

# THE CHALLENGE

[WORK IN PROGRESS TITLE]

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- ✓ INTRO [1]
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HOW WILL YOU START YOUR ADVENTURE?

GAME SYSTEM (UPDATED)

CHOOSE YOUR ADVENTURER

## **Main features**



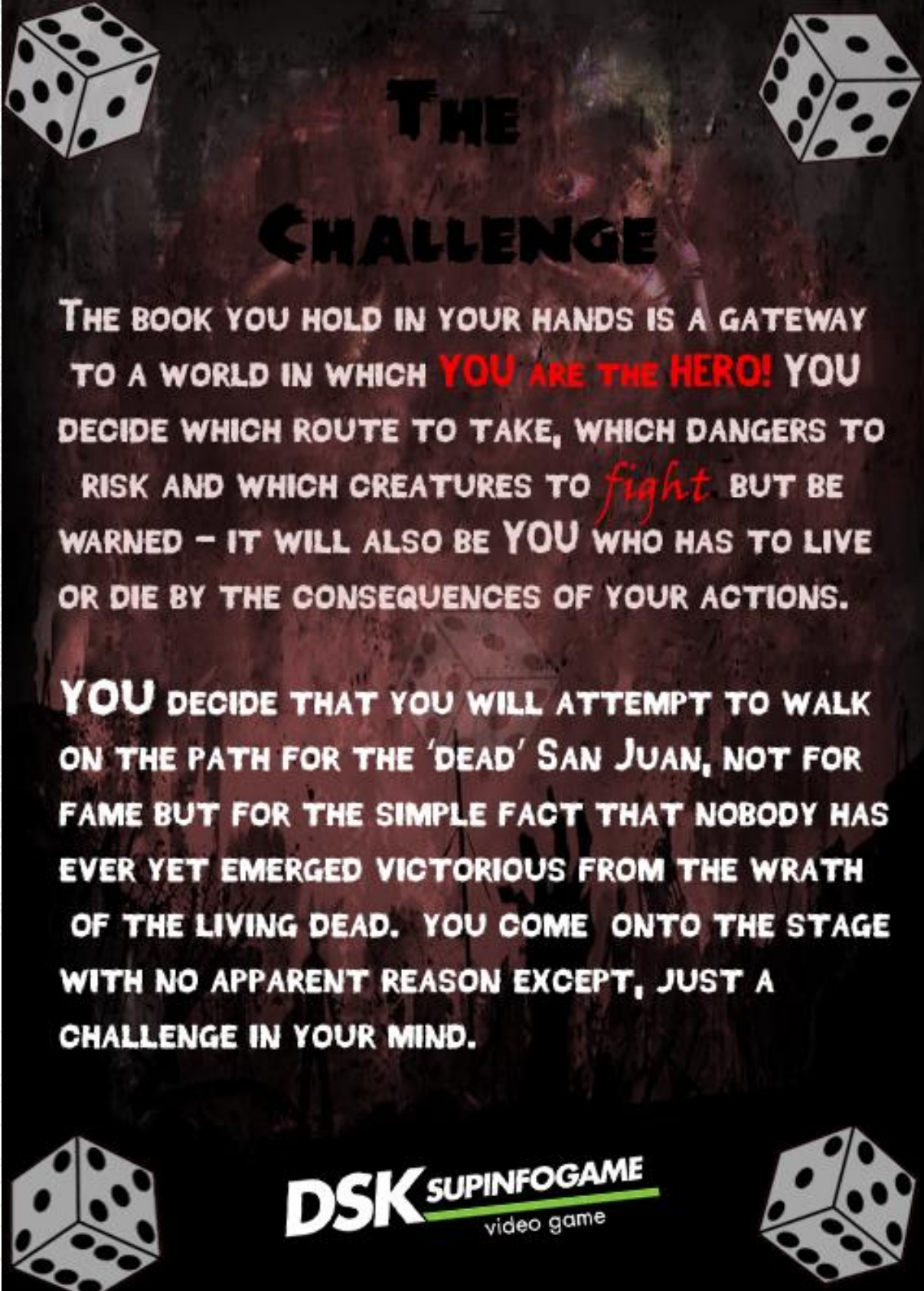
- ❖ **Distinctive story**
- ❖ **Zombies and undead creatures**
- ❖ **Plot twist at mid-story**
- ❖ **3 Characters**
- ❖ **Special abilities**
- ❖ **Characters from different parts of the world**
- ❖ **Unique boss**
- ❖ **Surprises**
- ❖ **Surviving will**
- ❖ **Various options**
- ❖ **Location from World map**

**CREATED BY**

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COVER FRONT - VI







# THE CHALLENGE

THE BOOK YOU HOLD IN YOUR HANDS IS A GATEWAY  
TO A WORLD IN WHICH **YOU ARE THE HERO!** YOU  
DECIDE WHICH ROUTE TO TAKE, WHICH DANGERS TO  
RISK AND WHICH CREATURES TO *fight* BUT BE  
WARNED – IT WILL ALSO BE **YOU** WHO HAS TO LIVE  
OR DIE BY THE CONSEQUENCES OF YOUR ACTIONS.

**YOU** DECIDE THAT YOU WILL ATTEMPT TO WALK  
ON THE PATH FOR THE 'DEAD' SAN JUAN, NOT FOR  
FAME BUT FOR THE SIMPLE FACT THAT NOBODY HAS  
EVER YET EMERGED VICTORIOUS FROM THE WRATH  
OF THE LIVING DEAD. YOU COME ONTO THE STAGE  
WITH NO APPARENT REASON EXCEPT, JUST A  
CHALLENGE IN YOUR MIND.



**DSK** **SUPINFOGAME**  
video game



## ADVENTURE SHEET — v2

### SURVIVE ADVENTURE SHEET

CHARACTER NAME —

CHARACTER MILITARY SPECIAL —

CHARACTER ABILITY —

**SKILL**

INITIAL SKILL=

**STAMINA**

INITIAL STAMINA=

**LUCK**

INITIAL LUCK=

**ITEMS OF EQUIPMENT  
CARRIED (MAXIMUM 12)**

**FOOD CANS**

**AMMO CRATES**

**WEAPONS**

**EXTRA PROVISIONS**

## ENCOUNTER SHEET — v2

### UNDEAD ENCOUNTER BOXES

ADVENTURE NAME —

TYPES OF UNDEAD ENCOUNTERED :

SKILL =  
STAMINA =

SKILL =  
STAMINA =

SKILL =  
STAMINA =

SKILL =  
STAMINA =

SKILL =  
STAMINA =

SKILL =  
STAMINA =

SKILL =  
STAMINA =

SKILL =  
STAMINA =

# BACKGROUND

The Earth as everybody's known long ago doesn't exist now, as the globe was hit by a foreign unknown force and, by the power of that same force there occurred huge biological changes in the most populated areas of the globe causing mass infections to humans and other animals. Which further lead turning every earthly creature into numb and brainless beings, starving for fresh blood and also making them crazy for it.

These creatures rampage around streets for fresh blood violently. They are chaotic beyond anyone's imaginations. But there are some parts of the globe that still haven't yet been infected.

The Maximum un-infected parts are dead parts of the globe but there's a small amount of population in an island called **Puerto Juan** which is uncharted and believed to be protected from pollution. Moreover, the people present in the island are mostly runaways from different parts of the world as they couldn't face the troublesome people bothering them their whole life. Fortunately there is a group of some highly skilled military people, they got here as they were lost trying to find this same island because it was their mission given by their higher officials.

People on the island don't even know whether there are any survivors in any other parts of the globe as, everyone on the island have lost communications to the whole world ever before the attack took place. And now finally, they have been living in peace until, they found a human in their group has turned into a numbed monster. The people on the island killed the old man and wondered whether how the man got out of control and lost his mind. As time passed by, many of the survivors are turning sick unerringly as the old man, with a mysterious disease. Elders of the island sent some skilled survivors to discern what the cure for this unknown disease is as, they lost connection to the world and wondered whether there is a cure for this crisis situation. Sadly the survivors weren't lucky enough to survive this disastrous world, fortunately, a lone survivor returned critically wounded but he passed away by saying his preceding sentences that "Everyone's dead".

People are terrified by the fear of their surrounding sick humans and the infected creatures, also, by seeing the following events rise up, all are scared stiff and are fighting amongst themselves to survive. Everyone's dying with lack of food resources as, series of events took place leading people to kill amongst themselves and eating their own kind with hunger. On sending the second batch for conformation, as last time, a sole survivor turned up, luckily he is healthy rather than facing his last breath. Elders knowing 'what's happened to the world' they killed the survivor to hide that secret.

Now, there's been a rumour running around amongst the survivors that there is an island close by to Puerto Juan named **San Juan** and at that island there is a cure to this infection and lots of food resources, to help hungered of the surviving Puerto, and also leading humans to a new generation and helping mankind to last for ages.

The rumour is true, confirmed by the brother of the so killed survivor by the elders of the island. People are raged by the decision of elders and caged them until the situation is sorted out. As time passed by, survivors discovered the changed map of San Juan as, West side Alcope district, South side Cassa district, North side Tortoco district, East side Daroi district and finally the Gulf of Perdi. As many of earthly fantasies created by humans, the survivors on the island simply called the creatures as zombie's and crawlers. Many skilled and heavily armed people have died trying to secure the cure from the wrath of an unknown creature on the island location uncultivated. Having known of the hunger situation in vicinity, you decide that you will attempt to walk on the path for the 'dead' San Juan, not for fame but for the simple fact that nobody has ever yet emerged victorious from the wrath of the living dead. But this time not as always, people trusted in you for no reason, and also believed that you can achieve something as, you came onto the stage with no apparent reason except, just a challenge in your mind.

You are given a Red scarf to tie around your arm, informing every one of your status. For three days you enjoy Puerto's greatest hospitality and are treated like a demigod. During the long merriment, you almost forgot your purpose for San Juan but the evening before the Journey, the magnitude of the task ahead begins to dominate your thoughts. Later, you are taken to a special guest-house and shown to your room. There is a splendid four-poster bed with satin sheets to help you rest. But there is little time left for sleep.



Just before dawn a trumpet call awakens you from vivid dreams of you being ripped by a zombie. Minutes later, there is a knock on your door, and a man's voice rings out saying, 'Your challenge begins soon. Please be ready to leave in ten minutes.' You climb out of bed, walk over to the window and open the shutters. Already people are thronging the streets, moving quietly through the morning mist. You turn away and walk over to a wooden table on which your trusty gun lies. You pick it up and cut the air with a thundering shot, wondering what beasts its sharpness may soon have to meet. Then you open the door into the corridor. A small man with slanted eyes greets you with a low bow as you emerge from your bedroom. 'Please follow me,' he says. He turns to his left and walks quickly towards the stairs at the end of the corridor.

Leaving your guest-house, he darts down narrow alleyways between houses, and you have to walk quickly to keep up with him. Soon you come into a wide dirt road lined with cheering crowds. When they see your red scarf they cheer even louder. The long shadows cast by the people in front of you shrink as the bright yellow sun rises higher in the morning sky. Standing there in front of the noisy and vibrant crowd, you feel strangely alone, aware of your coming ordeal. Suddenly you feel a tug on your shirt and see your small guide eagerly beckoning you to follow him. Ahead you see the looming hillside and the dark mouth of a tunnel disappearing into its inner depths. As you get closer, you notice two great stone pillars on either side of the tunnel entrance. The pillars are covered with ornate carvings: writings, serpents, demons, deities, each seeming to scream a silent warning for those who pass beyond them. These tunnels lead you to San Juan's west district, Alcope. Not like others you want to venture the island with some protection, and by looking at the map you wish to get the Special military supplies from the North side of the island to explore safely. But to get to north side, you need to get the gate keys from the navy post near the Daroi beach. Keeping that in mind

You salute the crowd before disappearing into the tunnels. Holding your red scarf aloft, you take one final deep breath of cool fresh air before turning to pass between the stone pillared gateway into the under tunnels of Alcope. To face unknown perils on 'The Walk' of your challenge.

# PARAGRAPHS - V1

## [1]

The clamour of the excited spectators gradually fades behind you as you venture deep into the gloom of the cavern tunnel.

Large crystalline substances hang from the tunnel roof at twenty metre intervals, radiating a soft light, just enough for you to see your way. As your eyes gradually become accustomed to the near darkness, you begin to see movement all around. Spiders and beetles crawling up and down the chiselled walls disappear quickly into cracks and crevices as they sense your approach; rats and mice scurry along the floor ahead of you. Droplets of water drip into small pools with an eerie plopping sound which echoes down the tunnel. The air is cold, moist and dank. After walking slowly along the tunnel for about five minutes, you arrive at a ladder leading yourself to streets of Alcope, the west side of Puerto Juan. Climbing up the ladder you find yourself all alone in an open valley with an empty Police post nearby and, some rare stranded supplies. You begin your journey by picking up the starter supplies for your journey, turn to **2**. If you don't want to check what's in the supply box, turn to **3**.

## [2]

Surprisingly the supplies contain master keys for some building and houses around the west side, by picking them up you head towards the police camp for picking general weapons for your journey, turn to **3**.

## [3]

By following the dark alley with dead people deceitful all around, you finally reach the police camp, you will then start looking for supplies for your long journey ahead. By picking the general armoury you continue your journey turn to **4**.

#### **[4]**

Surprisingly you find yourself in an intersection leading you to three different ways north, south and east. If you wish to go to north turn to **5**, wish to go to east or south turn to **14**.

#### **[5]**

By taking a long walk north you find that the gates for the north district are locked so, sadly with no other option, you continue your journey by heading backwards to check another way turn to **4**.

#### **[6]**

By taking a long walk east you find yourselves between two provisional stores, feeling lucky you choose between them whether which store you want to visit next, or continue your journey forward by following the pathway. If you want to check north store Turn to **12**, want to check the south store turn to **13**.

#### **[7]**

You hear a creaking sound crawling towards you with utmost silence all around, out of inquisitiveness you begin to wonder whether “what is that sound?” and, as you curiously approach the origin point of the sound, you get startled by seeing, there’s an Crawler right at your feet, you can either run or you can fight your way out. Fight or, if you wish to run turn to **8**.

Crawler      Skill: 7      Stamina: 8

#### **[8]**

Surprisingly you kill the monster without a scratch, but you see a horde running behind you, trying to latch onto you, moreover you are in a three way road junction so, if you want to escape towards upper side turn **9**, escape towards right side turn to **10**, escape towards down turn to **11**.

### **[9]**

After continually running, you find yourself in between a Zombie and a crawler. If you've beaten them turn to **14**, if not turn to **120**.

Crawler	Skill: 7	Stamina: 8
Zombie	Skill: 11	Stamina: 11

### **[10]**

After continuously running, surprisingly you find yourselves in an empty street with a supply box in front of you. You scavenge the supply box and continue your journey turn to **14**.

### **[11]**

After continuously running, you find yourselves trapped by an another horde in front of you, the horde on your behind also catches up to you, the horde then creep onto you, and you helplessly fall on ground with fear lurking around you, later they feast on you by ripping your heart, lungs and brain out. Your adventure ends here.

### **[12]**

You unexpectedly find a supply box lying on ground, you fetch whatever's in the box and while you're exiting you three Zombie's walking into the other store. Now, you wait for some time and you surprisingly sneak past your way out without any of those things noticing you. Turn to **7**.

### **[13]**

You unexpectedly find a supply box lying on ground, you fetch whatever's in the box and while you're exiting you three Zombie's walking into the other store. Now, you wait for some time and you surprisingly sneak past your way out without any of those things noticing you. Turn to **7**.

### **[14]**

Again you find yourselves in a two-way junction, if you want to go left turn **17**, wish to go to right side turn **15**.

### **[15]**

You get startled by seeing, there's a Crawler right at your feet, you can either run or you can fight your way out. If you wish to fight Turn to **121**, if you wish to run turn to **16**.

Crawler      Skill: 9      Stamina: 9

### **[16]**

Unexpectedly you face a, zombie kill and pass. If won turn to **22**, if you didn't win turn to **123**.

Zombie      Skill: 11      Stamina: 11

### **[17]**

Right again you find yourselves in another two way junction. If you want to go left turn **18**, wish to go to down side turn **19**.

### **[18]**

You see yourselves all alone on a wide street with a lone zombie looking at you, have no option left, but to kill it. If killed it turn to **19**, if you didn't turn to **1**.

Zombie      Skill: 10      Stamina: 10

### **[20]**

You see an empty building, eyeing like some guy's house but with no undead creatures. Would you like to explore the house? Turn to **21** if you wish to, if you don't, continue your journey, turn to **22**.

### **[21]**

Fortunately there are no zombies around but, as luck would have it, you found a supply package useful for your journey, turn to **22** to continue your journey.



## **[22]**

With some luck, and some peril you finally crossed over the streets of Alcope for good. Now with a little hope of finding the keys for the gates of Tortoco, you head towards Daroi on the road of Cassa as Gulf of Perdi middle district) has only one entry point, and sadly that's from the east side of the island (Daroi). Turn to 23 to continue your adventure.

## **[23]**

Cassa, once possessor of most beautiful beach ever but now, known as the bloodiest beach, facing darkness and death all-around it. Knowing this you can feel the fear crawling unto you, you soothe yourselves and continue on your journey with sheer guts. At distance you see a security guard, he can probably have the master key for the area buildings would you like to approach him to take the keys or would you like to continue on your journey, if you wish to check him turn to **24**, if you don't turn to **25** to continue on your adventure.

## **[24]**

You approach the dead guard with fear of him rising from the dead, and with that fear alone you line to his pocket and get the keys to continue on your journey. Suddenly you see his hand shake and drop down to floor, you relax for a second and gain your strength back, turn to **25**.

## **[25]**

You get to your first alley in Cassa, a three-way junction, turn to **26** to go up, turn to **27** to go down, turn to **28** to go left.

## **[26]**

As you continue to progress further on the alley, you see the end of the road blocked by blasted out cars. As you face back to return you face a Zombie, you will attack and kill the dead being in order to reduce attention on your selves by the surroundings turn to **28** if you win, turn to **123** if you don't.

Zombie      Skill: 9      Stamina: 9

### [27]

As you continue to progress further on the alley, you see the end of the road blocked by blasted out cars. As face back to return you face a Crawler, you may attack the being or run away turn to **28** if you want to sneak away, turn to **124** if you want to face the enemy.

### [28]

You see a building cold dead without the numbed monsters, you can scavenge the building for your needs turn to **29** if you wish to check the building, turn to **30** if you don't.

### [29]

Oh! Seems like you've fallen in a trap you see a zombie ahead kill and proceed otherwise it would attract other horde and loose out your location. Turn to **30** if killed. Turn to **125** of you didn't.

Zombie      Skill: 9      Stamina: 9

### [30]

You find yourselves in a two way junction. If you want to go down turn **32**, wish to go left turn **31**.

### [31]

You find a supply box, you scavenge your requirements from it and proceed on. Turn to **32** to continue on your journey.

### [32]

You hear a creaking sound crawling towards you with utmost silence, you begin to wonder whether "what is that sound?" and, as you curiously approach the origin point of the sound, you get startled by seeing, there's an Crawler right at your feet, you can either run or you can fight your way out. If you wish to fight Turn to **126**, if you wish to run turn to **33**.

Crawler      Skill: 7      Stamina: 9

### **[33]**

Shockingly after beating the beast you race forward to the end of the alley, reaching towards another two-way junction, wish to go down turn to **34**, or wish to go right turn to **38**.

### **[34]**

You see a building of death and darkness all around, would you like to search the room for your purposes, turn to **35** if you want to turn to **36** if you don't.

### **[35]**

You reach into a room of darkness and stinky smell around, you dreadfully look around if there are any zombie's to confirm your safety. You rest for an awhile as you couldn't find whatsoever in that room. You continue to venture along, turn to **36**.

### **[36]**

You find the dead body of famous celebrity Johnny dole, you aimlessly find a Key that can be useful for your journey, you continue to the next room turn to **37**.

### **[37]**

As you venture along the building you surprisingly find the quarters of Johnny dole, and you recognize this building as shooting location for the movie 'Rum book', with shock you rush into his room and surprisingly you find yourself with a big supply box, after scavenging you continue on your journey turn to **38**.

### **[38]**

While exiting the alley you get attacked by a Zombie, with astounded look you react quickly with your reflexes and try to kill it, if you win turn to **39** if you don't turn to **127**.

Zombie      Skill: 11      Stamina: 10

### **[39]**

You see another building could it be another of those paparazzi's houses around the area? With all your luck, if you want to enter the building turn to **40**, if you don't turn to **41**.

### **[40]**

Sadly, for your conscience there is nothing in building, it's just plain empty turn to **41** to continue on your journey.

### **[41]**

You realize that's you're on the celebrity side of the island as you keep on seeing the rich houses of famous celebrities all around you, a special fresh smelling house caught your attention would you like to visit it? Turn to **42**, if you don't turn to **43**.

### **[42]**

You enter a fine-looking house, abandoned in a rush by some people who want to escape from this disaster and as you explore on, you find a small supply package. You pick it and continue on your journey turn to **43**.

### **[43]**

In a cold street perceptible, you can clearly see some plentiful supplies useable, perhaps they could be enough for your whole journey, but always keep in mind that "great reward emanates with even greater risk" as you can also see a Living dead lurking around the supplies. Now, would you like to face the risk and try to get the supplies or putting the greediness aside would you like to continue on your journey? Turn to **44** if you wish to face the enemy, turn to **46** if you don't.

### [45]

With courage you head on to face on the peril standing on your way, you see two zombie's eating a dead rat, you pounce on them with huge valour and try to kill them, turn to **46** if you won, turn to **128** if you didn't.

Zombie	Skill: 11	Stamina: 7
Zombie	Skill: 11	Stamina: 8

### [46]

Finally all your effort's been paid out, you reach the east side of the island, Daroi. You head towards the beach side to get keys from the navy post. Until now you proved to be worthy but there's a difference between worthy and champion, go and overwhelm your challenge. Turn to **47**.

### [47]

Welcome to the once so called the most crowded city in the world, Daroi. Now the most poisonous city existing. By thinking you need to get to Daroi's beach you take the quickest way to the beach. Turn to **48** to continue.

### [48]

As always you first check the guard quarters nearby for any keys useable for your journey, turn to **49** to continue on your journey.

### [49]

As you progress on your journey you come across a long two-way junction, do you wish to go down or up. Turn to **58** if you wish to go down, turn to **50** if you wish to go up.

### [50]

You find the master key of the upper area of Daroi with surprise you pick up the key and continue on your journey. Turn to **51** to continue.



### **[51]**

You take a turn on the alley after a long alone walk on the dark alley connected to junction, you get surprised by a zombie, you need to kill and pass as that thing's blocking your way. Turn to **52** if you win, turn to **131** if you don't.

Zombie      Skill: 10      Stamina: 9

### **[52]**

You find yourselves in an alley of series of abandoned houses which maybe resourceful to scavenge, right now, you would want to see, what on your right side building. Turn to **53** to continue.

### **[53]**

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **54** to continue.

### **[54]**

Leaving the building you see another one the noiseless building, do you wish to go inside to check what surprises it may hold? Or do you want to continue on your journey. Turn to **56** to continue on your journey, turn to **55** to explore the building.

### **[55]**

On entering the building, by your surprise you get attacked by a crawler. With no other choice you would have to kill it. Turn to **55** if you win, turn to **129** if you didn't.

### **[56]**

Leaving the building you see another one the noiseless building, do you wish to go inside to check what surprises it may hold? Or do you want to continue on your journey. Turn to **59** to continue on your journey, turn to **57** to explore the building.

### **[57]**

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **59** to continue.

### **[58]**

You hear a creaking sound crawling towards you with utmost silence all around, out of inquisitiveness you begin to wonder whether "what is that sound?" and, as you curiously approach the origin point of the sound, you get startled by seeing, there's an Crawler right at your feet, you can either run or you can fight your way out. Fight or, if you wish to run turn to **59**.

Crawler      Skill: 8      Stamina: 7

### **[59]**

Finally at the end of the alley you see a supply crate useful for your journey, you scavenge it and continue on again. Turn to **60** to continue.

### **[60]**

Again you find yourselves in a two-way junction, if you want to go upper side turn to **62**, wish to go to down side turn to **61**.

### **[61]**

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **62** to continue.

### **[62]**

You see another one the quiet building, do you wish to go inside to check what surprises it may hold? Or do you want to continue on your journey. Turn to **64** to continue on your journey, turn to **63** to explore the building.

### **[63]**

You are lucky enough to find a supply crate to replenish your resources, you scavenge the crate and continue on your journey, turn to **64** to continue.

### **[64]**

You see another one the unobtrusive building, do you wish to go inside to check what surprises it may hold? Or do you want to continue on your journey. Turn to **66** to continue on your journey, turn to **65** to explore the building.

### **[65]**

You are jammy enough to find a supply crate to replenish your resources, you scavenge the crate and continue on your journey, turn to **64** to continue.

### **[66]**

You find yourselves in an alley with gates of Gulf of Perdi blocking you, would you try to unlock them or would you like to continue on your journey. Turn to **67** to try, turn to **68** to continue on your journey.

### **[67]**

The gates are luckily wide open for your entry, but sadly you realized you need the military supplies to get inside for your own safety, as you've heard many misleading stories about people dying at the Perdi turn to **68** to continue on your journey.

### **[68]**

Finally you're at the beach of Daroi and you're able to see the Navy guard post, but n between you also see four zombies lined up in front of it. Suddenly heavy rain begun, and you with your bravery and talent, head forward to terminate the creatures on your will. Turn to **69** to continue on your journey.

### [69]

You face the first zombie, turn to **70** if won turn to **130** if you didn't.

Zombie      Skill: 11      Stamina: 9

### [70]

Another zombie is about to attack you. Face the second zombie, turn to **71** if won turn to **132** if you didn't.

Zombie      Skill: 7      Stamina: 7

### [71]

Another zombie is about to attack you. Face the third zombie, turn to **72** if won turn to **133** if you didn't.

Zombie      Skill: 8      Stamina: 9

### [72]

Another zombie is about to attack you. Face the fourth zombie, turn to **73** if won turn to **134** if you didn't.

Zombie      Skill: 10      Stamina: 8

### [73]

Thrashing the zombies, you turn bloody black by the stinking dead blood of the motionless zombie's, then you bit by bit you get refreshed by the heavy rain and sluggishly you head to the guard post to find the key. Turn to **74** to continue on your journey.

### [74]

Opening the gory door, you see for almost ten dead bodies of survivors which seemed like killed themselves with hunger and starvation. You check each and every one for the gate keys, bloodying yourself again, you finally find the gate keys and fearlessly you head towards the northern gates. Turn to **75** to continue on your journey.

### **[75]**

Bashing open the gates of north, you head towards the military centre with zero fear in mind, leaving a challenge in your awareness that will lead you to victory gloriously. Turn to **76** to continue on your brave journey.

### **[76]**

Arriving at the military centre, you find a guard post stranded with blood all around, do you wish to scavenge the guard post or do you want to continue on your journey. Turn to **78** to continue on your journey, turn to **77** to search the quarters.

### **[77]**

Seeing the a key set at an dead guard, you approach him with the fear in mind of him rising from the dead, and with that fear alone you line to his pocket and get the keys to continue on your journey. Suddenly you see his hand shake and drop down to floor, you relax for a second and gain your strength back, turn to **78** to continue on your journey.

### **[78]**

As you progress on your journey you come across a long two-way junction, do you wish to go left or right. Turn to **79** if you wish to go left, turn to **80** if you wish to go right.

### **[79]**

You take a turn on the alley after a long alone walk on the dark alley connected to junction, you get surprised by a zombie, you need to kill and pass as that thing's blocking your way. Turn to **81** if you win, turn to **135** if you don't.

Zombie      Skill: 7      Stamina: 8



### [80]

You take a turn on the alley after a long alone walk on the dark alley connected to junction, you get surprised by a crawler, you need to kill and pass as that thing's blocking your way. Turn to **82** if you win, turn to **136** if you don't.

Crawler      Skill: 7      Stamina: 7

### [81]

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **83** to continue.

### [82]

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **83** to continue.

### [83]

At the entrance of the Military building, not like other zombie's you face a weird big muscled one, he looked so frenzied so you decide to call him as, Raged but by your amazement he also notices you, and bashes towards you to kill you. Turn to **84** if won turn to **137** if you didn't.

Raged      Skill: 14      Stamina: 15

### [84]

After defeating the savaged beast with sheer confidence you enter into the military building. You walk along the long corridors of the building and as you reach the end of it, you see two pathways which can possibly lead anywhere. But surely only one would help you reach the cure. Wish to turn right turn to **85**, wish to turn left turn to **89**.

### [85]

You are in grave danger as a herd of four undead seen you and are coming to get there's no other way except to kill and pass them. The herd consists of two zombies and one Raged.

### [86]

You face the first zombie, turn to **87** if won turn to **138** if you didn't.

Zombie      Skill: 10      Stamina: 9

### [87]

Another zombie is about to attack you. Face the second zombie, turn to **88** if won turn to **139** if you didn't.

Zombie      Skill: 8      Stamina: 7

### [88]

The raged come at you by bashing everything in front of him. You face the big raged, turn to **87** if won turn to **140** if you didn't.

Raged      Skill: 14      Stamina: 14

### [89]

Luckily you found the equipment chamber, you rejoice for a minute and you will go ahead for scavenging the supplies. But while you are scavenging you see a survivor who may need your help. Turn to **90** to help the destitute survivor.

### **[90]**

You recognize the survivor as the Legend of Puerto Juan who disappeared long ago on the quest of finding the cure, the legend says "You shouldn't be here, everyone's dead, everyone's dead everyone's dead" you shook him and you will ask him what happened? He says "The cure is in Perdi tower, but the beast the too powerful" and thus he dies. You gloomily pay your final respect tom him and burn him to free his soul. Thus confirming cure's location you take on your challenge with courage. Turn to **91**.

### **[91]**

You'll find some special weapons useful that may come in handy in your quest, you scavenge the necessary equipment and continue on your adventure. Turn to **92** to continue.

### **[92]**

You'll find some special supplies useful that may come in handy in your quest, you scavenge the necessary equipment and continue on your adventure. Turn to **93** to continue.

### **[93]**

You find the keys for the gates of gulf of Perdi, you continue on your journey by picking them up. Turn to **94** to headway on your journey.

### **[94]**

By getting the supplies you head to the Gulf of Perdi, by sneaking through other cities. Finally, you now have reached the Perdi tower, with challenge in your mind you move ahead. Turn to **95** to continue on your journey.

### **[95]**

At last you reach your final destination, The Tower of Perdi. You notice that the gates of Perdi are wide broke open, by some extreme blunt force seems like created by some unknown creature, not known to exist. Wondering about 'how this happened?' you follow on your path of finding the cure. Turn to **96** to continue on your journey.

### **[96]**

Entering the tower you see two pathways, one leading to your ultimate journey, other leading to a trap. Turn to **97** to go right, turn to **98** to go left.

### **[97]**

As you travel through, some old crates fall on and crush you while you still breathe. With pain and agony you die. Your adventure ends here.

### **[98]**

You hear a creaking sound crawling towards you with utmost silence all around, out of inquisitiveness you begin to wonder whether "what is that sound?" and, as you curiously approach the origin point of the sound, you get startled by seeing, there's an Crawler right at your feet, you can either run or you can fight your way out. Fight or, if you wish to run turn to **99**.

Crawler      Skill: 8      Stamina: 8

### **[99]**

As you travel on your journey you find some keys that maybe useable to open gates in this area, picking up the keys you continue on your journey. Turn to **100** to continue on your journey.

### **[100]**

You see a quiet building, do you wish to go inside to check what surprises it may hold? Or do you want to continue on your journey. Turn to **102** to continue on your journey, turn to **101** to explore the building.

### **[101]**

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **102** to continue.

### **[102]**

Unexpectedly you find yourself in an intersection leading you to two different ways left or up. If you wish to go to up, turn to **104**. Wish to go to left turn to **103**.

### **[103]**

Finally at the end of the alley you see a supply crate useful for your journey, you scavenge it and continue on again. Turn to **104** to continue.

### **[104]**

You take a turn on the long narrow corridor and after a long alone walk on the dark corridor you connect to a junction, you get surprised by a zombie, you need to kill and pass as that thing's blocking your way. Turn to **105** if you win, turn to **141** if you don't.

### **[105]**

You find yourselves in a two way junction. If you want to go up turn **106**, wish to go left turn **107**.

### **[106]**

As you follow through the corridor, unexpectedly a raged comes at you by bashing everything in front of him. You face the big raged, turn to **107** if won turn to **142** if you didn't.

### **[107]**

Roaming all the way round the floor you reach a lift leading you to the top floor. You remember the survivor at military base saying you that the cure at the top floor of Perdi, with your challenge in your mind you head forward.



### [108]

While you are about to get on the elevator, you notice a big supply crate that will surely be useful for your journey. Without no further due, you rush to it and scavenge for your supplies.

### [109]

You wait in the lift as it goes to your destination, your whole life past by your eyes as you reach your destiny of saving the mankind. You head on with a sheer will in mind to succeed in your quest turn to **110** to continue on your journey.

### [110]

As the lift door opens you hear a thundering roar, never as dangerous as ever heard in your life. Still with bravery you move onward to tackle whatever's holding you from your challenge. Turn to **111** to continue on your journey.

### [111]

You surprisingly see a dead survivor, wondering how he got here you check him. You find some keys to the useful for your journey. Assuming there are lot of things you don't know, you continue your journey. Turn to **112** to continue on your journey.

### [112]

As you progress, you come across a long two-way intersection, do you wish to go left or right. Turn to **114** if you wish to go left, turn to **113** if you wish to go right.

### [113]

You're fortunate enough to find a small supply box to replenish your resources, you scavenge the box and continue on your journey, turn to **115** to continue.

### [114]

You're lucky enough to find a big supply crate to replenish your resources, you scavenge the box and continue on your journey, turn to **115** to continue.

### [115]

You reach the roaring noise. You sneak through the area, to your knowledge to know whether what it is creating the noise. You see a big blood covered Yethi thundering around the hallway. Terrifyingly, you wish to run away and never care about the Cure. But memorising your mates at Puerto you gain conscience back and bash towards the Yethi to push forward it.

The Yethi notices you in anger, with a challenge in mind you pounce in front of it. Turn to **116** if won turn to **142** if you didn't.

Yethi      Skill: 20      Stamina: 20

### [116]

Ragingly the Yethi picks you up, as you try to escape from its grasp, it splits your body apart and throws you at the wall. You die by staring at your other half. Your adventure ends here.

### [117]

As you close your eyes, the zombie plunges your heart out and eats it while you watch it. More nearby zombies also come to feed on you. Your adventure ends here.

### [118]

You feel the Crawler's hands on your leg, the force pulling your down, you try to push the crawler aside still it creeps up to you and eats it up while you still stare at it to do so. Your adventure ends here.

### **[119]**

Feeling helpless by seeing both the undead creeping towards you, you try to run away from there, but sadly you eat dust by falling down to the ground. You can't feel your legs as, the dead are feeding on it. Your past flashes by your mind as you perish. Your adventure ends here.

### **[121]**

You prowl onto the crawler fearlessly, if you've won against it turn to **16**, turn to **122** if you didn't.

Crawler      Skill: 7      Stamina: 8

### **[122]**

You feel the Crawler's hands on your leg, the force pulling your down, you try to push the crawler aside still it creeps up to you and eats it up while you still stare at it to do so. Your adventure ends here.

### **[123]**

You try to push the zombie coming at you aside, but the zombie brutally bites off your arm and incapacitates you. You fall on ground with pain and agony in mind. The zombies pounces on you and feasts on you while your heart still beats. Your adventure ends here.

### **[124]**

The Crawler's with its puny strength hands pulls you down, and it creeps on to you while making peculiar noises, you try to push the crawler aside but it eats you while you still stare at it to do so. Your adventure ends here.

### **[125]**

You de cease into darkness as the zombie plunges your heart out and eats it while you watch it. Nearby zombies also come to feast on you. Your adventure ends here.

### **[126]**

The Crawler's with its puny strength hands pulls you down, and it creeps on to you while making peculiar noises, you try to push the crawler aside but it eats you while you still stare at it to do so. Your adventure ends here.

### **[127]**

As you close your eyes on your bloody demise, the zombie plunges your heart out and eats it while you watch it. More nearby zombies also come to feed on you. Your adventure ends here.

### **[128]**

You de cease into darkness as the zombie plunges your heart out and eats it while you watch it. Nearby zombies also come to feast on you. Your adventure ends here.

### **[129]**

You feel the Crawler's hands on your leg, the force pulling your down, you try to push the crawler aside still it creeps up to you and eats it up while you still stare at it to do so. Your adventure ends here.

### **[130]**

You de cease into darkness as the zombie plunges your heart out and eats it while you watch it. Nearby zombies also come to feast on you. Your adventure ends here.

### **[131]**

You try to push the zombie coming at you aside, but the zombie brutally bites off your arm and incapacitates you. You fall on ground with pain and agony in mind. The zombies pounces on you and feasts on you while your heart still beats. Your adventure ends here.

### **[132]**

As you close your eyes on your bloody demise, the zombie plunges your heart out and eats it while you watch it. More nearby zombies also come to feed on you. Your adventure ends here.

### **[133]**

As you close your eyes, the zombie plunges your heart out and eats it while you watch it. More nearby zombies also come to feed on you. Your adventure ends here.

### **[134]**

You de cease into darkness as the zombie plunges your heart out and eats it while you watch it. Nearby zombies also come to feast on you. Your adventure ends here.

### **[135]**

You try to push the zombie coming at you aside, but the zombie brutally bites off your arm and incapacitates you. You fall on ground with pain and agony in mind. The zombies pounces on you and feasts on you while your heart still beats. Your adventure ends here.

### **[136]**

You shot to shove the crawler coming at you aside, but it brutally bites off your leg and incapacitates you. You fall on ground with pain and agony in mind. The crawler pounces on you and feasts on you while your heart still beats. Your adventure ends here.

### **[137]**

The raged throws you flying all around and as you fall on ground, it comes bashing through everything and tackles you with brute force. Your bones crush to salt. Your adventure ends here.

### **[138]**

You decease into darkness as the zombie plunges your heart out and eats it while you watch it. Nearby zombies also come to feast on you. Your adventure ends here.

### **[139]**

As you close your eyes, the zombie plunges your heart out and eats it while you watch it. More nearby zombies also come to feed on you. Your adventure ends here.

### **[140]**

The raged throws you airborne and as you fall on ground, it comes bashing through everything and tackles you with brute force. Your bones crush to salt. Your adventure ends here.

### **[141]**

You try to push the zombie coming at you aside, but the zombie brutally bites off your arm and incapacitates you. You fall on ground with pain and agony in mind. The zombies pounces on you and feasts on you while your heart still beats. Your adventure ends here.

### **[142]**

The raged throws you winged in air and as you fall on ground, it comes bashing through everything and tackles you with brute force. Your bones crush to salt. Your adventure ends here.

**[143]**

The Yethi injuries you bad while battling with it, controlling your terrible pain you move forward. Smelling a strange odour you head forward to check where it is coming from. At a weird never before seen fountain, you see some strange natural-chemical liquid and a dead survivor body fallen near it. Firstly you check the dead survivor to finds any clues of the cure working, he seems to look normal and seems like he used some of the cure on himself. But he has been killed by the Yethi, happily seeing the cure works, you pick some of it up and head to tunnels of Alcope to get back to Puerto.

As soon as you appear at the tunnel exit, a large crowd of people begins to cheer and shout. You walk down a path lined with jubilant people towards a small rostrum, the elders rejoice seeing you have returned successfully and safely. The elder's handover the prize to you and start getting to work on duplicating the cure and thus hence, the Crowd proclaims you as the protector of Puerto Juan and the Destroyer of Undead. You feel relaxed and accomplished as you've face you're challenge without fear and excelled it with bravery.

## HOW WILL YOU START YOUR ADVENTURE?

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training by yourself in gunplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been you must use the dice to determine your initial Skill and Stamina scores, Adventure Sheet is used to record the details of an adventure. On it you will find boxes for recording your Skill and Stamina scores.

You are advised to either record your scores on the Adventure Sheet in pencil, or make photocopies of the page to use in future adventures.





# GAME SYSTEM - V2

## BASIC RULES

- I. Start the book with the first page.
- II. Read the intro and details about your character.
- III. Start off with the first paragraph and follow the instructions written after every paragraph.
- IV. Two dice are needed to play through the Game Book. (If you do not have Dices then you can use the random dice printed at the bottom of every page.)
- V. The paragraphs will have the indication of what you should do.
- VI. Mark your progress on Adventure Sheets
- VII. Keep note of enemies on Zombie encounter box Sheet

## CHOOSE YOUR CHARACTER AND EMBARK ON YOUR JOURNEY!

By choosing a character with their unique ability you start your adventure on the quest of finding the cure for the infection which is turning all living beings into Zombies. Every character has a special ability (limitations on using).

**Note:** Before embarking on your adventure, you must first determine your own strengths and weaknesses by rolling dice to determine your initial scores. On the Adventure Sheet, you may record the details of the adventure you have embarked on. On it, you will find boxes for recording your skill, stamina and luck scores. You are advised to either record your score on the Adventure Sheet in pencil, or make photocopies of the sheet for future re-usage purposes.

## SKILL, STAMINA AND LUCK

To determine your Initial skill, stamina and luck scores: (Addition to the base stats given)  
Roll one die. Add 6 to this number and enter this total in the skill box on the Adventure Sheet.

Roll both dice. Add 12 to the number rolled and enter this total in the stamina box  
Roll one die, add 6 to this number and enter this total in the luck box

Skill reflects your swordsmanship and fighting expertise; the higher the better. STAMINA represents your strength; the higher you're STAMINA, the longer you will survive. LUCK represents how lucky a person you are. Luck and magic, are facts of life in the fantasy world you are about to explore.

Skill, Stamina and luck scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your initial scores. Although you may receive additional SKILL, STAMINA and LUCK points, these totals may never exceed your initial scores, except on very rare occasions, when instructed on a particular page

## BATTLES

When you are told to fight a Zombie creature, you must resolve the battle as described below. First record the creature's SKILL and STAMINA scores in an empty Monster Encounter Box on your Adventure Sheet. The sequence of combat is then:

- ❖ Roll the two dice for the creature attack. Add its SKILL score. This total is its Attack Strength
- ❖ Roll the two dice for yourself. Add your current SKILL. This total is your Attack Strength.
- ❖ Whose Attack Strength is higher? If your Attack Strength is higher, you would have wounded the Zombie creature. If the creature's Attack Strength is higher, it has wounded you (If both are the same, you have both missed – start the next Attack Round from step 1 above)
- ❖ If you wounded the Zombie creature, subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see 'Using luck in battles below)
- ❖ If your Creature wounded you, subtract 2 points from your STAMINA score. You may use LUCK to minimize the damage (see below).
- ❖ Make the appropriate changes to either the Zombie creature or your STAMINA scores (and your LUCK score if you used LUCK) and begin the next Attack Round (Repeat steps 1-6)
- ❖ This continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

## ESCAPING FROM BATTLES

On some pages you will be given the option of Escaping from a battle. You may only escape if it is offered to you on page (or if you want to try out your luck by using The Desert Fox character). If you do run away, the Zombie creature automatically scores one wound on you (subtract 2 STAMINA points but this may not be applicable to Desert fox depending on your Luck) as you flee. Such is the price of cowardice. You can use LUCK on this wound normally way (See 'using luck in battles below).

### Luck

Sometimes you will be told to Test your Luck. As you will discover, using LUCK is a risky business. The way you Test your Luck is as follows:

Roll two dice. If this number rolled is equal to or less than your current LUCK score, you have been Lucky. If the number rolled is higher than your current LUCK score, you have been unlucky. The consequences of being Lucky or unlucky will be found on the page.

12 Each time you Test your Luck, you must subtract one point from current LUCK score so the more you rely on luck, the more risky this becomes.

## USING LUCK IN BATTLES

In battles, you always have the option of using your character luck either to score a more serious wound on a Zombie creature, or to minimize the effects of a wound the creature has just scored on you.

**If you have just wounded the creature:** You may Test your luck as described above. If you are lucky, subtract an extra 2 points from the creature's STAMINA score (ex: 4 instead of 2 normally.) But if you are unlucky, you must restore 1 point to the Zombie stamina (so instead of scoring the normal 2 points of damage, you have now scored only 1.)

If the creature has just wounded you: You can test your luck to try to minimize the wound. If you are lucky, restore 1 point of your stamina (i.e. instead of doing 2 points of damage, it has done only 1.) If you are unlucky, subtract 1 extra stamina point.

Don't forget to subtract 1 point from your luck score every time you try and test your luck.

## **RESTORING SKILL, STAMINA AND LUCK**

### **Skill**

Occasionally, a page may give instructions to alter your SKILL score. A Military weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Military weapons. Your SKILL score can never exceed its initial value unless specifically instructed.

### **Stamina and Provisions**

Instructions on a page and you may eat only one meal at a time. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your provisions. Remember that you have a long way to go, so use your Provisions wisely!

Don't forget that your STAMINA score may never exceed its Initial value unless specifically instructed on a page. By use of your special military skills you may restore your skills (Restrictions applied)

### **Luck**

You will find additions to your LUCK score awarded when you have been particularly lucky. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its Initial value unless specifically instructed on a page. Using their Abilities will restore their luck to its initial level at any time, and increase your LUCK by 1 point. (Only to some Restrictions applied)

## **ALTERNATIVE DICE**

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flickering rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read the first printed die; if two, total the two dice symbols.

## **EQUIPMENT, WEAPONS AND ABILITIES**

You start your adventure by character's default set. For the rest you have to explore San Juan to restore items.

Each character would have their own unique starter weapon and progress by unlocking new ones. These abilities may be used at any time during the adventure. These will restore skill, stamina or luck score to their initial level. (Restrictions applied on gameplay)

All the Equipment details are explained in Character selection.

## **HINTS ON PLAY**

There is one true way through Puerto Juan and it will take you several attempts to find it. Make notes and draw a map as you explore - this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasures many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild goose chase' Passages and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

# CHARACTER SELECTION

**HERE AT YOUR DISPOSAL** are three adventurers to choose from. These three adventurers are military professionals, each with a unique skill type. However if you wish to begin your adventure immediately, study the characters carefully, log your chosen attributes on the Adventure Sheet and you can begin!

## BLACK JACK

### SKILL

Jack's approach in battle is simple and direct, by his special ability of **STAMINA AND STRENGTH**, and his military knowledge of using **MACHINE GUNS**, as he previously was a high commander of a TAC team, but despite all these skills he never really learned or tried to sneak past enemies as he was too macho for these kind of stuff and he knows he would get caught.

### ORIGIN

Born in Brazil, South America. Jack was a hero to their local inhabitants, later when he grew up he joined army for the love of his country. Till then he was honorably awarded many times for his courageous actions on field, and furthermore he was assigned to a stealth TAC team for which one of those team missions lead him to Puerto Juan.

### BASIC STATS

<b>SKILL POINTS</b>	<b>8</b>
<b>STAMINA POINTS</b>	<b>23</b>
<b>LUCK POINTS</b>	<b>7</b>
<b>MILITARY SPECIAL</b>	<b>MILITARY MACHINE GUNS</b>
<b>SPECIAL ABILITY</b>	<b>STAMINA AND STRENGTH</b>
<b>START PROVISIONS</b>	<b>6 FOOD CANS</b>

# DESERT FOX

## SKILL

Desert Fox is the most deadly assassin humanity has ever faced. He's for a battle is distinctive, he sneaks up on anyone to everyone. He is from Japan and has the unique skill of Stealth and Stamina. He formerly worked with some Mafia guys and elite SWAT squadrons.

## ORIGIN

Born in Japan, Asia. Desert Fox was the code name given to him on his succession of a terrifically dangerous mission from Los Angeles. He was always moody and dull, seeming like he was distressed about something. He has no conviction, he doesn't categorize people as good or bad. He is known for his deadly look on his face. He and Black Jack, on a mission lost in Puerto Juan.

## BASIC STATS

<b>SKILL POINTS</b>	<b>8</b>
<b>STAMINA POINTS</b>	<b>18</b>
<b>LUCK POINTS</b>	<b>12</b>
<b>MILITARY SPECIAL</b>	<b>MILITARY RANGED GUNS</b>
<b>SPECIAL ABILITY</b>	<b>STAMINA AND STEALTH</b>
<b>START PROVISIONS</b>	<b>6 FOOD CANS</b>

# DIZZY

## SKILL

Dizzy is the most feared woman in all of French military group. Even most deadly criminals deliberately evade her as she's in town. Worldwide she is known for description of slightly built intense looking military woman. Dizzy has **will to survive**.

## ORIGIN

Born in France, Europe. Little is known about her background, but there are whispers – perhaps not wholly unfounded – that some long lost darkness fills her soul.

## BASIC STATS

<b>SKILL POINTS</b>	<b>8</b>
<b>STAMINA POINTS</b>	<b>17</b>
<b>LUCK POINTS</b>	<b>14</b>
<b>MILITARY SPECIAL</b>	<b>PISTOLS</b>
<b>SPECIAL ABILITY</b>	<b>STAMINA AND SURVIVAL</b>
<b>START PROVISIONS</b>	<b>6 FOOD CANS</b>



## **BLACK JACK CLASS**

You start with your adventure with a machine gun, an ammo box, Heavy Armor, a Backpack a torch light to light your way

## **DESERT FOX CLASS**

You start with your adventure with a sniper, an ammo box, Medium Armor, a Backpack a torch light to light your way

## **DIZZY CLASS**

You start with your adventure with a magnum pistol, an ammo box, Light Armor, a Backpack a torch light to light your way

