package)		30	—	3	—
" poison (10 in package)		50	—	3	—
Spear		10	1	—	4d8+5

* gash pack parts

Vehichiles

Name	Cost	Speed	tot	Dio
Jeep	8000	65 mph		On
Truck, light	7000	95		O
truck, Heavy	10000	75		O
car	6000+	155		O
Motecycle	15000	100		O
Bicicyle	125	35		O
Van	6000	90		O
Canoe	150	15		O
Rubber Raft	200	5		O
Rowboat	300	12		O
Speed Boat	9000	65		o
Yaht	75000	55		O
Hydrofoil	25000	90		O
Mini-submarine	50000	40/50 #		O
Helicopter	30,000	120		O
Amphipous plane	25000	170		85
Cargo plane	150,000	170		100
Hand gliler	2000	65		5
small jet	250000	500		100
private plane	20000	190		95

Buy vehiciles just like you buy equipment.
write "vehiciles" on your record sheet then wri
what you bought under it.
First Number under water sped second surface sped

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Animals

Mamba - Green	black
where lives - trees	ground
strength - 10	10
Dexterity - 70	65
Constitution - 50	50
life points- 30	30
Movement - 7m/turn	7½m/turn
Damage - 1d8	1d8
Special Attack or Defense - Poison type 5	Poison type 5
type - Reptile-snake	Reptile/snake

Boomslang	Spitting cobra
where live - trees	ground
str.- 10	10
Dex.- 70	65
Con.- 70	70
Lps - 25	35
move. - 6m/turn	6½m/turn
Damage - 1d6	1d8
Special Attack/defense- Poison type 4	spit blind for 1d8 turns - poison type 4
type - Rytile/snake	Reptile/snake

Rhinoceros Viper	African Rock Python
Where live - ground	ground
Str. - 10	85
Dex. - 50	60
Con. - 45	45
LPs - 25	55
move - 5m/turn	3m/turn
Damage - 1d6.	1d8
special Attack/Defense - poison type 4	squeeze - 1d80 Swallow small creature
type - Reptile/snake	Reptile/snake

African Vine - Snake	Nile crocodile
whereLive - trees	River sides
str - 10	80
Dex - 50	70
con - 50	70
Lps - 25	1000
move - 6m/turn	10m/turn
Damage - 1d6.	1d800
special Attack/Defense - poison type 3	-20 for Attacker to hit
type - Reptile/snake	Reptile / crocodile

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Animals cont.

Anopheles Mosquito	tsetse Fly
Where live - around swamps mostly but can live anywhere	Any where
Str - 1	1
Dex - 80	80
Con - 1	1
hps - 1	1
move - 15m/turn	10 m/turn
Damage - 1d6 ~5	1d6 - 6
special attack/defense - Malilria	sleeping sickness
TYPe - Insect/Mosquito	Insect Fly

Centipede	Silk Spider
where live - ground	Anywhere
Str - 1	1
Dex - 10	5
Con - 1	1
hps - 1	1
move - 11 m/turn	3m/turn
Damage - 1d6 - 5	1d6 - 5
Special attack/defense - Poison type 2	Poison type 1
type - Myriopodia/centipede	Arachnide/spider

Animals cats

Lion	Leopard
where live – plains	Anywhere except Dessert
Str – 80	80
Dex – 65	80
Con – 80	80
Lps – 1000	1000
move – 12m/turn	15m/turn
Damage – 1d80+20	1d80+10
special Attack/Defense – None	None
type – Mammal/large cat	Mammel/large cat

Hyaena	Cheetah
where live – Plains	Plains
Str – 80	80
Dex – 70	80
Con – 80	80
Lps – 1800	1200
move – 16m/turn	25m/turn
Damage – 1d80	1d80
special attack/Defense – None	None
type – Mammal/Large Dog	Mammel/Large cat

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Animals cont

African wild cat
where live - Anywhere except Desert
Str - 75
Dex - 80
Con - 80
hps - 1000
move - 12m/turn
Damage - 1d80
Special Attack/Defense - None
type - Mammal / large cat

Black Rhinoceros
Plains
100
30
80
1500
17m/turn
1d800
Ram 1d800 as Above / -20 to hit
Mammal / Rhinoceros

Giraffe
where live - Plains
Str - 80
Dex - 30
Con - 50
hps - 800
move - 15m/turn
Damage - 1d8
Special Attack/Defense - None
type - Mammal / Giraffe

Gorilla
Jungle
100
70
80
1300
9m/turn
1d800
None
Mammal / Gorilla

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<u>Animals cont.</u>

Patas Monkey

where live - Dessert/Plains/Jungle

Str - 70

Dex - 80

Con - 30

hps - 600

move - 10m/turn

Damage - 1d8+20

Special Attack/Defense - None

type - Mammal/Monkey

Chimpanzee

Jungle & plains

50

80

70

700

10m/turn

1d8 +50

None

Mammal/Monkey

Colobus Monkey

where live - Jungle

str - 30

Dex - 80

con - 40

hps - 600

move - 9m/turn

Damage - 1d8

Special Attack/Defense - None

type - Mammal/Monkey

Zebra

Plains

20

30

35

1000

15m/turn

1d8

None

Mammal/house like Animal

Animals cont.

African Elephant	Hippopotamus
where live - Plains	River
Str - 200	150
Dex - 30	10
Con - 80	80
Hps - 2000	2000
move - 10m/turn	5m/turn
Damage - 1d800	1d80 rarely Attacks
Special Attack/Defense - -30 to hit	-30 to hit
type - Mammal/Elephant	Mammal/Hippopotamus

Ostrich	Aardwolf
where live - Plains	Jungle
Str. - 30	50
Dex - 30	80
Con - 30	80
Hps - 600	1000
move - 12m/turn - can be ridden	5m/turn
Damage - 1d80 -10	1d80
Special Attack/Defense - Ack as above	-Rarely Attacks and is Rarely seen
type - Aves/Bird	Mammal/Dog Like Animal

Aardwolves are one of the rarest animals in the world, they hunt only at nights during the day they stay in there dens. Aardwolves are a cross between a hyena, Jakle and aadbark. Aardwolves are Illegal to kill.

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Natives, Guides, and other people

Natives can be encoutred any where in Kenya from the Deepest jungle to the Most calm plains to the highest Mountain. They are usaly found in tribes or small hunting villages. Here are the average strates for a Native

	Cheif	Warrior	With Doctor	women
Friendship	Neutral	Neutral	Neutral	Neutral
str-	40	60	55	35
Con-	25	80	80	40
Qr-	30	80	80	55
visdom-	80	50	80	60
Hps-	400	800	500	300

Guides can be bought in most towns they can be either Native or Civilized man The average guid cost 80 mps a day. here is the average guids strate — Friendship — Neutral

str- 50
Con- 65
Qx- 65
visdom- 65
Hps- 600

Various, bandits and other people cont.

<u>other people</u> can range from police to citizens here
are the average stats for people -

Bar tender	Police or Gameworker	Ranger	citizen
Str- 70	80	70	40
Friendship- Non-trustworthy	trustworthy	Friendly	varies
Con- 65	60	65	50
Dex- 60	50	50	40
wis- 50	60	65	50
hps- 400	500	600	300
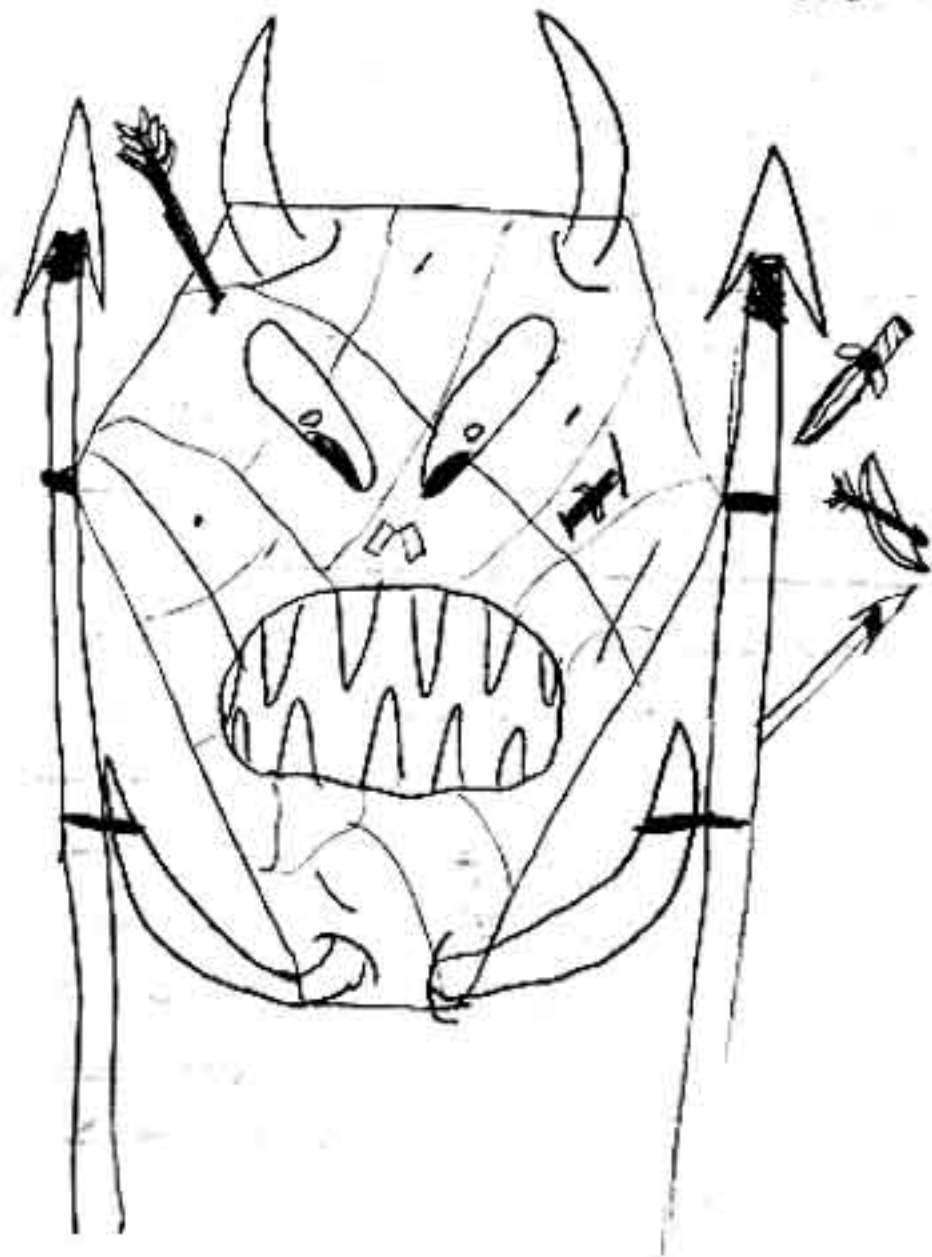
How to Game Master

Game Mastering (gming) The Game master or G.M. is the most Important person in the game for he controls most everything.

How to prepare for play

1. **Know Rules** - be faimler with exploration rules, you should be able to use them in play, and know where to look when players have questio

How to G.M

1. ~~Be a Judge~~ - The G.M's. job is to make sure the rules are followed and every one is treated fairly, settle questions and problems that come up during the game.

2. ~~be a Story teller~~ - you are the players eyes, ears, nose, and feeling describe as much and only as much as the players would kno under normal secumtance. <u>do not make decisne for your players!</u> make sure that the players as well as you are having fun above all else.

How to create a adventure

There are 6 basic steps to creating a adventure.
they are - 1. Chose a theme and goal
2. Select the setting
3. Design events that lead to the goal and obstacles
wich must be over come.
4. Create Non-player characters, Animals that
The characters will meet And how they will affect play,
5. Write any special rules for Unusol events
6. write a find outline to guide G.M.

Theme - 3 things That should be considered
while thing of a Theme 1. what has happen to lead to this where..
2. what must the characters do ?
3. what obsticles while the

Characters meet.

Some suggestion Themes are.

1. Explore the part of Jungle - players hired to
explore and Map New part of the Jungle.

2. Capture some rare animal - players are hired to
cath a rare animal.

3. find a lost tribe - players are hired to find
a lengandary lost tribe.

4. find a treasure or artifact - players are hired to
find a certain treasure or artifact.

5. explore temple or old building - players are hired to
explore a old temple or building that was recently
found.

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Creating Adventures cont.

Events or challenges may be as plentyful or a few as whant a scene. The party which is search for the lost tribe of taburka has just been attacked by 3 Gorilas.
G.Ms should follow these 3 steps when doing;
1. Decide what purpose event has, is it a obsticale, puzzle to solve, a chance to gain something helpful, or just for excitment.
2. Decide what players will encounter in the event
3. Decide how Animals or Non-player characters will react to players.

Maps

Guide map - shows area players will be in does not show Detail but a scale of 1-10 km per square.

Combat map - shows small area in Detail has a scale of 1-10 m a square

Players map - should have No Detail unless treasure map, etc. has a scale of 1-10km a square.

Payment - players should be paid from 100-1000

→

Poison + Deisese

Poisens are measured in types 1-5 / 1 being the weakness. The chart below helps telling Damage Anitode cost etc.

Poison Chart

Poison type	Antidote cost*	Poison cost	Affects
1	50	100	Slight sickness 1d80 Damage last /day
2	100	150	heavy Sickness 1d80 Damage last 2days
3	150	200	Suber heavy Sickness 1d800 Damage** last day
4	175	250	Dudly 1d800 Damage** last 2days
5	200	300	Fatal unless anitode given within 100 turns

*Per dose ** = Per Day

Sickness Are explained in the chart below

Sickness Chart

Name	medicine cost	How contagus	Affects
Murtaria	100	Very	Delusion, after 5 days death
Sleeping sickness	100	Very	after 3 days death
phoemona	50	Very	after 2 weeks roll 1d8 1-4 live 5-8 Death
Common cold	5	slightly	1d8-5 per day/2d8 days last, Could become phoemona
Small pox	100	Very	after 3 days after case Death
flu, light	10	Slightly	1d8-4 per Day / last 2d8 Days
flu, heavy	40	medium	1d80-30 per Day / Last 2d8 Days
flu, super	60	Very	1d100-20 per Day / after 2 days becomes Phoemona

IF Not on lim character Die in 3 days

This is a 50% chance that Infection will set in in any of the above roll 1d80 1-40 Dont 50-80 Roll on chart blo

1d8	Name	medicine cost	Affects
1-4	Normal Infection	50**	causes 1d8 damage a day last 1d10 Days per Antidote
5-8	Gangreen	100**	same as Normal Infection only, it stays for there 3 days part of Body must be removed #

To The players
Do Not try to Influence the G.M.
in any way.
Remember That the G.M. is The
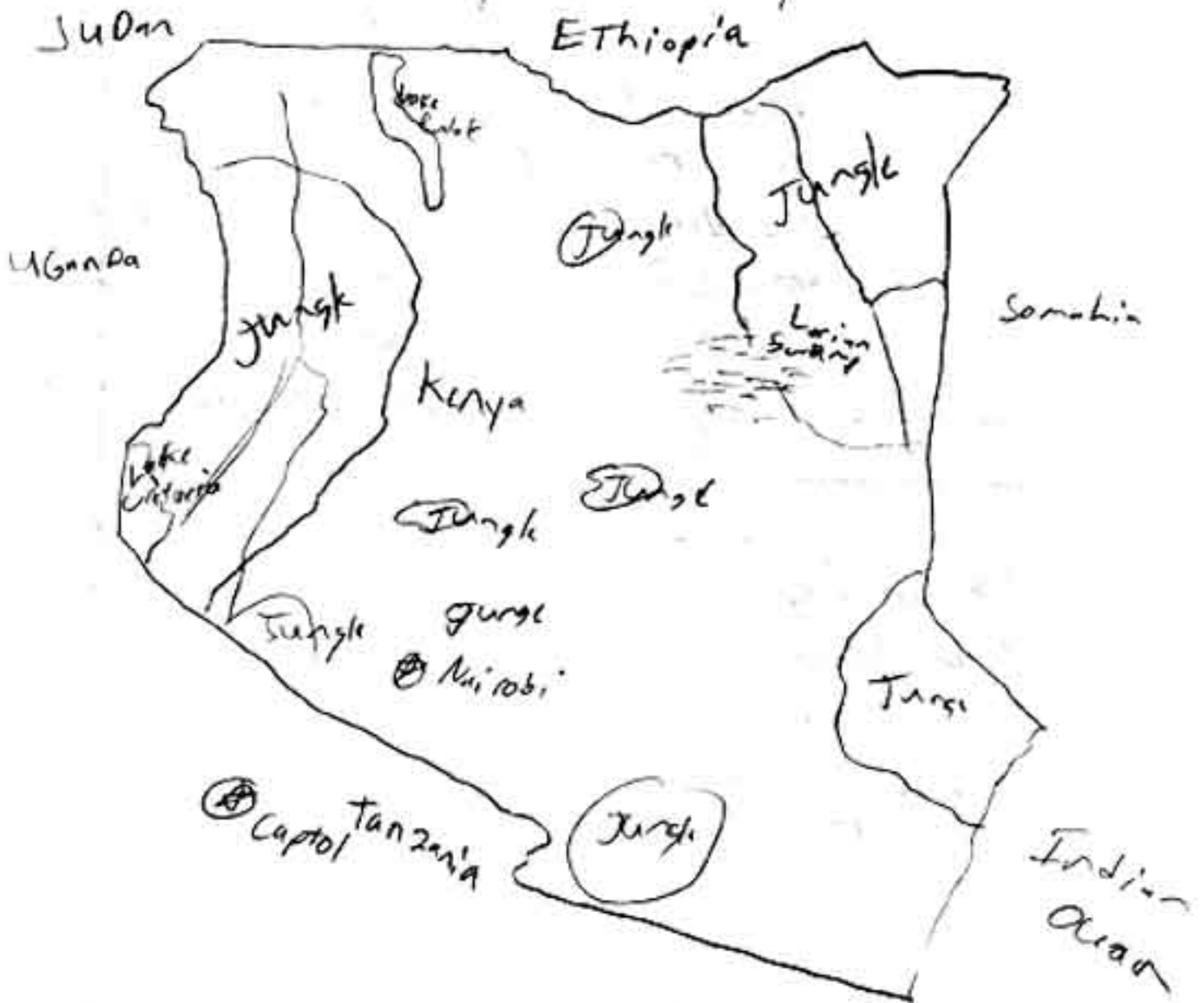boss the desigions he makes stand.

G.M's Do Not
Let Players
INFlunce your
Descisions

Map of Kenya

Sudan

Ethiopia

Lake Rudof

Uganda

Jungle

Jungle

Jungle

Somalia

Lorian Swamp

Kenya

Jungle

Jungle

Jungle

gurge

Lake Victoria

Jungle

Tana

⊕ Nairobi

⊕ Capitol

Tanzania

Jungle

Indian Ocean

G.M's send characters to place on this Map please

Random Encounter Chart

when You don't know what Animal
to use roll 4d8   chart

Name	Die roll		Name	Die Roll
Black Mamba	1-2		Colobus Monkey	26
Green Mamba	3		Zebra	27-28
Boomslang	4		African Elephant	29
Spiting cobra	5		Hippopotamus	30
African Rock python	6		Ostrich	31
Rhinoceros Viper	7		Aardwolf	32
African Vine-snake	8			
Nile crocodile	9			
Anopheles Mosquito	10			
tsetse fly	11			
Centipede	12			
Silk spider	13			
Lion	14-15			
Leopard	16			
Hyaena	17			
Cheetah	18			
African wildcat	19			
Black Rhinoceros	20			
Giraffe	21-22			
Gorilla	23			
Patas Monkey	24			
Chimpanze	25			

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example Record sheet

Name: Friendship
Race:
                               Strength =
                               Dexterity =
Money: Constitution =
                               Wisdom =
Movement: 8m /turn   Life points=

Skills: Equipment: vehichle:
1.   1.   1.
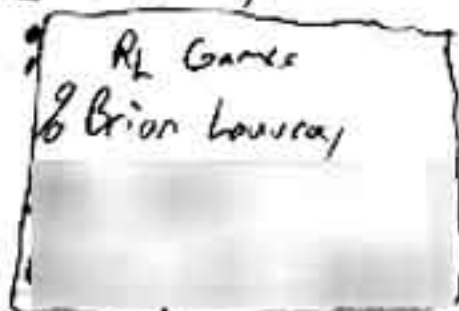2.   2.   2.
                     3.
                     4.
Ammo: 5.
1.   6.
2.   7.
3   8.
4.   9.
                     10.
Weapons: 11.
1.   12.
2.
3
4.
5.

To every one:

Thank you for Buying or/and
Reading exploration.

I hope you enjoy playing.

Author,
Brian Lauvray
Brian Lauvray

IF you have any
questions write to : R_L Games
% Brian Lauvray

please enclose a self adressed, stamped
envelope.

This Game is
Owned by [RL]

written Finished on Sept. 8, 1985

Special Thanks to: Matt Rea

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Thank <u>End</u> you for entering the

WORLD
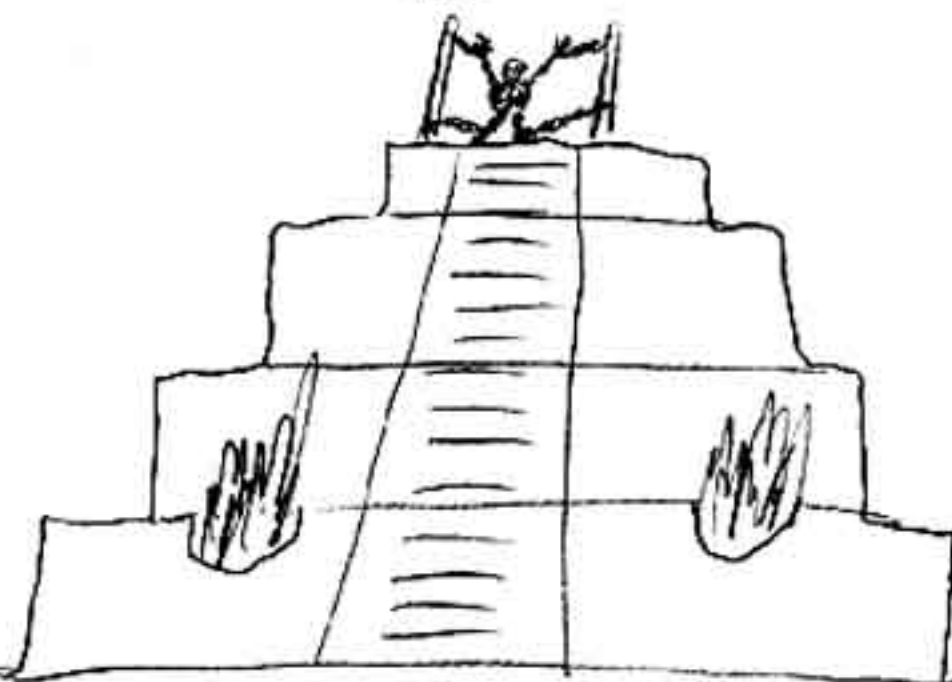
OF

EXPLORATIONS

AND
By the
Way

HAVE Fun

I N Kenya

HA! HA! HA!

Exploration; Senerio Book
By: Brian Lauvroy

Senerio's IN

KENYA
world of The
lost

AND example Adventure

Comics - makers of Imagination

for Ayis
Hard up

Table of Contents

Attension * Attension

You can Not use this book with out Exploration :Basic Rules

What this book is

In this book you will find Senerios of basic starred adventures for rar G.M. to finish.

In this book there are 2 sections basic and Advanced, Starting Players should use basic Senerios and Advanced, Advanced Senerios.

Now lets begin

BASIC SENERIOS

Basic Scnecciae

to G.M. – In this Scenrio players must explore
A New found part of the jungle.

Read to players – You have been hired by the Pan National
Corporation to explore a new found Jungle Part.

Map: ↑=tree *↑↑ ↑↑↑ ↑↑ −−   : tree: 4 symbols
     −=plins   ↑↑* ↑↑−−↑↑ O   a day
     *=start   ↑C↑ ↑↑(A)−↑↑G
)=River   ↑B↑ ↑↑ −F↑ ↑

A. Attacked by a group of 5 hyaena
B. Attacked by 10 natives
C. small Native Village

to G.M. you place encounters at O, E, F, and, and finish
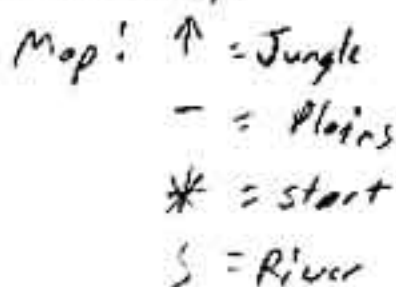the Rest of the adventure.

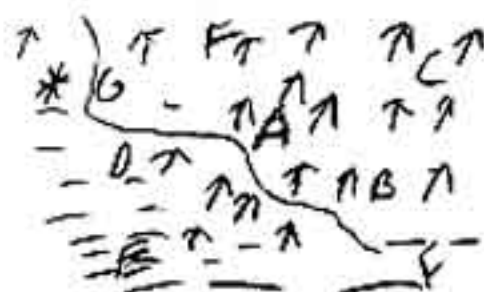payment if maped and completed : $600 each character

Scenrio 2

to G.M. – In this Scenrio players must find a rare
animal.

Read to players – You have been hired by the New York
Zoo to find and capture alive a Ardwolf. You
have been Payed 200 mps in advance for equipment
nessesary.

Map: ↑ = Jungle   ↑)↑ F↑ ↑ ↑C↑
     − = Plains   *G↑ − ↑A↑ ↑↑
     * = start   −O↑ ↑↑ ↑↑B↑
     S = River   −E↑ −↑ ↑

Scenerio 2 cont.
A = Ardwolf layer
B = Attacked by 12 natives
C = Attacked by Green Mamba
G.M. make up D, E, F and G and Rest of adventure
payment if found and captured Alive — 500 m.p.s. each pay d in advance

Senecio 3

to G.M. — In this senerio players must find a
lost tribe

Read to players — you have been hired by the 2nd
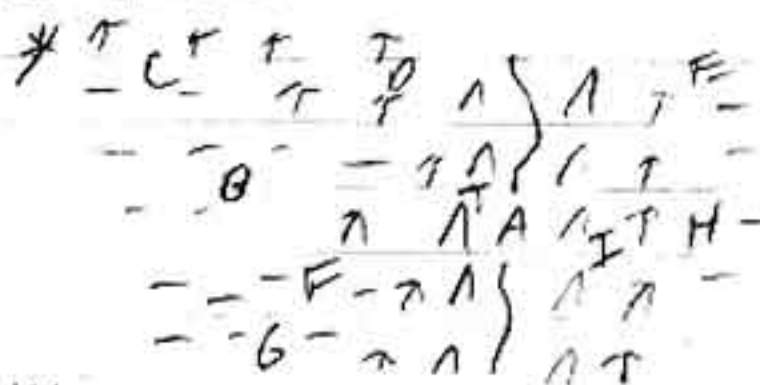Sun Argeology assosiation.

map. Λ = Mountain
 ↑ = Jungle
 — = Plains
 ∫ = River
 ✳ = start

A = lost tribes village
B = Attacked by 10 natives
C = Attacked by spiting cobra
G.m. make up D, E, F, G, H, I and the rest of the
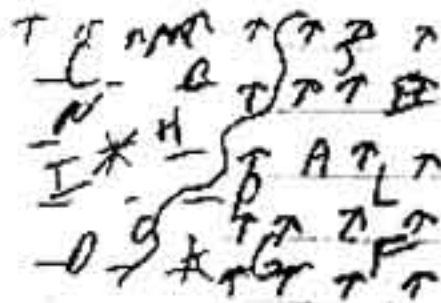adventure.
Payment if found! 300 m.p.s. each

Advanced

Senenios

Senerio: A1

G.M. players must find a treasure or Aritifact.
Read to players - you have been hired by the Alentic
Museum to find the lost Sun Medalion.

Map. = =pairs
    T = Jungle
    $ = River
    * = Start

A = Temple where sun medalion found
B = Attacked by 25 Natives
C = Attacked by 30 hyaenas
G.M. make up D, E, F, G, H, I, J, K, L, M, N, g P and
rest of adventure
payment if medalion found and brought back: 1000 m.p.

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Scenario A2

G.M. players must explore and ancient temple.

Read to players - you have been hired by the National Argologist's association to explore a lost temple.

part A: traveling to the temple.
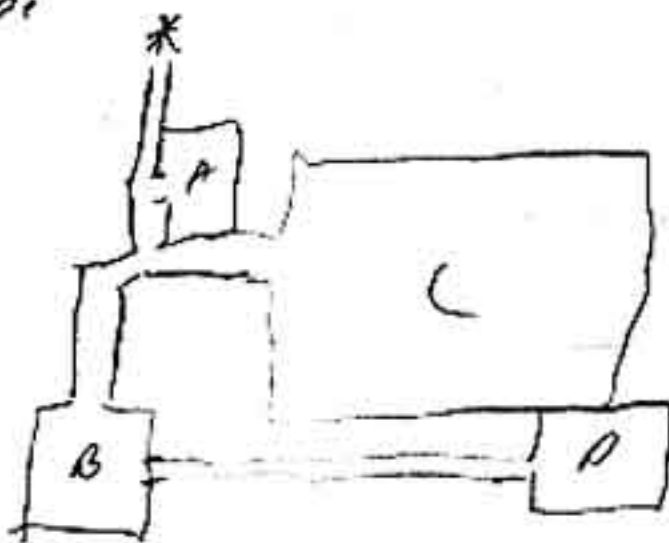
↑ = forest
― = Ruins
✳ = start

A temple

G.M. make up B-E and rest of out door adventure.

part B: the temple

✳ = start
// = wall
◎ = well
⊥ = Door
▭ = Room

G.M make up A-D and rest of Adventure.

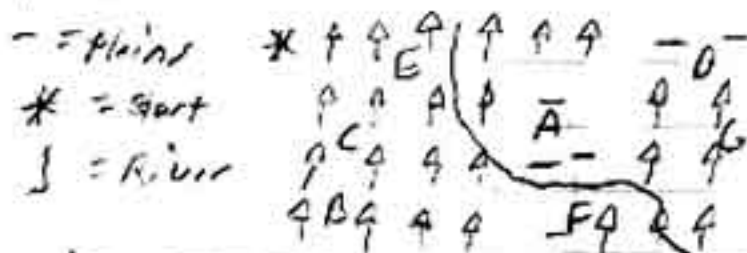payment if parts A+B completed: 2,000 rupis

Example

Adventure

This's my own completed version of scenerio #1
Read boxed in areas to players

> You have been hired by the pan National
> Corporation to explore a New found part
> of the Jungle.

Map. ♦ = Trees
- = Plains
* = Start
J = River

```
        * ↑ ♦ ♦ ↑ ♦ ♦    - o -
            E  |
        ♦ ♦ ♦ ♦   Ā    ♦ ♦
        ♦ C ♦ ♦ ♦   - -   ♦ ♦
        ♦ ♦ ♦ ♦ ♦    F ♦ ♦ ♦
```

Start: | you start off from a small fishing village,
       | and travel East to the New land.

G.M. Note: players can only travel 4 map symbols
day.

A. | As you enter on to the hot plains,
   | the sun beats down on you, and, in the
   | distance you can see five dog like
   | creatures coming towards you

G.M. Note The Dogs will quickly Attack

5 Hyancos : Str-80, Dex-70, Con-80, hps 1100, Move-16in/ta
        Damage 1d60.

B. as you split through the Jungle brush you come face to face with 10 Natives. the speak to you in their Native tongue, then to one another, they then Jump to attack.

10 Natives : str. 60, con. 80, Dex 80, Wis, 50, Lps 800, weapons : spears Dmdg. 4d8+5

C. You break through the jungle weeds in to a small Indian Village, the people are friendly to your and feed you as well as let you stay the Night

D. In the distance you can see a large black shape moving towards you. Suddenly you realize a Black Rhinoceros is charging you.

Black Rhinoceros : str 100, Dex 30, Con 80, Lps 1300, move 17m/turn, Dmdge 1d800, special ram 1d800/-20 notit

E. you split through the trees by a small burrow there you see a small cat, that looks like a harmless toby

African Wildcat : str. 75, Dex 80, con 80, Lps 100g 17m/turn, Dmdge. 1d 80

F. In the disstance arcross the burning plains you see a large herd of lions. They lay leargivry in the tall grasses.

Lion : str 80, Dex 65, con 80, Lps 1300, 17m/turn, Dmdge 1d800/20

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G.

> as you push through the Jungle you see
> 5 Natives holding pears they quickly
> Jump to attack.

5 Natives : str 60, con 80, Dex 80, wis 50, Lps 800,
   weapons : Spear Damage 4d8+5.

after the characters have mapped out all or most of
The land read Them this:

> As you walk back into The city quickly
> 3 men from the pan National corporation run
> up to you towing The map which you
> have made.
>   They have you flown back to The U.S.
> where they ask you some questions.
> they then hand each of you $800,000
> and thank you. They then send you home.
>   The End.

Ending

This completes The Scenerio book.

Good-bye

Exploration: Book of 200 NPC's
By: Brian Lawway

200
NPC's
FOR
USE
IN
EXPLORATION

Computer Generated

Games-makers of Imagination

For Ages
11 and up

Race	Friendship	Str	Dex	Con	Wis	Lbs	Skills
1. American	Trustworthy	70	70	10	50	500	Rifle / communications
2. Japanese	Neutral	80	80	60	20	600	Bows / computer
3. Indian	Non-loyal	70	20	50	10	600	Shotgun / Doctor
4. Native	Non-trustworthy	40	10	60	60	400	bows / survival
5. Russian	trustworthy	80	80	10	60	300	Automatic Gun / Demolitions
6. French	Friendly	40	50	70	60	200	Musket / zoologest
7. American	Non-loyal	60	70	60	60	100	Daggar / Bioolgiest
8. Japanese	Neutral	80	50	30	30	800	Club / Automatic Pistol
9. Indian	Neutral	50	30	10	70	400	Crossbow / Botonists
10. Native	Loyal	60	30	50	60	100	Spear / survival
11. Russian	Loyal	10	80	20	30	200	Normal Pistol / computers
12. French	Neutral	30	80	10	80	200	Throwing knife / Doctor
13. American	Non-Friendly	80	40	30	60	400	Shotgun / Technitinal
14. Japanese	Friendly	40	70	40	40	400	Rifle / Biologist
15. Indian	Friendly	60	70	60	30	800	Daggar / zooligests
16. Native	Neutral	40	70	30	80	600	Crossbow / Botonists
17. Russian	Non-loyal	40	50	80	10	100	Anticue Pistol / Dentist
18. French	Friendly	30	50	70	80	800	Surjon / Doctor
19. American	Non-trustworthy	60	30	30	10	100	Bows / survival
20. Japanese	Trustworthy	10	30	80	60	600	Rifle / Botonists
21. Indian	Non-trustworthy	50	40	70	30	800	Crossbow / Demolitions
22. Native	Loyal	10	10	10	20	300	Automatic gun / Computer
23. Russian	Trustworthy	50	10	70	70	400	Throwing knife / communicing
24. French	Loyal	60	60	40	50	700	Anticue Pistol / Physical Educ

Race	Friend ship	Str	Dex	Wis	Con	HP	Skills
25. American	Neutral	80	20	50	70	200	Automatic Gun / computer
26. Japanese	Non-trustworthy	50	30	60	80	300	Shotgun / swords
27. Indian	Non-loyal	70	60	40	20	600	Rifle / Botonists
28. Native	Non-loyal	50	20	30	30	600	Automatic Pistol / Doctor
29. Russian	Neutral	40	80	50	40	200	Bows / techni tonal
30. French	Neutral	70	40	60	60	500	Crows board communica
31. American	Non-trustworthy	70	10	10	50	400	Antique Pistol / Denis
32. Japanese	Loyal	30	80	40	50	100	club / Technition
33. Indian	Neutral	70	30	80	50	500	Dagger / computer
34. Native	Non-Friendly	80	60	50	20	300	Sword / Demolition
35. Russian	Friendly	10	30	30	10	800	Surjon / Physical Edu
36. French	Non-loyal	60	40	30	40	100	Throwing Knife / Survival
37. American	Neutral	40	40	40	60	800	Rifle / Doctor
38. Japanese	Non-Friendly	80	60	60	40	200	Rifle / Botonists
39. Indian	trustworthy	20	50	60	60	700	Shotgun / zoologist
40. Native	trustworthy	20	70	80	70	700	Shotgun / Denists
41. Russian	Neutral	30	30	50	30	600	Automatic Pistol / Doct
42. French	trustworthy	60	60	20	10	400	Automatic guns / compus
43. American	Non-Friendly	70	70	50	50	300	Sword / Computor
44. Japanese	Trustworthy	10	10	70	80	100	Dagger / survival
45. Indian	Non friendly	60	50	80	40	100	Club / survival
46. Native	Neutral	70	70	30	10	400	Musket / Physical Edu
47. Russian	Friendly	30	60	10	50	400	Spear / survival
48. French	Non-trustworthy	60	50	60	10	500	Bows / Demolitions

	Race	Friendship	str	Dex	Con	Wis	Lps	Skills
49	American	Neutral	70	70	10	50	200	Automatic Gun / Doctor
50	Japanese	Loyal	30	20	60	70	100	Shotgun / Botanists
51	Indian	Loyal	40	10	50	80	200	Rifle / Biology
52	Native	Non-trustworthy	60	40	30	50	200	Antique Pistol / Zoologist
53	Russian	Friendly	60	10	10	30	400	Musket / Denist
54	French	Non-trustworthy	20	10	60	40	400	Spear / Doctor
55	American	Friendly	70	80	20	60	300	Club / Computer
56	Japanese	Non-Friendly	70	10	70	80	400	Surjon / Throwing knife
57	Indian	Friendly	70	80	60	50	100	Rifle / shotgun
58	Native	Friendly	70	30	20	80	200	Dagger / sword
59	Russian	Non-trustworthy	30	30	10	40	800	Musket / Antique Pistol
60	French	Non-Friendly	70	80	60	10	200	Automatic Pistol / Dagger
61	American	Neutral	30	80	70	30	800	Dagger / Physical Education
62	Japanese	Friendly	70	70	30	60	200	Sword / survival
63	Indian	Neutral	40	30	20	40	400	Shotgun / computer
64	Native	trustworthy	50	50	10	10	500	Rifle / communications
65	Russian	Loyal	30	10	40	60	200	Bow / survival
66	French	Non-Friendly	80	80	20	60	100	crossbow / Amphibians
67	American	Non-loyal	80	60	30	60	600	Surjon / Rifle
68	Japanese	Loyal	10	20	20	60	100	Musket / technitional
69	Indian	Non-loyal	10	40	40	20	200	Throwing knife / survival
70	Native	Loyal	70	60	40	40	800	Spear / crossbow
71	Russian	Loyal	10	60	50	40	100	Shotgun / computer
72	French	Non-Friendly	80	80	40	70	700	club / Rifle

	Race	Friendship	Str	Dex	Wis	Con	Ips	Skills
73	American	Friendly	80	10	30	40	200	Automatic gun / Computer
74	Japanese	loyal	70	80	60	50	500	Shotgun / Technalational
75	Indian	Neutral	20	20	30	30	100	Rifle / Demolitions
76	Native	Friendly	30	30	70	40	700	Automatic Pistol / Doctor
77	Russian	trustworthy	60	60	30	20	200	Shotgun / Rifle
78	French	Neutral	70	40	80	30	500	Sword / Rifle
79	American	Neutral	40	80	80	60	800	Club / Normal Pistol
80	Japanese	Non-loyal	40	70	40	20	200	Normal Pistol / Sword
81	Indian	Friendly	80	70	30	60	700	Shotgun / Denistic
82	Native	trustworthy	30	10	80	30	600	crossbow / biooligest
83	Russian	Neutral	80	40	50	30	400	bow / demolitions
84	French	Non-trustworthy	50	60	20	20	100	musket / Physical Education
85	American	Friendly	40	80	50	10	400	Spear / survival
86	Japanese	Non-loyal	60	10	30	80	300	knife / survival
87	Indian	Friendly	20	80	80	60	300	surjon / throwing knife
88	Native	Friendly	10	30	70	30	700	Antique Pistol / Zoologists
89	Russian	trustworthy	10	50	30	80	100	club / Biologists
90	French	Neutral	30	40	20	40	100	Dagger / Communications
91	American	Friendly	70	70	50	60	200	spear / Botonists
92	Japanese	Non-trustworthy	80	30	30	20	700	Crossbow / bow
93	Indian	Non-loyal	80	30	50	20	700	Spear / Knife
94	Native	Neutral	50	40	50	40	800	Sword / Dagger
95	Russian	trustworthy	10	70	20	10	800	Automatic gun / survival
96	French	loyal	50	40	70	40	600	Automatic pistol / Technition

	Race	Friendship	Str	Dex	Con	Wis	Hps	Skills
97	American	Non-trustworthy	70	60	60	40	400	Automatic Gun / computer
98	Japanese	Freindly	60	20	10	30	200	Club / Dagger
99	Indian	loyal	50	50	20	40	800	Bow / Demolitions
100	Native	Non-Friendly	70	60	10	20	400	shotgun / survival
101	Russian	Non-trustworthy	20	70	80	70	500	Rifle / communications
102	French	Friendly	50	60	20	70	500	Bows / Demolitions
103	American	Non-loyal	10	60	30	50	700	Spear / physical Education
104	Japanese	Friendly	60	10	20	50	700	Botanists / Bio ologiests
105	Indian	trustworthy	40	70	30	30	400	Doctor / Artists
106	Native	Neutral	40	80	20	40	200	Botanists / Zoodogsists
107	Russian	Neutral	10	50	70	60	700	Rifle / shotgun
108	French	trustworthy	60	30	30	30	600	Rifle / technitional
109	American	Non-loyal	60	30	60	80	300	Rifle / communications
110	Japanese	Non-loyal	40	80	10	70	400	susion / Dagger
111	Indian	Neutral	10	80	80	60	800	Crossbow / bows
112	Native	Neutral	80	50	20	40	500	bow / spear
113	Russian	Neutral	80	30	60	30	700	Musket / Rifle
114	French	Non-Friendly	10	10	30	80	500	Automatic Pistol / Normal Pistol
115	American	Neutral	60	70	30	10	400	Antique Pistol / Dagger
116	Japanese	Non-loyal	30	40	80	80	700	shotgun / Rifle
117	Indian	Friendly	30	20	50	40	200	Rifle / Doctor
118	Native	Non-trustworthy	40	60	80	40	300	club / spear
119	Russian	loyal	50	30	60	80	700	Dagger / survival
120	French	Neutral	70	50	40	60	800	throwing knife / Rifle

Race	Friendship	Str	dex	Wit	con	lpc	Skills
121 American	trustworthy	30	40	40	60	500	Rifle / Normal Pistol
122 Japanese	Non-Friendly	70	60	50	70	300	Shotgun / technitional
123 Indian	Non-trustworthy	60	70	10	50	700	Musket / communications
124 Native	Neutral	60	50	50	60	400	Spear / Survival
125 Russian	Neutral	30	50	60	10	400	Rifle / Physical Education
126 French	loyal	80	50	30	30	400	technitional / survival
127 American	Friendly	60	60	80	50	200	Dagger / survival
128 Japanese	Non-Friendly	50	70	80	30	100	Rifle / computer
129 Indian	Neutral	60	70	80	20	300	Bow / shotgun
130 Native	trustworthy	40	60	50	50	500	Anger / Spear
131 Russian	Non-Friendly	30	10	40	60	480	Shotgun / Normal Pistol
132 French	Neutral	60	70	40	50	800	Botanists / Zoologists
133 American	Friendly	50	80	40	60	200	Doctor / Ouesits
134 Japanese	Non-Friendly	10	10	50	40	600	Biologists / Zoologists
135 Indian	loyal	20	60	80	80	700	Normal Pistol / Demolitions
136 Native	Friendly	30	20	20	30	300	Bow / survival
137 Russian	Non-Friendly	60	70	20	70	400	Automatic gun / survival
138 French	loyal	60	70	40	10	600	Antique pistol / club
139 American	Neutral	20	60	30	20	600	Musket / computer
140 Japanese	Non-loyal	50	40	40	60	200	survival / spear
141 Indian	trustworthy	40	30	30	50	700	surjon / throwing knife
142 Native	Neutral	10	10	60	20	200	Spear / Bow
143 Russian	Friendly	50	10	30	50	700	Dagger / survival
144 French	Non-Friendly	30	40	30	20	700	Crossbow / Demolitions

#	Race	Friendship	str	Dex	Con	Wis	hps	Skill
145	American	Friendly	30	10	40	80	700	Automatic Gun / computer
146	Japanese	loyal	80	60	10	20	400	Rifle / communications
147	Indian	Friendly	80	70	30	80	300	shotgun / Surjon
148	Native	Neutral	70	30	60	20	500	Bow / survival
149	Russian	Non-trustworthy	30	20	40	40	300	Crossbow / Demolitions
150	French	Non-loyal	50	10	10	50	300	Botonists / survival
151	American	Friendly	10	40	60	20	100	Botonists / Doctor
152	Japanese	Neutral	80	20	60	10	700	Doctor / Biologists
153	Indian	Neutral	60	30	60	60	300	Zoologists / survival
154	Native	trustworthy	70	20	60	10	400	Spear / survival
155	Russian	Trustworthy	40	40	20	20	500	Sword / Dagger
156	French	Neutral	60	40	40	80	100	Bow / crossbow
157	American	trustworthy	60	50	40	10	700	Demolitions / technitions
158	Japanese	Neutral	80	40	70	70	200	Denists / Biology
159	Indian	loyal	10	50	20	30	800	Rifle / Dagger
160	Native	loyal	60	70	10	20	700	Dagger / survival
161	Russian	trustworthy	50	80	20	70	200	Normal Pistol / club
162	French	Non-trustworthy	30	50	20	30	300	Antique Pistol / technitions
163	American	trustworthy	10	30	40	10	600	Bows / Demolitions
164	Japanese	trustworthy	60	40	40	70	700	Throwing knife / computer
165	Indian	Neutral	20	60	30	70	400	physical Education / club
166	Native	trust worthy	70	80	40	50	400	Spear / survival
167	Russian	Neutral	60	50	10	30	800	Communications / computer
168	French	Friendly	20	80	20	10	300	Demolitions / Bows
169	American	loyal	80	70	60	50	800	Technitions / survival

Race	Friendship	str	Dex	wis	con	Lps	skills
170 American	trustworthy	70	30	10	60	500	Shotgun / Biology
171 Japanese	trusstworthy	40	20	10	50	800	Rifle / Zoology
172 Indian	Friendly	50	10	20	40	100	Bow / cross bow
173 Native	Neutral	60	80	70	80	800	Spear / survival
174 Russian	Neutral	30	60	70	50	100	cross bow / Demolitions
175 French	Neutral	70	30	80	40	600	Spear / Demolitions
176 American	Nonloyal	30	80	80	80	500	bow / Demolitions
177 Japanese	trustworthy	80	40	60	10	600	Automatic gun / Genetics
178 Indian	trustworthy	80	60	70	80	600	Automatic Pistol / Docto
179 Native	Neutral	40	20	70	40	700	Spear / survival
180 Russian	loyal	30	20	40	70	100	Musket / Antique Pistol
181 French	Friendly	60	40	60	70	500	Normal Pistol / Rifle
182 American	Non-Friendly	50	10	40	50	500	Dagger / survival
183 Japanese	Non-trustworthy	20	40	40	60	500	swords / Dagger
184 Indian	Neutral	50	20	60	10	200	throwing knife / Dagger
185 Native	Neutral	30	50	80	60	800	Spear / survival
186 Russian	Neutral	80	10	60	20	600	Bow / cross bow
187 French	trustworthy	70	70	20	60	200	shotgun / Rifle
188 American	Non-trustworthy	30	20	40	20	800	Rifle / Automatic gun
189 Japanese	Non-Friendly	70	50	60	10	800	Musket / Rifle
190 Indian	Neutral	50	80	40	30	600	Spear / sword
191 Native	trustworthy	30	20	60	50	600	Spear / survival
192 Russian	Neutral	50	70	60	60	200	surjon / throwing knife
193 French	Friendly	50	60	10	50	700	Spear / survival
194 American	Nonloyal	20	40	70	30	800	Computers / Biology
195 Japanese	Non-trustworthy	70	10	30	70	400	Technitional / communi
196 Indian	Neutral	40	40	10	40	800	Physical Education / Dagger
197 Native	Friendly	50	30	20	70	700	Spear / survival
198 Russian	Friendly	30	70	40	40	400	Biologists / Botanists
199 French	Nontrustworthy	40	70	80	80	500	Computer / communication
200 Native	Neutral	60	80	60	50	800	Spear / survival

15

CHARACTER

RECORD

SHEETS

for

Exploration   by : Brian Lommes

Character Record sheet

Name:

Race:

money Points:

measurements: km/turn

Friendship:

str:

Dex:

Con:

wis:

Lps:

skill

1

2

Ammo

1

2

3

4

weapons

1

2

3

4

Equipment

1

2

3

4

5

6

7

8

9

10

11

12

vehicle

1

2

EXPLORATION

MAP

BOOK

RL Games

Basic Swamp Lands

[yellow box] = quicksand
[red box] = swamp
[green circle] = tree
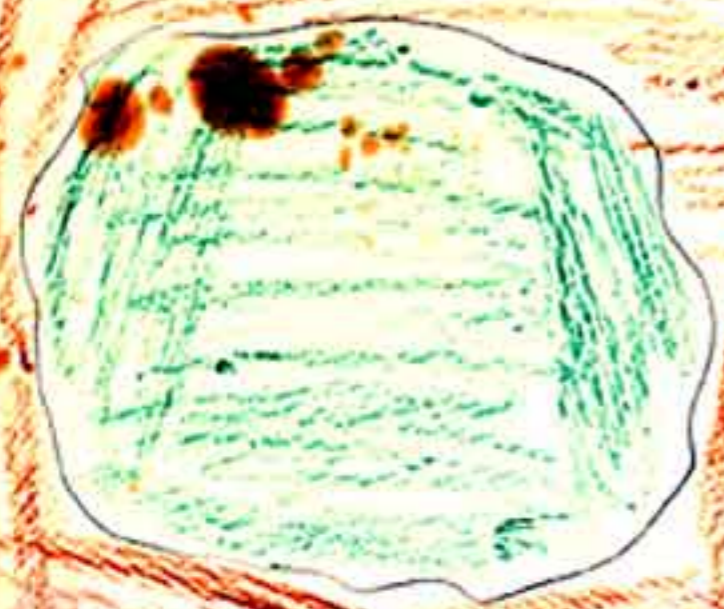
Indian Village on Coast or River or lake side   🏠 = water   ⬭ = cano.
                                                  ⬭ = Hut

Witch Doctors Hut

Chiefs Hut

Doctors Hut

Basic Jungle

Basic River Boat

tarp 2

tarp 1

under tarp 2

under tarp 1

Sleeping Area

Driving Area
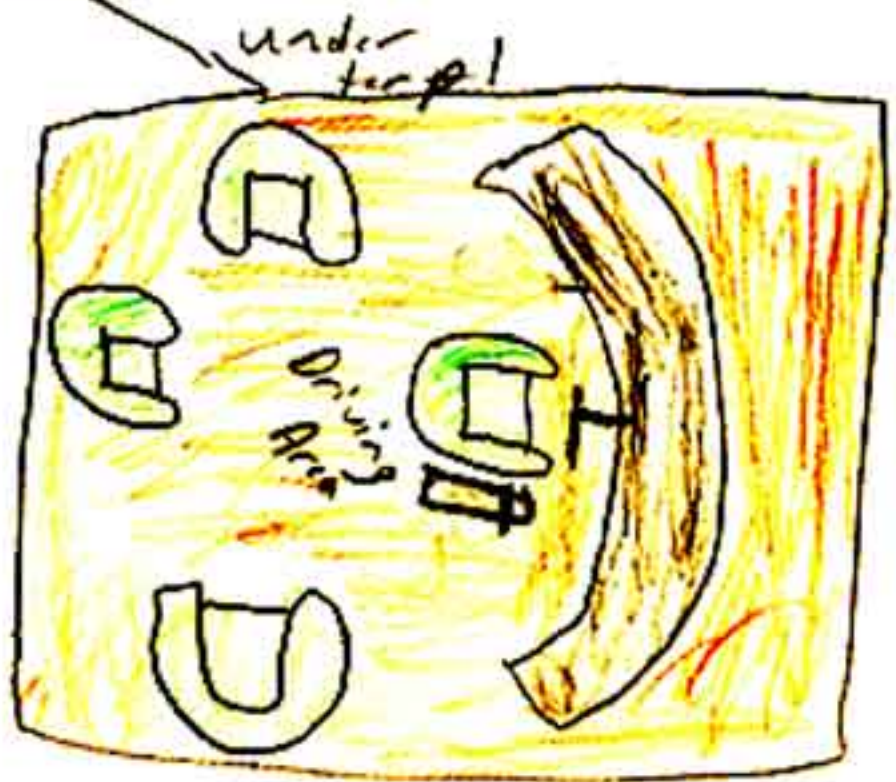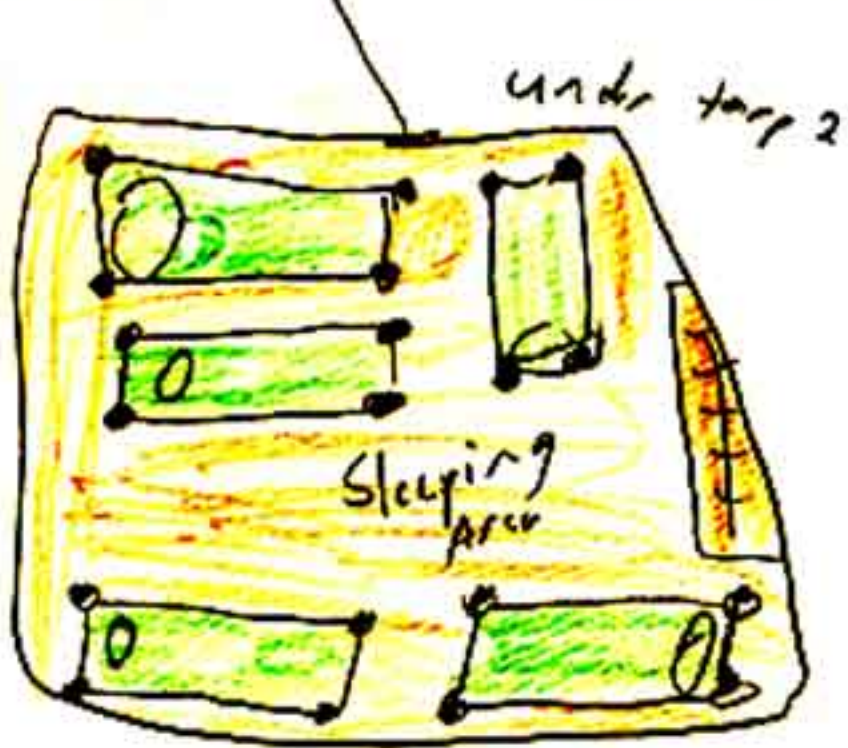
Basic Plins   ⬡ = tree   ▢ = grass   ⬡ = water Hole

Basic Jungle - except River
🌳 = tree

Large / 120 families / chief / witch doctor   Indian Village

⬭ = Hut   ◯ = Cooking fire

Warrior's longhouse

Chief's Hut

Witch Doctor's Hut

Warrior's longhouse

Warriors longhouse

Cooking fire

Bonfire

CF

CF

CF

Village garden space

Warriors longhouse

Small / 3g points / Indian Village

Hut

Hut

Hut

Hut

Chiefs Hut

Hut

Hut

Hut

Bonfire Area

Cooking Fire

Village garden

Witch Doctor's Hut

Hut

Long house

Long house

Hut
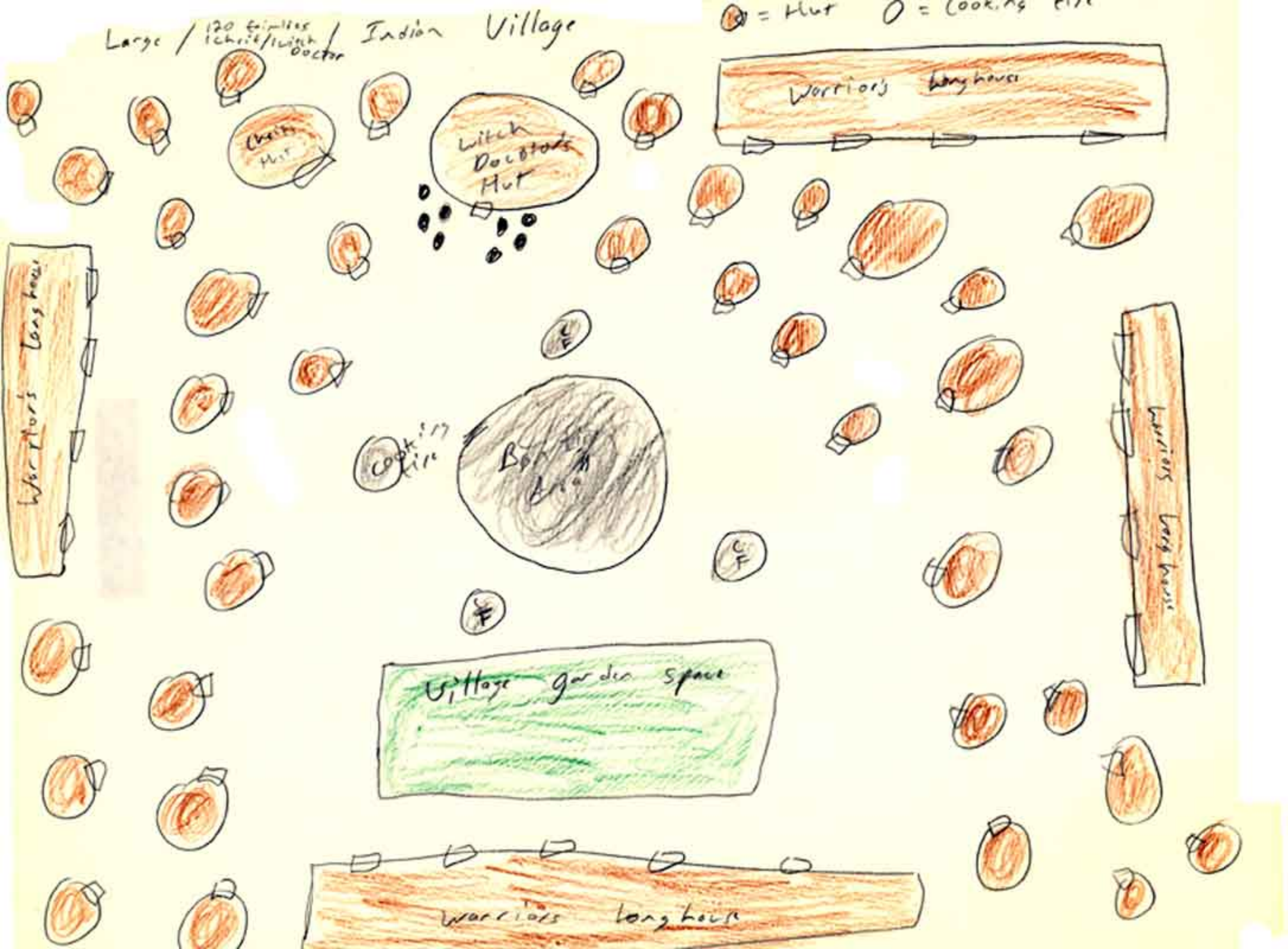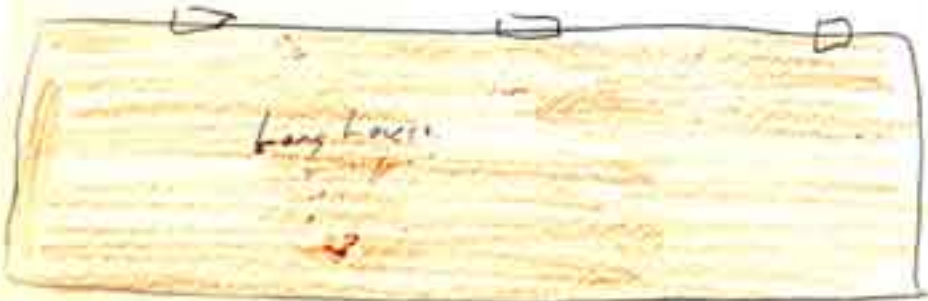
Where Kenya is a
In AFrica.

Egypt

Judon

EThiopia

Sambia

Uganda   Kenya

tranzania   Indian
ocean
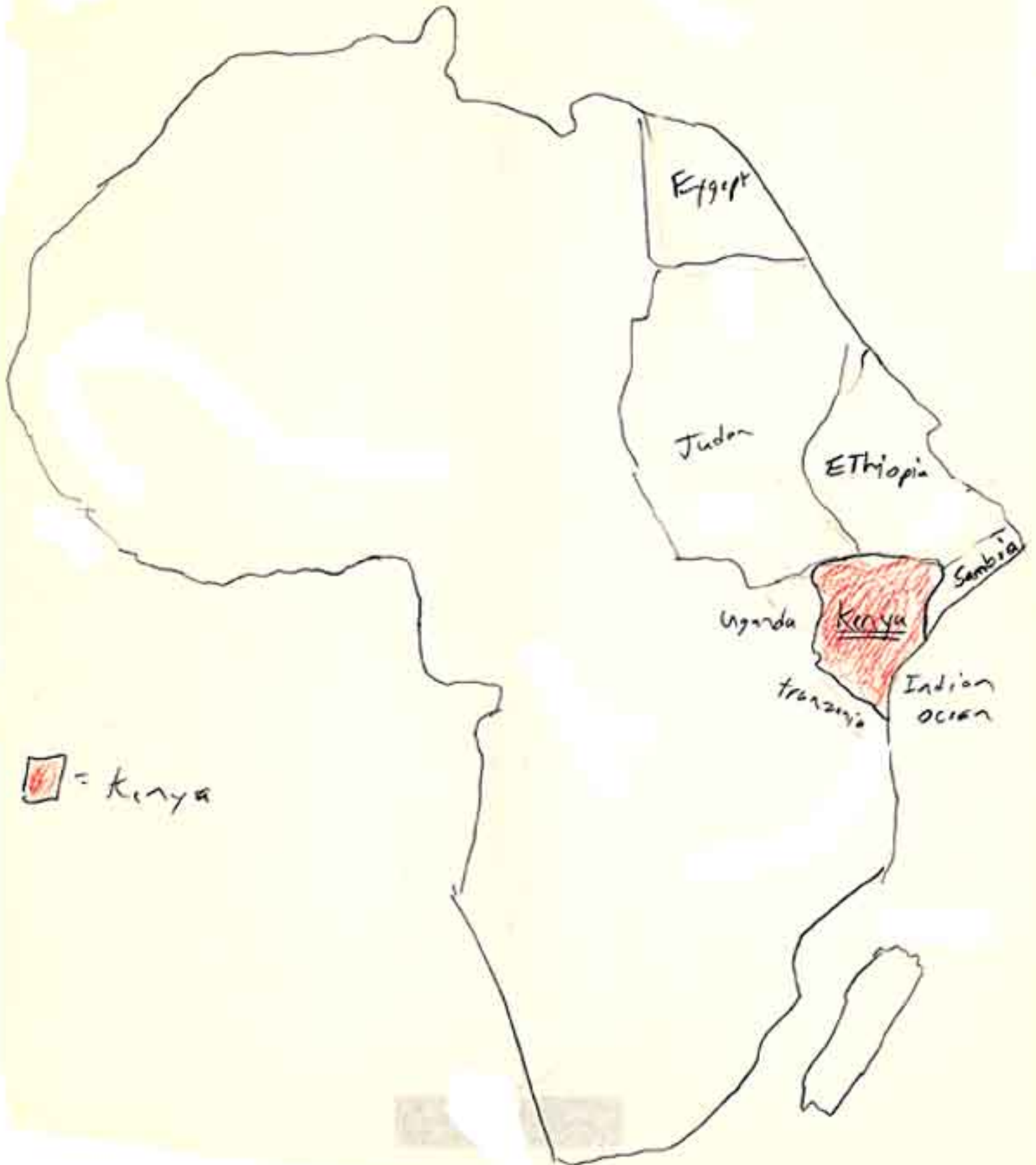
☐ = Kenya

KENYA

Judan

Ethiopia

Uganda

Sambia

Nairobi

Tanzania

Indian Ocean

☒ = Plains
☒ = Swamp
☒ = Water
☒ = Jungle

⊘ = Capito

EXPLORATION

Character

Book

RL Games

Name: Debra Ksingsi Friend: Loyal   Equipment
Race: Russian   Str: 70   Backpack
Money: 20   Dex: 80   Canteen
move: 8m/turn   Con: 20   Flashlight
                       wis: 30   Batteries
Skill   hpc: 200   Luke food
1. Auto-pistol   35mm Camera
2. Computer   film

Ammo   weapon   vehicle
1. .100 (50) 1. .22 beretta   1.
2.   2.   2.
3.   3.

Name: Jamie Taylor Friend: Non-trustworthy Equipment
Race: American   Str: 80   Backpack
Money: 30   Dex: 70   Canteen
move: 8m/turn   Con: 20   Flashlight
                       wis: 30   extra batteries
Skill   hps: 600   luke food
1. pistol
2. Biologist

Ammo   weapon   vehicle
1. 50 rounds 1. .357 magnum   1.
2.   2.   2.
3.   3.

Name: John Carter Friend: Friendly   Equipment
Race: American Indian Str: 40   Backpack
Money: 20   Dex: 80   Canteen
move: 8m/turn   Con: 30   Flashlight
                       wis: 80   extra batteries
Skill   hps: 500   luke food
- Zoolgist
- Botanist

Ammo   weapon   vehicle
50 shots   1. 30/30   1.
              2.   2.
              3.

Characters

Name: Tayka	Friend: Neutral	Equipment
Race: Native (African)	Str: 70	Back pack
money: 12	Dex: 80	Canteen
now: Explore	Con = 80	lantern
	Wis: 10	Weks food
Skills	hps: 800	Weks oil
1. Communications		
2. Automatic gun		

Ammo	weapon	Vehicle
1. 200 (50)	1. M-16	1.
2.	2.	2.
3.	3.	

Character

Name: Muga	Friend: Non-trustworthy	Equipment
Race: Native (African)	Str: 70	Backpack
money: 30	Dex: 60	Canteen
now: Explore	Con: 80	Flashlight
	Wis: 50	Batteries
	hps: 400	Binoculars
Skills		50' rope
1. Bows		
2. Survival		

Ammo	weapon	while reid
1. 60 Arrows	1. Bow	1.
2.	2. Survival Knife	2.

Characters

Name: La Salle Margot	Friendship: Loyal	Equipment
Race: French	Str: 80	Backpack
money: 40	Dex: 20	lantern
Manner: Explore	Con = 20	Weks food
	Wis: 50	Fuel
Skills	hps: 800	X 32 scope
1. Rifle		
2. technical		

Ammo	weapon	Vehicle
1. 600 (50)	1. Elephant Rifle	1.
2.	2.	2.
3.	3.	

Name: Ta Nak | Friend: Neutral | Equipment
Race: Japuese | Str: 80 | Backpack
Mercy: 20 | Dex: 50 | Canteen
Mour: 8 a/turn | Con: 30 | lantern
 | Wis: 30 | lnts fuel
Skills | Lps: 800 | lnts oil
1. Technician
2. Demolitions

Ammo	Weapon	Vehicle
1. .300 (50)	1. 44, Revolver	1.
2.	2.	2.
3.	3	

Name: Jim Tompson | Friendship: trustworthy | Equipment
Race: American | Str = 50 | Backpack
Money: 30 | Dex = 60 | 3 quart water
Movement: 8 m/turn | Con = 80 | 4 wks food
 | Wis = 40 | 50' rope
Skills | Lps = 300 | Flash light
1. Shotgun | | Batteries
2. Doctor

Ammo	Weapons	Vehicle
1. shot size 4(50)	1. 10 gauge, Pump	1.
2.	2.	2.
3.	3.	

EXPLORATION

Encounter Book

RL Games

Quick encounter card

Spiting cobra
where live = ground
Str - 10
Dex - 65
con - 70
hps - 35
mov - 6½ m/turn
Damage - 1d6
special - spit = blind for W8 turns - poison type 4
type - Reptile/Snake

F is able to spit venom
in its victims face.
The cobra is probley
one of the best known
snakes in the world.
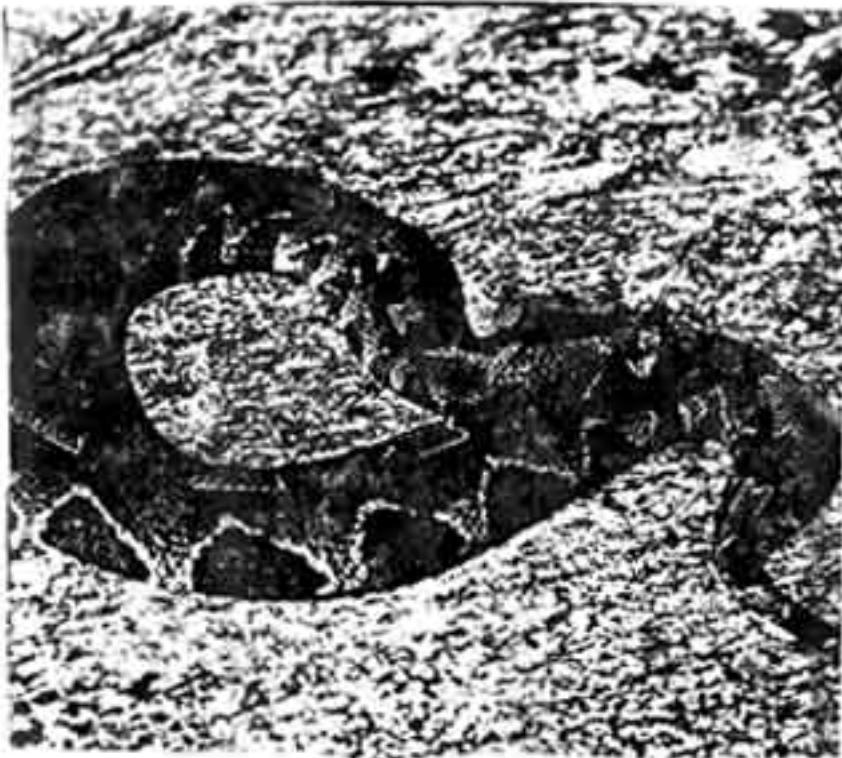
Quick encounter card

Rhinoceros viper
where live - ground
Str - 10
Dex - 50
con - 45
hps - 25
mov - 5m/turn
Damage - 1d8
Special - poison type 4
type - Reptile/snake

one of the most
Deadly vipers. also one
most beatiful of all
African snakes

Quick Encounter card

Hippopotamus (Hippo)
where live - River
Str - 150
Dex - 10
Con - 80
hps - 2000
mov - 5 turn
Damage - WB0 rarely attacks
special - -30 to hit
type - Mammal/Hippopotamus

Sweat is blood
red really looks
like it is covered
in blood.

Lion
where lives - plains
Str - 60
Dex - 65
Con - 80
Lps - 1000
move - 12m/turn
Damage - 1d50+20
Special - None
type - Mammal/large cat

No Picture

Patas Monkey
where lives - desert/plains/jungle
Str - 20
Dex - 80
Con - 30
Lps - 600
move - 18m/turn
Damage - 1d8+20
Special - None
type - Mammal/monkey

Ostrich
where live - plains
Str - 30
Dex - 90
Con - 30
Lps - 800
move - 12m/turn - can be ridden
Damage - 1d50 -10
Special - Peck as above
type - Aves/bird
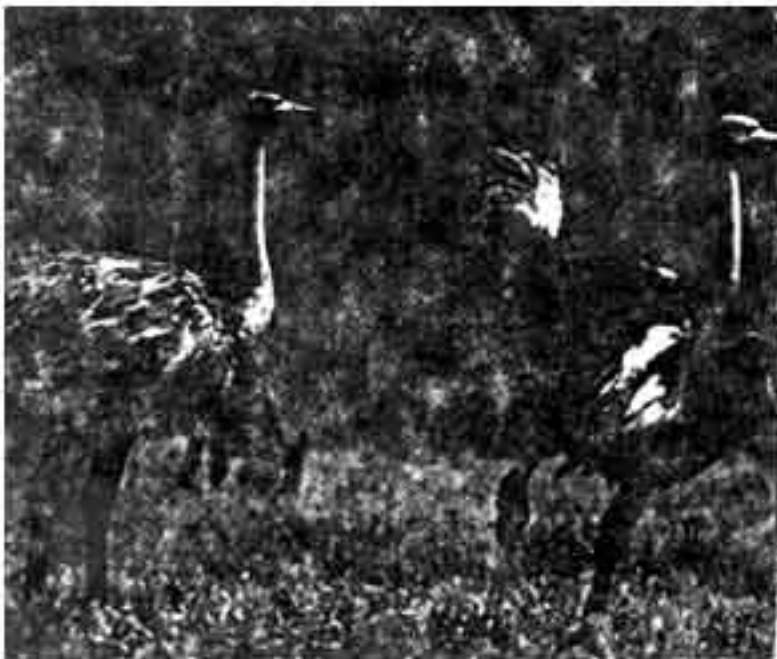
Quick Reference Card

African Vine-Snake
where live - trees
str - 10
Dex - 50
con - 50
Lps - 25
move - 6m/turn
Damage 1d8
special - poison type 3
type - Reptile / snake

Quick Encounter Card

Silk spider
where live - Anywhere
str - 1
Dex - 5
con - 1
Lps - 1
move - 3m/turn
Damage - 1d8 - 5
special - poison type 1
type - Arachnide / spider

Quick Encounter Card

Colobus Monkey
where live - Jungle
Str - 30
Dex - 80
Con - 40
Lps - 600
move - 9m/turn
Damage - 1d8
special - None
type - Mamal / Monkey

Leopard
where live - Anywhere except Desert
Str - 80
Dex - 70
Con - 80
Lps - 1000
Acc - 15 m/turn
Damage - 1d80 +10
Special - None
Type - Mammal / Large cat

also reduced to
as the panther
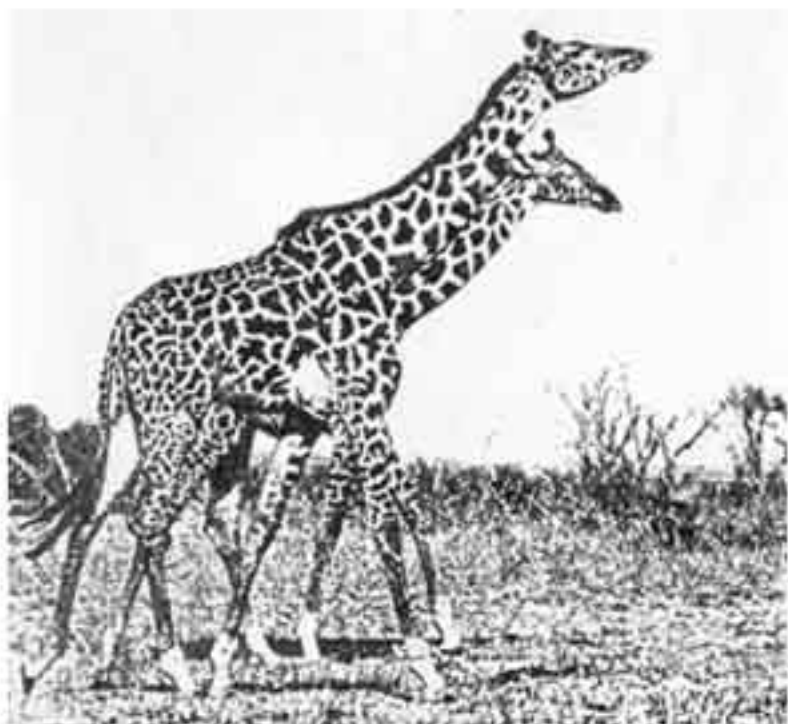
Giraffe
where live - plains
Str - 80
Dex - 30
Con - 50
Lps - 800
move - 15m turn
Damage - 1d6
Special - None
type - mammal / Giraffe

Gorilla
where live - Jungle
Str - 100
Dex - 70
Con - 80
Lps - 1300
move - 9m/turn
Special - None
type - mammal / Gorilla

Leopard
where live - Anywhere except Desert

Quick Encounter Card

Black Rhinoceros
Where live - Plains
Str - 100
Dex - 30
Con - 60
Lps - 1500
move 20/turn
Damage - 1d100
Special - Run as above / -20 petit
type = Mammal/Rhinoceros

Very agressive almost
always attacks

Quick Encounter Card

Zebra
where live - Plains
Str - 20
Dex - 30
Con - 35
Lps - 1000
move - 15 m/turn
Damage - 1d8
Special - None
type - Mammal/horse like Animal

Quick reference card

Hyena
where live - Plains
Str - 80
Dex - 70
Con - 80
Lps - 1100
move - 15 m/turn
Damage - 1d80
Special - None
type - Mammal/large Dog

African wild cat
where live - Anywhere except Desert
Str = 75
Con = 80
Dex - 80
Lps - 1000
move - 12m/turn
Damage - 1d80
Special - None
Type - Mammal/large cat

Aard wolf
where live - Jungle
Str - 50
Dex - 80
Con - 80
Lps - 1000
move - 15m/turn
Damage - 1d80
Special - Rarely attack and is Really scorn
Type - Mammal/Dog like creature

Aardwolves are one of
the rarest animals in
the world. They only hunt
at night. during the day
they stay in there dice
Aardwolves are a cross
between a hyena and
a Jackel and Aardwolves
Aardwolves are Illegal
to kill.

Cheetah
where live - Plains
Str - 80
Dex - 80
Con - 80
Lps - 1200
move - 25m/turn
Damage - 1d80
Special - None
Type - Mammal/large cat

Fastest animal
on earth.

Mamba

	Green	black	
where live -	trees	Ground	The swiftest and most
Str -	10	10	poisonous of All African
Dex -	70's	65	snakes, few people
Con -	50	50	bitten by this
Lps -	30	30	snake survive.
Movement -	7m/turn	7½ m/turn	
Damage -	1d8	1d6	
special -	Poison type 5	Poison type 5	
type -	Reptile/snake	Reptile/snake	

African Elephant
where lives = Plains
Str - 200
Dex - 30
Con - 80
Lps - 2000
move - 10m/turn
Damage - 1d800
Special - -30 to hit
type - Mammal/Elephant

Chimpanzee (chimp)
where live - Jungle/plains
Str - 50
Dex - 80
Con - 70
Lps - 700
move - 10m/turn
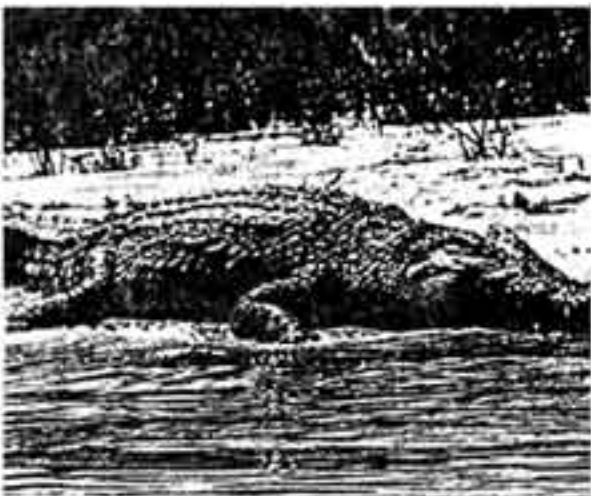Damage - 1d5 +50
Special - None
type - mammal/monkey

Centipede
Str - 1
Dex - 10
Con - 1
Lps - 1
move - 11m/turn
Damage - 1d8 - 5
Special - Poison type 2 -
type - Myriapodia / centipede

African Rock Python
where live - ground
Str - 85
Dex - 60
con - 45
Lps - 1000
move - 3m/turn
Damage - 1d8 bite
Special - 1d80 squeeze, can swallow small prey (under 5')
type - Reptile / snake

Nile Crocodile
Where live - River side
Str - 80
Dex - 70
con - 70
Lps - 1000
move - 10m/turn
Damage - 1d800
Special - 20 + hit
type - Reptile / crocodile

Quick Encounter Card

Boomslang
Where lives - trees
str - 10
Dex - 70
Con - 70
Lps - 25
move - 6m /turn
Damage - 1d8
Special - Poison type 4
type: Reptile / snake

A highly poisonous tree
snake, The Boomslang is
often mistaken for the
mamba. Boomslang often
drop from branches on
their victims.

Quick Encounter Card

Anopheles Mosquito
where lives - around swamps mostly, but can live anywhere
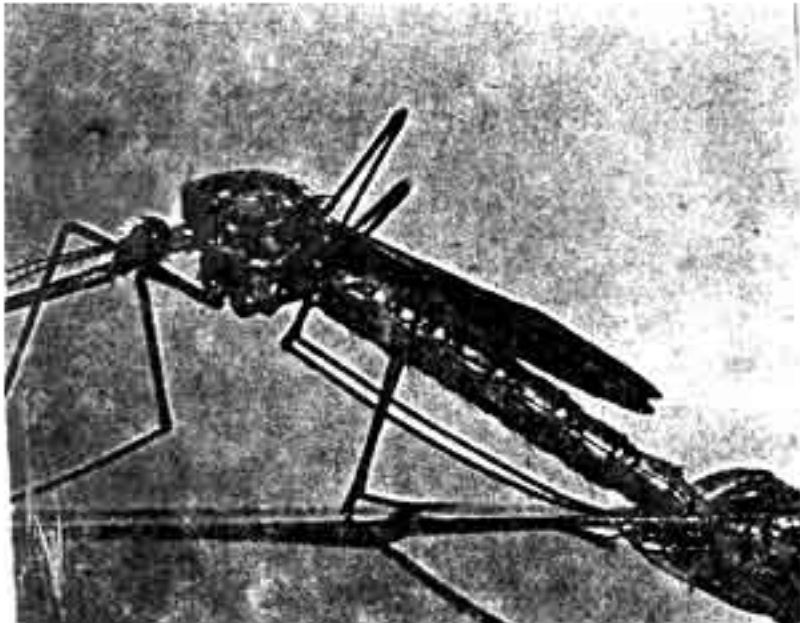Ser - 1
Dex - 80
Con - 1
Lps - 1
move - 15m/turn
Damage - 1d8 +5
Special - spreads malaria, see page 28
type - Insect / Mosquito

Quick Encounter Card

tsetse fly
where live - Anywhere
str - 1
Dex - 80
Con - 1
Lps - 1
move - 10m/turn
Damage - 1d8 +6
Special - spreads sleeping sickness
Type - Insect fly

Africas
most
dangerous
Insect

EXPLORATION

www.rlgames.net

RL Games