

GAME OVER Record Sheet

GAME OVER RECORD SHEET

Some of these record sheets include sections to turn to. They are integral parts of the game, so read carefully and don't skip them!

CODEWORDS

These are the codewords needed for the **entire saga**, so some that you find in one game will be used in another. This means you should only erase a codeword if you are specifically instructed to.

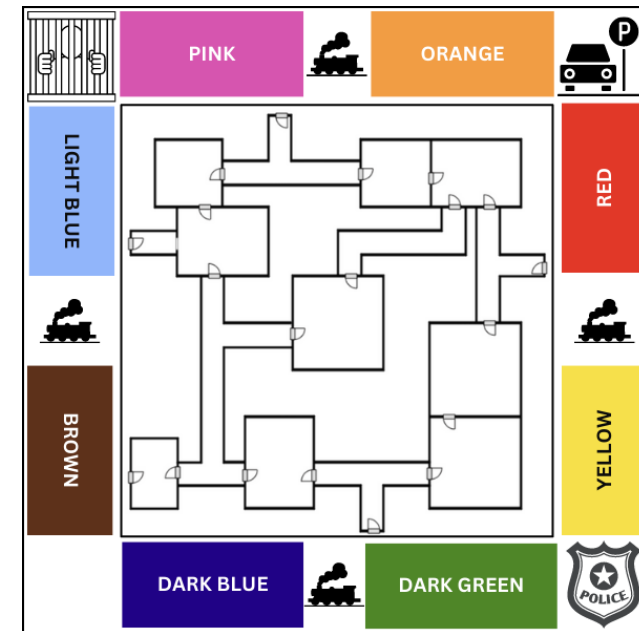
ALL HANDS ON DECK	<input type="checkbox"/>	MARLEY	<input type="checkbox"/>
AN OPEN-AND-SHUT CASE	<input type="checkbox"/>	MUM'S THE WORD	<input type="checkbox"/>
A STICKY WICKET	<input type="checkbox"/>	SHUT THAT DOOR	<input type="checkbox"/>
DOG AND BONE	<input type="checkbox"/>	SQUIRREL AWAY	<input type="checkbox"/>
FLORA	<input type="checkbox"/>	THICK AS THIEVES	<input type="checkbox"/>
GOODBYE OLD FRIEND	<input type="checkbox"/>	OFF THE RAILS	<input type="checkbox"/>
HAM FISTED	<input type="checkbox"/>	OUT OF BOUNDS	<input type="checkbox"/>
HORACE	<input type="checkbox"/>	VICTOR	<input type="checkbox"/>
INDIGO	<input type="checkbox"/>	WHOOPSADAISY	<input type="checkbox"/>
MAKE AN ENTRANCE	<input type="checkbox"/>	WREAK HAVOC	<input type="checkbox"/>

And you might find this alphabet/number table useful too.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

VICTOR'S COLOURFUL MAP

This oh-so-colourful map is just for your convenience, should you get lost and confused during Victor's saga. You will **not** be directed here during the game but can peruse it whenever you choose.



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HORACE'S VITAL STATISTICS

You will be directed to this page during the game, so **DO NOT** complete these attributes now; WAIT UNTIL YOU HAVE BEEN SENT HERE!

For your SKILL score,
roll 1 die + 6 **SKILL** _____

For your STAMINA
score, roll 2 dice + 12 **STAMINA** _____

For your LUCK score,
roll 1 die + 6 **LUCK** _____

If you are told to *test your luck*, you must roll 2 dice.

If the score is **less than or equal** to your LUCK SCORE, you have been **lucky**.

If it is **greater than** your LUCK SCORE, you have been **unlucky**.

When **fighting battles**, you must:

Roll 2 dice and add this to your assailant's SKILL

This is their ATTACK STRENGTH

Roll 2 dice and add this to your SKILL


















This is your ATTACK STRENGTH

Whoever has the **lowest** ATTACK STRENGTH score gets wounded and must **subtract 2 from their STAMINA**. These rounds continue until either you or the assailant is dead.

But if all that sounds like too much effort, or your dice have disappeared underneath the sofa, or you derive a perverse pleasure from cheating, then you can just make it up as you go along. Who's going to know?

Anyhow, the quest in The Museum of Macabre Madness is simple: find the Magus and kill him before the myriad of museum minions kill you! And along the way, you may find some messages that need to be translated. The table below will help with that.

Good luck and turn to **413**.

FLORA'S SPECIAL SKILLS

Before you can enter the construction site properly, you will be directed to this page, so **DO NOT** tick any boxes before then! Be patient!

If you were sent here by a certain flamboyantly coloured spectre, then continue reading, as you are **now** ready for action.

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You must select **3** of the following 8 skills. I would say ‘choose wisely’, but seeing as you have no idea what is ahead, you’ll just have to choose randomly and hope for the best!

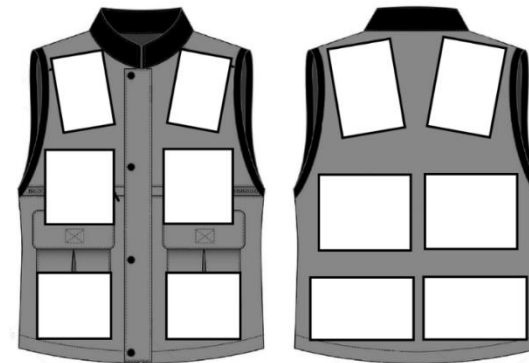
You can use the skill as many times as needed — the only limit here is the *number* you can have. However, when you are in a situation and have an opportunity to use a skill, you can select only one per situation. You will not be allowed to try a different skill if the first one was a disaster! Read about each skill, then **tick 3 boxes**.

- Bashing**
Clearing a horizontal path through obstacles
- Digging**
Clearing a downward diagonal path through obstacles
- Mining**
Clearing a vertical path through obstacles
- Climbing**
Going up flat surfaces
- Building**
Making and walking up a staircase
- Floating**
Safely falling a long distance
- Blocking**
Placing an object so that no one or nothing can go past it
- Bombing**
Using a bomb to destroy the nearby area (don’t worry — you don’t explode, but you shouldn’t deploy this in enclosed spaces!)

Once that’s all done and dusted, you can enter the construction site. Turn to **350**.

INDIGO’S VEST SCORE

Every time you get hit or damage the vest, one or more panels darken. There are 6 panels on the front and 6 on the back. Sometimes, you are told which panel has been broken, sometimes not, but to be honest, the location doesn’t matter. Just shade out the correct **number** of panels AS INSTRUCTED during Indigo’s adventure.



And when the lights in all 12 panels are gone, you are ‘dead’ and must turn immediately to **250**.

MARLEY’S BANK ACCOUNT

If Marley wants to win her game, she’s going to have to use her oft-mentioned genius to score as much money as possible. When instructed

