

THERE ARE WORLDS BEYOND OUR OWN...THE WORLDS OF

I **F** **JUDGE DREDD HAD BEEN A SECOND SLOWER DRAWING AND FIRING HIS GUN...**

SLAINE HAD FAILED TO PRISE OPEN THE DOORWAY TO DOOM...

NEMESIS THE WARLOCK HAD TAKEN THAT TURNING TOO FAST IN HIS BLITZSPEAR...

Their worlds – their lives – would have been different. There is only one key to those alternative realities. **YOU** hold that key...**THE DICE.** For they control the worlds of **IF...**the savage, phantom worlds of...



DICEMAN

Think how your life has been affected by **CHANCE**: **IF** you had left home one minute earlier, you might have been hit by a car... **IF** you'd been born in another town, your friends, your home, your education would have been altered...**IF** you didn't have that bright red spot on the end of your nose, people wouldn't call you a

THIS IS BORING!
GET ON WITH IT!

WELCOME to 2000 AD's **DICEMAN**, a new concept which puts together the best of fantasy gaming and the ultimate in graphic action. This first issue brings 2000 AD's heroes alive in 3 blood-curdling adventure games, in which **YOU** are Judge Dredd, **YOU** are Nemesis the Warlock, **YOU** are Slaine...each story taking you on a different journey to face different dangers, but all with one thing in common – **YOU** take the chances, and **YOU** pay the price!

Simon Gell

ENTER
THE
DICEWORLD
...IT'S
DEAD
EASY!

NO
BRAINS OR
BATTERIES
REQUIRED!



THE HIT TEAM

Devised by
**PAT MILLS &
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HOW TO PLAY THE DICEMAN

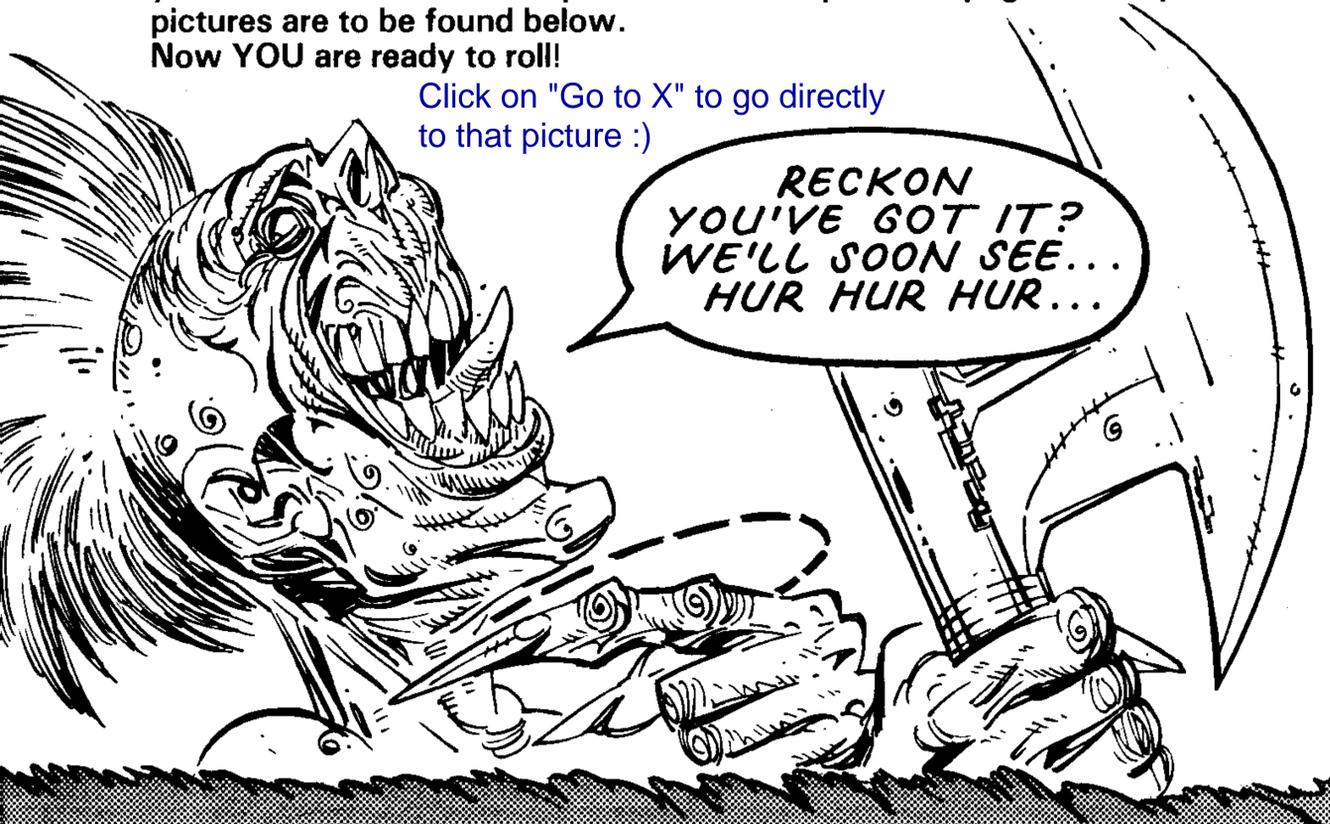
The only essential weapon you'll need is a pair of sacred ivories... a brace of the blessed bones themselves - 2 SIX-SIDED DICE.

You'll also need some scraps of paper, a pen and a rubber. These will be used to create SCORE SHEETS for each of the 3 games you're about to play. A score sheet is a record of your progress through the story: if you are told to add to, or subtract from, your score - then that's where you'll make a note of it. Specific rules are given at the start of each story, but there is one important rule to remember throughout...

A fantasy gaming comic strip is unlike any other strip you've read before. Here, every picture has a NUMBER - and if you are instructed to turn to a picture number, you do so... even if that number is several pages away. DO NOT try to read a story IN sequence if you've been told to go to a new picture number OUT OF sequence - it won't make sense. To help you through your ordeal, numbers are printed at the top of the page to tell you which pictures are to be found below.

Now YOU are ready to roll!

Click on "Go to X" to go directly to that picture :)



A thousand thanks and a packet of plasters to our Gametesters: Tony Luke, Angie Rose, Simon Bridle and Fran Koubel... who were whipped, shot, sliced, booted, burned and generally degraded to help create publishing history.

Special Thanks To
**STEVE MacMANUS
PAUL LEATHERLAND
STEPHEN ROSE
DAVE GIBBONS**



DICE WITH DEATH.....

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YOU JUDGE DREDD



ART
BRYAN TALBOT
STORY
T.B. GROVER
GAME
PAT MILLS
LETTERING
TOM FRAME



IN THE COURT OF DREDD

YOU are Judge Dredd, the famous Lawman of Mega-City One – giant metropolis of the 22nd Century.



You have heard rumours of an illegal Cult operating from Croglin Mansion – a long-abandoned house near the city waterfront.

The Brotherhood of Baal are known to revel in torture and bloodshed and may be linked to the disappearance of several hundred citizens.



Your assignment is to find out what they're doing in Croglin Mansion...

You have with you... 

Your Lawmaster police bike.
Your Lawgiver gun which fires six kinds of bullets...

- 1) Standard execution.
- 2) Rubber ricochet.
- 3) Incendiary.
- 4) High-explosive.
- 5) Armour-piercing.
- 6) Heatseekers.

The object is to overcome the creatures that are lying in wait for you, keeping your energy rating as HIGH as possible.

Every time you're HIT, you LOSE energy.

Complete your initial energy rating and note it down on your score sheet.

JUDGE DREDD : 40

Roll one die and add to above

ENERGY RATING:

When you see the skull symbol  you are under attack.

The rules for the creatures attacking you are:

- 1) Roll two dice for them. If it's equal to, or higher than, the number beside the skull, you have been HIT.

EXAMPLE

 TO HIT 5 +

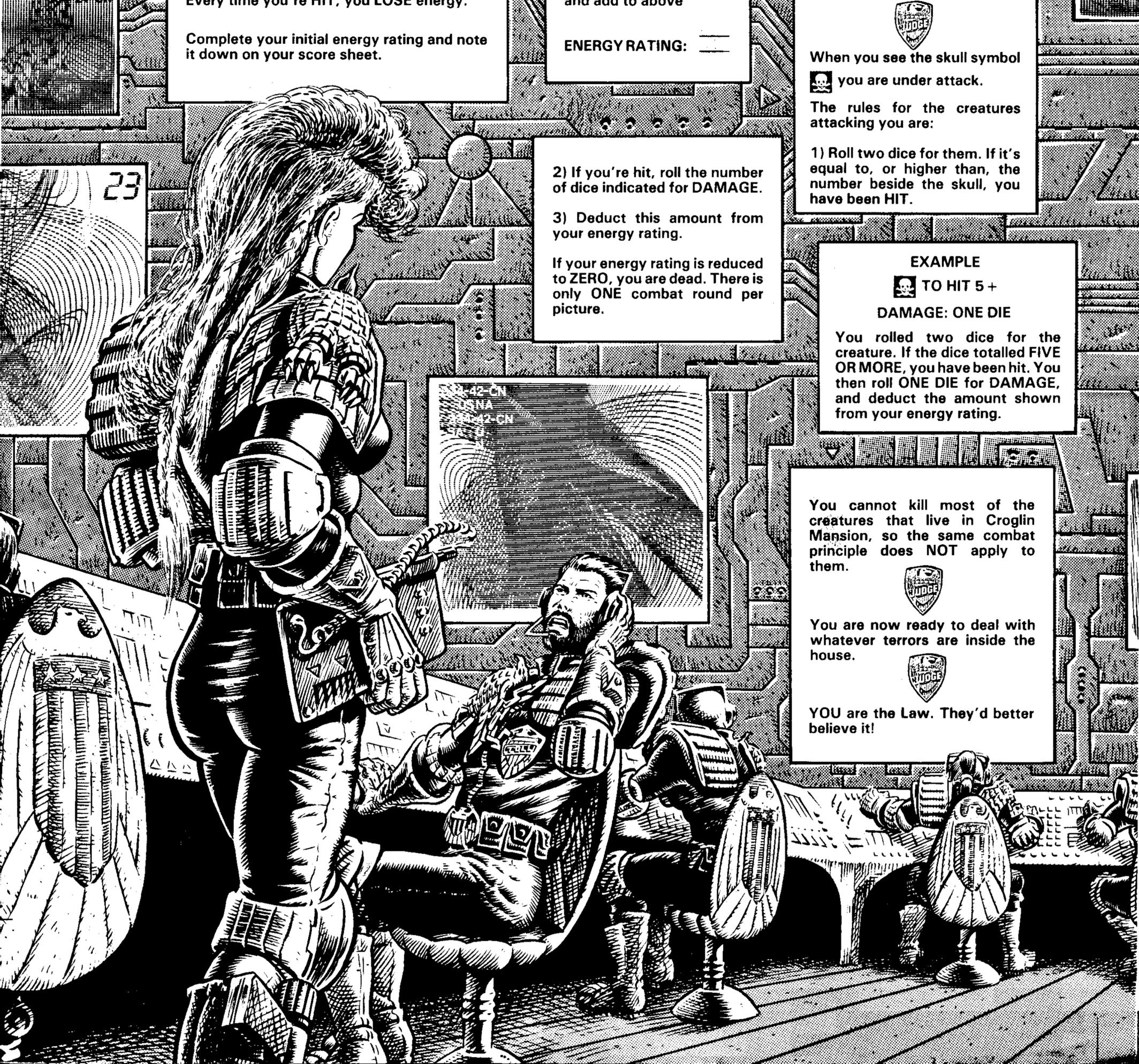
DAMAGE: ONE DIE

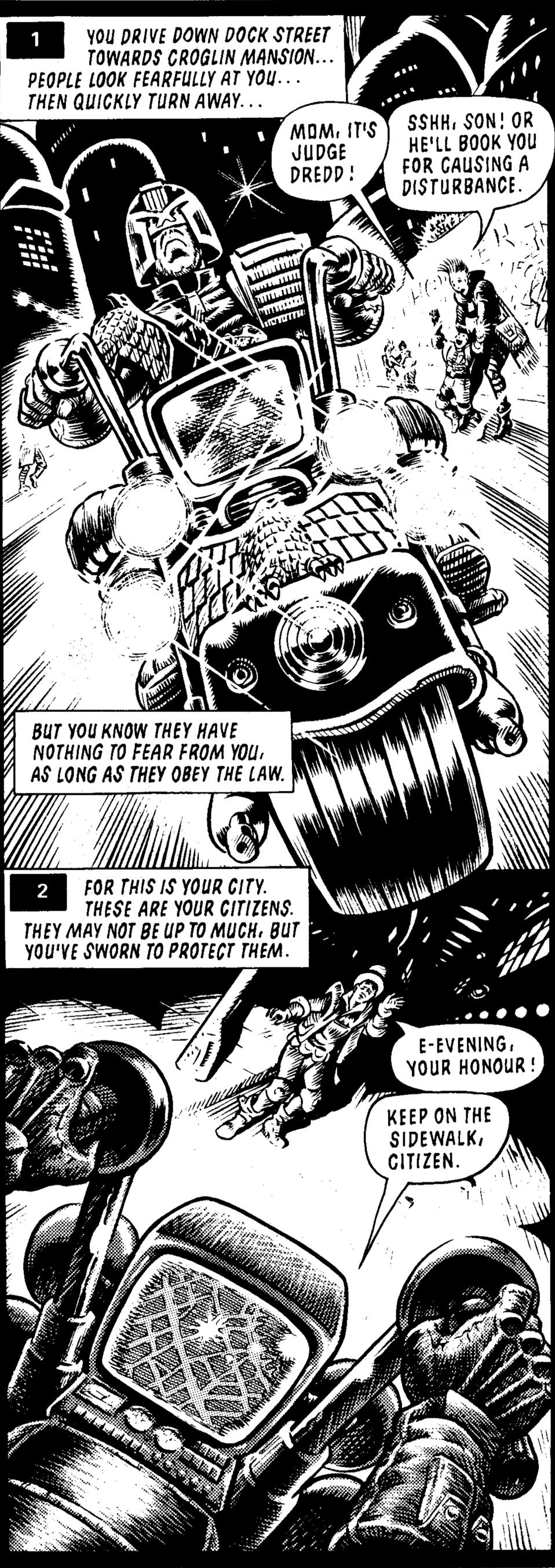
You rolled two dice for the creature. If the dice totalled FIVE OR MORE, you have been hit. You then roll ONE DIE for DAMAGE, and deduct the amount shown from your energy rating.

You cannot kill most of the creatures that live in Croglin Mansion, so the same combat principle does NOT apply to them.

You are now ready to deal with whatever terrors are inside the house.

YOU are the Law. They'd better believe it!





1 YOU DRIVE DOWN DOCK STREET TOWARDS CROGLIN MANSION... PEOPLE LOOK FEARFULLY AT YOU... THEN QUICKLY TURN AWAY...

MDM, IT'S JUDGE DREDD!

SSHH, SON! OR HE'LL BOOK YOU FOR CAUSING A DISTURBANCE.

BUT YOU KNOW THEY HAVE NOTHING TO FEAR FROM YOU, AS LONG AS THEY OBEY THE LAW.

2 FOR THIS IS YOUR CITY. THESE ARE YOUR CITIZENS. THEY MAY NOT BE UP TO MUCH, BUT YOU'VE SWORN TO PROTECT THEM.

E-EVENING, YOUR HONOUR!

KEEP ON THE SIDEWALK, CITIZEN.

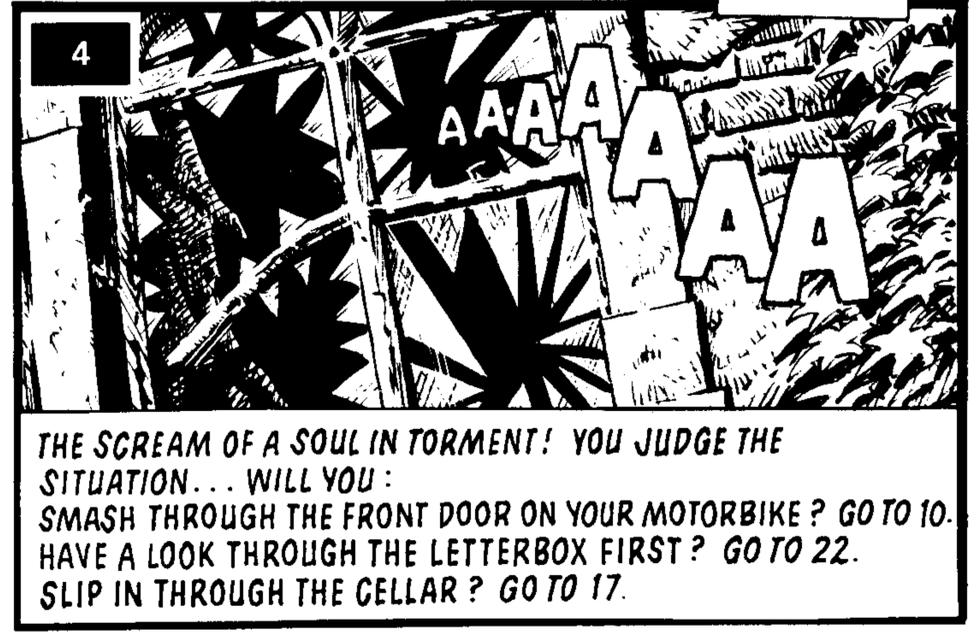


3

KEEP OUT

YOU PARK YOUR LAWMASTER AND SURVEY THE OLD MANSION... THE HOUSE IS GROANING AND CREAKING WITH AGE... YOU NOTICE THE SMELL OF DAMP AND DECAY... AND... SOMETHING ELSE...

...EVIL!



4

THE SCREAM OF A SOUL IN TORMENT! YOU JUDGE THE SITUATION... WILL YOU: SMASH THROUGH THE FRONT DOOR ON YOUR MOTORBIKE? GO TO 10. HAVE A LOOK THROUGH THE LETTERBOX FIRST? GO TO 22. SLIP IN THROUGH THE CELLAR? GO TO 17.



8 YOU START TO OPEN THE WARDROBE ...IT FEELS DEATHLY COLD...
IF YOU WANT TO LOOK INSIDE, GO TO 77.
IF YOU WOULD RATHER CHECK OUT THE CURTAINS, GO TO 27.
OR UNDER THE BED, GO TO 23.





16 YOU'VE GOT TO GET INFORMATION OUT OF HIM FIRST.

I SAID -
TALK, PUNK!

WHAT DO YOU WANT TO KNOW?

DO YOU SAY:
"TELL ME ABOUT ANY TRAPS"? GO TO 34.
"WHAT'S THAT KEY AROUND YOUR NECK"? GO TO 76.
"WHO'S BEHIND ALL THIS"? GO TO 24.

17 YOU SLIP IN THROUGH THE CELLAR...

18 INSIDE, YOU DISCOVER MANY OF THE MISSING PEOPLE... DEAD.

DROKK!

19 HARDENED THOUGH YOU ARE TO DEATH, EVEN YOU ARE SHOCKED BY THE GRIM SIGHT, AND YOW...

SOMEONE'S GOING TO PAY FOR THIS!

20 YOU OPEN THE DOOR AND HEAD INTO THE HALL...

21 YOU SEE AHEAD OF YOU... THE BROTHERHOOD OF BAAL, WAITING IN AMBUSH FOR YOU BY THE FRONT DOOR.

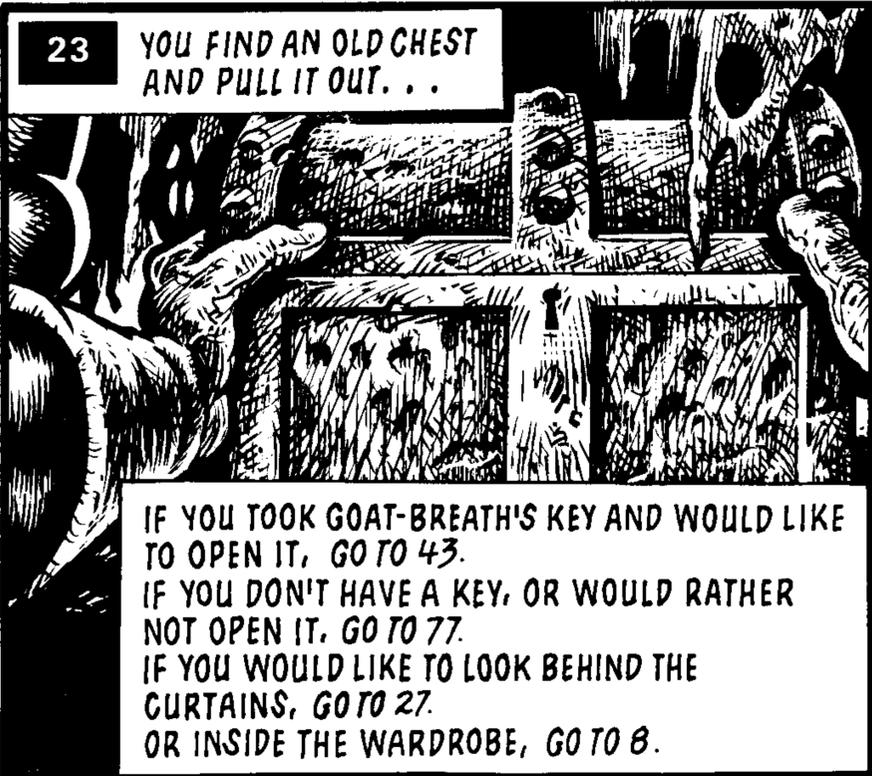
WILL YOU:
ARREST THEM? GO TO 82.
LEAVE THEM TO A BACK-UP SQUAD AND... GO UP THE STAIRS? GO TO 26.
OR CHECK OUT THE ROOM ON THE GROUND FLOOR? GO TO 5.

22 YOU CAUTIOUSLY APPROACH THE HOUSE...AND PEER THROUGH THE LETTERBOX...



TO FIND OUT WHAT YOU SEE, GO TO 32.

23 YOU FIND AN OLD CHEST AND PULL IT OUT. . .



IF YOU TOOK GOAT-BREATH'S KEY AND WOULD LIKE TO OPEN IT, GO TO 43.
 IF YOU DON'T HAVE A KEY, OR WOULD RATHER NOT OPEN IT, GO TO 77.
 IF YOU WOULD LIKE TO LOOK BEHIND THE CURTAINS, GO TO 27.
 OR INSIDE THE WARDROBE, GO TO 8.

24 WHO'S BEHIND ALL THIS ?

MY MASTERS ARE THE DARK ONES... ALREADY THEY WALK AMONG US...

DARK ONES? WHAT DARK ONES, PUNK?

GO TO 35.



25



NOW YOU KNOW WHO THE **MASTERS** ARE. FOR MORTIS IS ONE OF THE **DARK JUDGES** FROM ANOTHER DIMENSION, WHERE **LIFE ITSELF IS A CRIME.**

AND IF MORTIS IS HERE, WHAT OF THE OTHERS - ?

26 TWO IMPRESSIVE STAIRCASES LEAD TO THE UPPER FLOORS...

WILL YOU: TAKE THE LEFT STAIRCASE? GO TO 44. OR THE RIGHT STAIRCASE? GO TO 6.



27 NOTHING...

DO YOU NOW WANT TO LOOK... IN THE WARDROBE? GO TO 8. OR UNDER THE BED? GO TO 23.

28 THE DRIPPING IS COMING FROM THE TAP, WHICH FILLS THE BASIN WITH BLACK SLIME... YOU HEAR **MOANING** CLOSE BY...

WILL YOU: HAVE A LOOK IN THE BATHROOM CABINET? GO TO 37. PULL BACK THE SHOWER CURTAIN? GO TO 57. CHECK OUT THE W.C.? GO TO 9.

29 YOU INSERT THE MASTER KEY, AND... LET'S SEE - SHOULD BE ABLE TO REVERSE THE CO-ORDINATES...

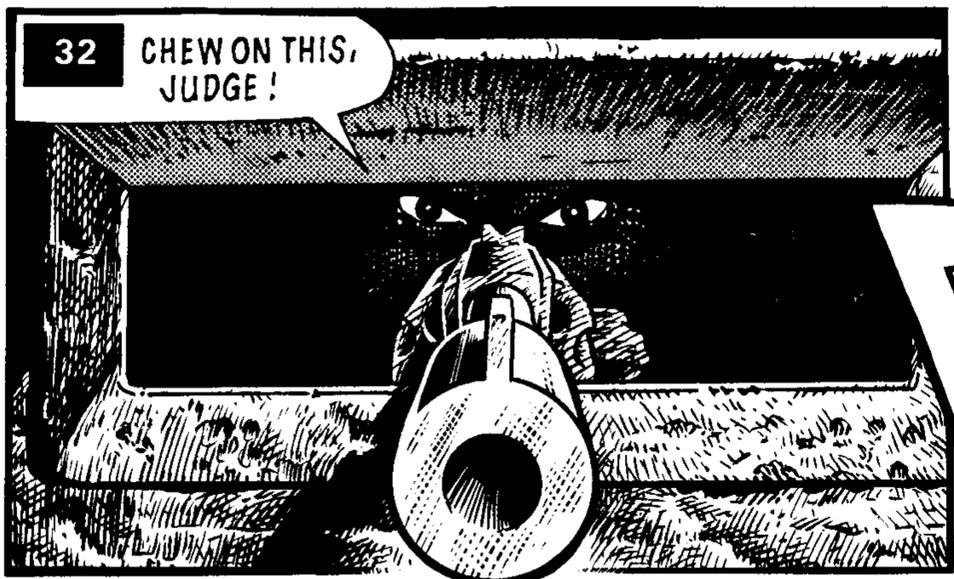
31 THE MOST FEARED OF THE FOUR JUDGES! HE ATTACKS YOU... ☠️ TO HIT 10+ DAMAGE: SEVERE! IF HIT, GO TO 78.

30 GREETINGSSS!

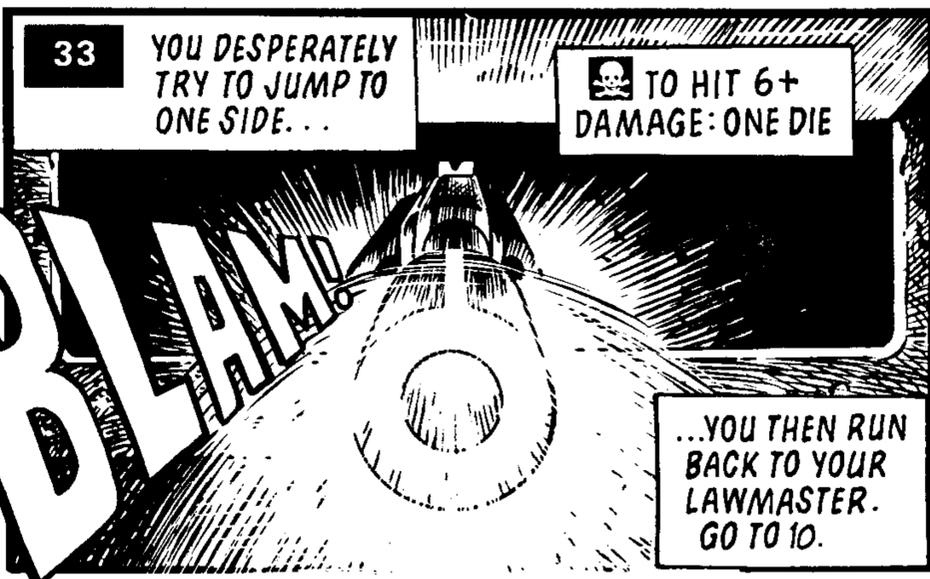
JUDGE DEATH!

HE MUST NOT USE THE WARP! KILL HIM!

IF YOU WERENT HIT, GO TO 85.



32 CHEW ON THIS, JUDGE!



33 YOU DESPERATELY TRY TO JUMP TO ONE SIDE...

TO HIT 6+ DAMAGE: ONE DIE

...YOU THEN RUN BACK TO YOUR LAWMASTER. GO TO 10.



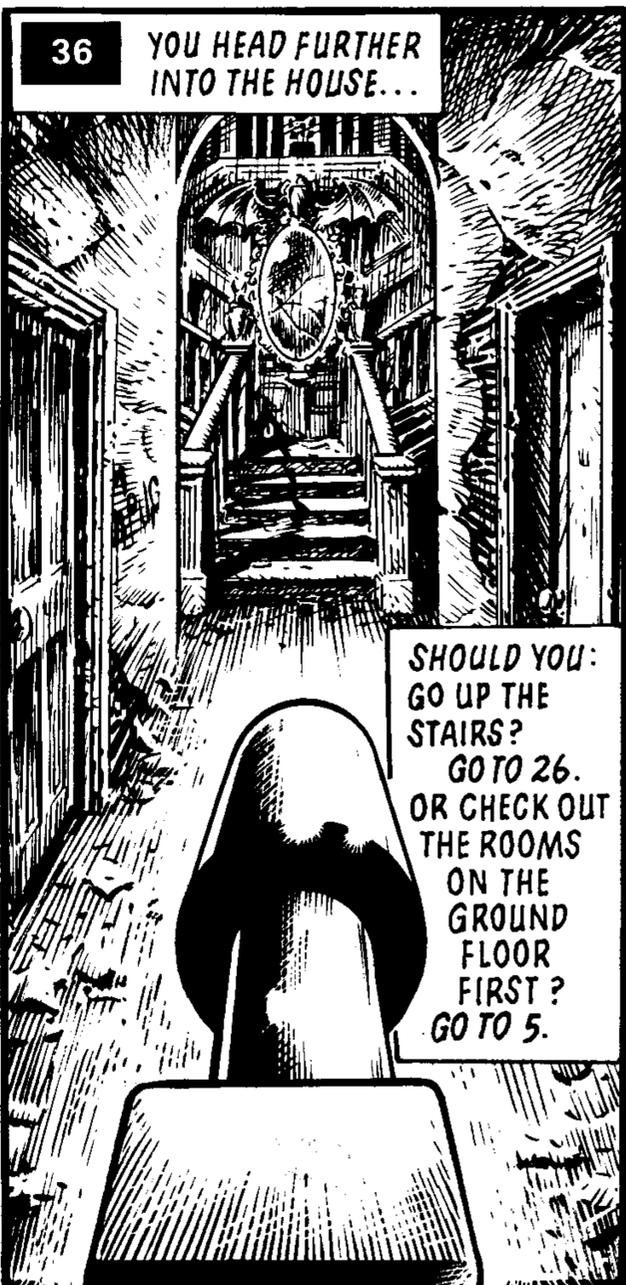
34 TELL ME ABOUT ANY TRAPS...

THERE'S A TRIP-WIRE ACROSS THE LEFT-HAND STAIRCASE, AND...AND...



35 HE DROPS DEAD BEFORE HE CAN TELL YOU ANY MORE.

YOU RIP THE KEY FROM HIS NECK AND POCKET IT.



36 YOU HEAD FURTHER INTO THE HOUSE...

SHOULD YOU: GO UP THE STAIRS? GO TO 26. OR CHECK OUT THE ROOMS ON THE GROUND FLOOR FIRST? GO TO 5.

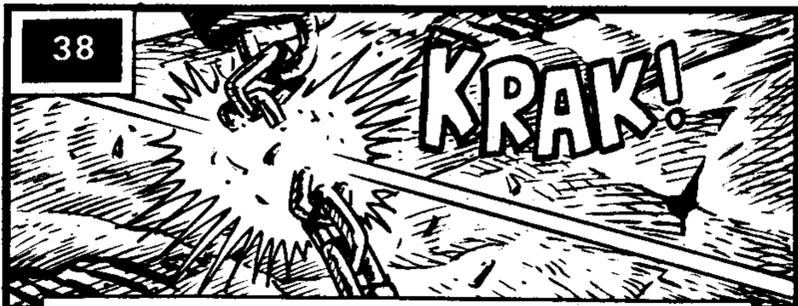


37

IT'S A TRAP!

TO HIT 4+ DAMAGE: ONE DIE

IF YOU'RE STILL ALIVE, WILL YOU NOW: LOOK BEHIND THE SHOWER CURTAIN? GO TO 57. CHECK OUT THE W.C.? GO TO 9. LEAVE AND GO UP THE STAIRS? GO TO 26.



38

KRAK!

YOU BRING THE CHANDELIER DOWN ON HIM...

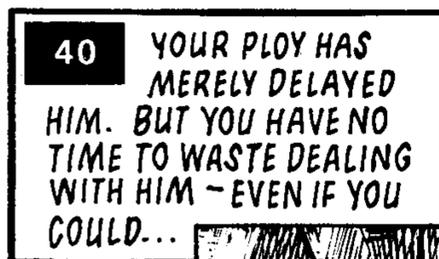


GHAAAANK!



39

CURSSE YOU! I AM NOT FINISSSHED YETT!



40

YOUR PLOY HAS MERELY DELAYED HIM. BUT YOU HAVE NO TIME TO WASTE DEALING WITH HIM - EVEN IF YOU COULD...

YOUR GUN IS TWISTED, USELESS NOW.



41

YOU HURRY TOWARDS THE SOUND OF THE GENERATOR -

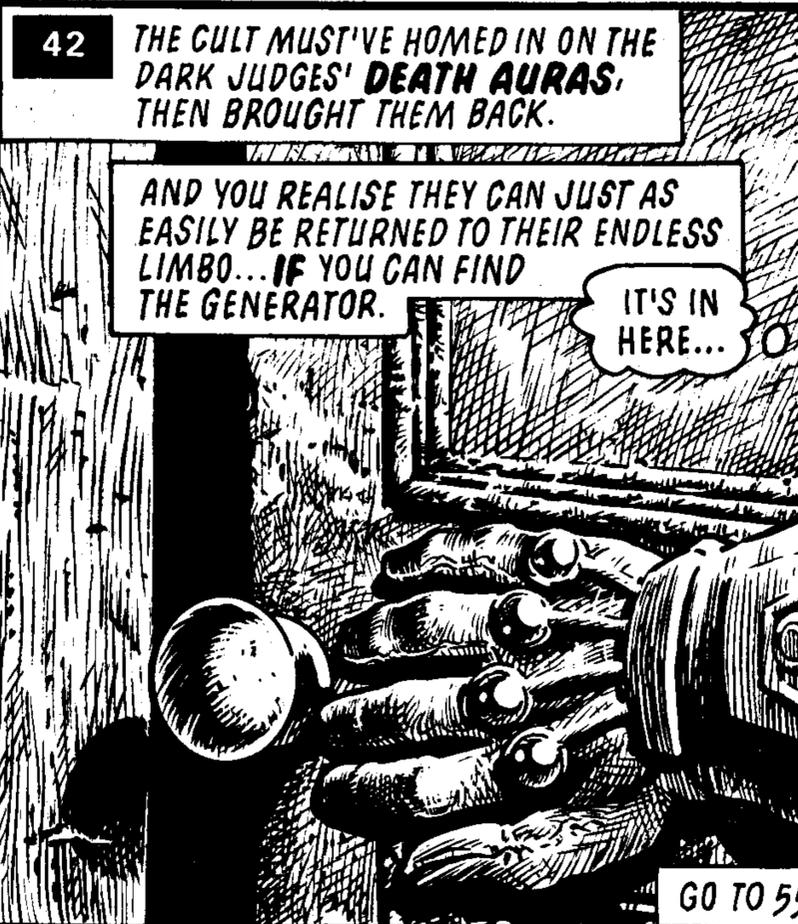


42

THE CULT MUST'VE HOMED IN ON THE DARK JUDGES' DEATH AURAS, THEN BROUGHT THEM BACK.

AND YOU REALISE THEY CAN JUST AS EASILY BE RETURNED TO THEIR ENDLESS LIMBO... IF YOU CAN FIND THE GENERATOR.

IT'S IN HERE...

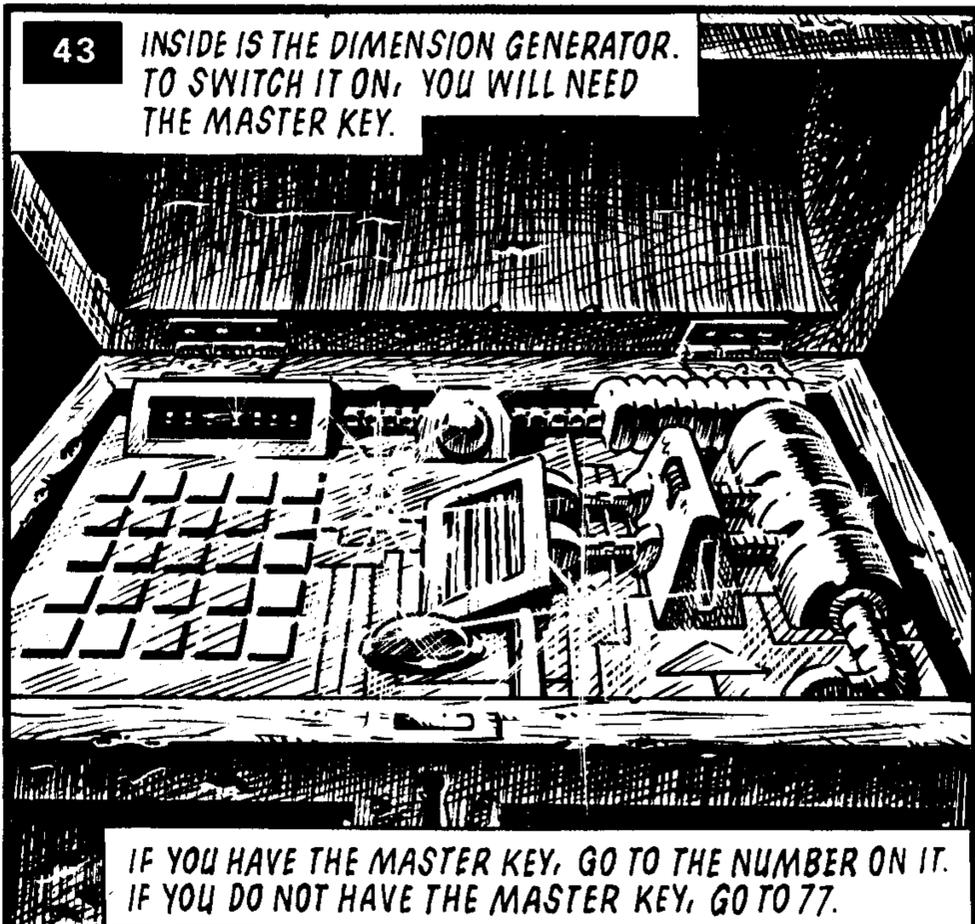


43

INSIDE IS THE DIMENSION GENERATOR. TO SWITCH IT ON, YOU WILL NEED THE MASTER KEY.

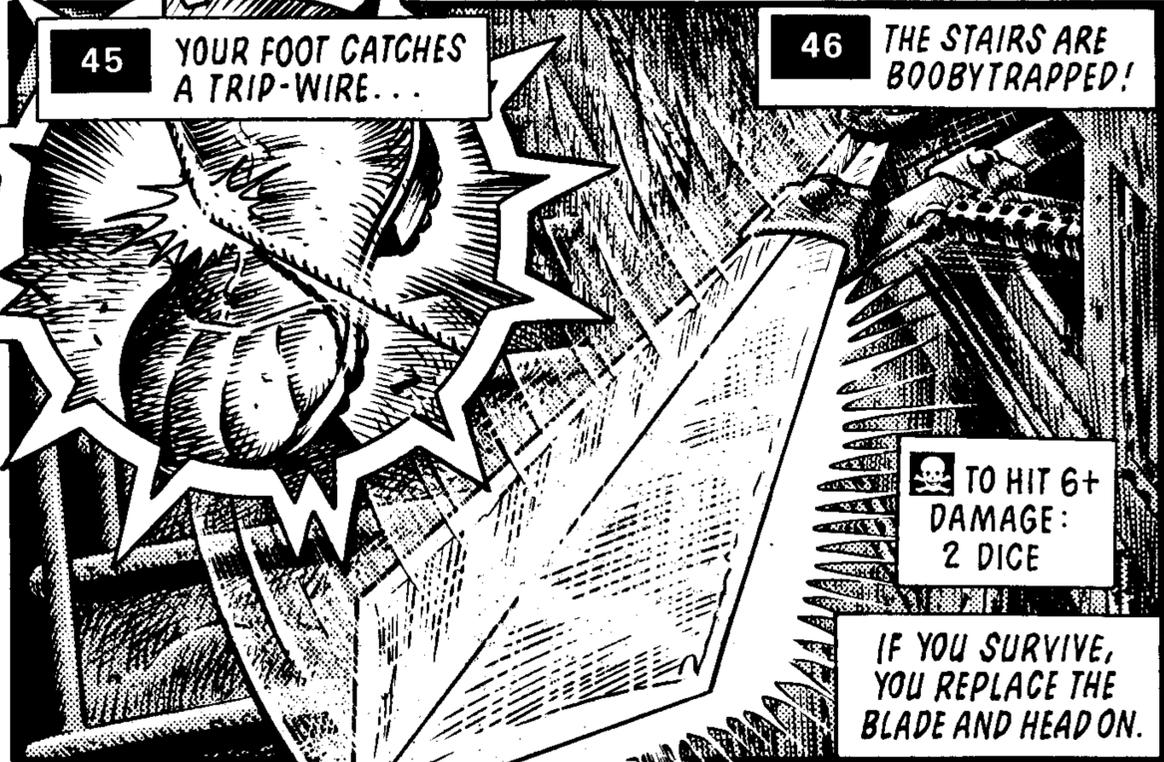
IF YOU HAVE THE MASTER KEY, GO TO THE NUMBER ON IT. IF YOU DO NOT HAVE THE MASTER KEY, GO TO 77.

GO TO 55.





44 CAUTIOUSLY, YOU START TO CLIMB...

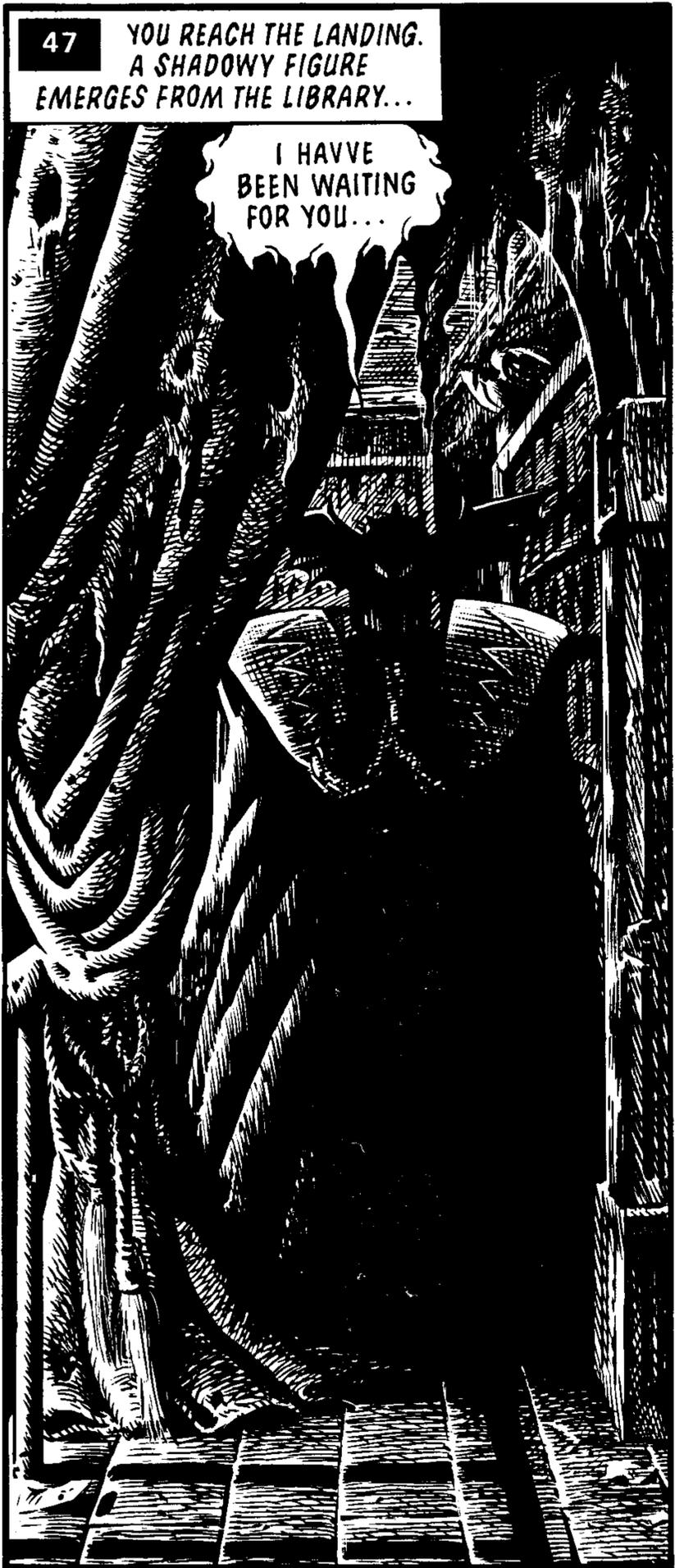


45 YOUR FOOT CATCHES A TRIP-WIRE...

46 THE STAIRS ARE BOOBYTRAPPED!

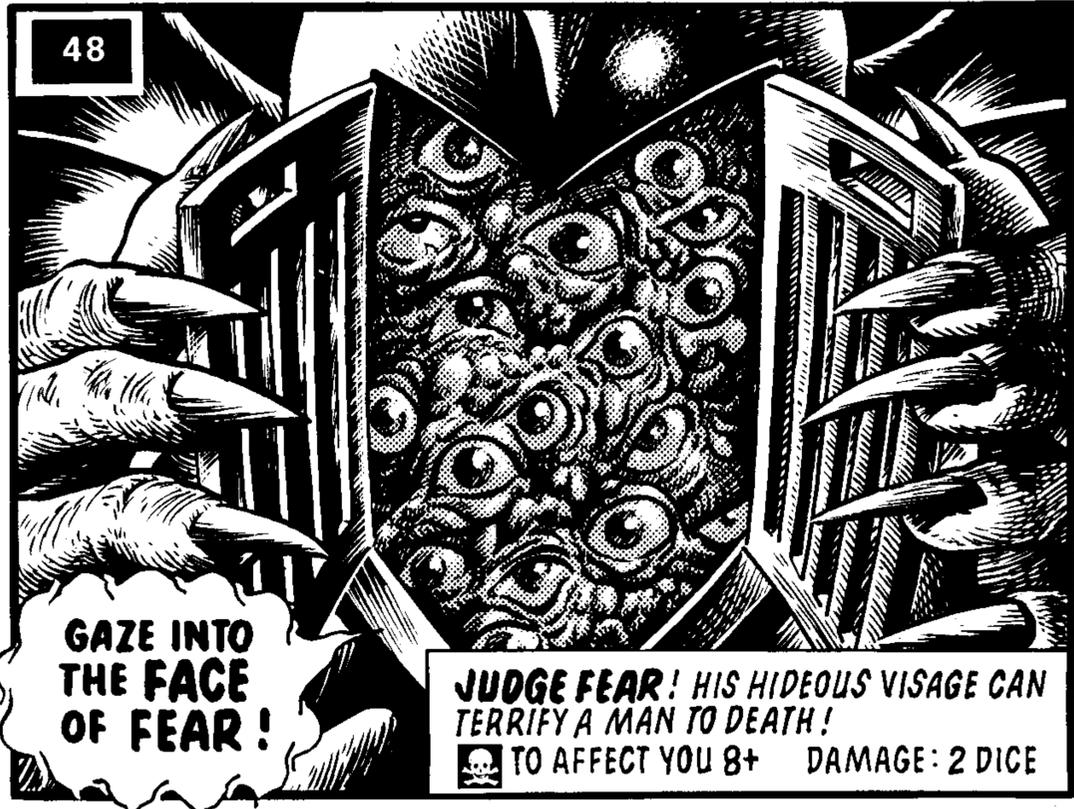
TO HIT 6+
DAMAGE:
2 DICE

IF YOU SURVIVE,
YOU REPLACE THE
BLADE AND HEAD ON.



47 YOU REACH THE LANDING. A SHADY FIGURE EMERGES FROM THE LIBRARY...

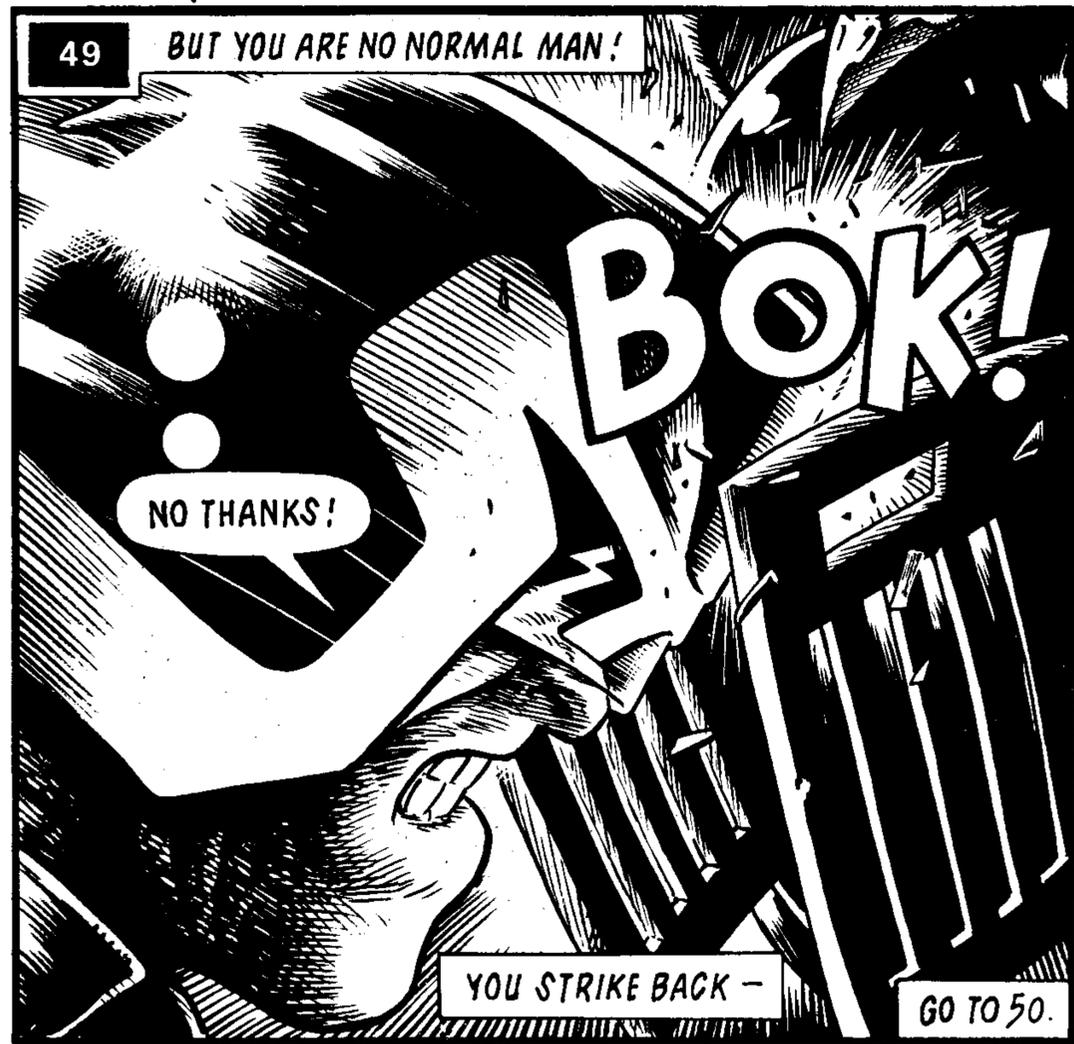
I HAVE BEEN WAITING FOR YOU...



48

GAZE INTO THE FACE OF FEAR!

JUDGE FEAR! HIS HIDEOUS VISAGE CAN TERRIFY A MAN TO DEATH!
TO AFFECT YOU 8+ DAMAGE: 2 DICE



49 BUT YOU ARE NO NORMAL MAN!

NO THANKS!

YOU STRIKE BACK -

GO TO 50.

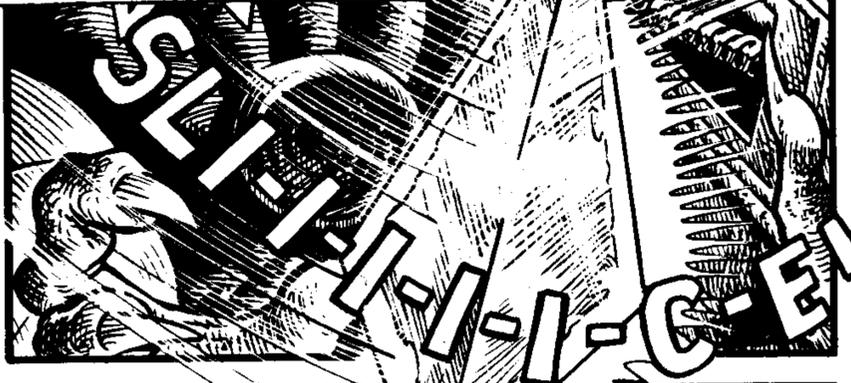


50



51

52 HIS FOOT CATCHES A TRIP-WIRE, AND...



53



54

GO TO 69.

55 THE SOUND STOPS AS YOU ENTER THE BEDROOM...THE ROOM IS LIKE ICE... UNNATURALLY COLD...AND YOU REALISE **JUDGE DEATH** - LEADER OF THE DARK JUDGES - MAY BE SOMEWHERE IN THE ROOM WITH YOU...



...AND YOU HAVE NO WEAPON TO COMBAT HIM.

56

THE DOOR SLAMS SHUT BEHIND YOU, BLOCKING OFF YOUR ESCAPE...! YOUR ONLY HOPE IS TO FIND THE GENERATOR - BEFORE **JUDGE DEATH** EMERGES FROM HIS HIDING PLACE...



WILL YOU LOOK: IN THE WARDROBE? GO TO 8. BEHIND THE CURTAINS? GO TO 27. UNDER THE BED? GO TO 23.



57 YOU RIP BACK THE CURTAIN...

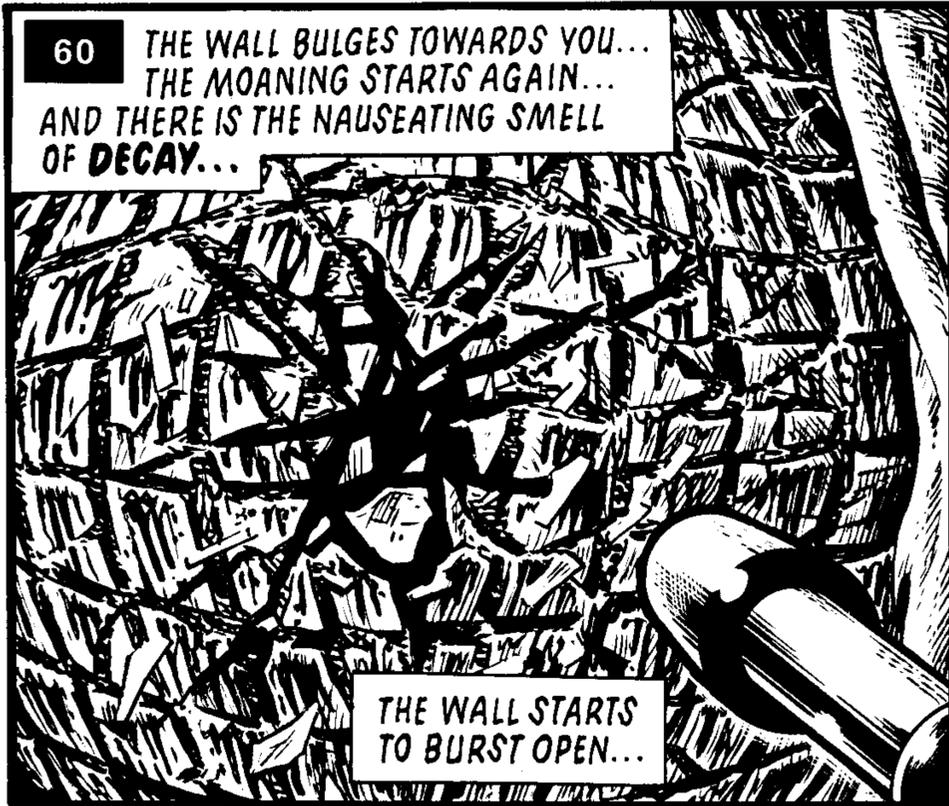
AND NOTICE A KEY ON THE SOAP DISH...



58 THERE'S A NUMBER ON IT. MAKE A NOTE OF IT ON YOUR SCORE-SHEET.

59 YOU POCKET THE KEY... THEN YOU SUDDENLY NOTICE...

MORE SLIME...!



60 THE WALL BULGES TOWARDS YOU... THE MOANING STARTS AGAIN... AND THERE IS THE NAUSEATING SMELL OF DECAY...

THE WALL STARTS TO BURST OPEN...



61 JUDGE MORTIS - HIS FOETID TOUCH BRINGS DECAY!

DREDD!



62

STANDARD EXECUTIONS AREN'T STOPPING HIM!

YOU MUSST DIE!

GO TO 63.

63 YOU HAVE SEEN THIS BEING'S POWER BEFORE. YOU KNOW YOU DARE NOT LET HIM TOUCH YOU -

64 YOU LEAP BACK...

JUDGE MORTIS ATTACKS:
 TO HIT 8+ DAMAGE: TWO DICE



65

HIGH EXPLOSIVE!

VADOOOOM!



66

VADOOOM!

VADOOOOM!



67 JUDGE MORTIS'S SPIRIT RISES FROM HIS SHATTERED BONES -

YOU HAVE DEFEATED ME, DREDD - BUT YOU CANNOT KILL! WHAT DOES NOT LIVE...



68

YOU WILL NEVER LEAVE THISS HOUSSE ALIIVE!

GO TO 25.

HA HA HA HA HA HA HA HA



69 AS YOU GO UP THE NEXT FLIGHT OF STAIRS, YOU HEAR THE THRUM OF A GENERATOR.

OF COURSE! IF THE BROTHERHOOD OF BAAL BROUGHT THE DARK JUDGES HERE, THEY MUST HAVE A DIMENSION WARP.

70 FOLLOWING THE SOUND, YOU SEE...

JUDGE FIRE!

71 SUCH IS HIS FIERY HEAT, EVEN YOUR HI-EX SHELLS DETONATE BEFORE THEY REACH HIM -

BAKOOM!
BAKOOM!

72 THEN HE STRIKES -

AAAGH!

YOU'RE HIT. DAMAGE: ONE DIE

73 FIRE ATTACKS AGAIN...

JUSSTICCE COMES TO ALL!
BURN, DREDD!
BUURNN!

TO HIT 10+ DAMAGE: TWO DICE

74 YOU BACK AWAY... YOU HAVE ONLY ONE SLIM CHANCE...

75 AS JUDGE FIRE APPROACHES, YOU AIM AT THE CHANDELIER...

BLAM!

ROLL ONE DIE FOR ACCURACY. IF IT'S 2 TO 6, GO TO 38. IF IT'S A 1, GO TO 7.



76 WHAT'S THAT KEY AROUND YOUR NECK?

THE KEY TO THE GENERATOR CHEST. BUT...THE **MASTER KEY** TO THE GENERATOR ITSELF IS IN THE BATHROOM...

WHERE, PUNK?

BEHIND THE SHOWER CURTAIN...

GO TO 35.



78

I AM GOING TO KILL YOU. BUT DO NOT BE AFRAID. DYING ISS GOOD. DYING ISS EASY.

I JUSST STICK MY HAND IN AND...



79

SSQUEEZZE!

AAAGHHH!



77 **SUDDENLY, JUDGE DEATH** - MOST FEARED OF THE FOUR JUDGES - BURSTS OUT OF THE WARDROBE...

GREETINGSSS!

DROKK!



80 **JUDGE DEATH HAS FINALLY DEFEATED YOU.** MOMENTS BEFORE YOU EXPIRE, YOU SEE THE **BLURRED FIGURES OF THE FOUR DARK ONES** EXULTING OVER YOU...

WITHOUT DREDD, MEGA-CITY WILL BE OURSSS!

ALL WILL BE JUDGED!

ALL WILL BE FOUND GUILTYYY!

AND THERE CAN ONLY BE ONE SENTENCE...

81

DEATH

THE END.

82 FINDING COVER, YOU CALL OUT -

DROP YOUR WEAPONS! YOU'RE UNDER ARREST!

83 JUDGE DREDD - THE HATED ONE!

KILL HIM!

THEY ATTACK YOU... TO HIT 12 DAMAGE: ONE DIE

84 YOU SEE THEIR CRAZED EYES - THE TELL-TALE RED STAIN AROUND THEIR LIPS - AND YOU KNOW THEY ARE BEYOND REDEMPTION.

YOU MOW THEM DOWN WITHOUT MERCY.

RAM BAM BAM BAM BAM BAM BAM BAM

GO TO 15.

85 YOU DESPERATELY RETURN TO THE CONTROLS, AND THE GENERATOR HUMS INTO LIFE. BUT THEN...

GEASSSE!

87 DESPERATELY YOU TRY TO FREE YOURSELF -

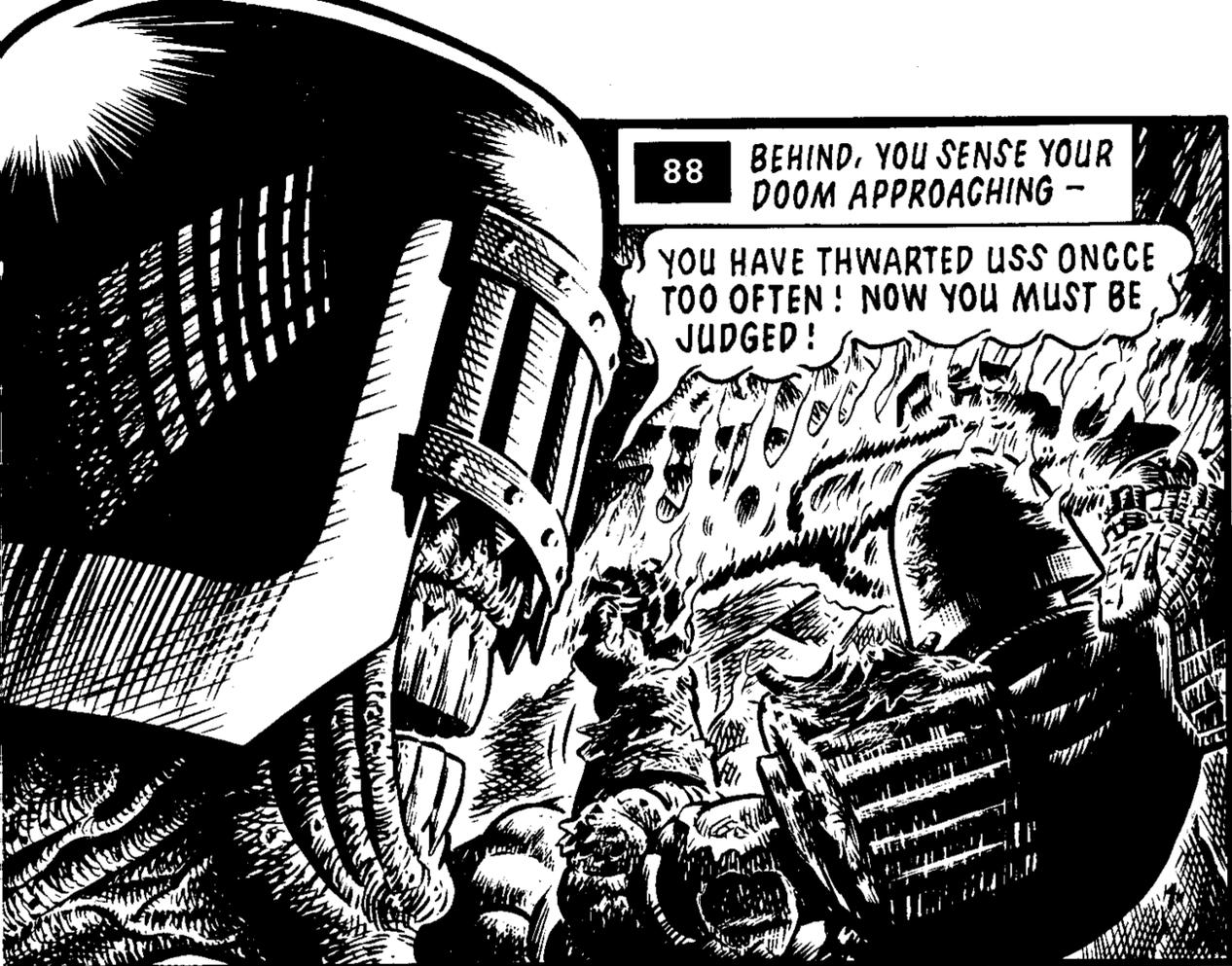
COME ON, DAMN IT!

GO TO 88.

86

SHINK!

YOU'VE BEEN HIT. DAMAGE: ONE DIE



88 BEHIND, YOU SENSE YOUR DOOM APPROACHING -

YOU HAVE THWARTED USS ONCCE TOO OFTEN! NOW YOU MUST BE JUDGED!



89 I'LL DO THE JUDGING -



90 THE FIERY HEAT OF THE TRIDENT BURNS THROUGH YOUR GAUNTLET. YOU GRIT YOUR TEETH AND THRUST IT DEEP INTO DEATH'S BLACK HEART -

NOT YOUR FILTHY 'LAW', DEATH... BUT MY LAW!



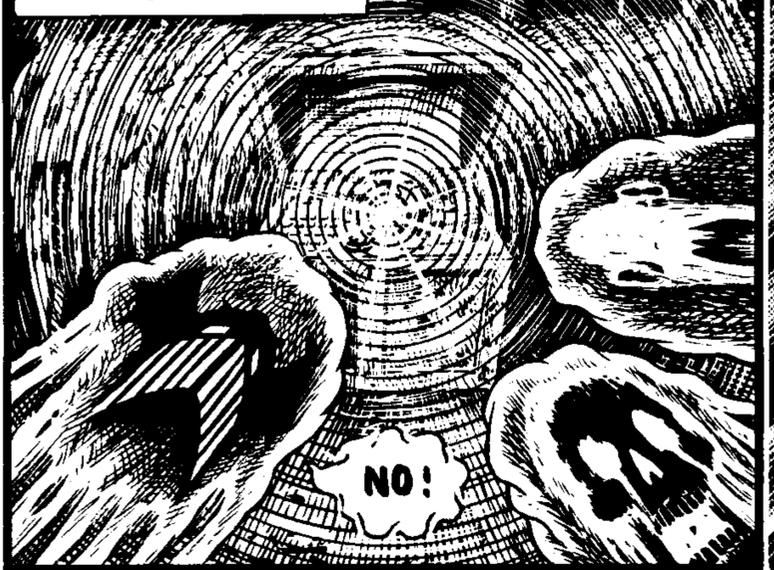
91

THE LAW OF JUSTICE!

GO TO 92.

92

THE HUM BECOMES A DEAFENING WHINE AS THE MACHINE COMES ONSTREAM...



CURSSSE HIM! HE HASS BEATEN USS AGAIN!

93



94

THEN THE FOUR DARK JUDGES ARE SWEPT BACK INTO THE EMPTY DIMENSION FROM WHENCE THEY CAME!



YOU HAVE WON - YOU HAVE BEATEN MANKIND'S GREATEST ENEMIES!

95

AND THIS TIME THEY CAN STAY THERE!



96

A BACK-UP SQUAD ARRIVES AND DESTROYS THE GENERATOR. YOU'RE IN A BAD WAY, BUT YOU REFUSE OFFERS OF HELP AND STAGGER DOWN THE STAIRS UNAIDED.



CROGLIN MANSION IS... EVIL... I... WANT IT - BURNED... UNDERSTAND?

BUT, JUDGE DREDD! IT'S A GRADE ONE LISTED BUILDING! DESIGNED BY THE FAMOUS ARCHITECT SIR MONTAGUE HAUL...



97

I SAID **BURN IT! BURN IT TO THE GROUND!**



V-VERY WELL, JUDGE!

98

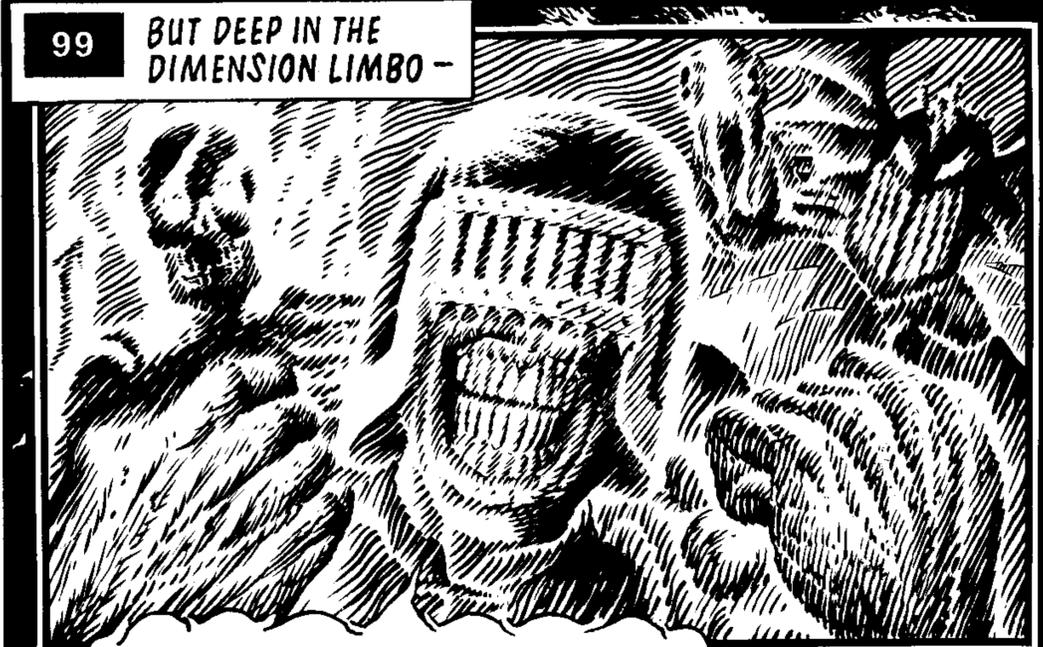
YOU STRIDE OUT INTO THE COOL, CLEAN NIGHT AIR...

THIS PROPERTY IS CONDEMNED!



99

BUT DEEP IN THE DIMENSION LIMBO -



YOU TOO ARE CONDEMNED, DREDD! AND I PROMISE YOU - SSOMEDAY - SSOMEHOW - I SSSHALL RETURN TO CARRY OUT THE SENTENCE...

100

...DEATHHH!



THE END.



STILL IN ONE PIECE? GOOD...

Well? How did you get on? There are still 2 more games to come, but before you wade in and start wreaking havoc, a word about our future...

YOU ARE DICEMAN...

So this is YOUR magazine – what do you think of it? Are the games too easy, or too hard? Which is your favourite, and why? Which hero – or heroine – should we feature in future issues? And which should be interred with the greatest possible speed?

THE WORLDS OF IF...

If your performance throughout this magazine is that of a true champion, write to us and brag about it (that's what true champions do). If you want to ask Pat Mills about his gaming systems, go right ahead. If you want to discuss a story, or its graphics...if you want to know more about a writer or an artist, or find out how they produce their work...if you simply want to learn how to make sure you get your blood-stained hands on a copy of DICEMAN Issue 2 (currently going through the multiple laceration phase)...then write to Mervyn, 2027, King's Reach Tower, Stamford Street, London SE1 9LS.

BUT FIRST...

2 stomach-turning ordeals stand between you and public triumph. To stand any chance of coming through them alive, you'll have to survive the terrifying traps that await you in The Torture Tube and in The Tower Of Glass – and if you've still got the strength after that lot to pick up a pen, we'll be waiting to hear from YOU!

MORE
MAYHEM—
RIGHT
AFTER THE
BREAK...

Play in two new world-beating Play-by-Mail games from Mitregames.

NOW RUNNING



MIDGARD

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success in the U.S.A.,
brand new to
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war and diplomacy join in the quest for success.
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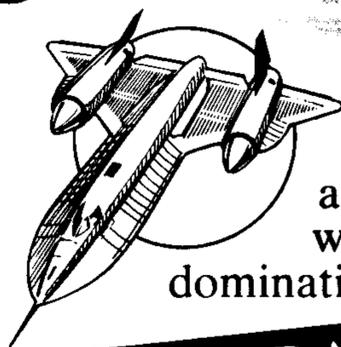
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COMING SOON

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The world's largest
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game



...and you can be one of
the first UK players. In the
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will you lead your country to
domination, or Armageddon?

POST TODAY

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YOU
are

THE WARLOCK

in...

the TORTURE CHAMBER

ART
KEVIN O'NEILL
STORY
PAT MILLS
GAME
PAT MILLS
LETTERING
STEVE POTTER

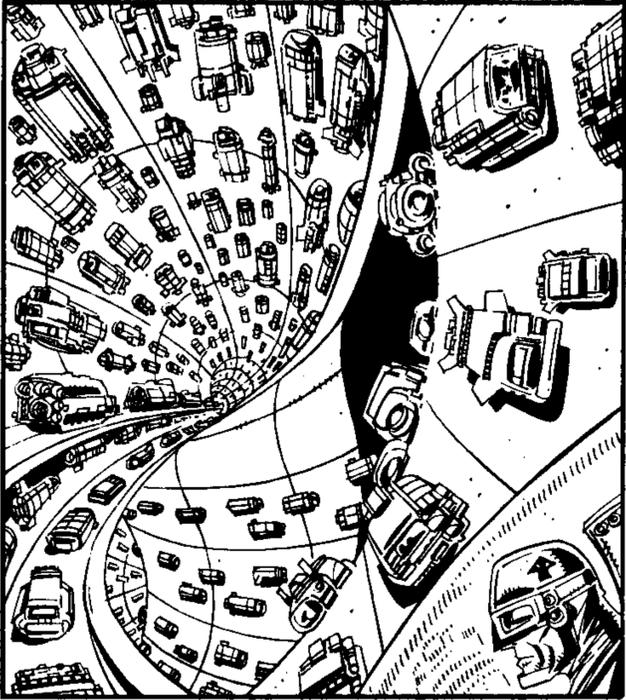
TORQUEMADA,
THE SINISTER
GRAND MASTER
OF TERMIGHT, HAS
CAPTURED PURITY
BROWN, YOUR
TOP AGENT...

YOU WATCH IN
HORROR AS A
RAZOR-SHARP
BLADE SWINGS
CLOSER AND
CLOSER TO HER...

SHE DIES
AT MIDNIGHT—
UNLESS **YOU**
WISH TO SAVE
HER!



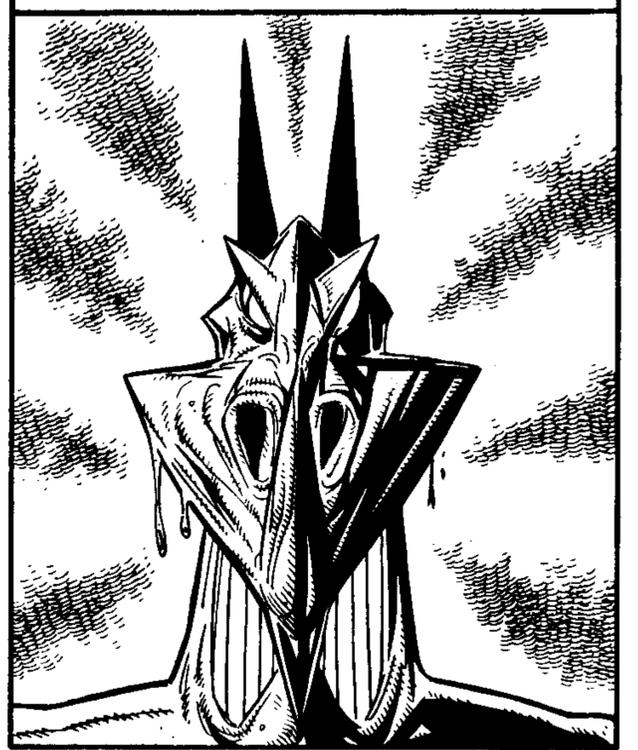
TERMIGHT... EARTH, THOUSANDS OF YEARS IN THE FUTURE... HOLLOWED OUT INTO AN UNDERGROUND MAZE OF TRAVEL TUBES AND CITIES...



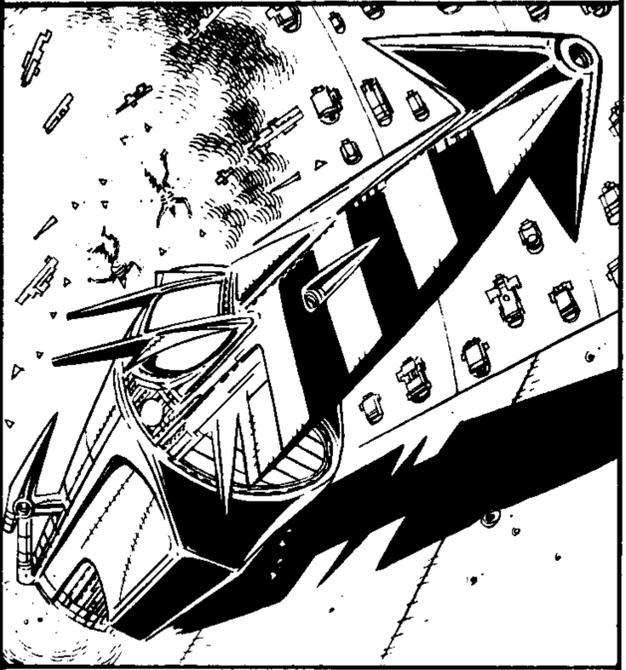
RULED OVER BY THE HUMAN TORQUEMADA AND HIS BRUTAL TERMINATORS.



YOU ARE NEMESIS! THE ALIEN SWORN TO FREE HUMANS FROM THE EVIL OF TORQUEMADA.



IN YOUR FAMOUS BLITZSPEAR, YOU HAVE CARRIED OUT MANY DARING TUBE-RAIDS...



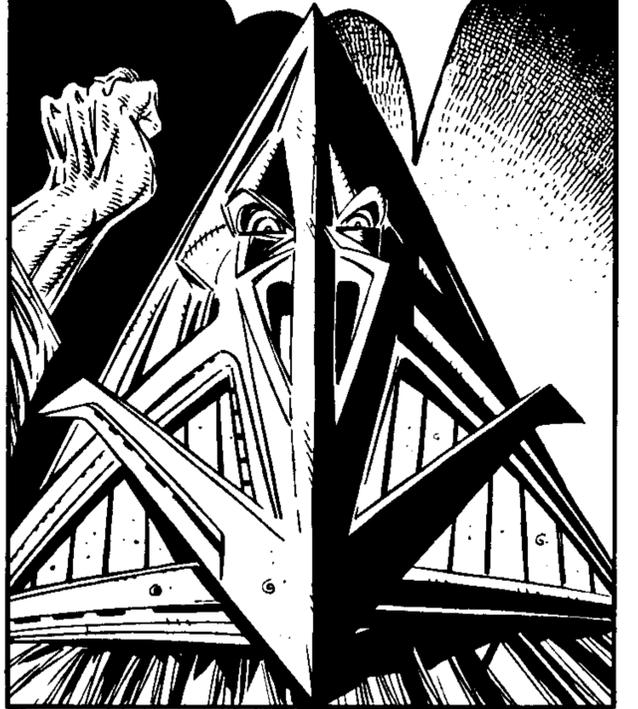
... AND EARNED A REPUTATION AS THE DEMON DRIVER!

YOUR CAR COMPUTER IS PROGRAMMED TO INTERCEPT POLICE MESSAGES...



AND NOW... AN URGENT MESSAGE FROM TORQUEMADA FOR NEMESIS THE WARLOCK...!

I KNOW YOU'RE WATCHING, WARLOCK! I'VE SOME BAD NEWS FOR YOU! I'VE GOT THE GIRL!



YOU SEE THE APPALLING FATE IN STORE FOR HER WHEN THE CLOCK STRIKES MIDNIGHT...



I ALSO KNOW YOU ARE STUPID AND ARROGANT ENOUGH TO THINK YOU CAN SAVE HER...

SO I'VE PREPARED A FEW... SURPRISES ALONG THE TUBES TO MY TORTURE CHAMBER!



YOU WILL FAIL MISERABLY... AND THEN THE PEOPLE OF TERMIGHT WILL REALISE THERE IS NO HOPE FOR THEM - UNLESS THEY OBEY ME!

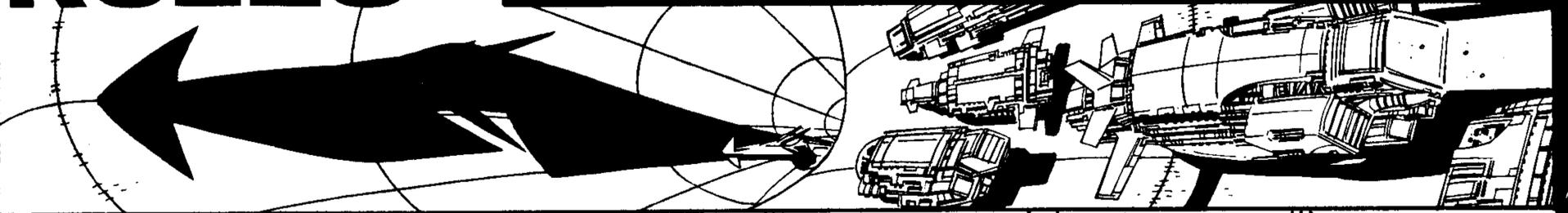
OH, I PROMISE YOU, NEMESIS... YOU WILL NEVER LEAVE THE TUBES ALIVE!



IF YOU ACCEPT TORQUEMADA'S CHALLENGE AND WISH TO RESCUE PURITY... TURN OVER...

RULES

DANGER AHEAD!



1 2 3 4 5 6 7 8 9 10 11 12

YOUR MISSION IS TO RESCUE PURITY AND ACHIEVE A HIGH 'GORE SCORE' BY KILLING AS MANY TERMINATORS AS POSSIBLE. YOUR BLITZSPEAR IS ARMED WITH FORWARD-FIRING MACHINE GUNS, LASERS AND REAR-FIRING ROCKETS.

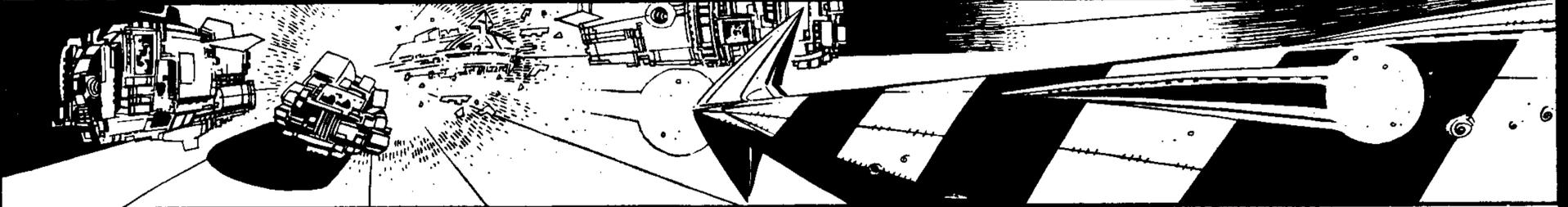
1 2 3 4 5 6 7 8 9 10 11 12

COMPLETE YOUR VEHICLE'S ARMOUR-RATING AND NOTE IT DOWN ON YOUR SCORE SHEET. BLITZSPEAR: 8 ROLL ONE DIE AND ADD TO ABOVE:

ARMOUR-RATING _____

1 2 3 4 5 6 7 8 9 10 11 12

ON EACH PICTURE FRAME IS A SCALE FROM 1 TO 12. THIS IS YOUR SPEEDOMETER FROM 10 TO 120 MPH. YOU DECIDE THE SPEED YOU'RE TRAVELLING AT BY RINGING ROUND THE NUMBER. THUS HERE YOU'RE DRIVING AT 60 MPH. (YOU DO NOT ROLL THE DICE FOR SPEED)



1 2 3 4 5 6 7 8 9 10 11 12

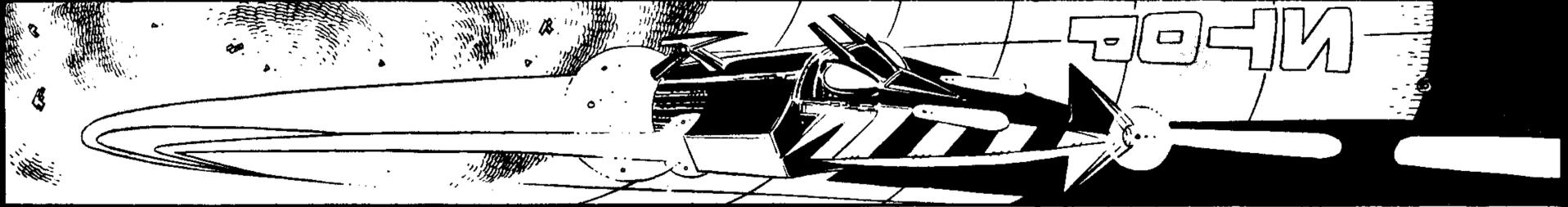
AS YOU MOVE FROM FRAME TO FRAME, YOU MAY ACCELERATE OR DECELERATE BY 10 MPH... OR MAINTAIN THE SAME SPEED. YOU'RE NOW DRIVING AT 70 MPH.

1 2 3 4 5 6 7 8 9 10 11 12

COMBAT THE FASTER YOU TRAVEL, THE HARDER IT IS TO HIT... AND BE HIT. WHEN YOU SEE THIS SYMBOL YOU ARE ATTACKING. WHEN YOU SEE THIS SYMBOL THE TERMINATORS ARE ATTACKING YOU.

1 2 3 4 5 6 7 8 9 10 11 12

1) ROLL 2 DICE FOR YOURSELF. ADD 1 TO THE TOTAL BECAUSE YOU'RE A SUPERIOR ALIEN. 2) IF IT'S EQUAL TO OR HIGHER THAN YOUR SPEED, YOU HAVE DESTROYED THE NUMBER OF TERMINATORS INDICATED ON THE VDU. NOTE DOWN ANY SCORES. (HERE, YOU WOULD NEED 6 OR MORE TO MAKE A HIT).



1 2 3 4 5 6 7 8 9 10 11 12

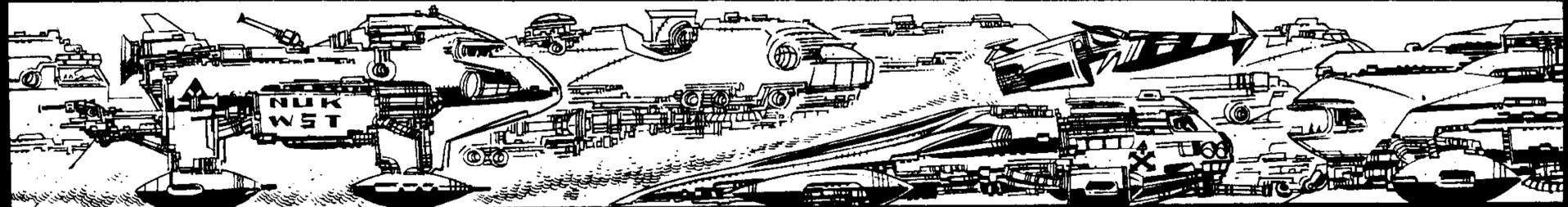
1) ROLL 2 DICE FOR THE TERMINATORS. 2) IF IT'S EQUAL TO OR HIGHER THAN YOUR SPEED, THEY'VE HIT YOU. LOSE 1 ARMOUR POINT. IF YOUR ARMOUR-RATING IS REDUCED TO ZERO, YOU AND YOUR BLITZSPEAR ARE DESTROYED.

1 2 3 4 5 6 7 8 9 10 11 12

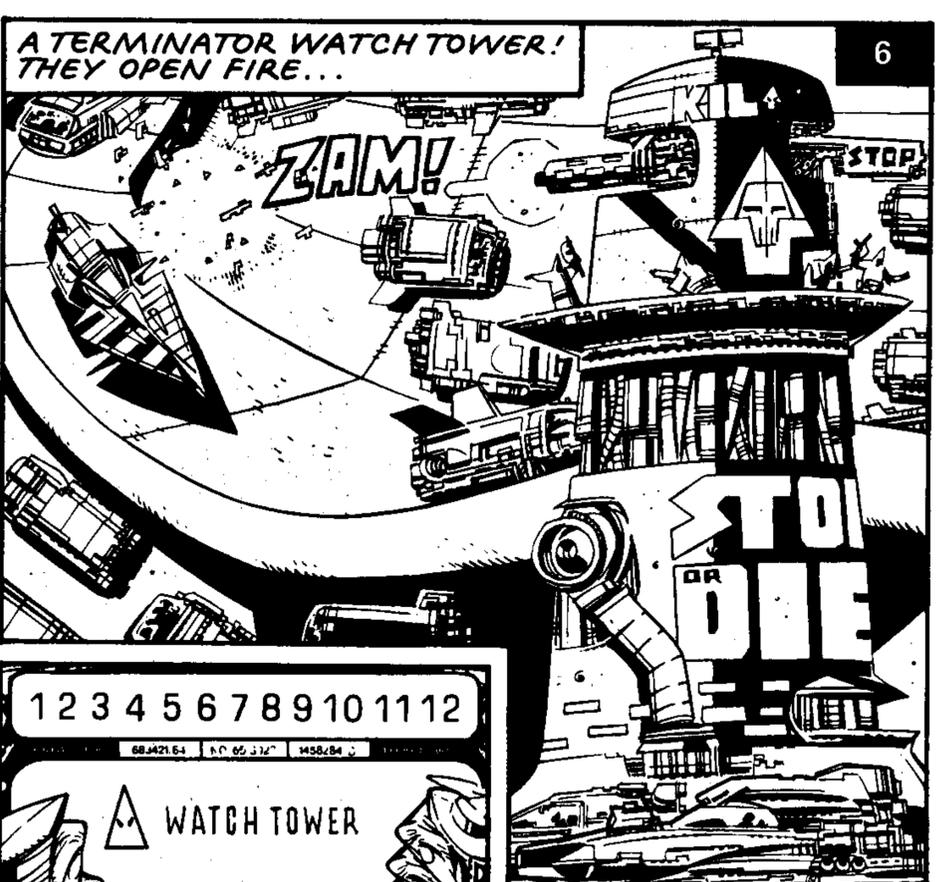
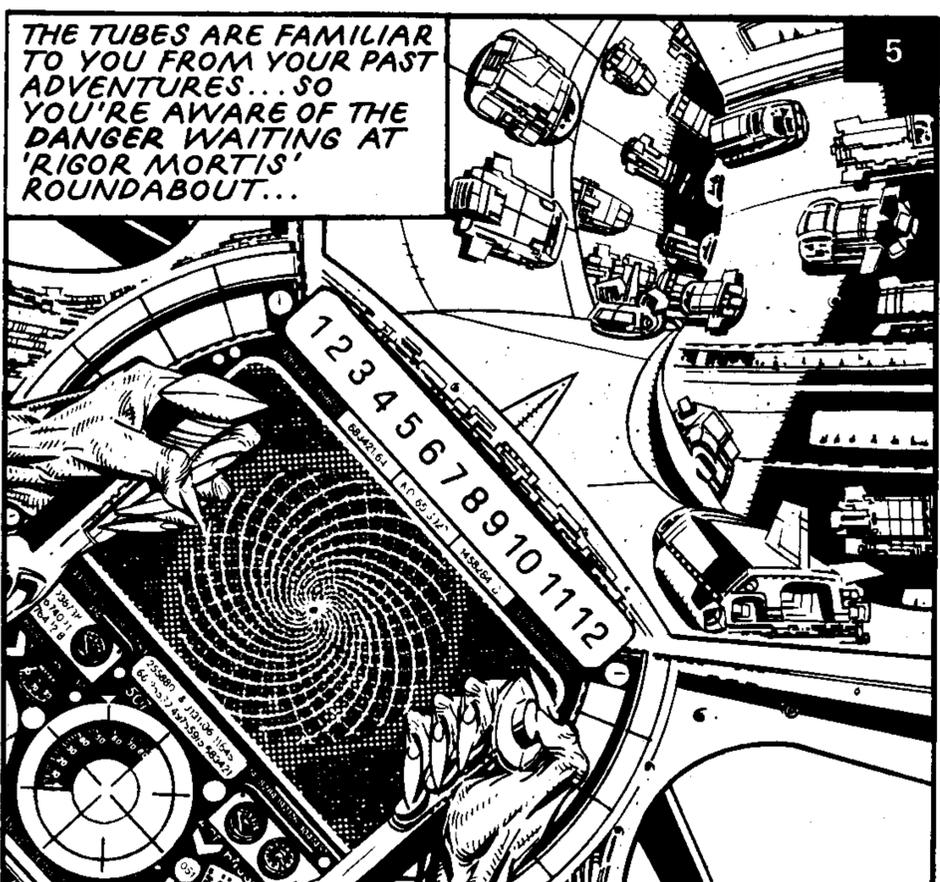
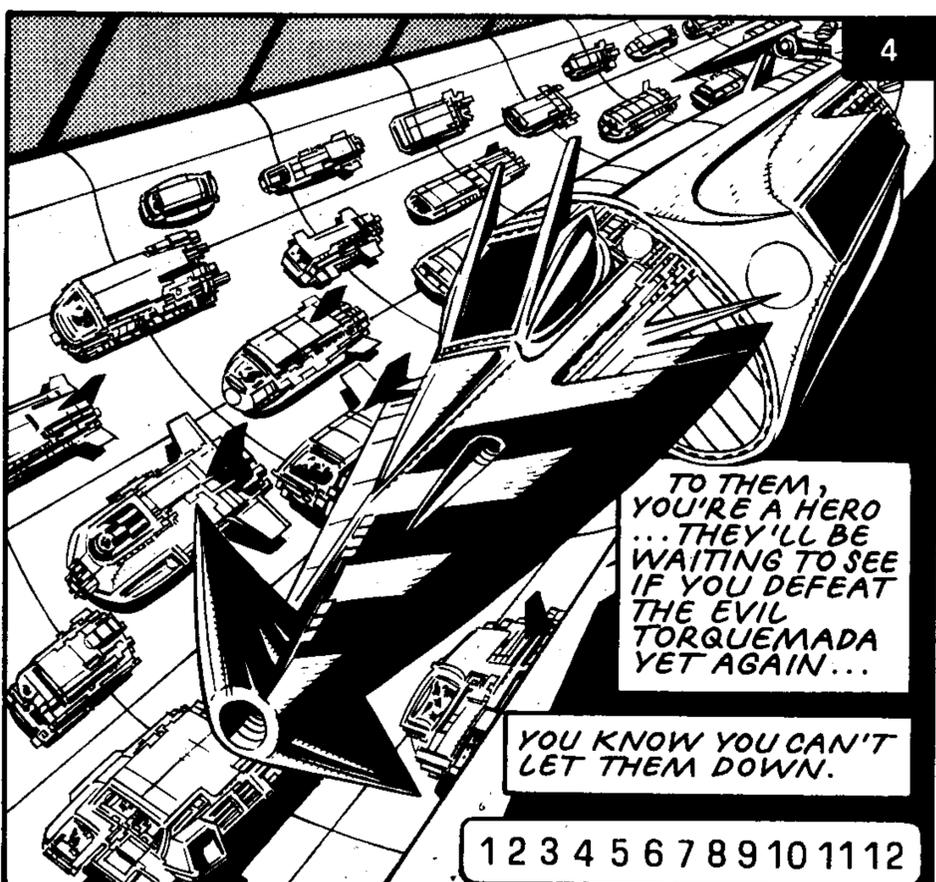
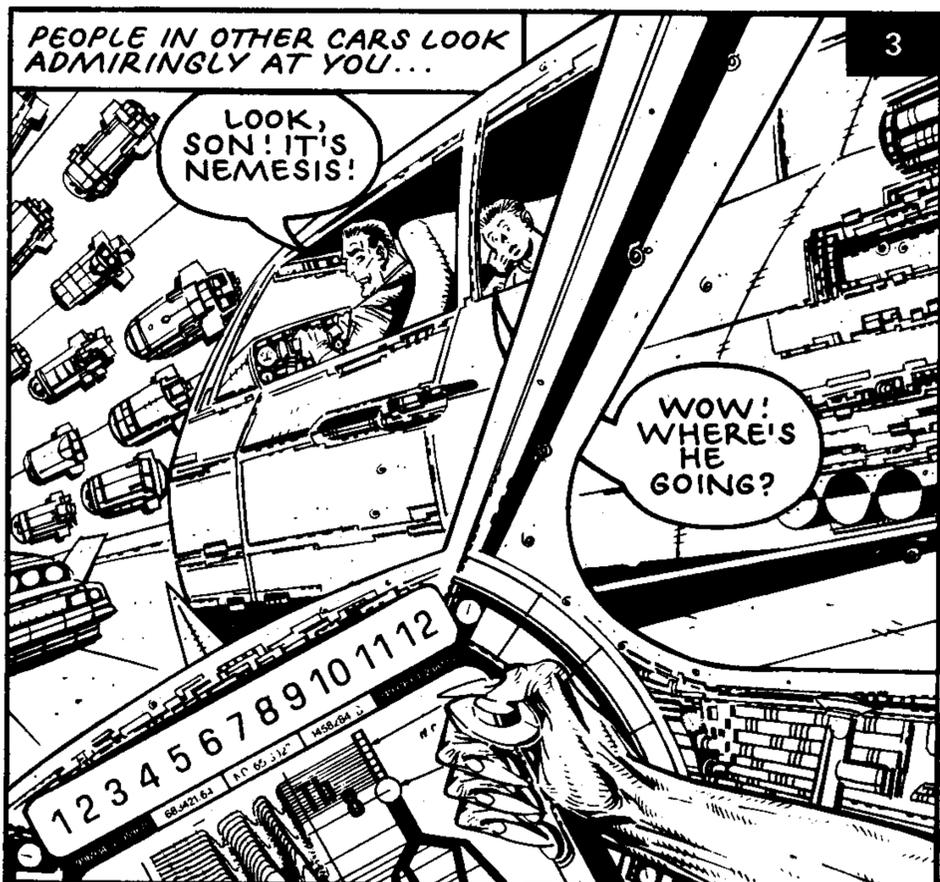
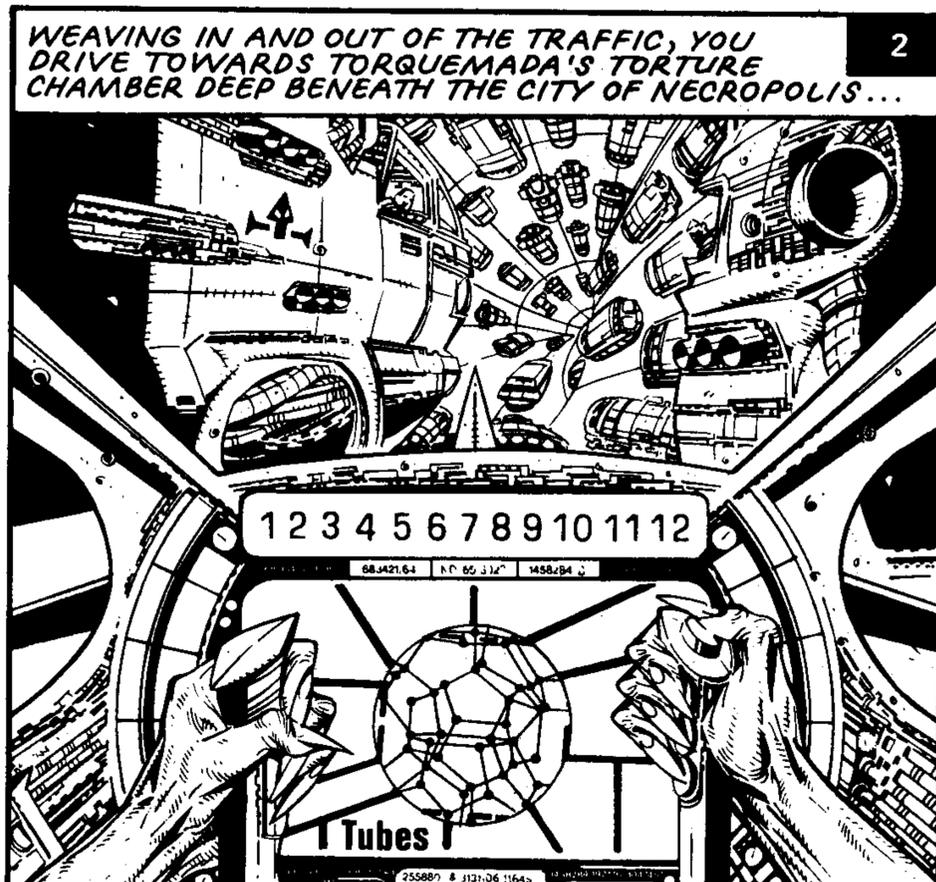
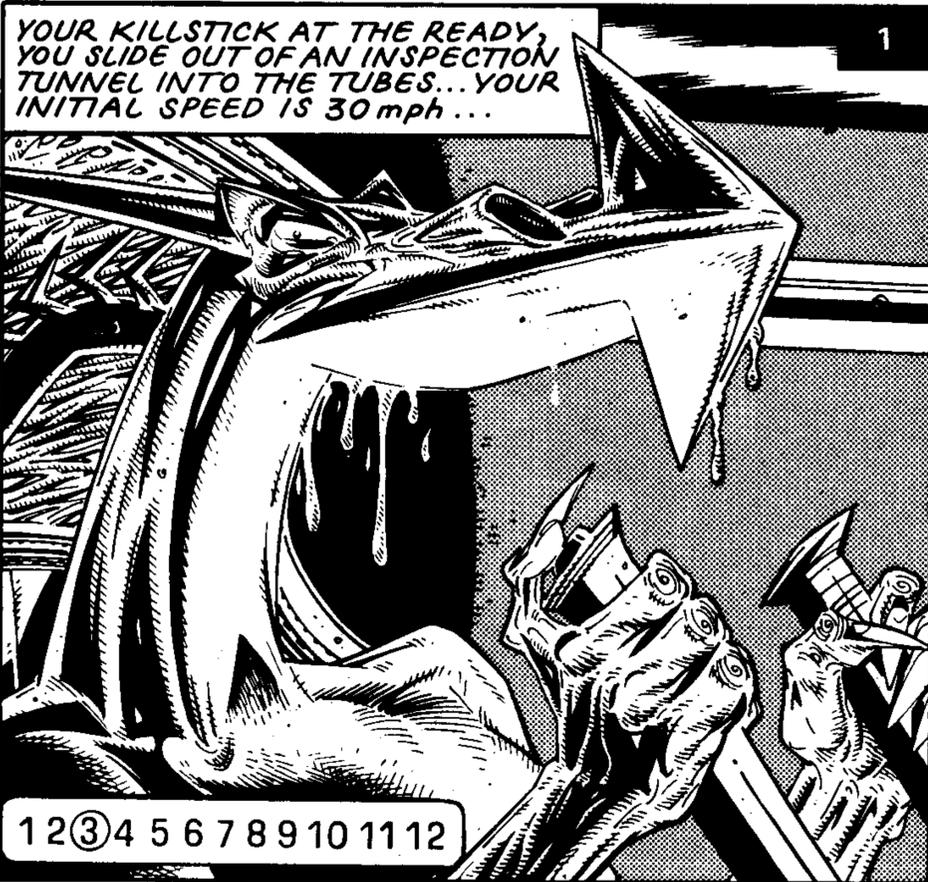
THERE IS ONLY ONE COMBAT ROUND PER FRAME. THEN YOU MOVE ONTO THE NEXT FRAME. IF YOU PREFER, YOU MAY KEEP A RECORD OF YOUR SPEED, IN EVERY FRAME, ON YOUR SCORE SHEET. YOU CANNOT EXCEED 120 MPH.

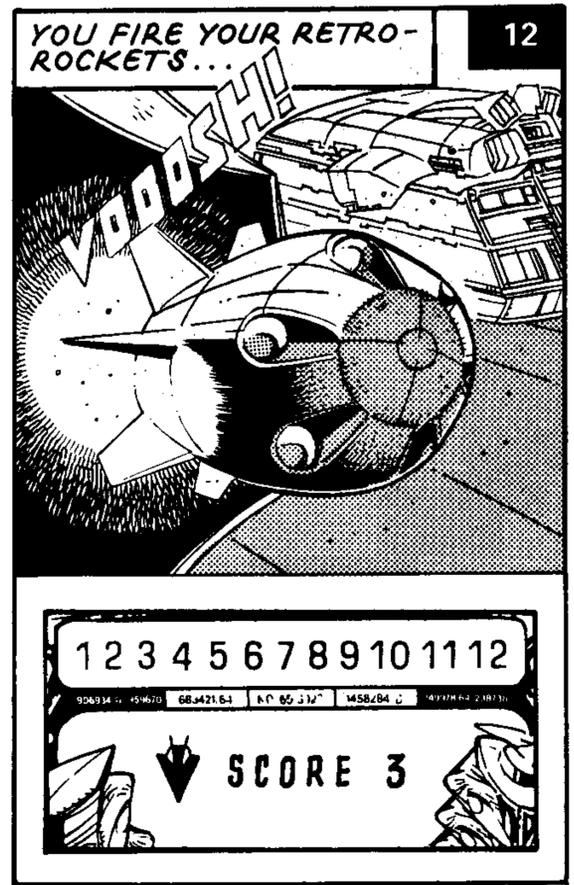
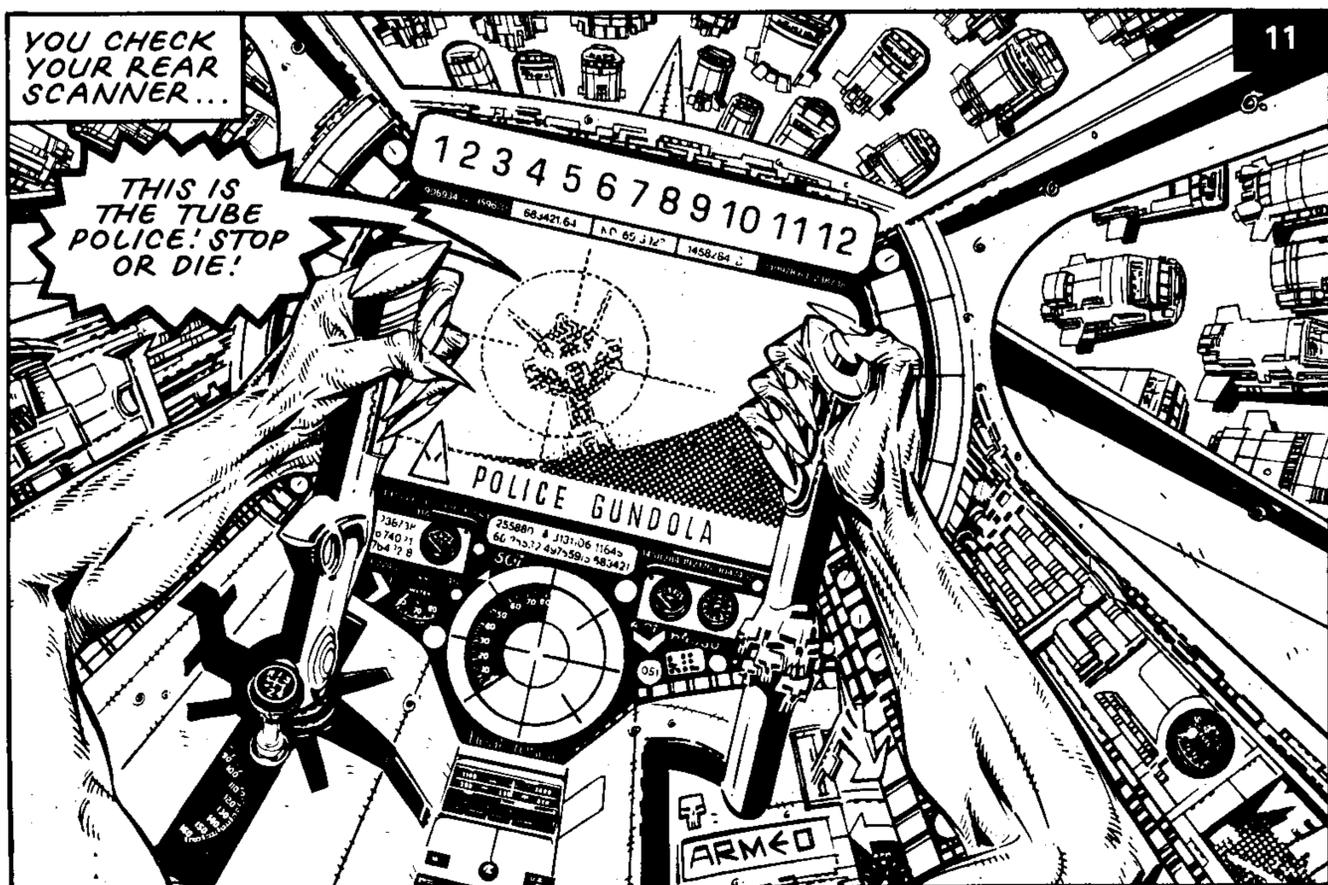
1 2 3 4 5 6 7 8 9 10 11 12

DANGER! THE SPEED YOU TRAVEL AT IS VITAL TO WINNING THE GAME. IF YOU APPROACH A HAZARD TOO FAST, YOU RUN THE RISK OF CRASHING. YOU ARE NOW READY TO BEGIN YOUR MISSION. REMEMBER THE TUBEWAY CODE AND... DRIVE DEMONICALLY!



REMEMBER! YOU MUST RING ROUND YOUR SPEED IN EVERY FRAME: AND GO ON DOING SO UNTIL THE GAME IS OVER...





YOU RAM IT... SENDING IT OUT OF CONTROL... 18

KRAK!

1 2 3 4 5 6 7 8 9 10 11 12

AND THE OTHER GUNDOLA SMASHES INTO IT... 19

AAAARGH!
BOOM!

1 2 3 4 5 6 7 8 9 10 11 12

ADD 3 TO YOUR SCORE

A THIRD GUNDOLA, JUST ARRIVING ON THE SCENE, PLOUGHS INTO THEM... 20

AIEEE!
NO!

1 2 3 4 5 6 7 8 9 10 11 12

ADD 6 TO YOUR SCORE

OBSERVING ALL THIS IN YOUR REAR SCANNER, YOU LEER WITH SATISFACTION. GO TO 27. 21

1 2 3 4 5 6 7 8 9 10 11 12

ADD 3 TO YOUR SCORE

YOU SPOT A PIT - THE ENTRANCE TO THE TORTURE CHAMBER - AND PLUNGE DOWN IT... AS THE LAVA BALL HURTTLES ON. 22

VROOOO! OOMMM!

1 2 3 4 5 6 7 8 9 10 11 12

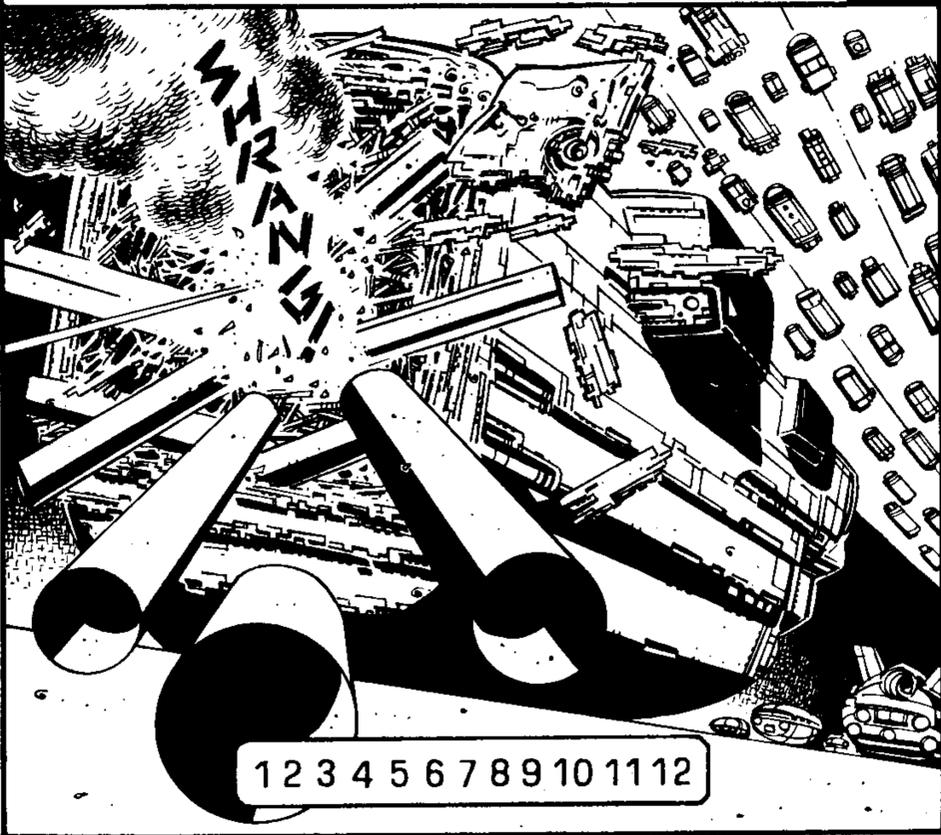
YOU SPEED DOWN A DARK TUNNEL... PAST CELLS OF TORQUEMADA'S PRISONERS... 23

1 2 3 4 5 6 7 8 9 10 11 12

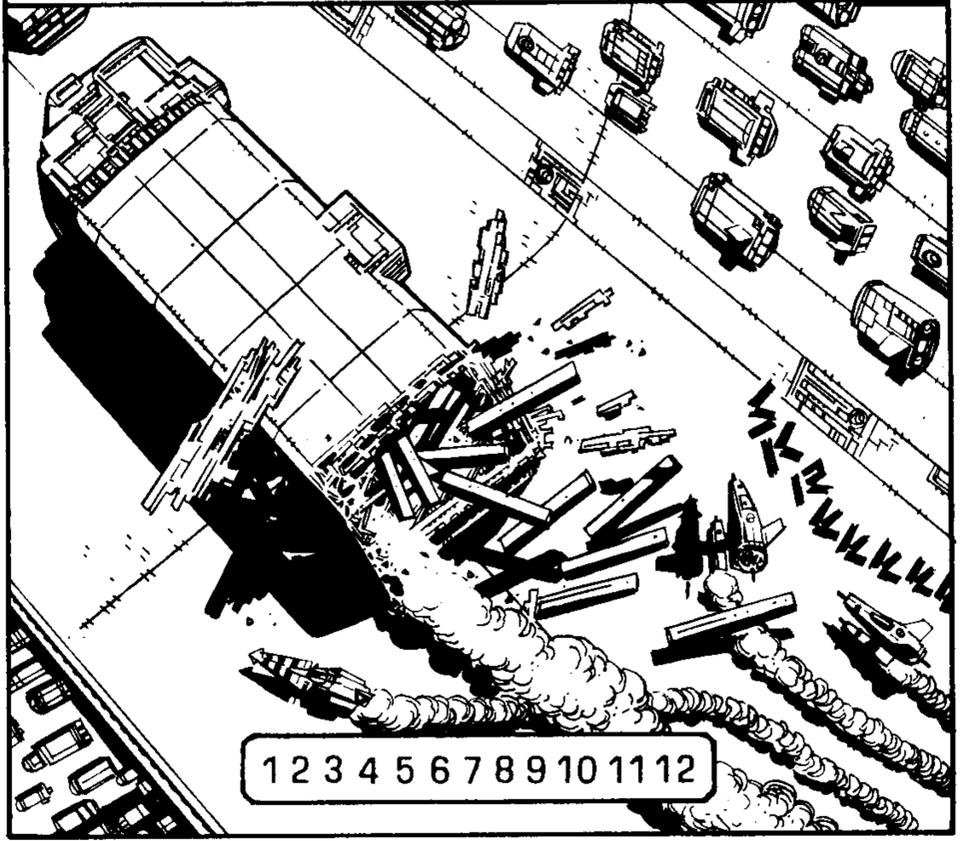
AT THE FAR END... A HUGE DOOR... IF YOU'RE TRAVELLING AT 70 MPH OR MORE HERE, GO TO 90. IF YOU'RE TRAVELLING AT LESS, GO TO 47. 24

1 2 3 4 5 6 7 8 9 10 11 12

YOU CAUSE THE JUGGERNAUT TO SHED ITS LOAD... 25



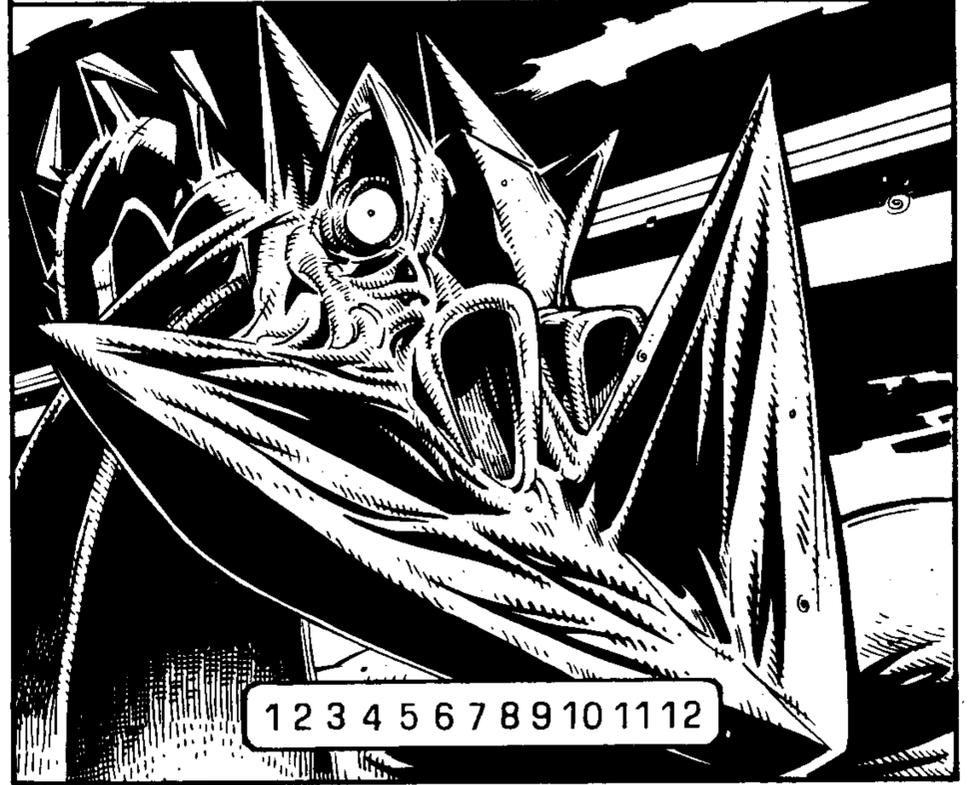
THE GUNDOLA SWERVES TO AVOID IT... GO TO 19. 26



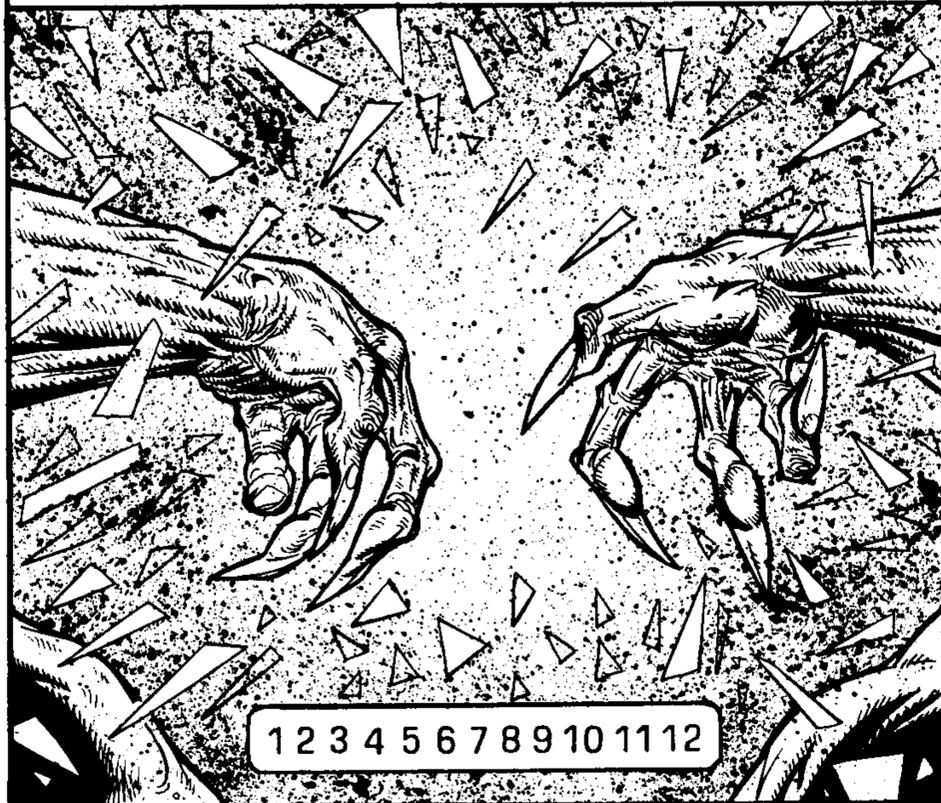
AHEAD, THE TUBE FORKS IN TWO. IF YOU WISH TO TAKE THE LEFT TUNNEL, GO TO 33. IF YOU WISH TO TAKE THE RIGHT TUNNEL, GO TO 36. 27



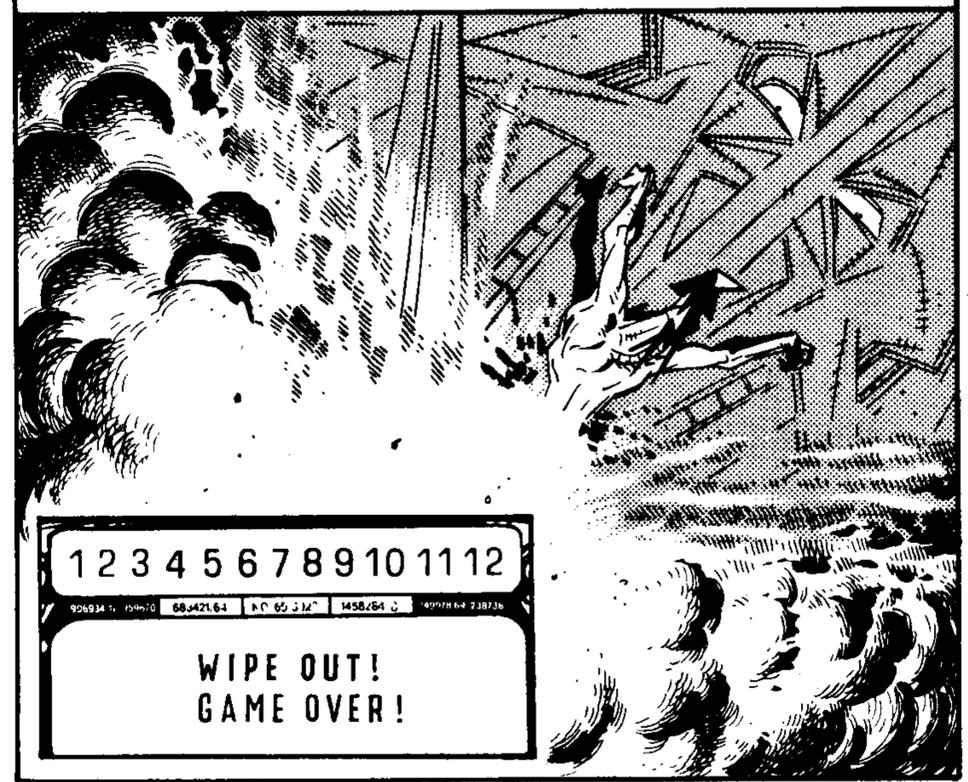
YOU SMASH INTO THE TUBE WALL... WITH SUCH FORCE THAT YOU RIP FREE FROM YOUR ZELCRO-COVERED PILOT COUCH... 28

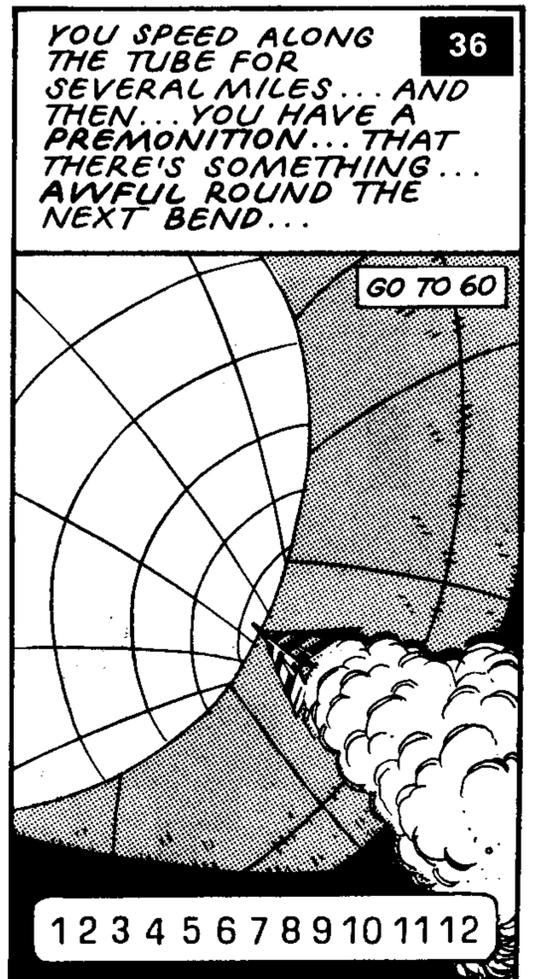
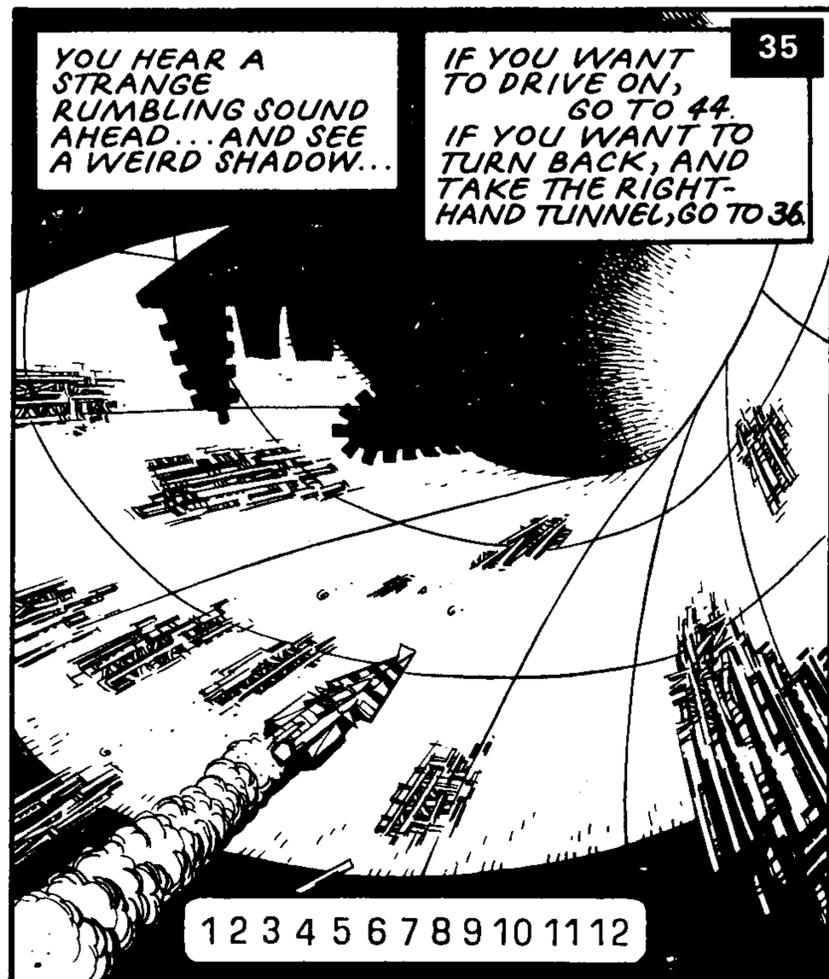
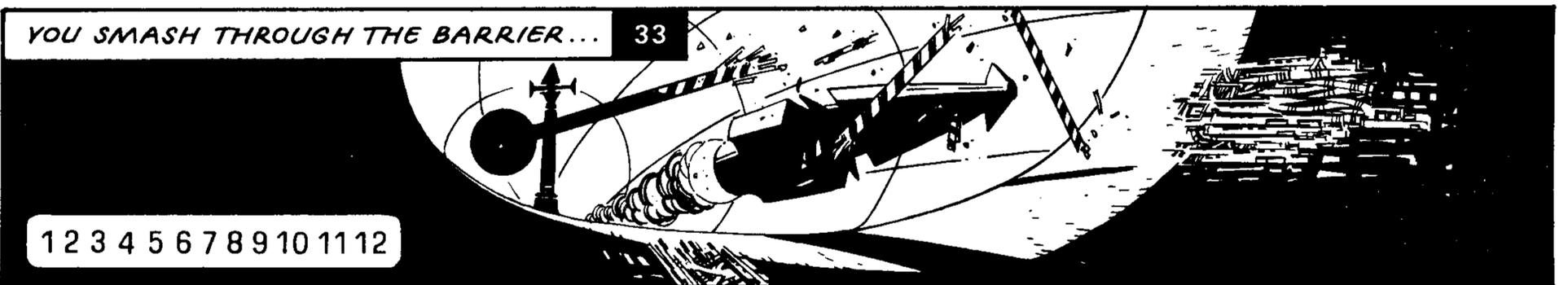
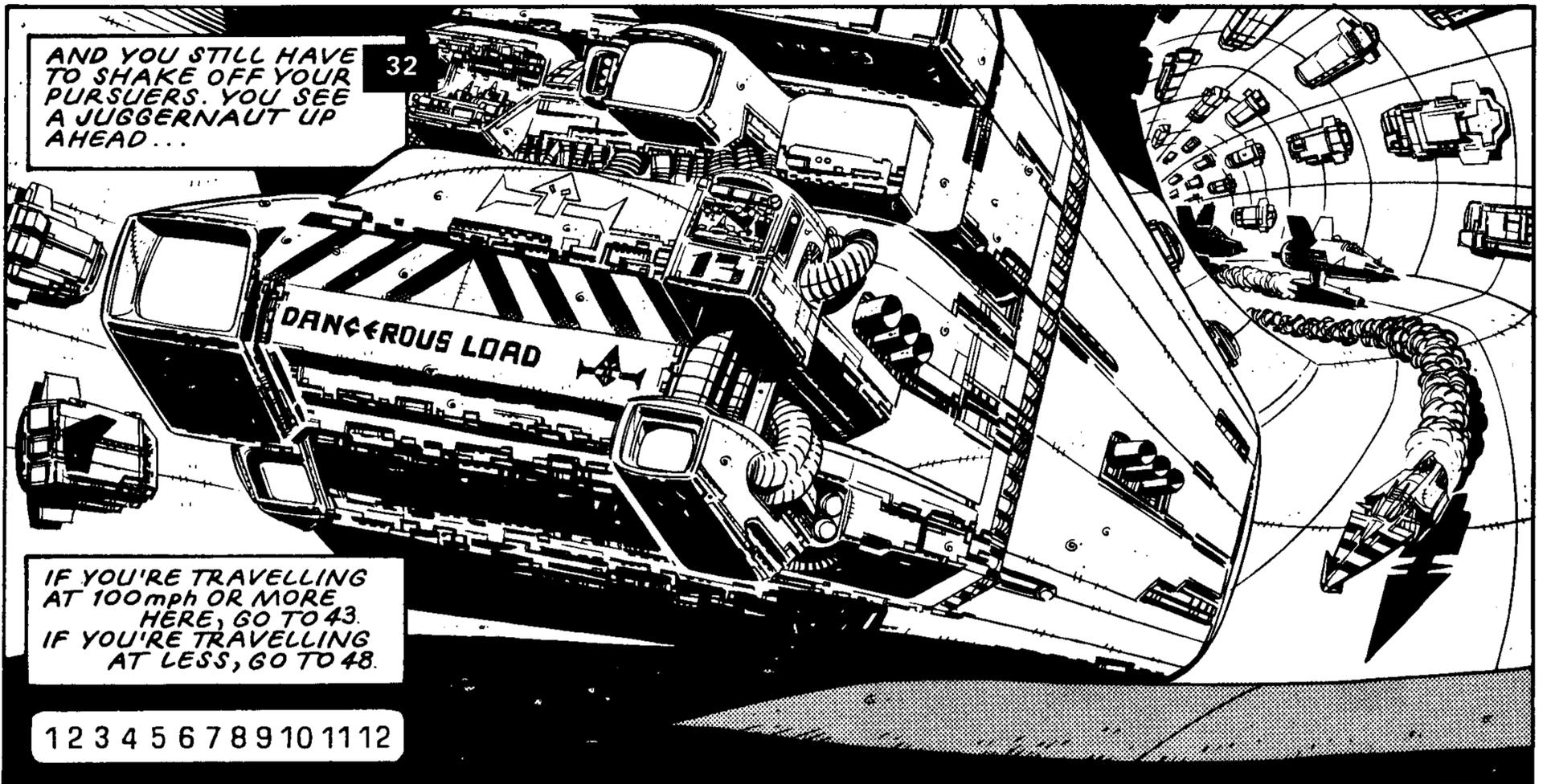
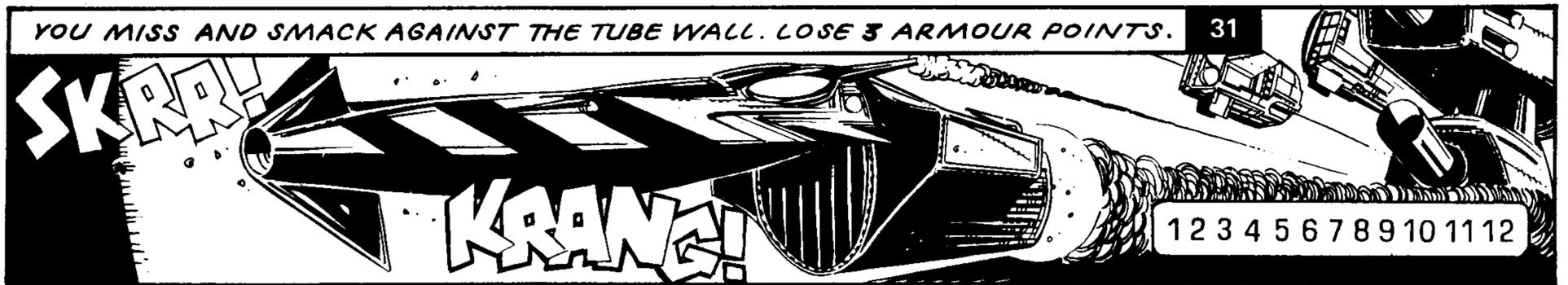


...AND ARE HURLED STRAIGHT THROUGH THE WINDSCREEN... 29



...SMACKING INTO A GIANT POSTER OF TORQUEMADA... AS YOUR BLITZSPEAR EXPLODES—INCINERATING YOU IN THE FLAMES. 30





YOU DRIVE STRAIGHT INTO THE BACK OF IT! YOUR BLITZSPEAR EXPLODES.

43

UP AHEAD - A TUBE WORM - A GIGANTIC ROBOT THAT DIGS OUT THE TUBES...

44

1 2 3 4 5 6 7 8 9 10 11 12

908934 11 159670 68,421,64 100 85 312" 1458/84 49976 64 238736

WIPE OUT! GAME OVER!

IF YOU'RE TRAVELLING AT 60mph OR MORE HERE, GO TO 45. IF YOU'RE TRAVELLING AT LESS, GO TO 56.

1 2 3 4 5 6 7 8 9 10 11 12

YOU'RE UNABLE TO STOP IN TIME AND DRIVE STRAIGHT INTO ITS MOUTH...

45

IT GRINDS THE BLITZSPEAR UP... ITS FANGS BITING THROUGH THE COCKPIT... INTO YOU!

AAAAGGH!

46

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5 6 7 8 9 10 11 12

908934 11 159670 68,421,64 100 85 312" 1458/84 49976 64 238736

WIPE OUT! GAME OVER!

YOU'RE TOO SLOW TO SMASH THROUGH THE DOOR. THE BLITZSPEAR EXPLODES.

47

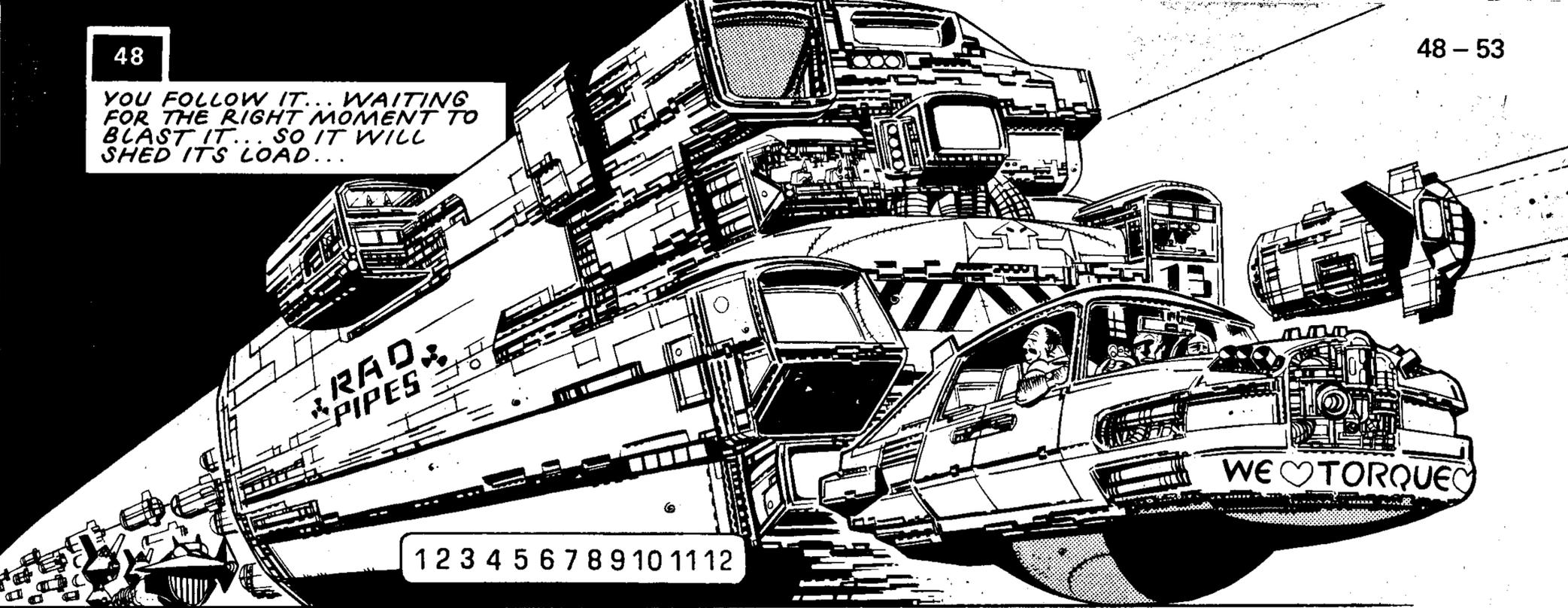
1 2 3 4 5 6 7 8 9 10 11 12

908934 11 159670 68,421,64 100 85 312" 1458/84 49976 64 238736

WIPE OUT! GAME OVER!

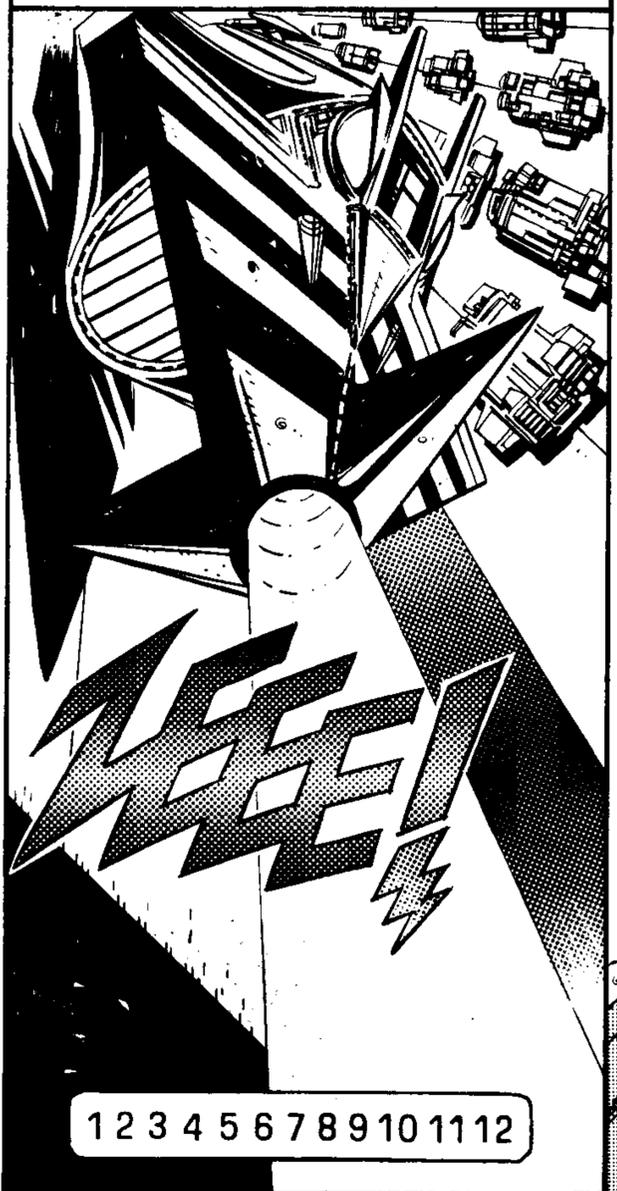
48

YOU FOLLOW IT... WAITING FOR THE RIGHT MOMENT TO BLAST IT... SO IT WILL SHED ITS LOAD...



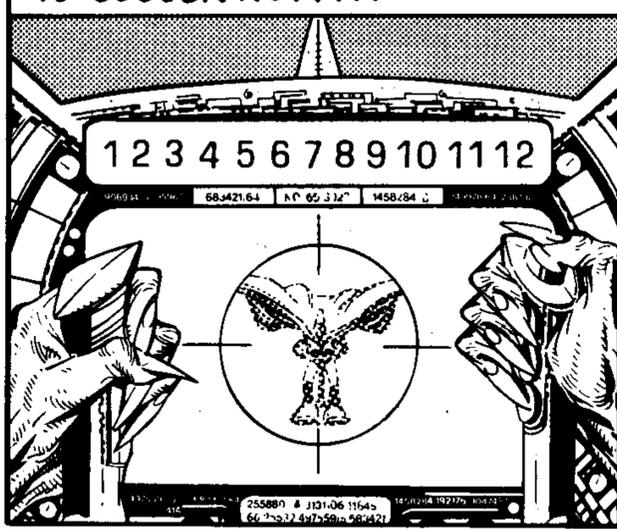
1 2 3 4 5 6 7 8 9 10 11 12

49 YOU OPEN FIRE... IF YOU'RE TRAVELLING AT 80mph OR MORE HERE, GO TO 54 IF YOU'RE TRAVELLING AT LESS, GO TO 25



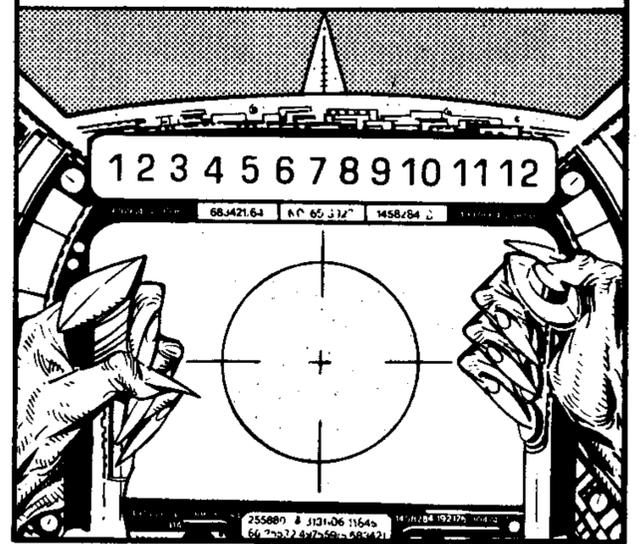
1 2 3 4 5 6 7 8 9 10 11 12

50 YOU CHECK YOUR REAR SCANNER. THE OUTRIDER IS CLOSER NOW...



1 2 3 4 5 6 7 8 9 10 11 12

51 THEN SUDDENLY HE DISAPPEARS.



1 2 3 4 5 6 7 8 9 10 11 12

52 YOU REALISE HE'S ON YOUR ROOF.



1 2 3 4 5 6 7 8 9 10 11 12

53 YOU BRAKE SHARPLY, TRYING TO SHAKE HIM OFF...

THROW ONE DIE FOR LUCK IF IT'S A 4 OR MORE, GO TO 31 IF IT'S LESS THAN 4, GO TO 78

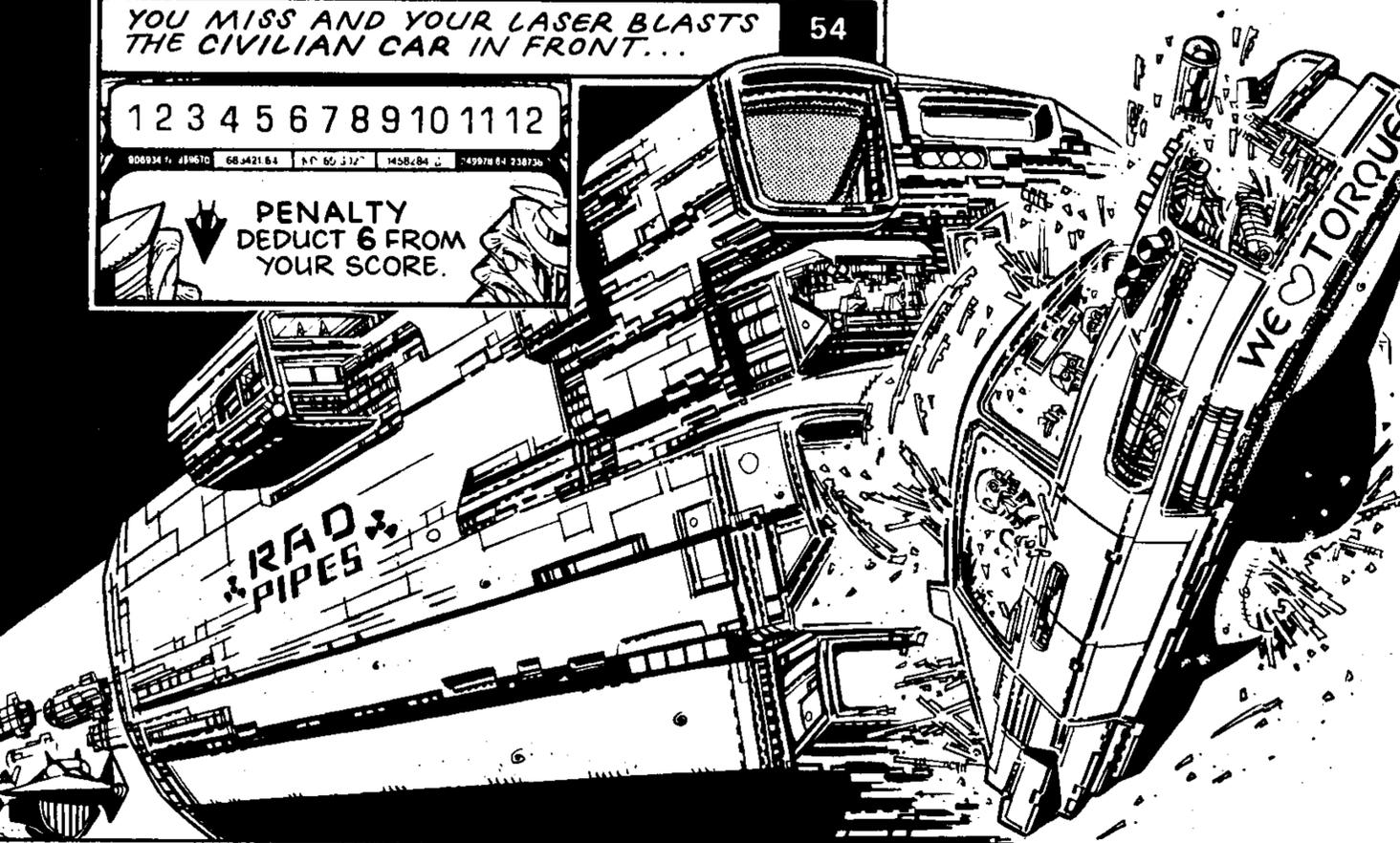
1 2 3 4 5 6 7 8 9 10 11 12

YOU MISS AND YOUR LASER BLASTS THE CIVILIAN CAR IN FRONT...

54

1 2 3 4 5 6 7 8 9 10 11 12

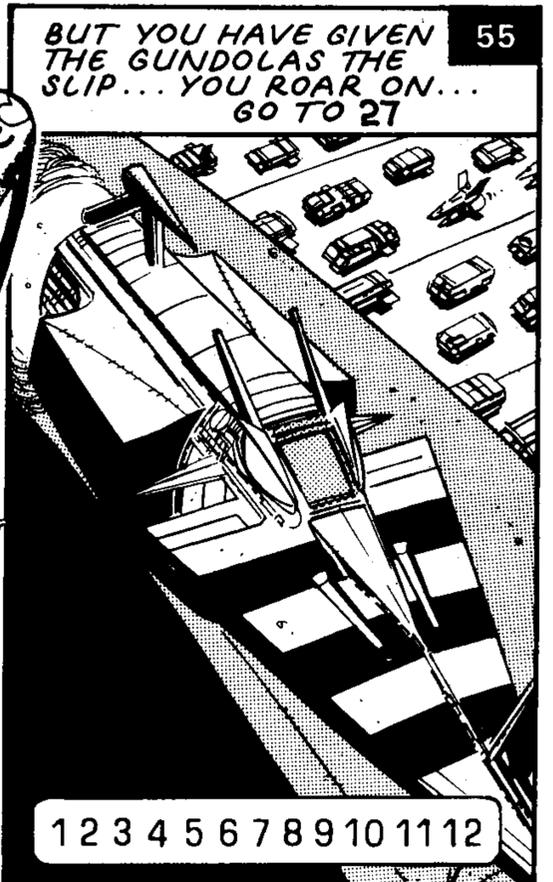
PENALTY DEDUCT 6 FROM YOUR SCORE.



BUT YOU HAVE GIVEN THE GUNDOLAS THE SLIP... YOU ROAR ON... GO TO 27

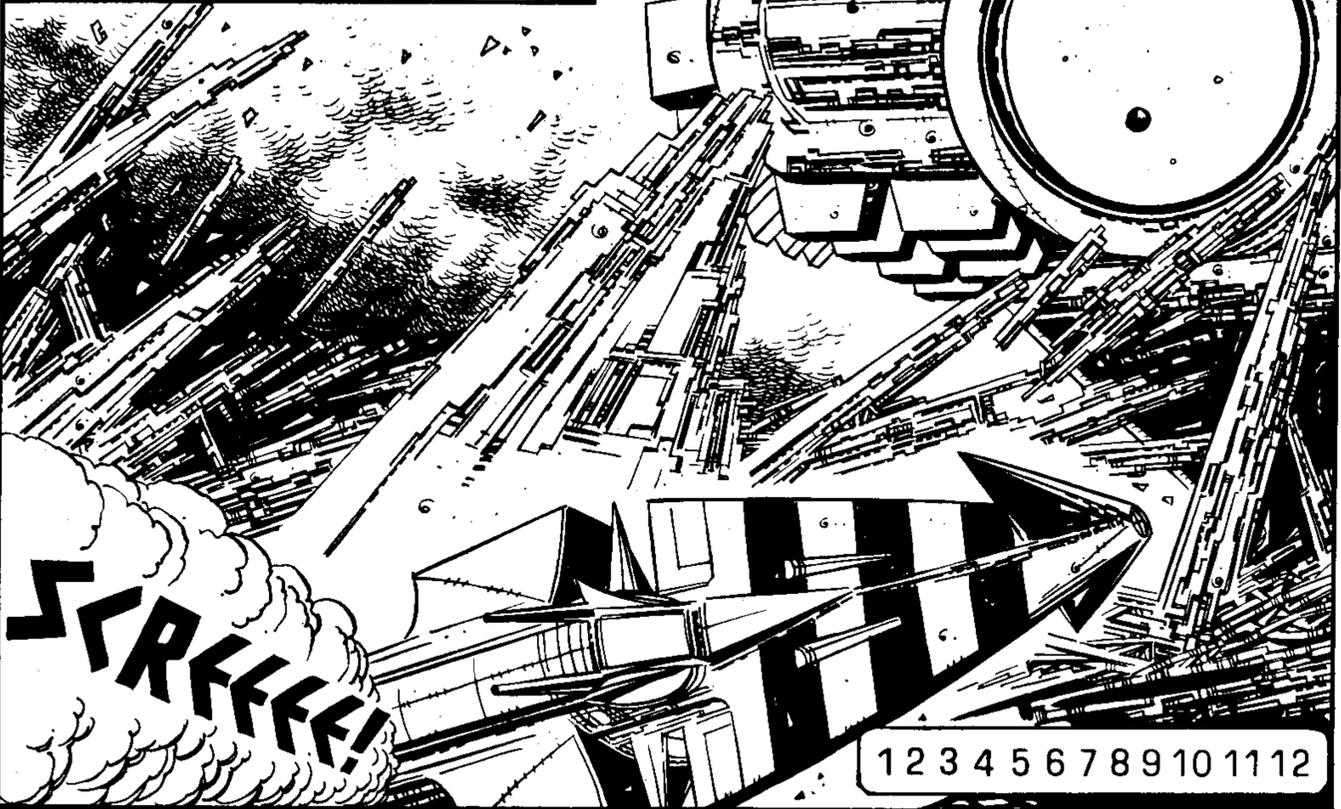
55

1 2 3 4 5 6 7 8 9 10 11 12



YOU MANAGE TO SLAM ON YOUR RETRO-SKIDS IN TIME...

56



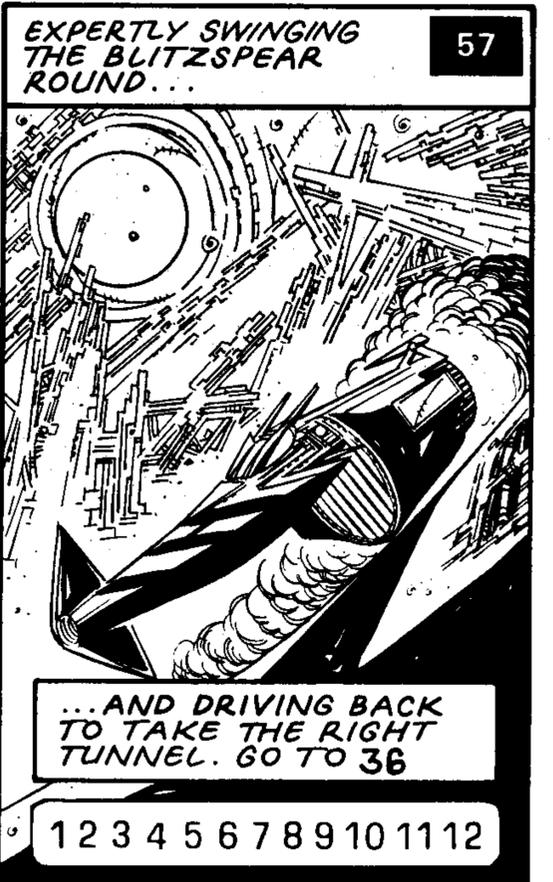
1 2 3 4 5 6 7 8 9 10 11 12

EXPERTLY SWINGING THE BLITZSPEAR ROUND...

57

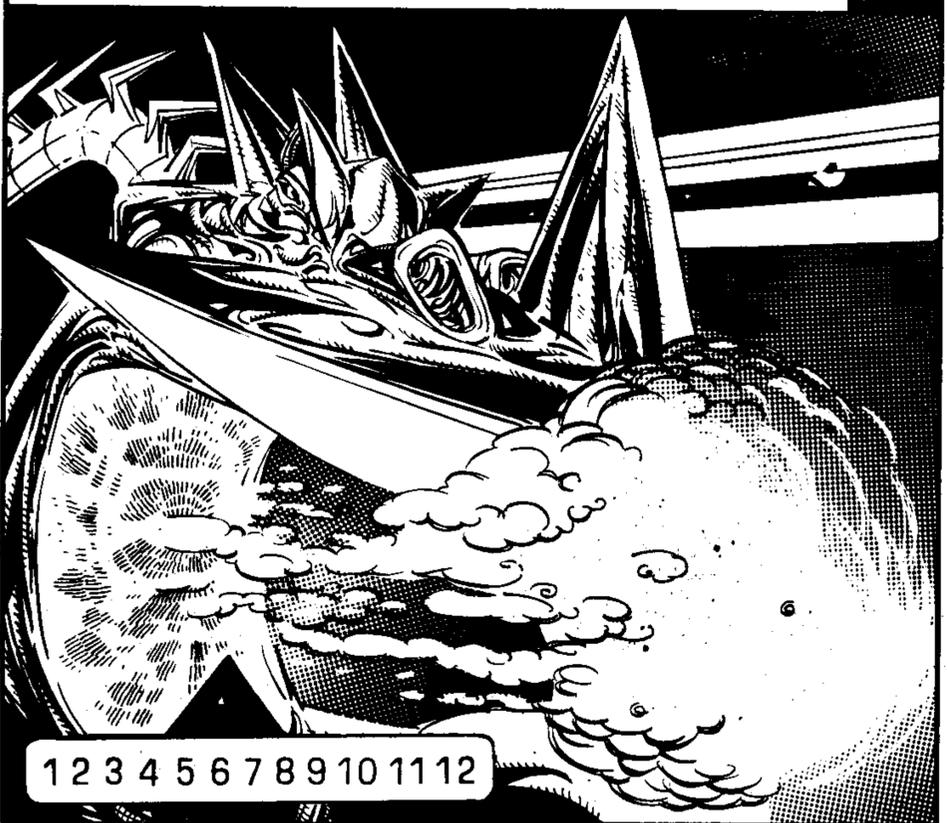
... AND DRIVING BACK TO TAKE THE RIGHT TUNNEL. GO TO 36

1 2 3 4 5 6 7 8 9 10 11 12



YOU BLAST HIM WITH A SLIME BALL.

58



1 2 3 4 5 6 7 8 9 10 11 12

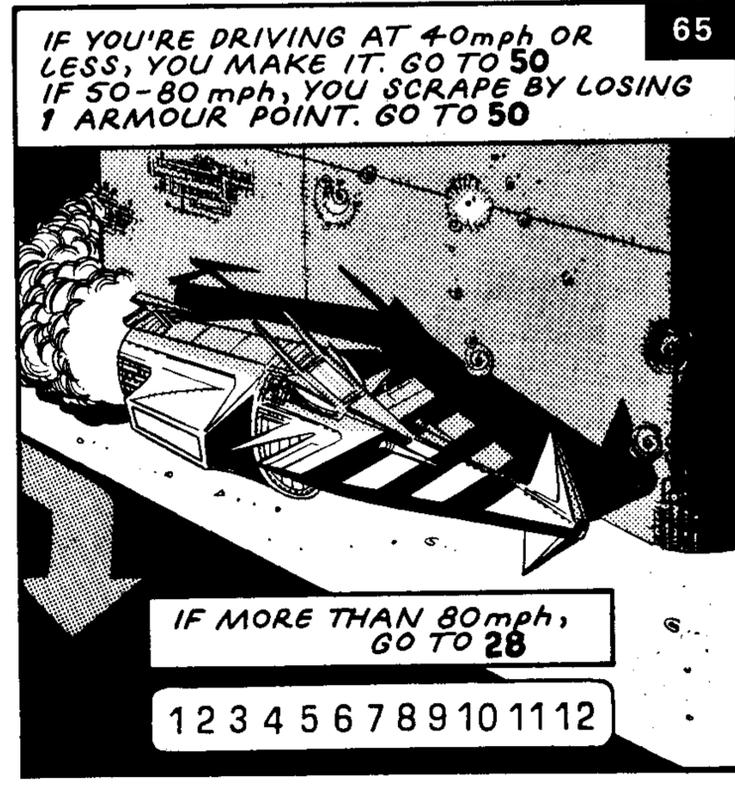
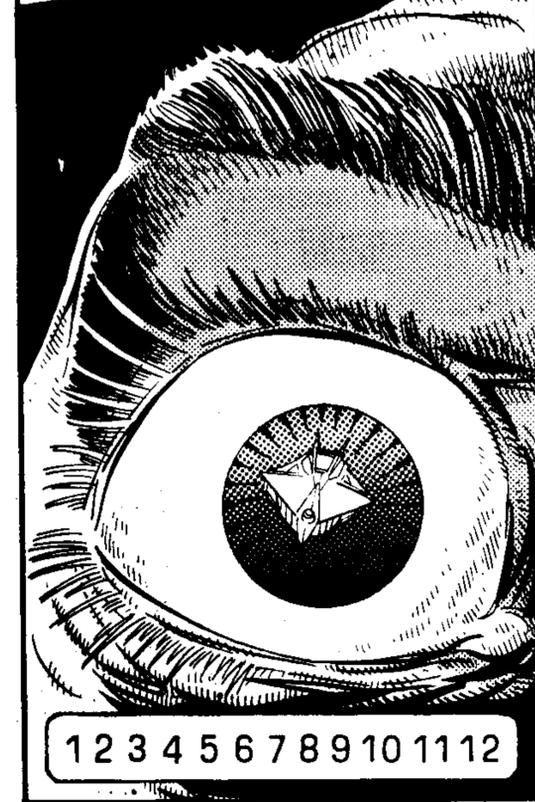
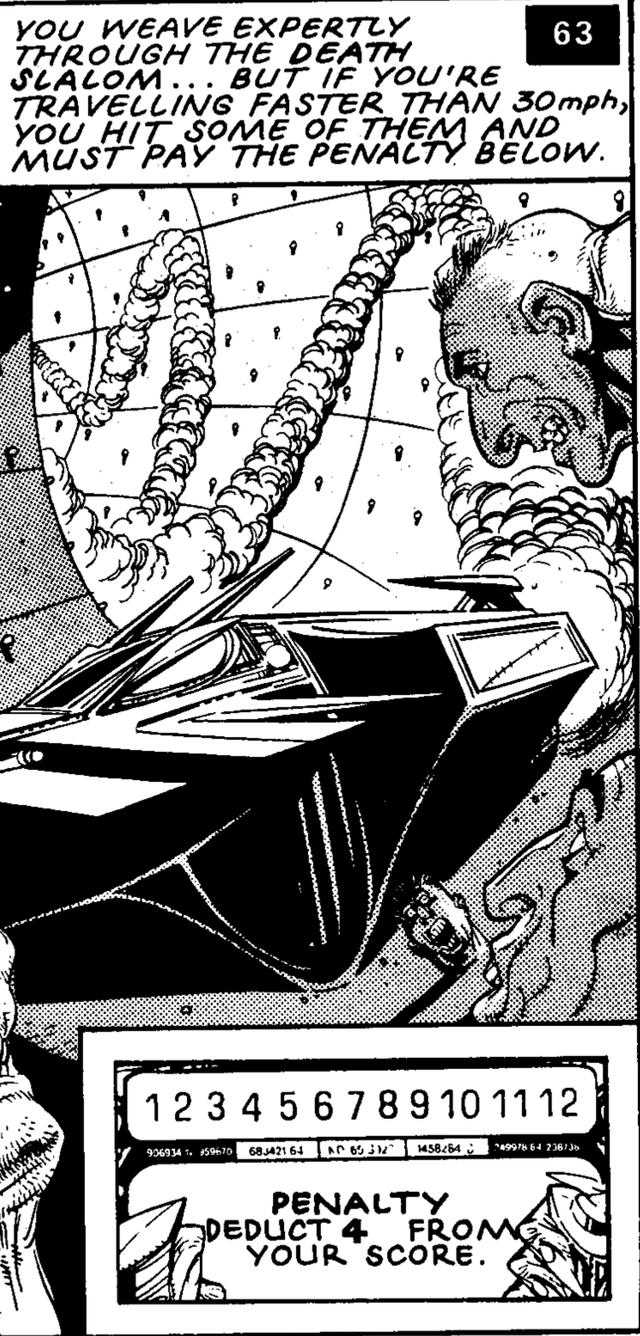
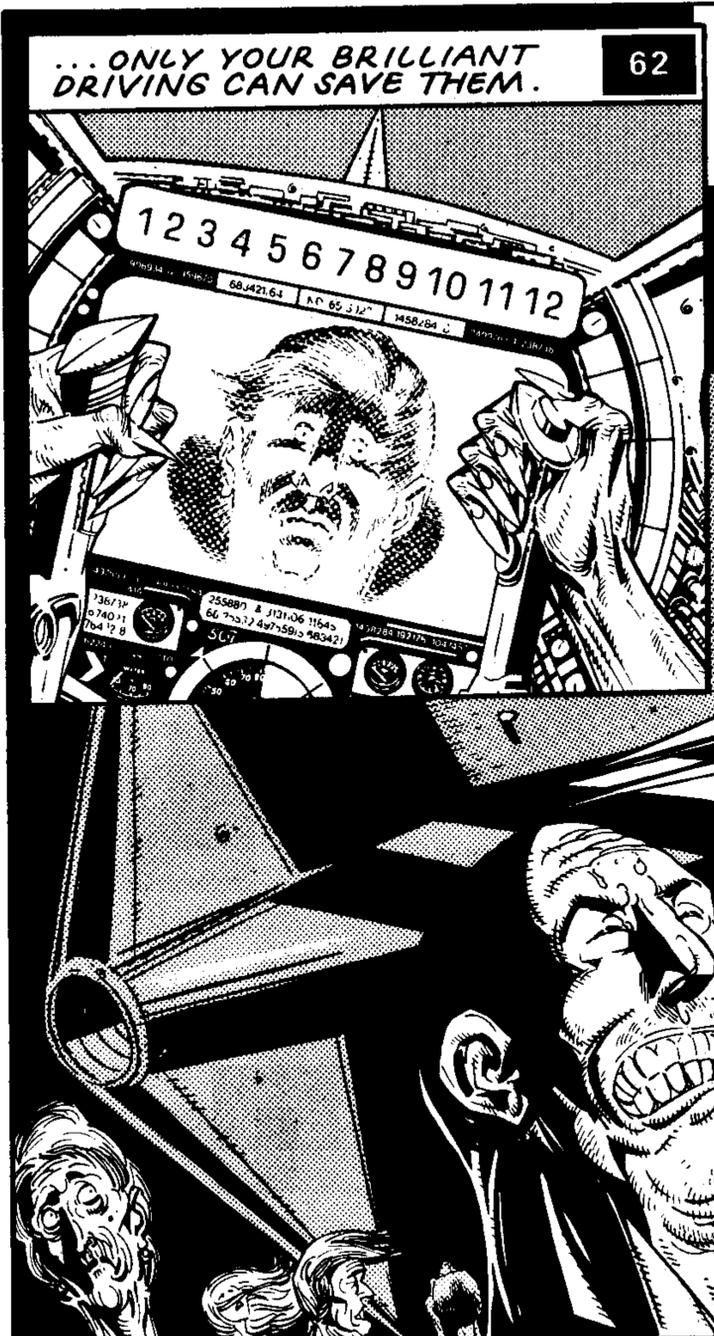
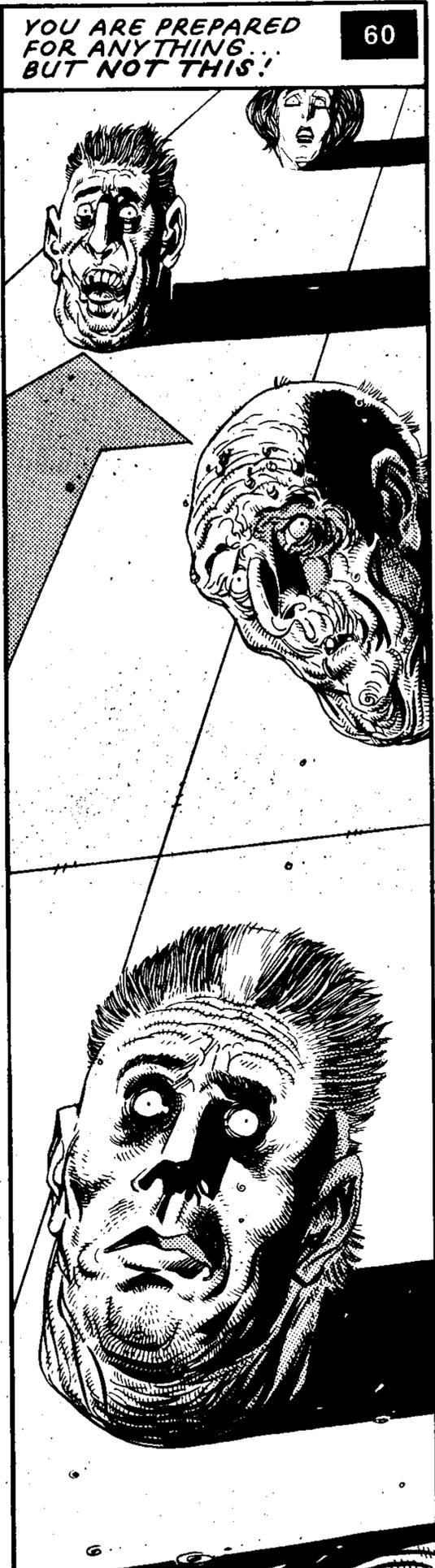
THE ACID EATS THROUGH HIS FACE MASK...

59

GO TO 38



1 2 3 4 5 6 7 8 9 10 11 12

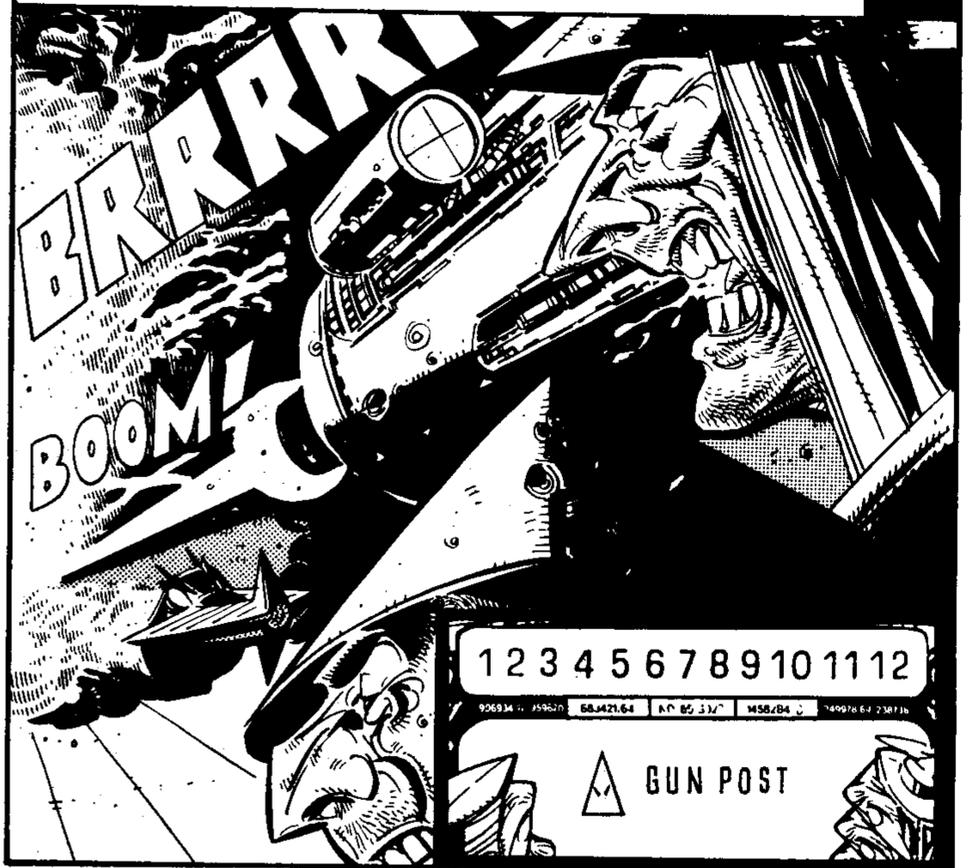


BUT THE WORST IS YET TO COME. SUSPECTING YOU WOULD SLOW DOWN, TORQUEMADA HAS POSITIONED A GUN POST AT THE OTHER END!

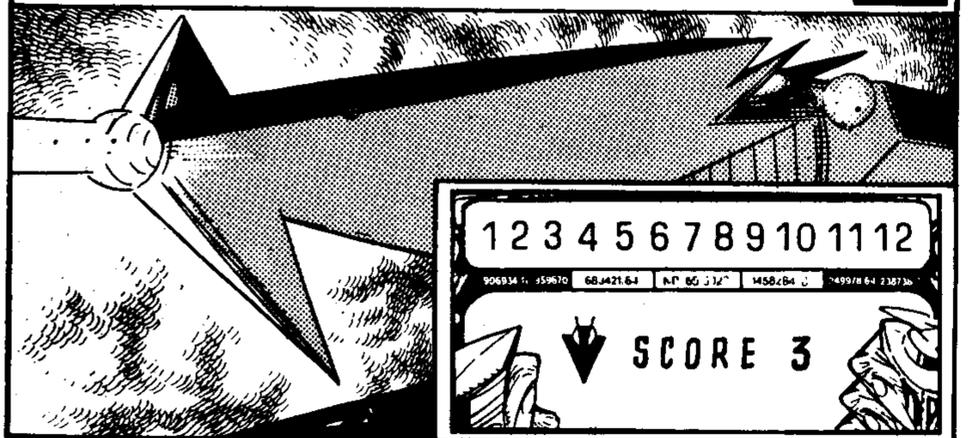
WE'VE GOT YOU NOW, NEMESIS!



THEY FIRE A SECOND BURST...



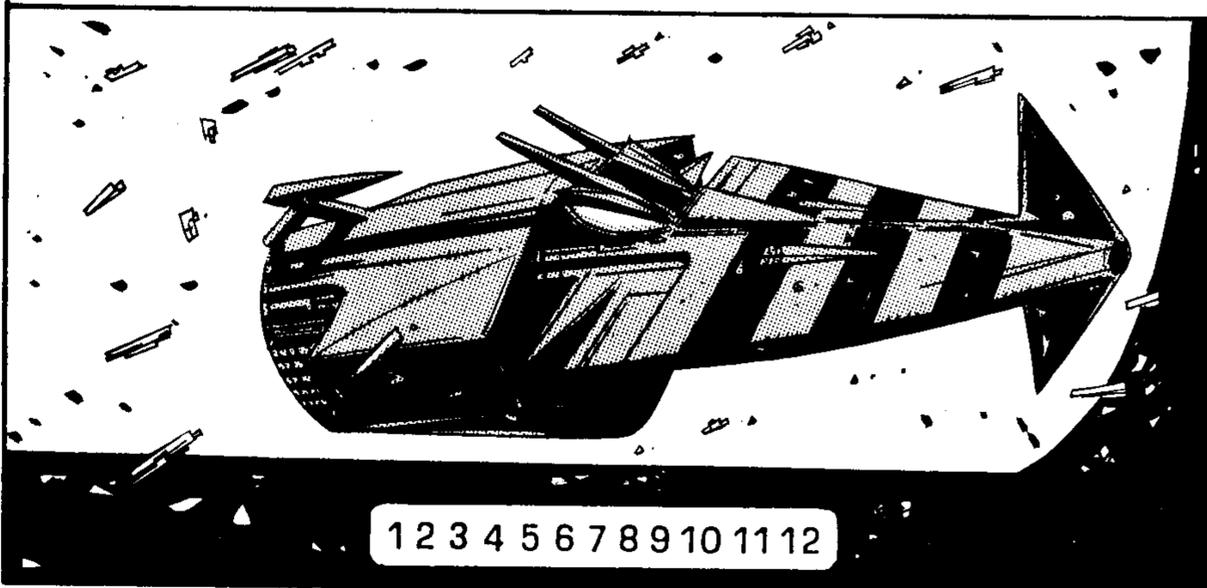
...BEFORE YOU BRING YOUR OWN GUNS TO BEAR...



...MOWING THEM DOWN.

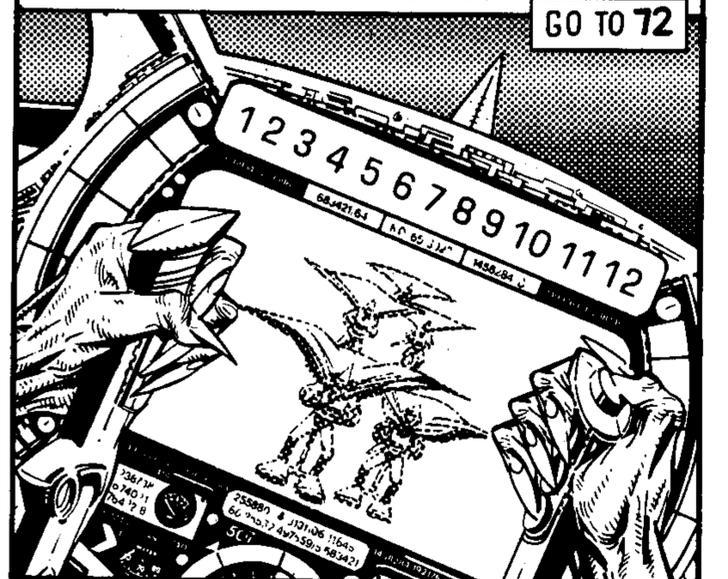


YOU HEAD ON... RECALLING THAT YOU'RE COMING UP TO CREMATION CORNER - A NOTORIOUS ACCIDENT BLACK SPOT.



YOU GLANCE IN YOUR REAR SCANNER... TO SEE ANOTHER THREAT... OUTRIDERS!

GO TO 72



THESE ARE ELITE SUICIDE TERMINATORS—
EXPERT TUBE RIDERS EAGER TO DIE FOR
TORQUEMADA.

72



1 2 3 4 5 6 7 8 9 10 11 12

ROARING FORWARD ON THEIR POWER
PONTOONS, THEY OPEN FIRE...

73



FOR
TORQUEMADA
AND
TERMIGHT!

1 2 3 4 5 6 7 8 9 10 11 12

906934 1 49670 68,421.64 A.P. 65 312 1458,84 49978 64 238736

OUTRIDERS

YOU SQUEEZE THE KILLSTICK...

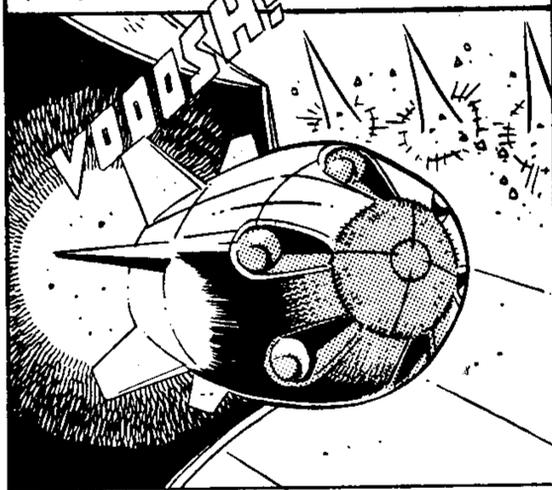
74



1 2 3 4 5 6 7 8 9 10 11 12

...BLASTING THEM
WITH YOUR RETRO-
ROCKETS.

75



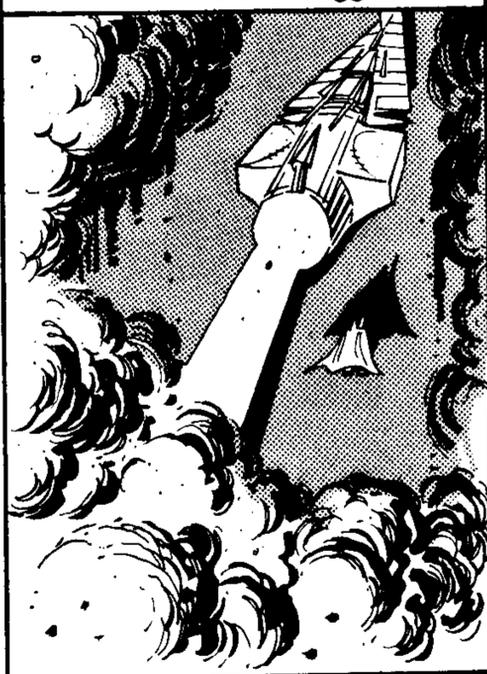
1 2 3 4 5 6 7 8 9 10 11 12

906934 1 49670 68,421.64 A.P. 65 312 1458,84 49978 64 238736

SCORE 3

AND YOU HEAD
STRAIGHT TOWARDS
...CREMATION CORNER!
GO TO 65

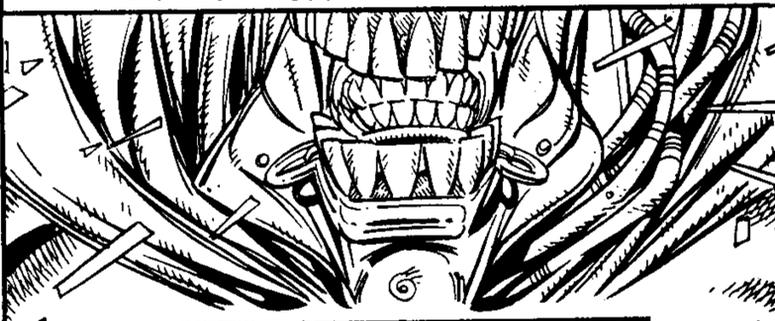
76



1 2 3 4 5 6 7 8 9 10 11 12

YOU TRY TO BREATHE FIRE, BUT
YOU CAN'T GET ENOUGH AIR IN
YOUR LUNGS. THE OUTRIDER STRANGLES
YOU—MOMENTS BEFORE YOUR
BLITZSPEAR CRASHES.

77

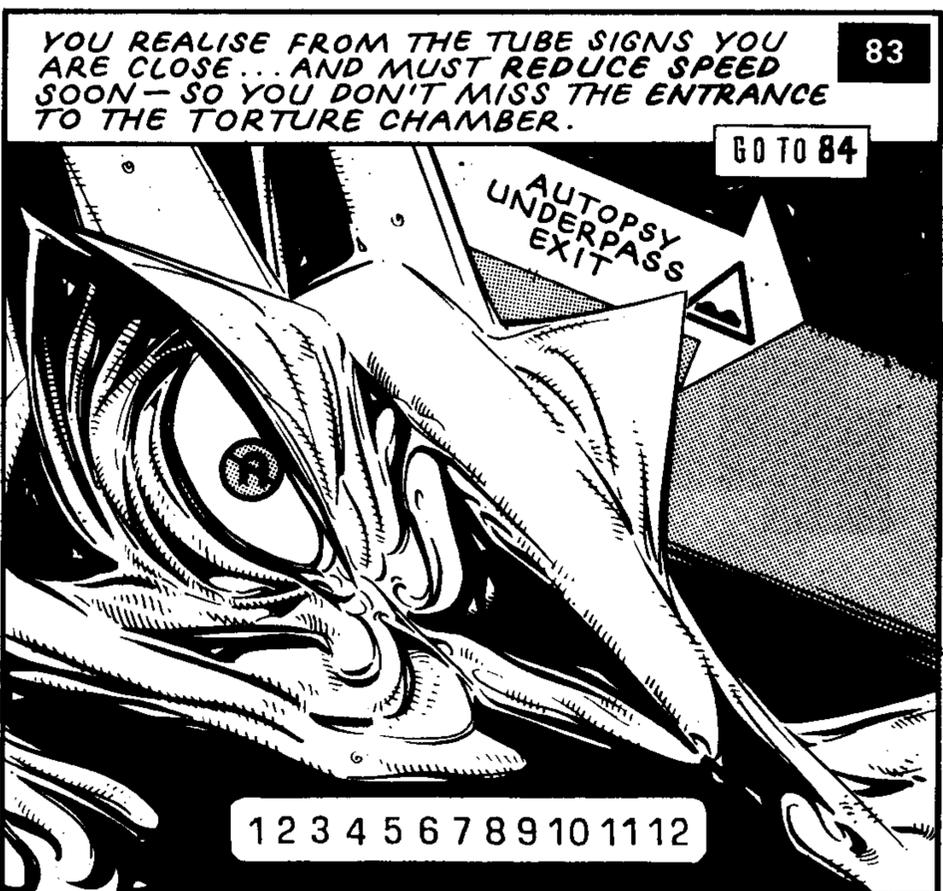
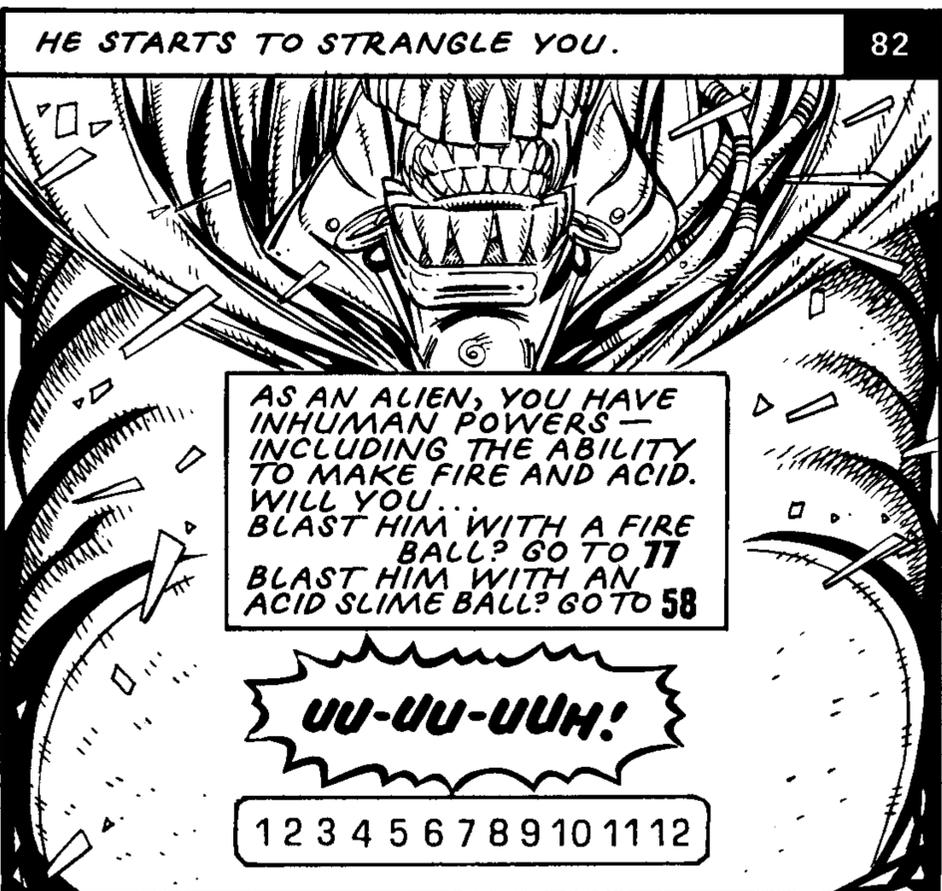
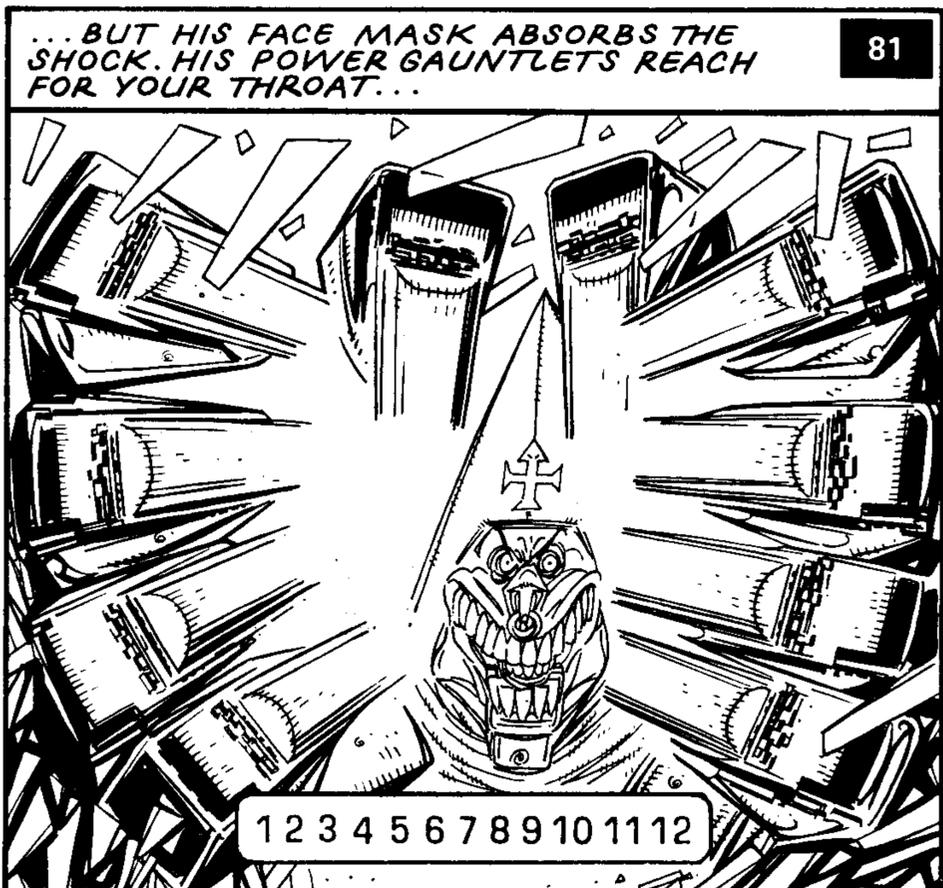
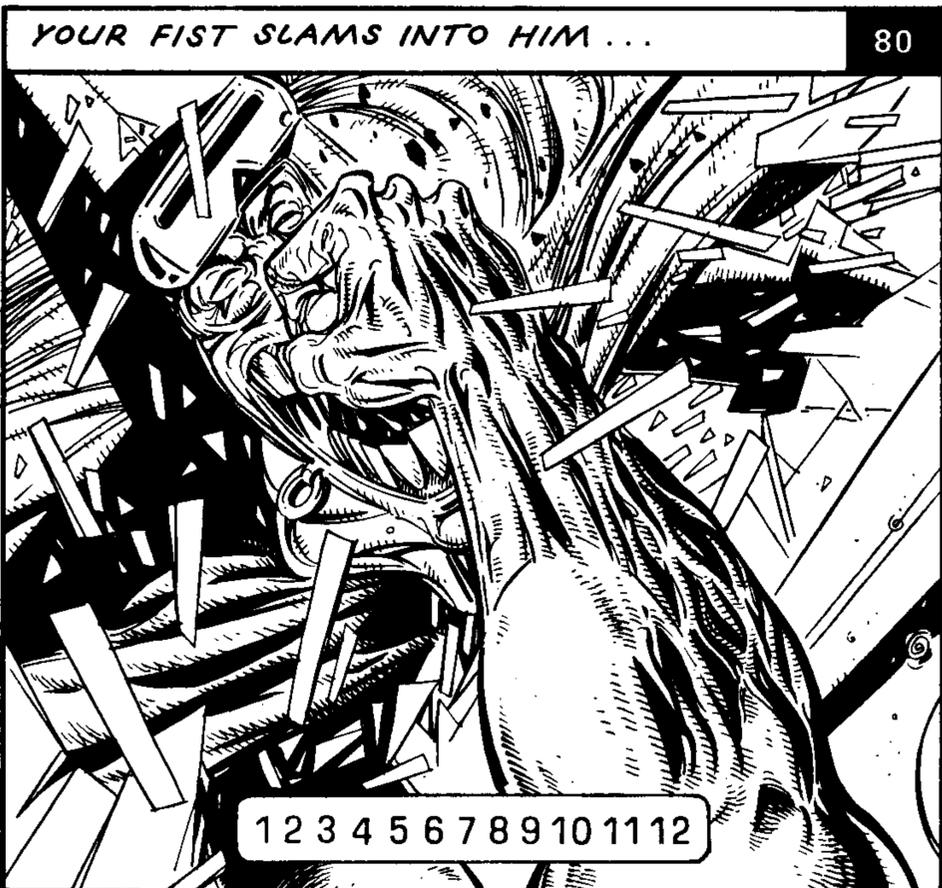
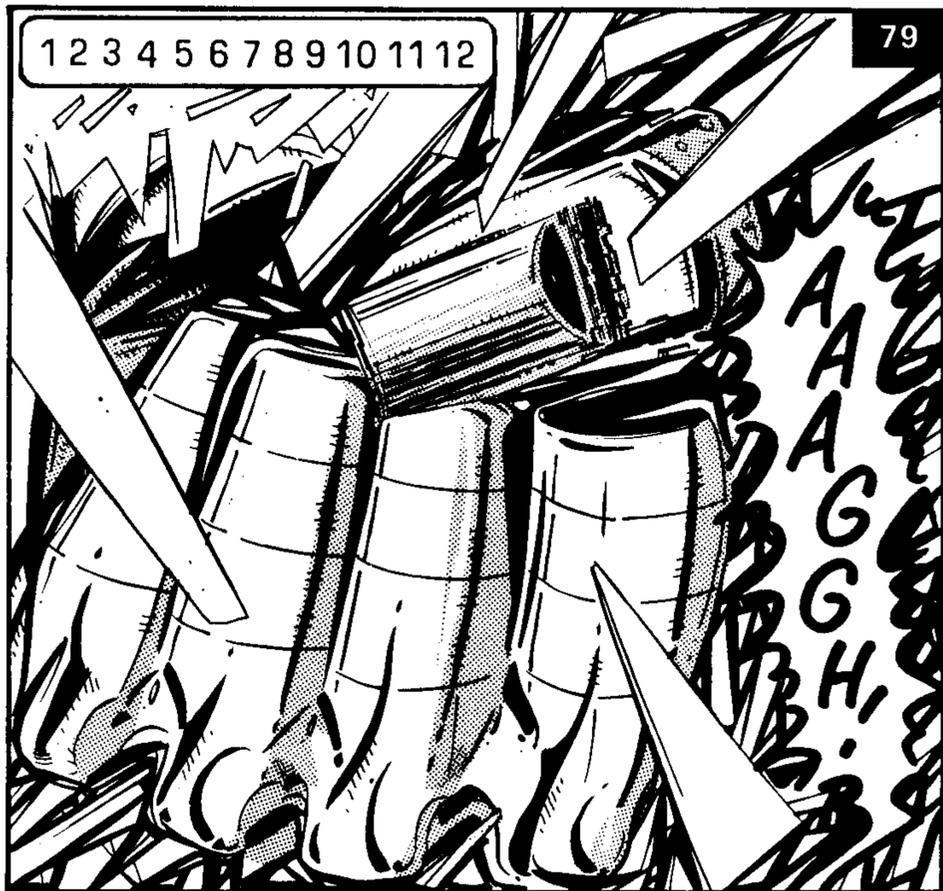
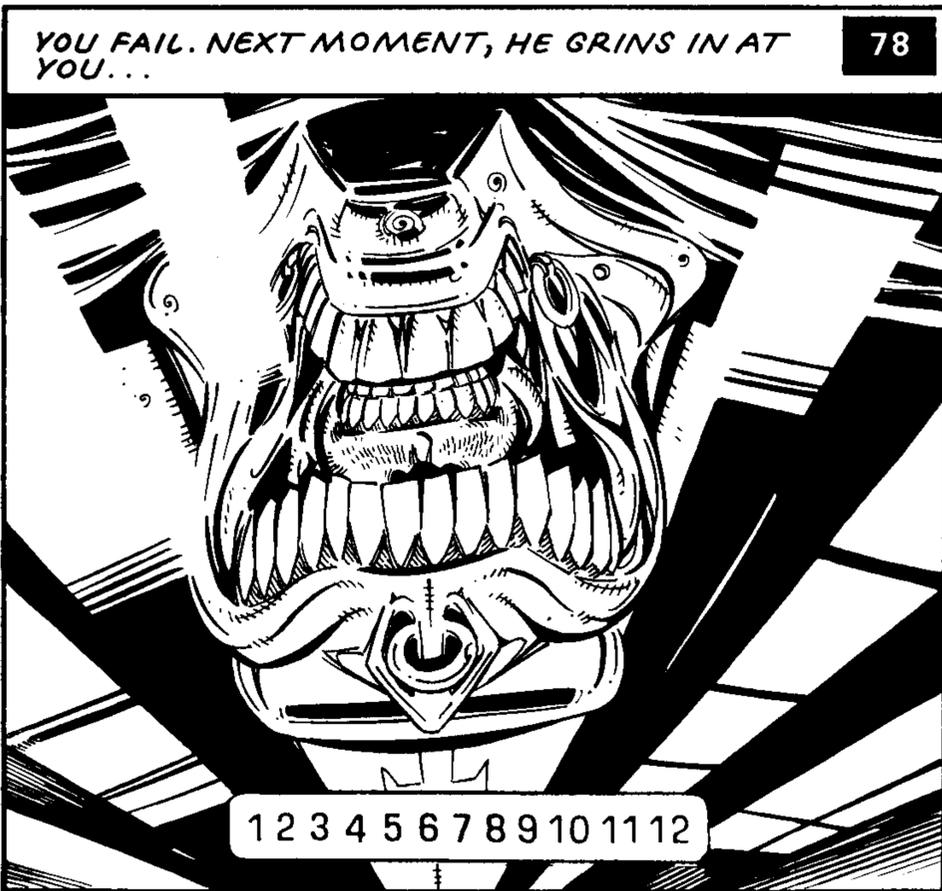


1 2 3 4 5 6 7 8 9 10 11 12

906934 1 49670 68,421.64 A.P. 65 312 1458,84 49978 64 238736

WIPE OUT!
GAME OVER!

UU-UU-UUH!



YOU HEAR A RUMBLING BEHIND YOU AND CHECK YOUR REAR SCANNER...

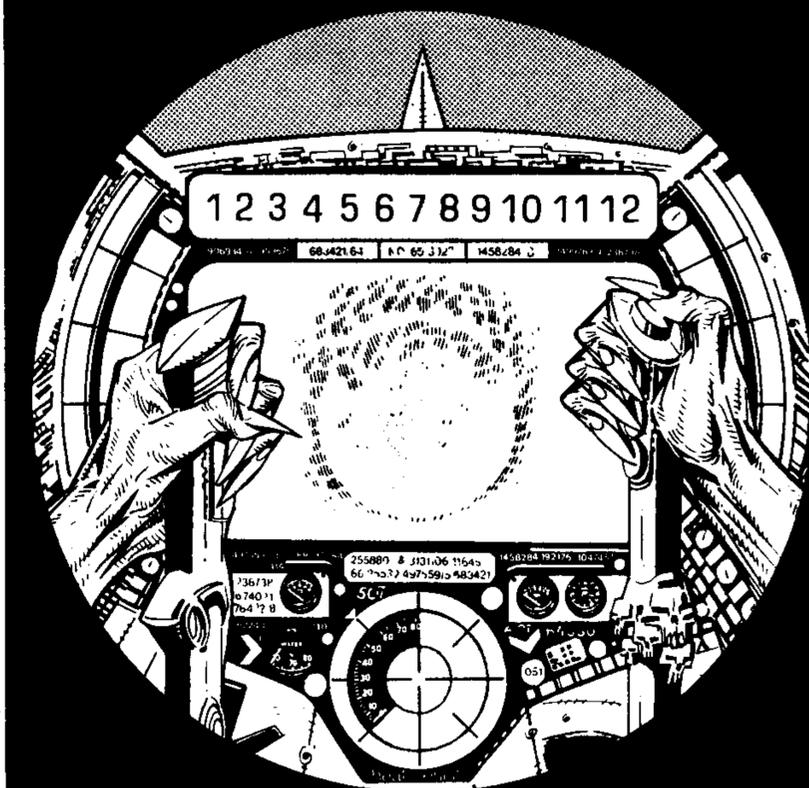
84



1 2 3 4 5 6 7 8 9 10 11 12

A GIANT LAVA BALL!

85



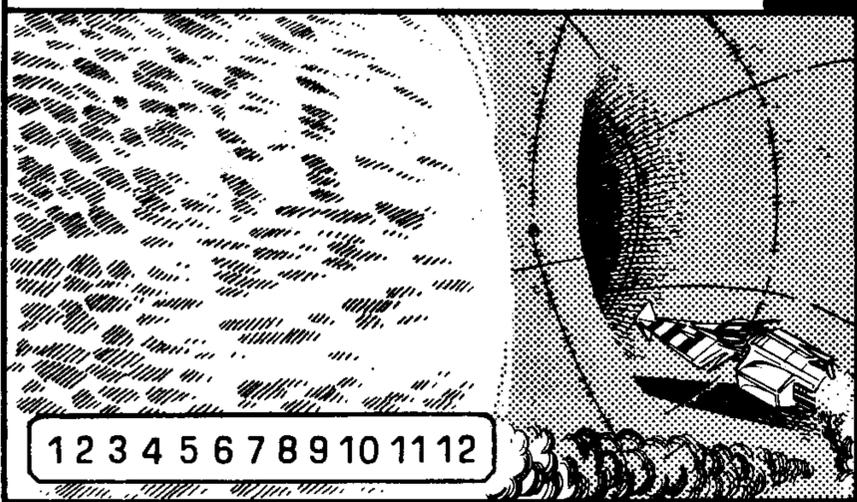
BUT THE LAVA BALL IS GAINING ON YOU...

87

1 2 3 4 5 6 7 8 9 10 11 12

YOU GUN THE BLITZSPEAR FORWARD.

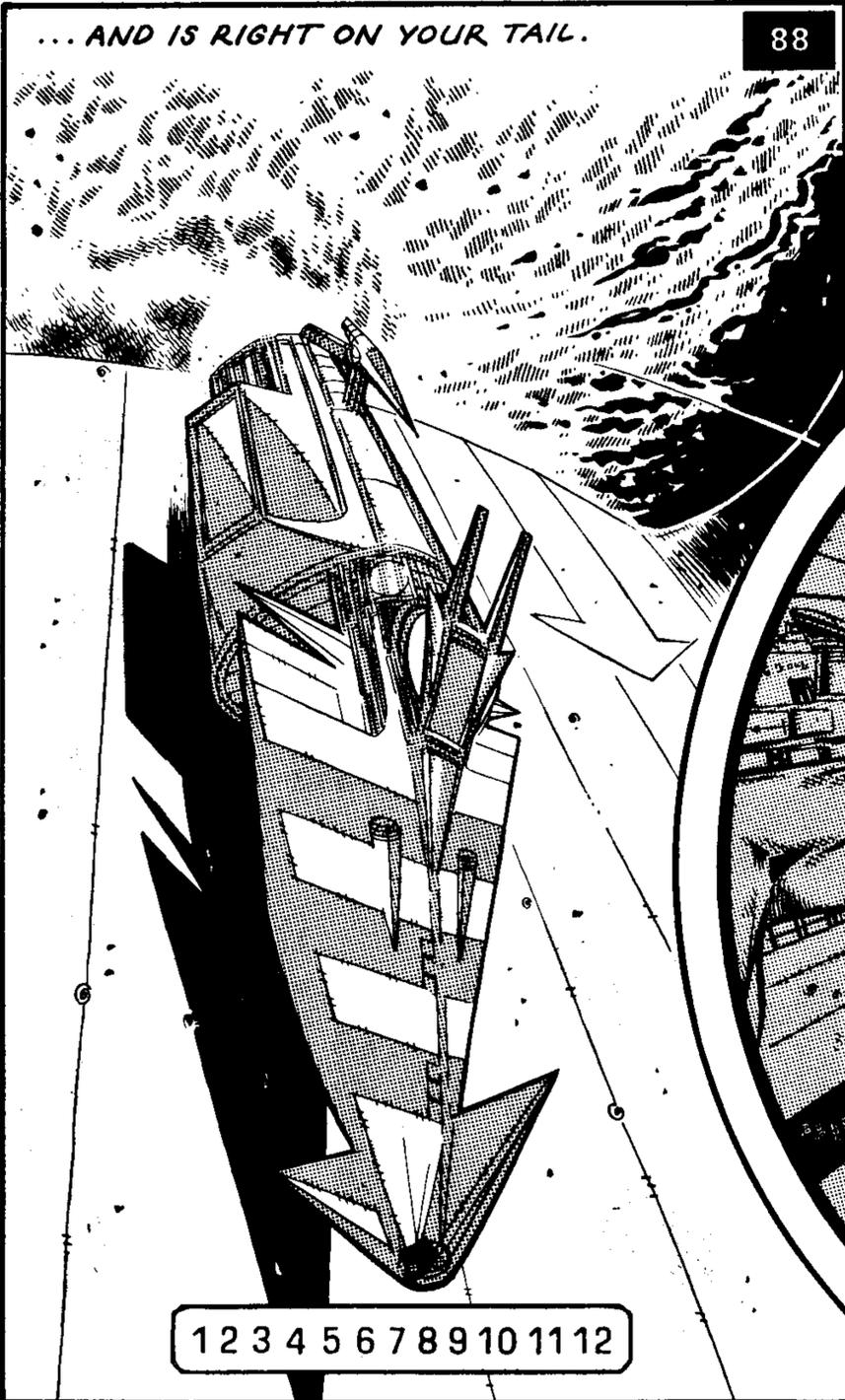
86



1 2 3 4 5 6 7 8 9 10 11 12

... AND IS RIGHT ON YOUR TAIL.

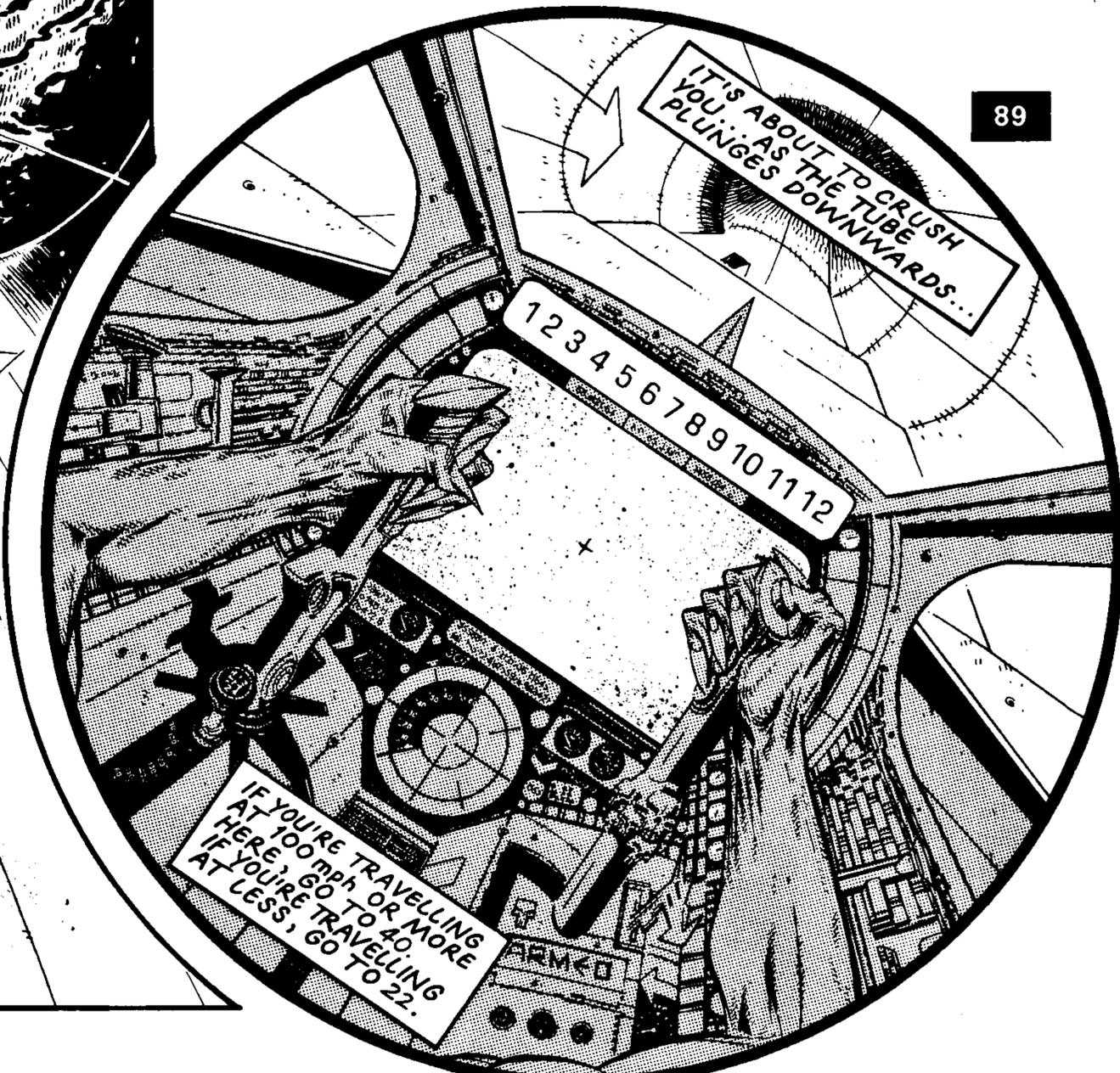
88



1 2 3 4 5 6 7 8 9 10 11 12

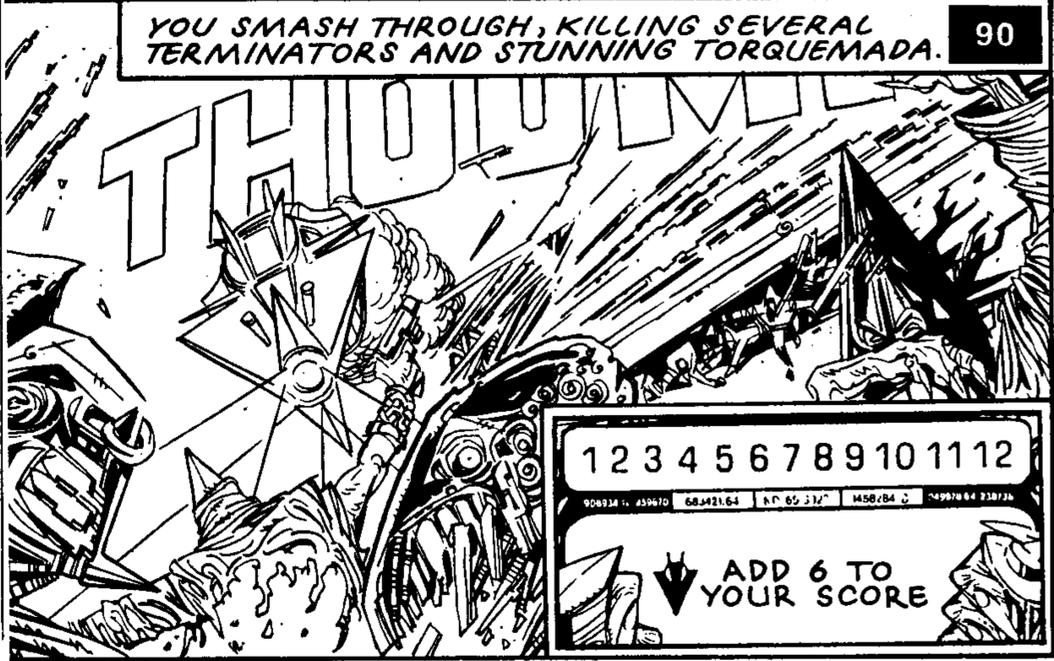
IT'S ABOUT TO CRUSH YOU... AS THE TUBE PLUNGES DOWNWARDS...

89



IF YOU'RE TRAVELLING AT 100 MPH OR MORE AT HERE, GO TO 40. IF YOU'RE TRAVELLING AT LESS, GO TO 22.

YOU SMASH THROUGH, KILLING SEVERAL TERMINATORS AND STUNNING TORQUEMADA. 90



1 2 3 4 5 6 7 8 9 10 11 12

ADD 6 TO YOUR SCORE



NEMESIS!

0

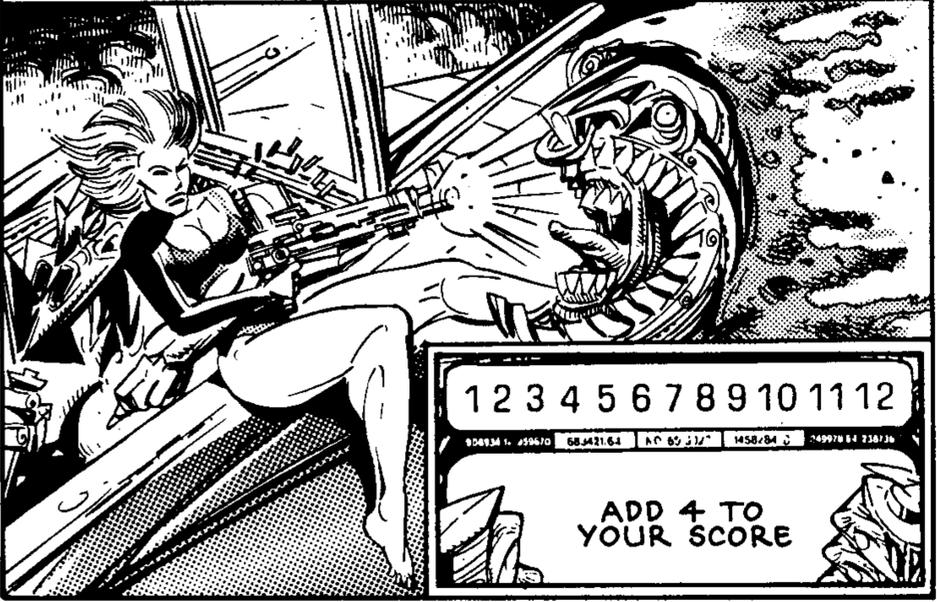
ADD 3 TO YOUR SCORE

YOU FREE PURITY—JUST IN TIME... 92



COME ON!

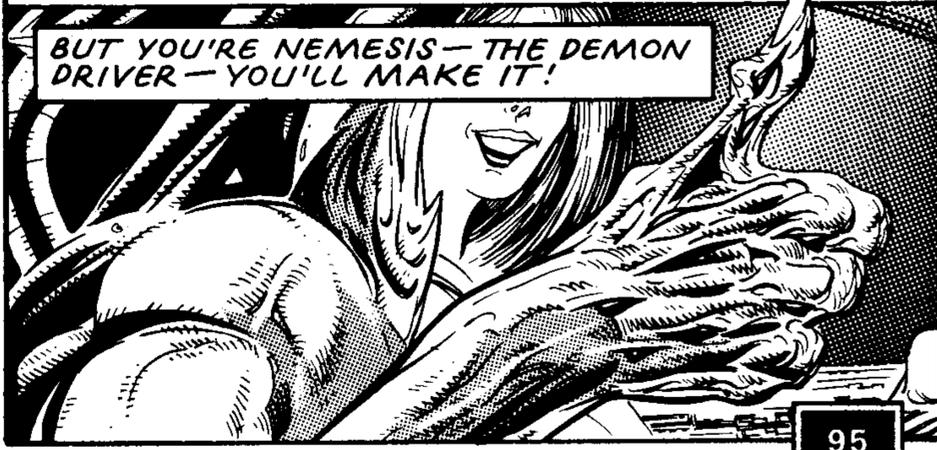
... AND SPEED OUT THROUGH ANOTHER TUBE. 93



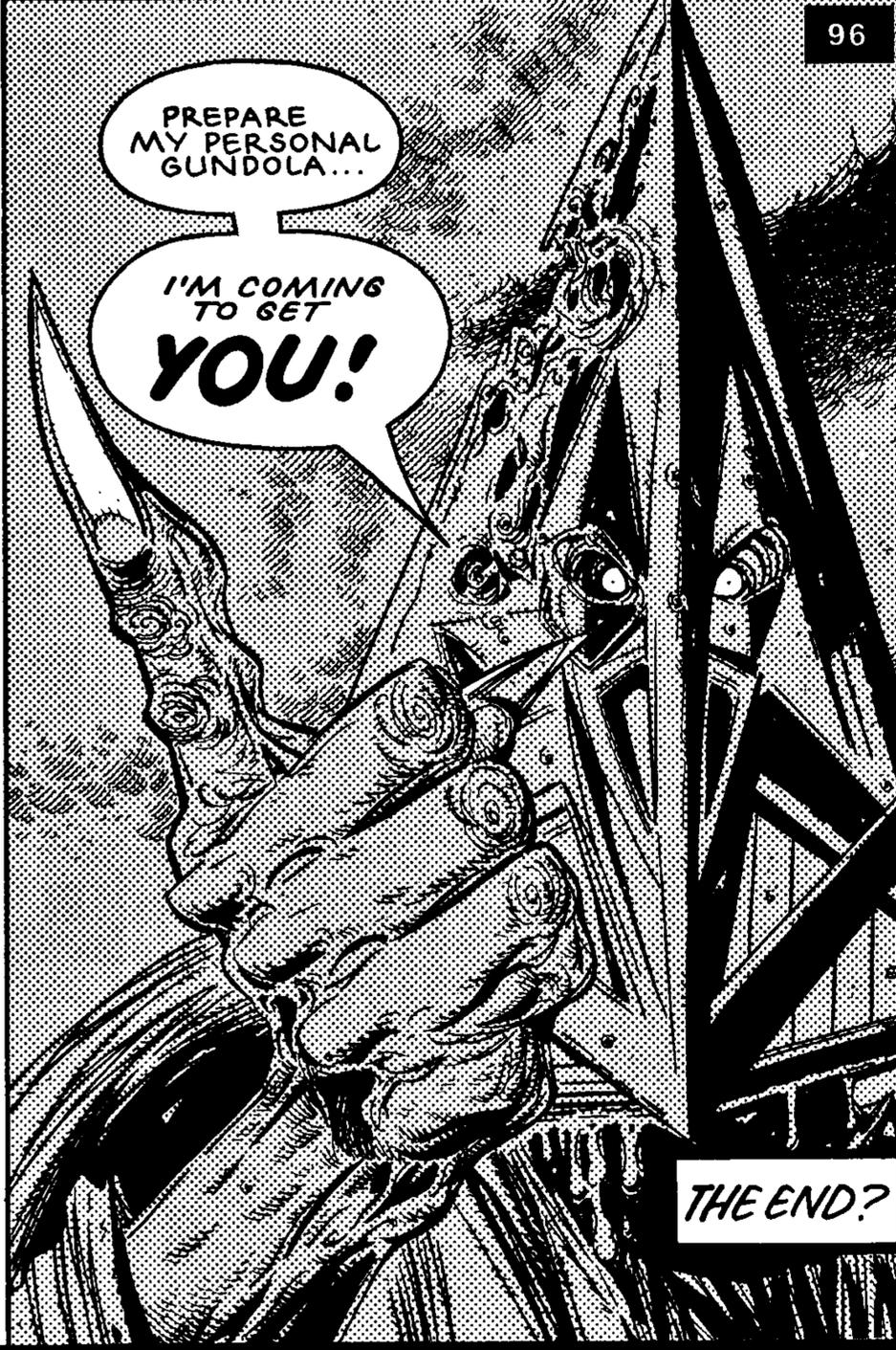
1 2 3 4 5 6 7 8 9 10 11 12

ADD 4 TO YOUR SCORE

YOU STILL HAVE TO MAKE GOOD YOUR ESCAPE, AND YOU KNOW THAT EVERY POLICE CAR IN NECROPOLIS WILL BE OUT LOOKING FOR YOU... 94



BUT YOU'RE NEMESIS—THE DEMON DRIVER—YOU'LL MAKE IT!



PREPARE MY PERSONAL GUNDOLA...

I'M COMING TO GET YOU!

YOU WON'T... YOU FOUL DEVIANT! YOU ROAD HOG! YOU MOVING ACCIDENT BLACK SPOT! YOU MUST PAY FOR BREAKING MY MOST SACRED TRAFFIC LAWS! 95



GRAND MASTER, PLEASE—CALM DOWN! YOU'LL DO YOURSELF A MISCHIEF!

THE END?

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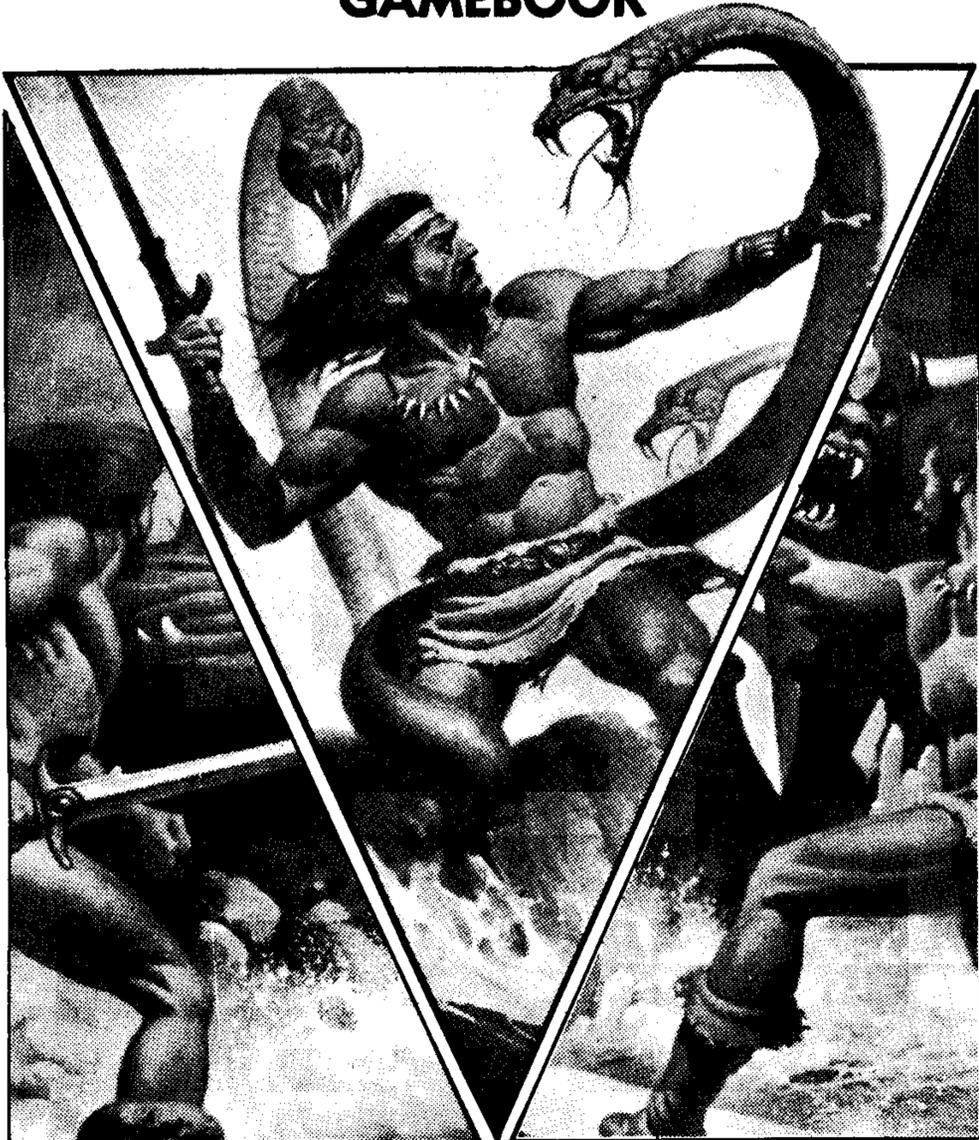
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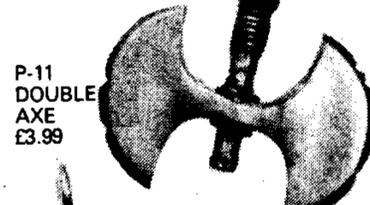


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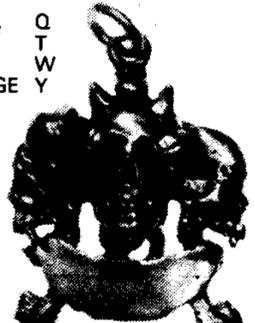


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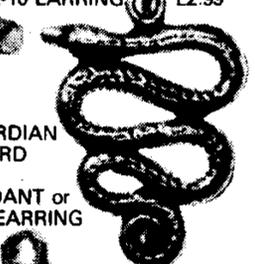


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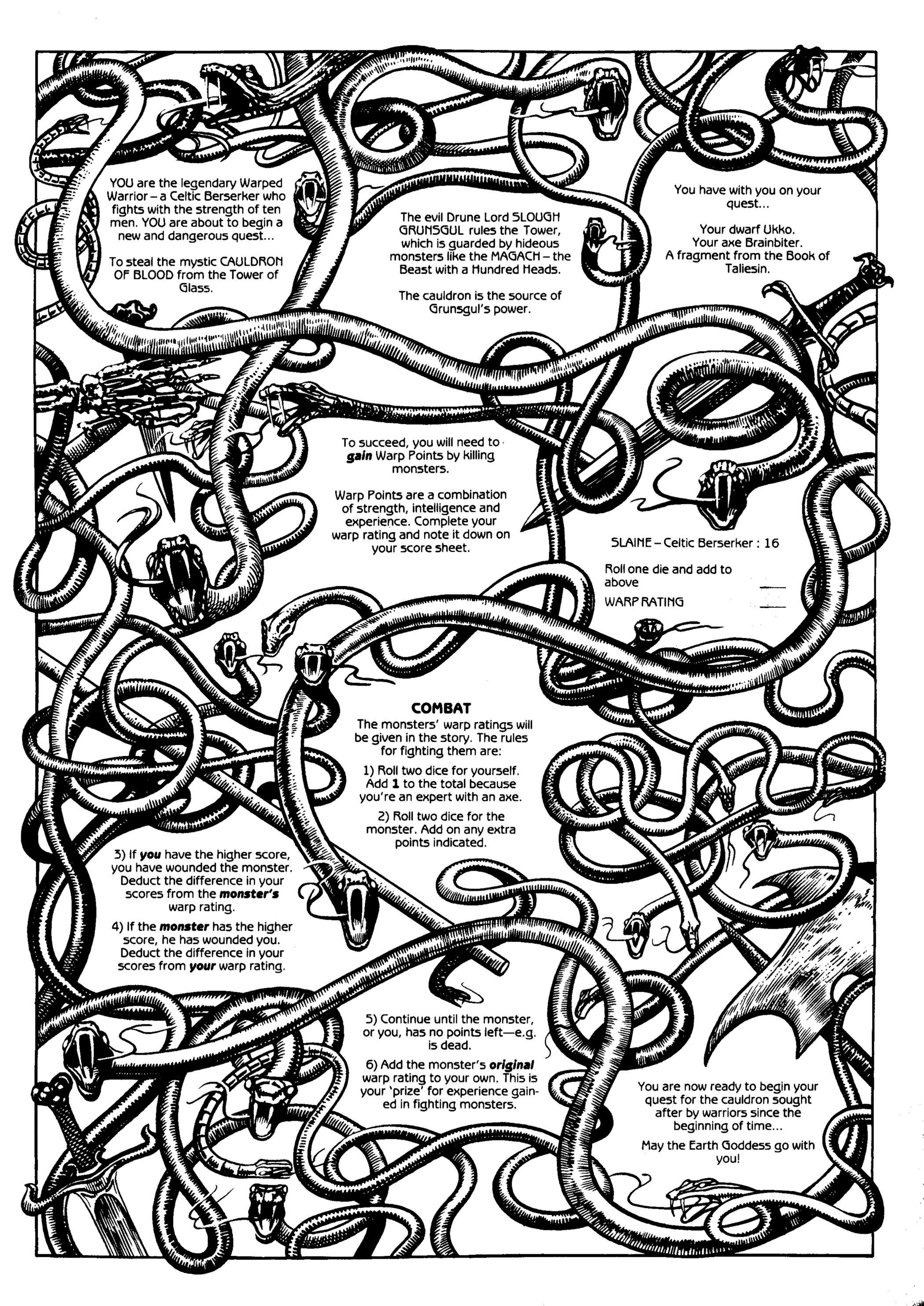
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YOU are Sláine



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YOU are the legendary Warped Warrior – a Celtic Berserker who fights with the strength of ten men. YOU are about to begin a new and dangerous quest...

To steal the mystic CAULDRON OF BLOOD from the Tower of Glass.

The evil Drune Lord SLOUGH GRUNSGUL rules the Tower, which is guarded by hideous monsters like the MAGACH – the Beast with a Hundred Heads.

The cauldron is the source of Grunsgul's power.

You have with you on your quest...

Your dwarf Ukko.
Your axe Brainbiter.
A fragment from the Book of Taliesin.

To succeed, you will need to **gain** Warp Points by killing monsters.

Warp Points are a combination of strength, intelligence and experience. Complete your warp rating and note it down on your score sheet.

SLAINE – Celtic Berserker : 16

Roll one die and add to above

WARP RATING

COMBAT

The monsters' warp ratings will be given in the story. The rules for fighting them are:

3) If **you** have the higher score, you have wounded the monster. Deduct the difference in your scores from the **monster's** warp rating.

4) If the **monster** has the higher score, he has wounded you. Deduct the difference in your scores from **your** warp rating.

5) Continue until the monster, or you, has no points left—e.g. is dead.

6) Add the monster's **original** warp rating to your own. This is your 'prize' for experience gained in fighting monsters.

You are now ready to begin your quest for the cauldron sought after by warriors since the beginning of time...

May the Earth Goddess go with you!

1 AS YOU AND UKKO APPROACH THE TOWER OF GLASS, YOU RECALL YOUR ONLY CLUE... A FRAGMENT FROM THE BOOK OF THE WIZARD TALIESIN...

"AM I NOT A CANDIDATE FOR FAME? TO ENTER THE STRONG DOOR WHEN MOONLIGHT AND PITCHY BLACKNESS WERE MIXED TOGETHER. EXCEPT I, NONE RETURNED..."

2 YOU SEE WHY IT IS CALLED THE TOWER OF GLASS. THE WALLS ARE VITRIFIED... TURNED TO GLASS BY THE FIERY BREATH OF DRAGONS...

IF DRAGONS DIDN'T GET IN—WHAT CHANCE HAVE WE GOT?

STOP WHINING, DWARF.

3 I'M TELLING YOU, SLAINE, THIS CAULDRON HAD BETTER BE WORTH IT.

IT IS THE CAULDRON OF PLENTY. IT CAN RESTORE THE DEAD TO LIFE...AND IT IS THE SATISFACTION OF ALL DESIRES.

4 ALL DESIRES?

OH, WELL—IN THAT CASE...

5 YOU HEAR SOUNDS OF WILD LAUGHTER, GROANING, AND BREAKING FURNITURE FROM WITHIN...

A PARTY?! I'VE BROUGHT MY DRINKING POT.

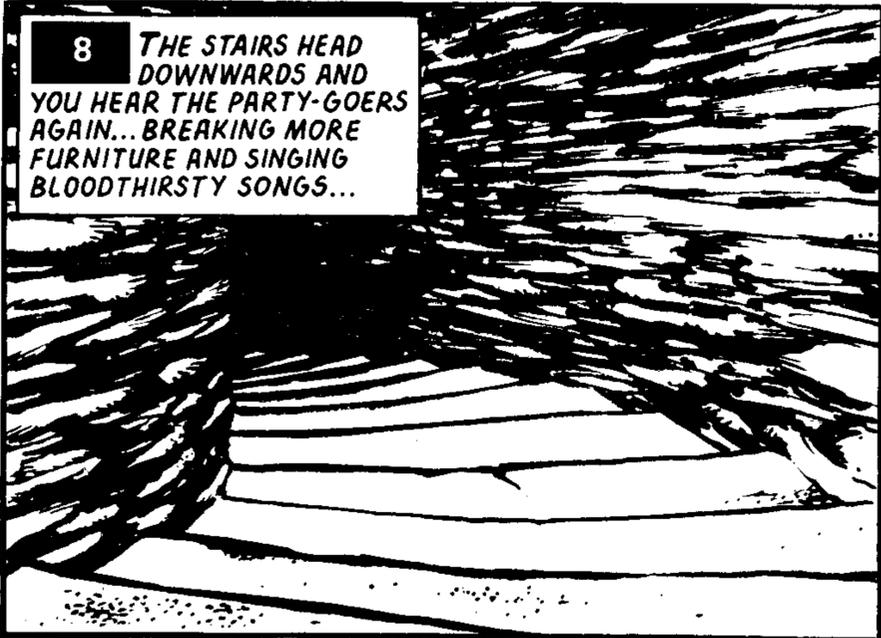
6 HURRY UP AND PICK THAT LOCK!

I'M DOING MY BEST! THERE'S JUST ONE PROBLEM...

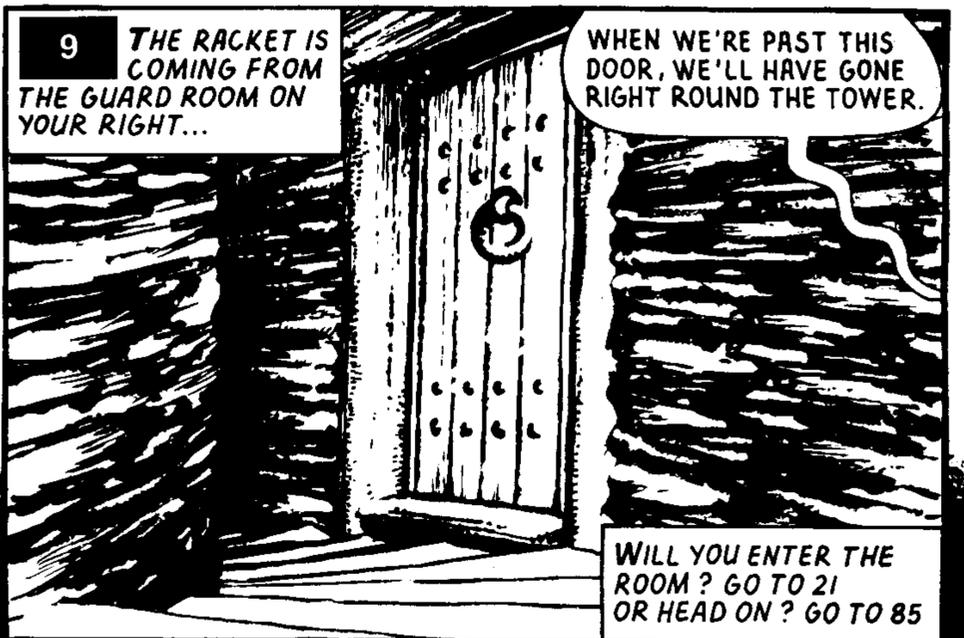
7 ...THERE ISN'T A KEYHOLE!

WILL YOU... GIVE HIM A CLOUT AND TELL HIM TO LOOK HARDER? GO TO 14
WAIT TILL THE MOON SHEDS SOME LIGHT ON THINGS? GO TO 26
LOOK FOR ANOTHER WAY IN? GO TO 50

NOT NOW. WHILE THEY'RE DISTRACTED WE'LL GO IN THROUGH THE FRONT DOOR.



8 THE STAIRS HEAD DOWNWARDS AND YOU HEAR THE PARTY-GOERS AGAIN... BREAKING MORE FURNITURE AND SINGING BLOODTHIRSTY SONGS...



9 THE RACKET IS COMING FROM THE GUARD ROOM ON YOUR RIGHT...

WHEN WE'RE PAST THIS DOOR, WE'LL HAVE GONE RIGHT ROUND THE TOWER.

WILL YOU ENTER THE ROOM? GO TO 21 OR HEAD ON? GO TO 85



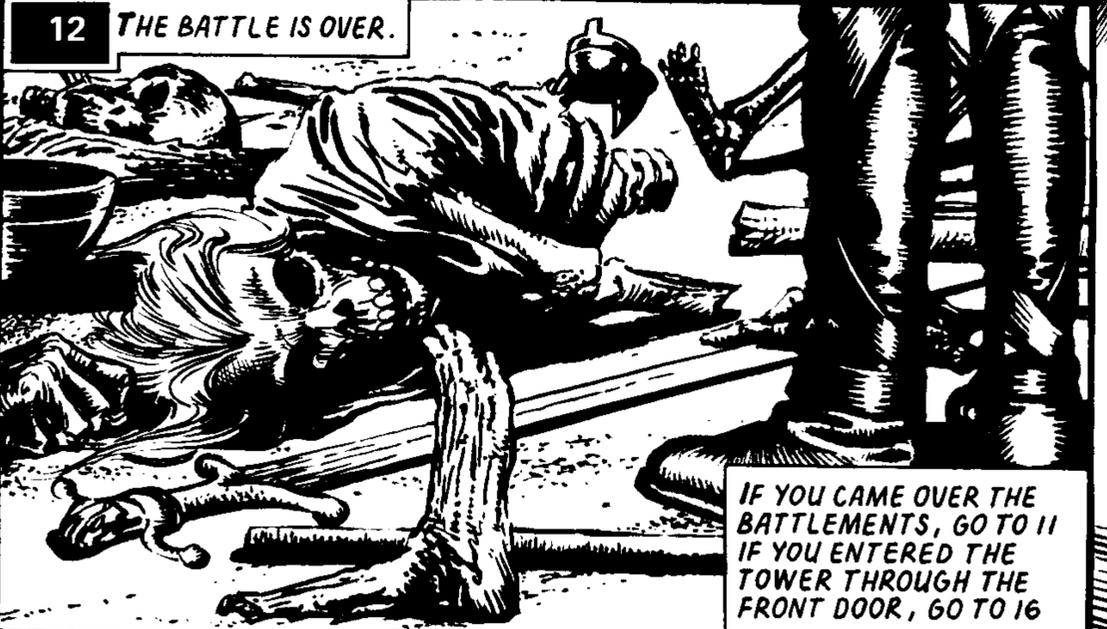
10 YOU RAISE YOUR TORCH AND SEE... THE ABOMINATION OF MONA. A FLIGHTLESS, ALBINO BAT- APE WITH WHITE, MEMBRANEOUS SKIN STRETCHED OVER ITS DROOPING WINGS.

IF YOU WANT TO FIGHT, IT, GO TO 70
IF YOU WANT TO ESCAPE, TRY THE DOOR ON THE RIGHT. GO TO 52



11 YOU NOTICE A LADDER LEADING TO THE FLOORS BELOW AND CLAMBER DOWN IT...

AT THE BOTTOM, YOU FIND YOURSELF IN A TUNNEL. GO TO 38



12 THE BATTLE IS OVER.

IF YOU CAME OVER THE BATTLEMENTS, GO TO 11
IF YOU ENTERED THE TOWER THROUGH THE FRONT DOOR, GO TO 16



13 YOU SWING YOUR AXE. THROW ONE DIE FOR LUCK. IF IT'S A 4 OR MORE... GO TO 86
IF IT'S LESS THAN 4... GO TO 19

14

WAP!

WHAT DO YOU MEAN THERE'S NO KEYHOLE? LOOK HARDER, YOU STUPID DWARF!

15 YOU CAN BEAT ME ALL YOU LIKE, BUT IT WON'T DO ANY GOOD. WE'VE GOT TO FIND ANOTHER WAY IN!

IF YOU AGREE... GO TO 50
IF YOU STILL WANT TO HANG AROUND IN THE RAIN... GO TO 26

16

AS YOU HEAD UPWARD, YOU SEE THE EERIE SHADOW OF SOMETHING DESCENDING THE STAIRS...

17 AS IT DRAWS CLOSER, YOU CAN HEAR IT PANTING AND MAKING A WEIRD... GIGGLING SOUND...

MAYBE IT'S THE MAGACH! THE BEAST WITH A HUNDRED HEADS! WE'VE GOT TO GET OUT OF HERE!

IF YOU AGREE, YOU TRY THE DOOR ON THE RIGHT... GO TO 52
IF YOU WOULD LIKE TO MEET THE CREATURE... GO TO 10

18 YOU TAKE THE GOLD CHAIN — BUT IT HAS NO EFFECT ON YOU. YOU SHOULD HAVE REMEMBERED THE CAULDRON WAS THE SOURCE OF GRUNSGUL'S POWER. YOU DIE.

NO!

THAT'LL TEACH YOU TO BELIEVE WHAT'S WRITTEN ON LATRINE WALLS — ESPECIALLY GOBLINS' LATRINES.

19 YOU'RE UNLUCKY. YOUR AXE MISSES AND THE MAGACH SINKS ITS POISONOUS FANGS INTO YOUR HEAD.

YOU FEEL YOUR SKULL BEING CRUNCHED AND A LONG TONGUE PROBING INSIDE IT... THEN MERCIFUL BLACKNESS DESCENDS. THE MAGACH IS NOW THE BEAST WITH A HUNDRED AND ONE HEADS.

20 YOU SEE SKELETON SENTRIES STICKING A DEAD UNICORN IN AN EVIL-SMELLING PIT. IT CONTAINS DISEASED ANIMALS THAT THEY THROW DOWN AT ATTACKERS... A PRIMITIVE FORM OF GERM WARFARE.



THEIR LEADER SPOTS YOU. GO TO 45

21 YOU ENTER AND DISCOVER THE PARTY IN FULL SWING...



GOBLINS! I MIGHT HAVE KNOWN! I HATE GOBLINS! THEY'RE EVIL, DIRTY LITTLE DEVILS!

H'MM... LIKE SOMEONE ELSE I KNOW...

22 GOOD EVENING, SIR. TRAVELLERS ARE ALWAYS WELCOME AT THE TOWER OF GLASS.

WON'T YOU JOIN OUR PARTY?



23 YOU NOTICE SOMETHING UNUSUAL ABOUT THE CEILING...

COME AND SIT DOWN HERE, SIR...



YOU KNOW HOW CUNNING GOBLINS ARE AND CONSIDER CAREFULLY... WILL YOU SIT IN THE CHAIR INDICATED? GO TO 34 OR THE OTHER ONE? GO TO 49

24 THE VENOM PARALYSES YOU AND YOU SLUMP TO THE GROUND.



AS YOU BLACK OUT, THE SNAKE SLITHERS OFF TO JOIN THE OTHERS.

25 WHEN YOU COME ROUND, YOU SEE UKKO LYING DEAD NEARBY. YOU ARE HANGING OVER THE CAULDRON WHICH STARTS TO MOAN...



I'M GLAD YOU VISITED ME, STRANGER! YOU SEE, THE CAULDRON FEEDS ON THE BLOOD OF HEROES! IT'S GREEDY FOR YOURS!

GO TO 79



26 WE'LL WAIT HERE. ACCORDING TO THE BOOK OF TALIESIN, MOONLIGHT IS THE ANSWER.

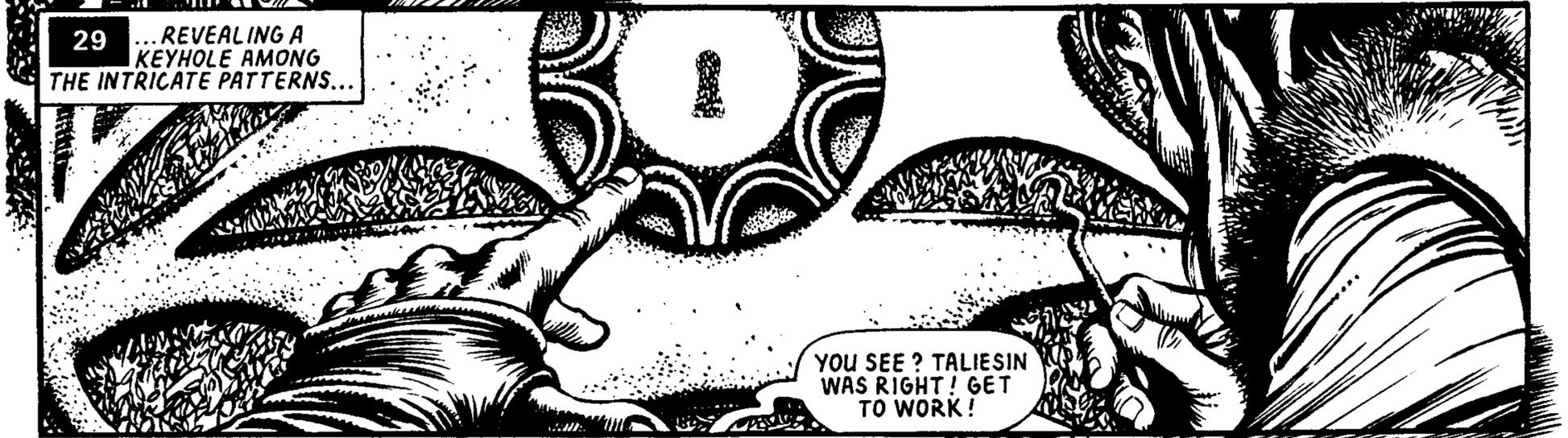
IT WOULD BE TO A LOONEY LIKE HIM!



27 AT LAST THE MOON EMERGES THROUGH THE CLOUDS...



28 AND THE DOOR IS BATHED IN AN EERIE LIGHT...



29 ...REVEALING A KEYHOLE AMONG THE INTRICATE PATTERNS...

YOU SEE? TALIESIN WAS RIGHT! GET TO WORK!



30 UKKO DEFTLY PICKS THE LOCK AND YOU ENTER THE TOWER...

GO TO 38



31 AT THE END, YOU HEAR SOUNDS OF SOMETHING DOZING AND BUBBLING WITHIN, AND NOTICE...

PHEW! WHAT A STINK!

IF YOU WOULD LIKE TO ENTER, GO TO 20 IF YOU WANT TO RETURN TO THE MAIN STAIRWAY, GO TO 16



32 YOU LOOK FOR A SECRET ENTRANCE WITHOUT SUCCESS. AT LAST YOU LEAVE THE TOWER... ALIVE, BUT WITHOUT THE CAULDRON.

YOUR QUEST HAS FAILED.

33 THE MAGACH... THE BEAST WITH A HUNDRED HEADS. NOW YOU KNOW HOW IT GOT ITS NAME. IT LOOKS UP AND NOT PLEASANT IS THE LOOK IT GIVES YOU.



34 YOU FIGURE THE OTHER CHAIR HAS THE TRAP... AND SIT DOWN IN THE ONE THE GOBLIN INDICATED.



YOU CAN SEE FROM HIS EXPRESSION YOU WERE RIGHT.

WILL YOU... STAY? GO TO 74
LEAVE AND FACE THE BAT
MAN? GO TO 10
IF YOU PREFER TO LEAVE,
AND HAVE ALREADY
FACED HIM, GO TO 8

35 YOU PLAY "WOODEN WISDOM" (CELTIC CHESS) FOR MONEY...



36 YOU'RE AN EXPERT AND WIN THE GOBLIN'S GOLD - WHICH DOESN'T PLEASE HIM.



37 WHERE'S THE LATRINE?

I'LL SHOW YOU.

DO YOU LET UKKO GO OFF ON HIS OWN? GO TO 80
TELL HIM TO HOLD ON?
GO TO 82





38 YOU HEAD DOWN A DARK, DRIPPING TUNNEL... SILENT— EXCEPT FOR THE SCURRYING OF RATS...



39 AT THE END... ANOTHER DOORWAY BLOCKED WITH A MASSIVE STONE SLAB...

NOW IT'S YOUR TURN TO OPEN SOME DOORS FOR A CHANGE!



40 SO TH! CAN'T MOVE IT!

HUH! THOUGHT YOU WERE MEANT TO BE A WARPED WARRIOR!



41 YOU CLOUT HIM FOR HIS CHEEK...

THEN LISTEN TO THE SOUND OF THE REVELLERS TO THE LEFT OF YOU...

COME ON! WHILE THE GUARDS ARE BUSY, LET'S CHECK THE REST OF THE TOWER FOR THE CAULDRON!



42 YOU HEAD UP THE STAIRS TO THE RIGHT.

YOU THINK IT'S HIDDEN UP HERE?

OR SOME CLUE ON HOW TO GET INTO THAT BLOCKED ROOM.



43 ANOTHER STAIRWAY HEADS OFF TO ONE SIDE.

IF YOU CAME IN OVER THE BATTLEMENTS, GO TO 16 IF YOU ENTERED THROUGH THE FRONT DOOR, GO TO 31

44 YOU'RE LUCKY AND BREAK FREE.



45



NOW YOU MUST FIGHT THEM...

SKELETAL SENTRIES' WARP RATING: 10
IF YOU DESTROY THEM, REMEMBER TO ADD THEIR WARP RATING TO YOUR OWN. NOW GO TO 12

46 IT IS A MORTAL WOUND, BUT YOU HAVE JUST ENOUGH STRENGTH LEFT TO SWING BRAIN-BITER ONE LAST TIME...



...KILLING THE SORCERER. GO TO 48

47 YOU'RE UNLUCKY AND ARE THROWN INTO THE PIT. YOUR BODY STARTS TO ROT AT ONCE. YOUR QUEST IS OVER.



LATER YOUR DISEASED CORPSE WILL BE THROWN FROM THE BATTLEMENTS AT FUTURE ADVENTURERS WHO DARE TO ATTACK THE TOWER OF GLASS.

48 YOU SLUMP TO THE GROUND, DYING FROM YOUR TERRIBLE WOUND...



NO, SLÁINE! DON'T DIE! DON'T LEAVE ME ALONE!

ONLY MAGIC CAN SAVE YOU. WILL YOU... DRINK FROM THE CAULDRON? GO TO 99
TAKE THE CHAIN OF GOLD FROM THE SORCERER? GO TO 18

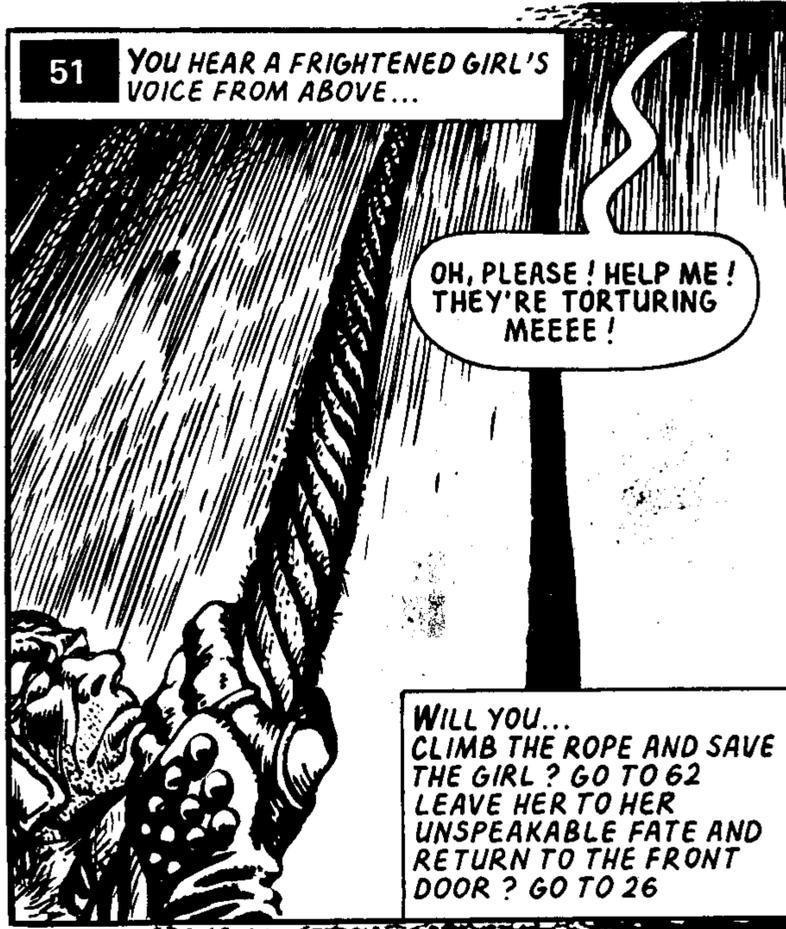
49 YOU SIT IN THE OTHER CHAIR AND ARE RELIEVED WHEN NOTHING HAPPENS.



YOU LEAN BACK AND ACCEPT A GLASS OF WINE. GO TO 54



50 AS YOU SKIRT THE TOWER WALLS, UKKO SPOTS...



51 YOU HEAR A FRIGHTENED GIRL'S VOICE FROM ABOVE...

OH, PLEASE! HELP ME! THEY'RE TORTURING MEEEE!

WILL YOU... CLIMB THE ROPE AND SAVE THE GIRL? GO TO 62 LEAVE HER TO HER UNSPEAKABLE FATE AND RETURN TO THE FRONT DOOR? GO TO 26



52 YOU OPEN THE DOOR...



53 AND SEE... A "THING" THAT REVOLTS EVEN A HARDENED WARRIOR LIKE YOU...

GO TO 33



54

AS YOU LEAN BACK, YOU TRIGGER A POWERFUL SPRING IN THE SEAT WHICH HURLS YOU TOWARDS THE CEILING WITH TREMENDOUS FORCE...



55 THE GOBLIN KNEW YOU WOULDN'T ACCEPT THE CHAIR HE OFFERED.

YOUR QUEST ENDS UP THERE.

56 YOU LIGHT THE LAMPS... THEN PULL BACK THE SLAB...

57

INSIDE, THE DRUNE LORD SLOUGH GRUNSGUL IS WAITING FOR YOU... IN FRONT OF HIM, "WARMED" BY THE BREATH OF NINE TWO-HEADED SNAKES...

THE LEGENDARY CAULDRON OF BLOOD!

58 A FOUL SMELL WAFTS TOWARDS YOU... FROM THE DRUNE LORD'S FILTHY FUR ROBES... AND THE ROTTING CREATURE INSIDE...

59

BUT NOT WELL ENOUGH!

YOU HAVE DONE WELL TO COME THIS FAR, STRANGER!

60 THE TORC AROUND YOUR NECK TURNS INTO...!

61

AAAGGHH!

IF YOU HAVE THE TOADSTONE, GO TO 92 IF YOU DON'T, GO TO 24



62 YOU CLAMBER UP THE WALL...



63

BUT THE ROPE IS COATED WITH GLUE AND YOUR HANDS BECOME STUCK FAST...



64 YOU'RE HAULED OVER THE BATTLEMENTS LIKE A FISH ON THE END OF A LINE.



65

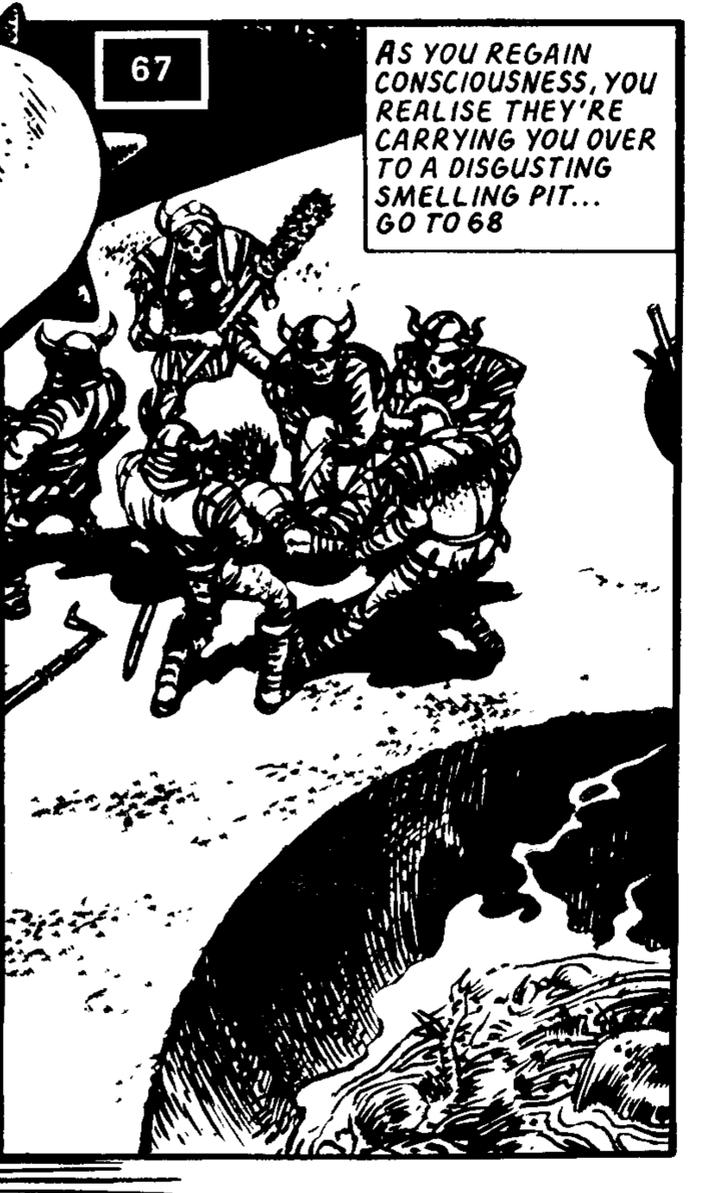
AT THE OTHER END ARE SKELETAL SENTRIES... THEIR TEETH CHATTERING WITH LAUGHTER.



66 THEIR LEADER SPEAKS WITH THE YOUNG GIRL'S VOICE...

THE OLD ROPE TRICK! IT NEVER FAILS! YOU BARBARIANS ARE SO STUPID!

... AND SHE HITS YOU OVER THE HEAD. LOSE 3 WARP POINTS.



67

AS YOU REGAIN CONSCIOUSNESS, YOU REALISE THEY'RE CARRYING YOU OVER TO A DISGUSTING SMELLING PIT... GO TO 68



68 IT CONTAINS DISEASED ANIMALS THE SENTRIES THROW DOWN AT ATTACKERS ... A PRIMITIVE FORM OF GERM WARFARE.



69 YOU SEE THE PIT IS CRAWLING WITH MAGGOTS AND STRUGGLE TO FREE YOURSELF.

THROW ONE DIE FOR LUCK. IF IT'S A 4 OR MORE... GO TO 44 IF IT'S LESS THAN 4... GO TO 47



70 THE ABOMINATION IS EXTREMELY PARANOID FROM YEARS OF IMPRISONMENT IN THE TOWER AND BEING CONSTANTLY ATTACKED BY WANDERING ADVENTURERS.

IT'S CONVINCED YOU'RE OUT TO GET HIM AND ATTACKS FIRST.



71 ALTHOUGH IT'S BLIND, IT KNOWS YOUR EVERY STROKE AND IS A SAVAGE AND CLEVER OPPONENT...

ABOMINATION OF MONA WARP RATING: 8 IF YOU WIN, YOU MAY... ENTER THE ROOM ON THE RIGHT. GO TO 52 IF YOU'VE ENTERED BEFORE, OR PREFER TO HEAD ON, GO TO 8



72 YOU START TO PULL BACK THE SLAB...



73 IT FALLS ON TOP OF YOU...

YOUR QUEST IS OVER.



74 YOU NOTICE...

THAT PARCHMENT ROUND ITS NECK! COULD BE A CLUE!

75 IT FINISHES LICKING THE CONTENTS OF THE SKULL. NOW IT WANTS TO EAT YOUR BRAINS. YOU MUST FIGHT IT...

OR A SUICIDE NOTE FROM ITS LAST VICTIM!

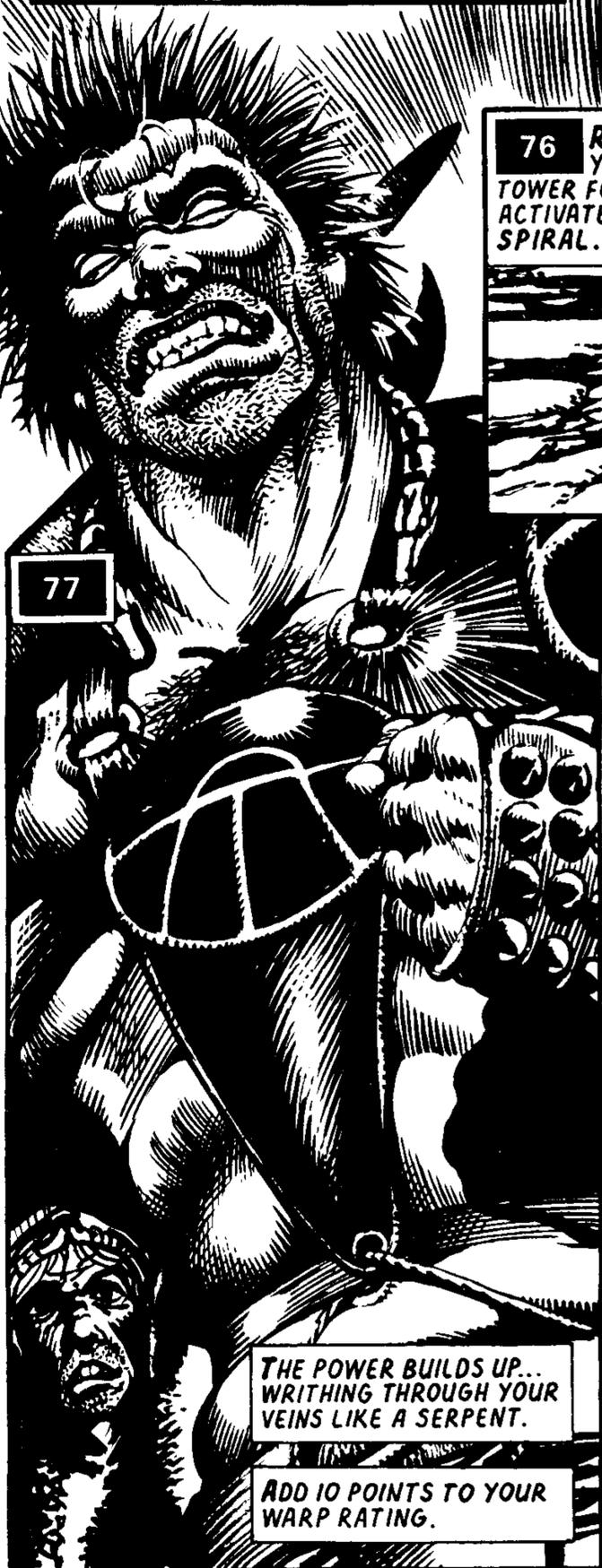


MAGACH — WARP RATING: 20 ADD TWO TO THE MAGACH'S TOTAL BECAUSE HE HAS POISONOUS FANGS. IF YOU SURVIVE THREE COMBAT ROUNDS, GO TO 13



76 RECALLING THE CLUE, YOU GO ROUND THE TOWER FOUR TIMES... AND ACTIVATE A HIDDEN ENERGY SPIRAL...

...YOU FEEL EARTH POWER WARPING INTO YOU...



77

THE POWER BUILDS UP... WRITHING THROUGH YOUR VEINS LIKE A SERPENT.

ADD 10 POINTS TO YOUR WARP RATING.



78 YOU RETURN TO THE DOOR... NOW YOU HAVE THE STRENGTH TO PULL IT OPEN...

WILL YOU LIGHT THE LAMPS ON EITHER SIDE FIRST? GO TO 56 OR DO YOU THINK THEY COULD ACTIVATE A TRAP? GO TO 72



79

YOUR QUEST IS OVER. YOU HAVE FAILED.



80 WHEN HE RETURNS...

WOULD YOU LIKE TO KNOW WHAT I SAW WRITTEN ON THE WALL IN THERE?

NOT REALLY.



81 ANOTHER CLUE FROM TALIESIN! IT SAID...

"AM I NOT A CANDIDATE FOR FAME? TO SEARCH FOR THE CAULDRON OF THE DRUNE LORD! WHAT IS THE SOURCE OF HIS POWER? A CHAIN OF GOLD AROUND HIS NECK!"

H'MM...

82 THE GOBLIN LEADER LOSES A SECOND GAME. THIS PUTS HIM IN A BAD MOOD AND HE ATTACKS...



THIS SUITS YOU AS YOU ENJOY FIGHTING MORE THAN PLAYING WOODEN WISDOM. UKKO JOINS IN AS HE HATES GOBLINS.

83

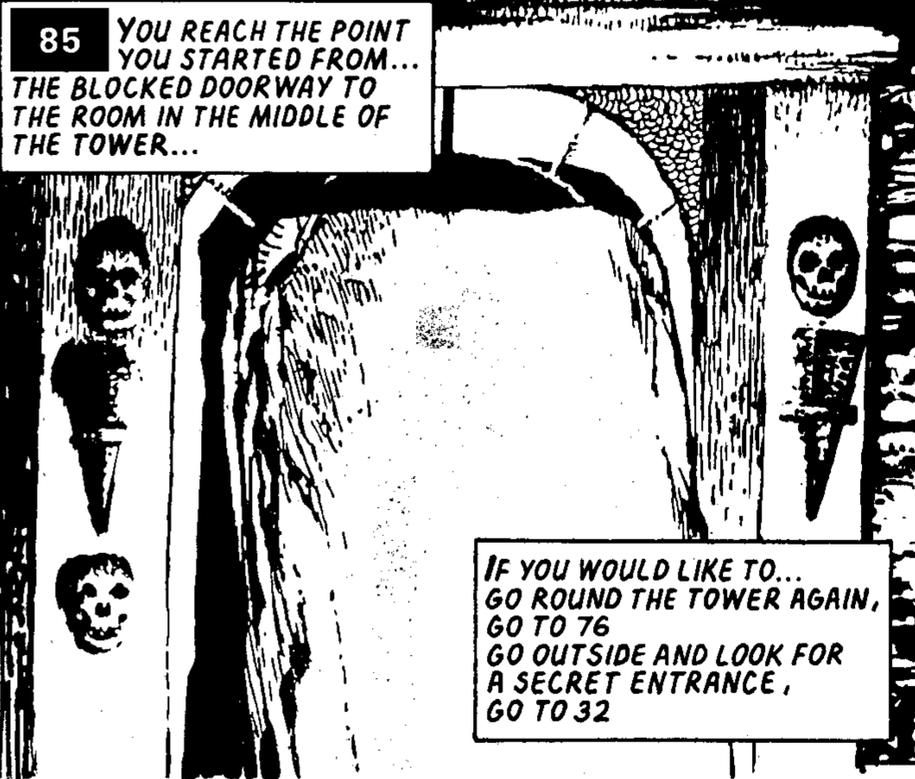


GOBLINS' WARP RATING: 20
ADD ONE MORE TO YOUR SCORE EACH ROUND BECAUSE UKKO'S HELPING YOU. IF YOU WIN, GO TO 84



84 YOU LEAVE...

THANKS FOR THE PARTY, BOYS.



85 YOU REACH THE POINT YOU STARTED FROM... THE BLOCKED DOORWAY TO THE ROOM IN THE MIDDLE OF THE TOWER...

IF YOU WOULD LIKE TO... GO ROUND THE TOWER AGAIN, GO TO 76
GO OUTSIDE AND LOOK FOR A SECRET ENTRANCE, GO TO 32



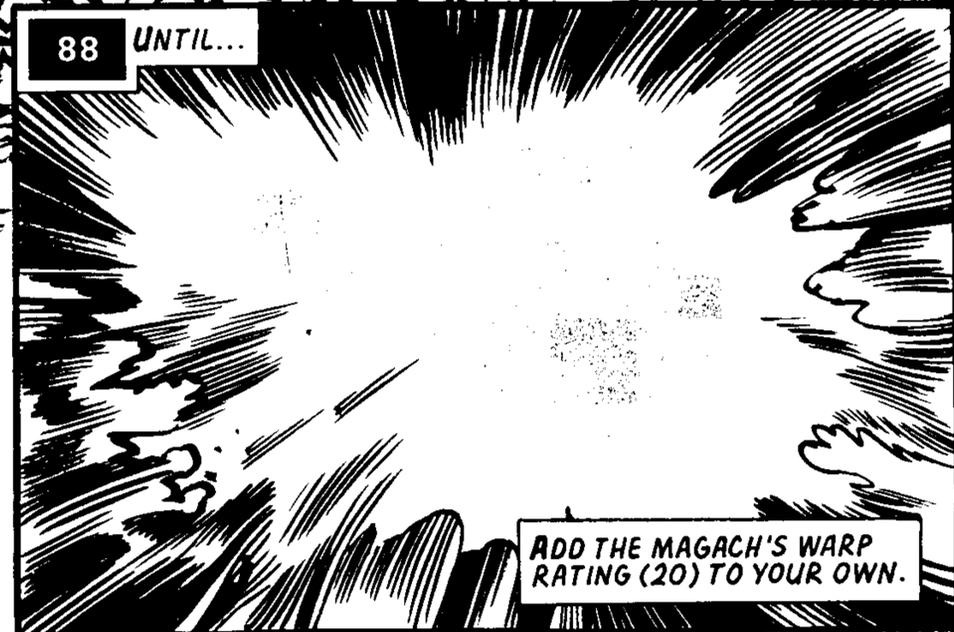
86

YOUR AXE CUTS THROUGH AN AIR VALVE IN THE MONSTER'S NECK...



87

SO IT CAN ONLY SUCK IN AIR AND NOT EXHALE. IT SWELLS UP...



88

UNTIL...

ADD THE MAGACH'S WARP RATING (20) TO YOUR OWN.



89

I'VE FOUND THE BIT WITH THE PARCHMENT.

WHAT DOES IT SAY?



90

IT'S ANOTHER FRAGMENT FROM THE BOOK OF TALIESIN! LISTEN...

"AM I NOT A CANDIDATE FOR FAME? A HERO TO BE PRAISED? IN THE ROUND HALL FOUR TIMES REVOLVING. BEFORE THE PORTALS OF HELL, THE HORNS OF LIGHT SHALL BE BURNING."

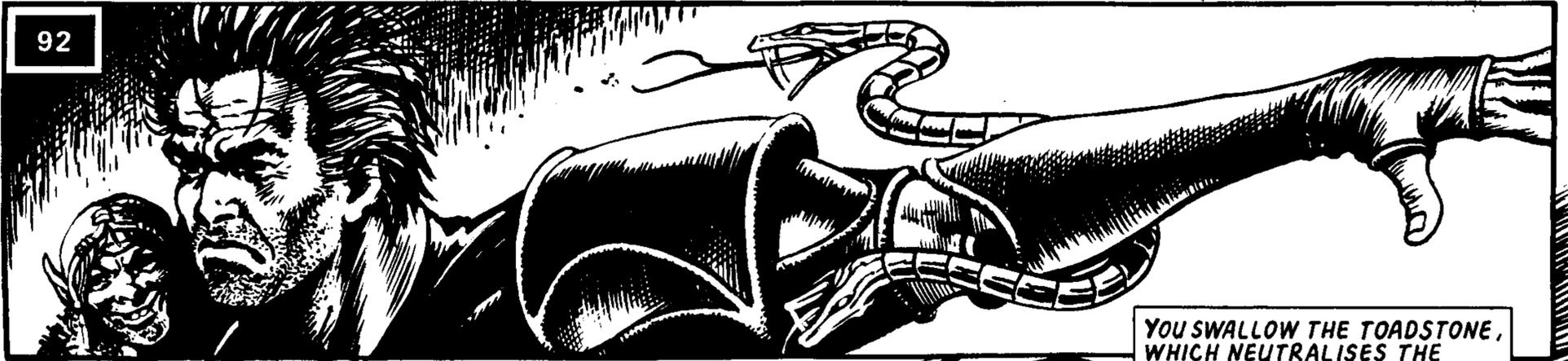


91

"IN THE ROUND HALL FOUR TIMES REVOLVING"... THERE'S A CLUE THERE SOMEWHERE...

THIS MIGHT BE USEFUL, TOO ... A STONE FROM A TOAD'S HEAD IS MEANT TO CURE SNAKE-BITE.

NOTE THE TOADSTONE ON YOUR SCORE SHEET. THEN GO TO 8



92

YOU SWALLOW THE TOADSTONE, WHICH NEUTRALISES THE VENOM... AND ATTACK...



93

LEAPING ON THE CAULDRON... HURLING THE SNAKES AT THE SORCERER...



94

HA! THEY WILL NOT HARM ME! THEY ARE MY PETS! THE TORCS OF PAST HEROES WHO TRIED TO STEAL THE CAULDRON!



95 NOW YOU SHALL SUFFER THEIR FATE!

YOU BATTLE WITH THE SORCERER. DRUNE LORD'S WARP RATING: 20 WHEN YOU WOUND HIM — BY REDUCING HIS WARP RATING TO 10 OR LESS — GO TO 96



96 GRUNSGUL CURSES AND CLUTCHES HIS WOUND...

ENOUGH GAMES! NOW YOU WILL FEEL...



97

MY POWER!

NO!

YOU ARE SUCKED TOWARDS THE BLADE... GO TO 98

98 YOU ARE POWERLESS TO RESIST... YOU START TO BLACK OUT...

AAGGH!

IF YOU HAVE A WARP RATING OF 50 OR MORE, GO TO 46
IF YOUR WARP RATING IS UNDER 50, GO TO 25

99 THE CAULDRON WHINES AND MOANS AS YOU DRINK DEEP FROM IT...

YOUR WOUND IS MIRACULOUSLY HEALED. ADD 15 POINTS TO YOUR WARP RATING... PLUS THE DRUNE LORD'S WARP RATING (20).

100 THE SNAKES TURN BACK INTO GOLD AND SILVER TORCS...

CACKLING TO HIMSELF, UKKO QUICKLY GRABS THEM.

101 AS YOU EXAMINE THE CAULDRON, TO YOUR AMAZEMENT, YOU SEE...

SLOUGH GRUNSGUL!

...AND THE FABULOUS BEASTS OF THE TOWER ENGRAVED ON THE SIDE!

102 THE TOWER OF GLASS STARTS TO CRUMBLE...

TIME WE WEREN'T HERE!

103 YOU LEAVE WITH THE MOST PRECIOUS OF TREASURES — THE CAULDRON OF BLOOD. WHAT ITS SECRETS ARE YOU CAN ONLY GUESS...

FOR NOW, IT IS ENOUGH THAT YOU SUCCEEDED WHERE A HUNDRED WARRIORS FAILED. YOU ARE, INDEED, A HERO TO BE PRAISED... A CANDIDATE FOR FAME!

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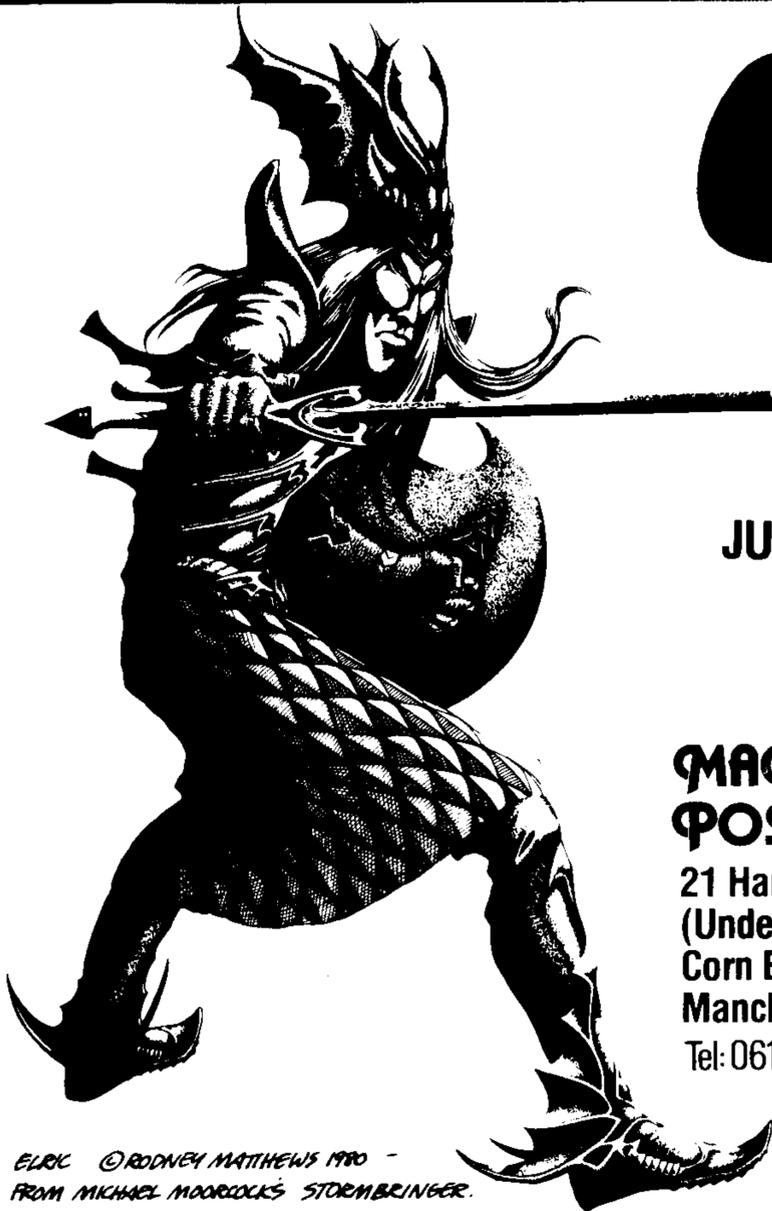
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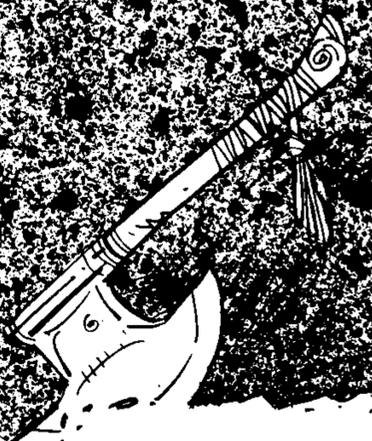


Art: Graham Manley, from "THE DICEMAN" - the new extra-length story in 2000 AD's DICEMAN, Issue 2.

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