

BATTLE OF THE

WALUJI

'So! You dare to break the seal. I see you have taken no precautions. The wrapping is on the floor, I feel your naked finger upon my page. **YOU ARE A FOOL.** If this were Thross I would devour you. I, a simple *Asthni*. On Thross I am nothing, yet I can destroy you. From the inside. Your beautiful fluid, so rich, so red, I would drain you to a lifeless husk. Your bones would house my children (the texture is perfect), and your isni - your soul - delightful . . . Ah! . . . If this were only Thross!

Beautiful Thross. The green rain, so gentle to my kind, so unpleasant to yours. The good earth, thick and wholesome, nourished constantly by those creatures as stupid as yourself. The air itself, the sweet scent of decay and death. And then there is the challenge of Thross. A world of excitement. A world of constant change. On your miserable planet I would die of boredom.

You cannot know how wonderful Thross is, for my kind . . . Still, I digress. **YOU ARE A FOOL.** You do not understand, the *Lathna* - the Way - is beyond your comprehension. But I must teach you. So The Great One does command. **DO NOT DARE TO ASK THE NAME OF THE GREAT ONE.** You will obey my instructions just as I obey those of The Great One.

But I cannot let your ignorance go unpunished. On Thross ignorance is doom. Do I feel your hand tremble? Or is it that you prepare to turn my page? Your impudence is greater than your ignorance. **YOU WILL WAIT MY COMMAND!** Now go to the mirror and look your punishment in the face. Ha! My wit is boundless. **LOOK AT YOUR FACE.** Do not deny that you are truly repulsive. What is that tiny speck buried in your flesh? And there, another, lurking in the folds of your chin. Dirty, yellow spots. Greasy volcanoes waiting to erupt. So! **BEWARE. DO EXACTLY AS I SAY.** Or I will make your skin like the surface of your moon. I have the power.'

NOW, TURN THE PAGE, AND LISTEN VERY CAREFULLY, YOU WILL LEARN.

THROSS

You will want to know what this is all about? Let me start with the introductions. I am Asthri, that is, as you would say, my race. And you? YOU ARE NOT IMPORTANT, yet.

Your language is so clumsy. There are no words to describe me. You could call me killer, brain-stealer, silent death, but this does not explain what I am. You cannot see me. You cannot smell me. Does this paper feel funny to your hand? Of course not. I am too clever. You cannot feel me, but I can feel you. Your naked skin. The gentle brush of your fingers against my page. I enjoy a good feel.

DO NOT BECOME IMPATIENT WITH ME!

Until you know how to play this game, I am Master. I am your guide to the battle of the Halji. Ignore me and you will not survive. Now, be silent while I introduce you to my world. It will give you a feel (Ar! Ar!) of how the game works in practice. Read and experience true horror!

MY WORLD IS HELL

The name of my world is Thross. Thross is a delightful world of disease, decay and death. It is a world where monstrous parasites lurk in impenetrable forests. A world of slime pools, living carnivorous bog and exploding rocks. A world of pain. A world where life (as you know it) is short and suffering intense. That is, for everything except the Halji.

You want to know what the Halji are? YOUR WANTS ARE NOTHING! Be silent fool and listen.

There are many strange and wonderful plants and animals which try to eke out an existence on the planet Thross. I shall tell you about only one — the cretoids.

Cretoids are found in the wilds of Thross, and yes, they are very wild. Cretoids are ugly, cretoids are stupid, cretoids are... cretoids. Unlike superior life forms (like myself), cretoids follow Base Drives which rule their lives. Thus cretoids, like the Sorpig, are content to stuff themselves with food. Others, like the Naffle, are ruled by fear, while those like the Belge, are motivated only by sex. Because of their shallow minds, cretoids are easy to control. You would make a good cretoid.

All cretoids share two things in common. They can all cast magic and they can all be controlled by the Halji. Magic is used to move, fight, and by some, even to reproduce. Do you know why? No? Then stop babbling about the Halji.

Cretoids use magic because, to their simple brains, it is safe and easy. All a cretoid has to do to cast magic, is to eat. The more a cretoid can eat, the more powerful it is. Yes, fat is power!

You think it sounds fun to be a cretoid? You are wrong. The very magic that is 'safe' and 'easy', in reality causes horrible disease. The lust for magic power is the road to death. Such is the tragedy of the cretoids. Ha! Ar!

THE TERRAIN OF THROSS

Now delve deep into my box and pull out the board. Look at the key while I tell you about the terrain:

BOG This is not like your common Earth bogs. For a start, it is alive. A morass of sticky toffee-like sludge, Bog is bottomless and very, very hungry. Many an overweight cretoid has sunk without trace into its clinging depths. Send your cretoids into Bog at their peril!

SLIME Imagine one of your skunks disembowelled and warmed gently in the noonday sun. The smell of Slime is a thousand times more pleasant. Slime is the home of many algae and fungi, all of which seek a lasting relationship (if a bit one-sided) with any cretoid foolish enough to come into contact with them. Some of my closest relatives were born in slime.

TANGLE Plant life gone mad. Tangle is beneath my contempt. It actually behaves like your vegetation on Earth. At least it is inedible. Tangle is incredibly tough, gets everywhere, and is excellent cover from prying eyes. Tangle would be a perfect hideout but for one sad fact (Ha! Ha!), it is the home of many cruel and monstrous forms of parasite. These can cut cretoids to ribbons — too bad!

SKRINGLE Weather torn rocks of strange, and possibly to your eyes, even beautiful appearance. What could be more innocent? Ha! How lucky you are to have me as your guide. Skringle has the unpleasant knack of tearing the skin and causing disease. In a Skringle Field move with care!

DUST The plains of Thross are the safest areas to be in, almost. Cretoids, idiots that they are, gather in Dust in large numbers and consequently there isn't enough to go round. Perhaps it is just as well that combinations of Dust and the Green Rain of Thross, which falls so frequently, creates Dead Air, poison gas which strikes all known forms of cretoid — dead!

THE AIM OF THE GAME

You and the other players will become Halji. Ha! As if you couldn't guess. Either in teams, or as individuals, assume the identity of one of the Halji Greats: Arsh the Magnificent, Pirne the Tendentious, Orak the Sinister, Lirne the Resplendent, Berech the Perpendicular and Hazrel the Impalpable. Names to invoke terror!

And the aim of the game? To become The Great One. And how do you do that? How do you think? You can count? You do know what one is, don't you? How can your Halji be The Great One if there are other Halji claiming to be The Great One? Yes. You must destroy the other Halji.

What? You are confused? You want to know what this has to do with the cretoids. Very well, listen to my story...

You are Arsh the Magnificent, you are a Halji. Slowly, you survey your world. You are alone in your magnificence, all is as it should be — and then suddenly, monstrous black shapes loom on the horizon. Other Halji! Pirne the Tendentious, Orak the Sinister — How dare they approach uninvited!

Slowly, cautiously, they float in on the putrid wind that forever encircles Thross. Perhaps they have come to grovel to their superior, but no, they are landing and digging themselves in. Outrageous! How dare they! Quivering with rage, you have only one thought: DESTROY! Quickly you send out waves of force. Not against your antagonists, for you know how pointless that would be, but as a signal to summon cretoids. It is through these feeble creatures that you will sow the seeds of victory.

And so the calling goes out, as each Halji summons a force of cretoids to serve it. Gibbering in their terror, and slobbering over half forgotten, half eaten food, the cretoids arrive. They are the perfect tool for the Halji.

Without quite knowing why, each cretoid finds itself in a desperate struggle to reach the opposing Halji. Death is the penalty for those who fail, death is the reward for those who succeed. The sole purpose of forcing a cretoid to the feet of the enemy, is to use it as a focus through which to channel power. The Halji explodes its own cretoid and destroys the anchors of its enemy who is hurled adrift into the stratosphere to bide its time and contemplate revenge.

For the victorious Halji there is the satisfaction of being The Great One. And the Cretoid? The few that are alive are fortunate indeed. Pools of excrement are the only signs of the fallen, such is the hostile nature of Thross that the dead soon decay and are sooner forgotten.

Did I not tell you that my world is terror? Are you sure you will remain? You will? Then read on.

BITS

Find a convenient space and lay out the contents of my box. You will find:

One Rule Book — That's me!

The Board — 8 pieces of map board arranged in such a way that even you cannot make a mistake in putting it together. The map shows the area of the planet Thross known as the Grumbles. Be careful: It is completely dangerous.

3 Counter Sheets, each containing:

14 Cretoids — The strange and degenerate life forms of Thross. The Halji use cretoids to win the game. Each cretoid has a name which corresponds to its own personal record sheet. Do not confuse the cretoids with the Halji feet.

6 Halji Feet — Surely you did not think you could fit a complete Halji on the board? How stupid. Each Halji has 3 feet.

70 Food Tree/Excretion Counters — there are five different colours: Red, yellow, purple, brown and green. Food is important as it is the source of magic power for the cretoids. Some cretoids are Herbivores and eat Food Trees, some are Coprovores and eat Excretion. So tasteful!

22 Black/Disease Counters — During play cretoids will pick up both Black Counters and Disease Counters. Both cause hardship, pain and suffering to cretoids and provide entertainment for the Halji. Black Counters can be removed, but Disease Counters, once caught, remain until the cretoid dies.

1 Wind Counter/Halji Appeal Marker — Each side of the counter serves a different function. In the game you will use two counters (the third counter is a spare).

The Wind Counter — Nothing to do with indigestion. It is placed on the map to indicate the direction wind blows across the planet surface. A cretoid down wind has an increased chance of locating other cretoids but also an increased chance of catching a disease.

The Halji Appeal marker — Cretoids are so feeble that sooner or later they always appeal to the Halji for help. The Appeal Marker indicates the chance that a cretoid's prayers will be answered — usually they are not.

Web/Thirst Counter — Just two of the many magic powers that cretoids can throw at each other. If a cretoid is struck by a web, place a web counter under its base to remind you. The same goes for thirst.

50 Cretoid Character Sheets — 3 sheets for each individual type of cretoid (14 in all), and 8 blank ones (included in case you are stupid enough to lose the real ones).

20 Plastic Stands — These are used for Halji feet and cretoids. You can indicate the status of a cretoid by the way you place it in the stand:

Controlled: Stand it the right way up.

Uncontrolled: Stand the cretoid on its head.

Snoozed: Place the cretoid on its side.

What? You don't know what these terms mean? You'll find out soon enough.

36 Coloured Stickers — 18 red and 18 yellow. Before you play your first game, take two sets of cretoid character sheets (one of each cretoid, ignoring the blank ones) and eight stands. Place the red stickers on one set of sheets and the yellow stickers on the other. Then place the remaining stickers on the plastic stands, one to each stand.

You want to know why this is necessary? So that when you play the game you can distinguish between cretoids of the same type. For example, if you have a 'red' Belge, you will place your Belge counter in a red stand. And so on. Almost as simple as yourself.

2 Quick Reference (QR) Sheets — These contain all the tables. When you read what follows, have the QR sheets handy so that you can look at the tables when I refer to them. Once you have read the rules and played the game a couple of times, you will find that you can play the game entirely off the QR sheets — oh yes, and my back cover.

6 Plastic Bags — I am so meticulous! Use these to store the Food Counters — one colour per bag for quick access during play.

2 Ten sided Dice — You think you know how to roll dice, don't you? One die alone to roll 1-10 (0 equals 10) or 1-5 (by halving the result). Two dice to roll 2-20 or 1-100 (The red dice for tens the black for units). Red 6, Black 5. Score: 65. Red 3, Black 3, Score 33. You know this already? You know how to roll dice.

Idiot! You do not know what a double means. A double means trouble, a double means disease. Whenever a player rolls two dice for a cretoid and gets a double, that cretoid receives a Black Counter. If the double is not rolled for a particular cretoid the Black Counter must still be placed on one of the player's cretoids.

And more! If two players roll dice to resolve a tie and score a double then they both receive a Black Counter. Only one Being can avoid the effects of the double and that is the Prime Halji. That's right, don't ask.

Without exception rolling a double is to be avoided. Now you know how to roll dice!

So much for the equipment provided — but it's not enough to play the game. You must find your own pencils and your own rubbers. You will use these to make alterations to the cretoid character sheets. And make sure you do use pencils, otherwise you will ruin your sheets.

You think that is all you must provide? You are wrong. You must provide both wit and cunning. To be The Great One you (or your team) must be strong. You must show no mercy. You must be mean, magnificent, but never moody. As a Halji you can have only one mood: Contempt. Contempt for all other forms of life. To win, you must be pure Halji.

Now I will tell you more about cretoids and then how to set up the game . . .

What's that? You command me to tell you what the Halji are? You command me?

Good. Already you think like a Halji. You catch on fast.



HALJI

What are the Halji? They are immortals. They are the bringers of nightmares. They are the self-appointed gods of Thross. They are giant plants.

Do not smile. Your impudence is even greater than your ignorance. Do not forget that you are to become a Halji. Would you laugh at yourself? No? Then learn.

Who knows the origins of the Halji? They are not interested in history, except for catalogues of their victories and the bitter scars of defeat. An uprooting is never forgotten. How do Halji fight? How else? They use the bodies and spirits of others. The shattered lives, the twisted limbs, the pain, the ruined corpses, the festering mess which is Thross, all this is due to the Halji. The Halji are beyond evil, the planet surface beyond hell.

How can I describe the physical aspect of the Halji, terrible evil in plant-form that they are? A Halji is a gigantic sac, a scintillating, veined balloon pulsating pure power. The sound the Halji makes is the sound of hell. The wail of a lost and hungry child, the sizzle of burning flesh. Think of a sound to drive you insane: That is the sound the Halji make. The sac resonates and the cretoids leap to obey.

There is no escape from the Halji. They move. The cluster of trees beneath which the giant sac sits are no more than giant feet. A Halji cannot really be destroyed, but a Halji which loses its feet loses power. It is sent churning and burning with rage into the stratosphere until it has summoned enough power to grow new ones. Being uprooted is an indignity a Halji can never forget.

HALJI SET UP

Halji start the game with three feet. In the set up turn, all Halji are placed on the board. Feet can be placed anywhere as long as:

- 1) The feet are placed in a single sector (marked by red boundary lines).
- 2) The feet are placed in a formation known as The Triangle. This is shown on my back page.

True Halji will set up as far away as possible from each other. The closer the Halji set up to each other the shorter the duration of the game.

DESTROYING FEET

A Halji foot is destroyed by any cretoid explosion which occurs adjacent to it. Any cretoid which can get to the centre of the Triangle and explode, will destroy all 3 Halji feet in one go. At the end of the Magic Phase, a Halji can detonate any cretoid it controls. But a Halji will **only** do this if the explosion will destroy at least one Halji foot. It will not waste its energy.

Halji feet may also be destroyed as the result of Stratospheric Storms. If a double is scored when rolling for rain, it signifies an electric storm. The build-up of energy is so dangerous for all Halji, that they can only discharge it by each exploding a foot.

When a Halji foot is destroyed, the energy released causes everything adjacent to the foot to explode.

REPLACING FEET

A player who destroys a Halji foot is able to draw power from the explosion — enough power to create a spare foot. Accordingly, destroyed feet are handed over. During the Environment Phase, a Halji which has lost feet **must** replace them if it is able to do so. Replaced feet must always keep to the Triangle formation (or as near as possible).

A Halji may never have more than 3 feet on the board at once. However, there is no limit to the number of 'spare' feet a Halji can have. If you are as clever as you are impudent you will realise that this means that a Halji can actually walk slowly across the board by varying the placement of replaced feet.

Eventually a Halji will lose all its feet. If by some fluke it still has spares, the Halji is allowed to float to a new location. During the Environment Phase a roll on the Locator Table is made to determine where the feet land. If a double is rolled at this point the feet are struck by lightning on their way down and destroyed. The Halji may be immortal but they can still be 'defected'. Ar! Ar! So I reward your impudence with my brilliance!

Any cretoid which is stepped on is instantly destroyed.

A Halji with no spare feet is sent wailing into the stratosphere. If the player has any cretoids on the board the player must join the conquering Halji as a Cretoid Commander (You will learn more about these contemptible beings later). A Cretoid Commander forfeits the right to be Prime Halji but can continue to control remaining cretoids as normal.

Any Cretoid Commander who by some fluke destroys any Halji feet can use them to return once more to the fray as a Halji with full rank and privileges restored.

PRIME HALJI

Each game turn one Halji will be dominant. Such a Halji is known as the Prime Halji (PH) and has several advantages:

- 1) At the beginning of the round, the Prime Halji may attempt to replace lost cretoids (i.e. those cretoids killed or wandered off the board).
- 2) The Prime Halji moves all uncontrolled cretoids.
- 3) The Prime Halji can give away all Black and Disease Counters gained (whilst PH) as a result of rolling doubles. The Prime Halji gives the counters to a player rather than a particular cretoid.
- 4) The Prime Halji is always first to assess the effects of disease, but is also first to explode cretoids and destroy Halji Feet.

At the beginning of the game the Prime Halji status is given to the player who rolls highest on a D10. Thereafter, it passes clockwise to each player in turn, unless the player has no Halji feet on the board in which case the player is missed out. Now prepare yourself for a shock.

APPEALS TO THE HALJI

Appealing for mercy to the Halji! I would rather have this book leap through the sun. However, cretoids are weak and often require help. Help! The Halji don't know the meaning of the word. But they do know what defeat means and they hate it. So, if a cretoid appeals there is a chance its prayers will be answered. This chance is measured on the Halji Appeal Track using the Halji Appeal Counter.

To make a successful appeal, roll under the current appeal value on D100. At the start of the game the Appeal Level is set at 80. Every appeal causes it to drop by 10. The chance of a successful appeal will never drop below 10.

Notice that who appeals is irrelevant. The more appeals that are made, the more angry all the Halji become. About the only thing that unites them is their contempt for other life. So every time an appeal is made, it reduces the chance for any other that follows.

Only cretoids can appeal (no clever appeals by Halji feet!). A cretoid can only appeal for itself. What can cretoids appeal for? Just look at this list of shame:

1. To avoid the effects of a table or check.
2. To avoid taking a disease.
3. To avoid the effects of a magic power.

Fortunately a cretoid cannot appeal against exploding directly itself, nor can it appeal against being rained on. Moreover, if a double is rolled whilst making any appeal, the cretoid responsible dies instantly. The actual level of the appeal is irrelevant. All other cretoids on the board get a Black Counter.

CRETOIDS

Now let's examine the cretoids. To avoid frightening you we will look at the most useless, least dangerous of all — the Naffle. Find a Naffle character sheet and look at it.

The numbers on the sheet indicate the starting attributes of the Naffle. Obviously, other cretoids have different attributes. In the following notes (which you will read diligently), I have given the possible starting range of each attribute in brackets. During the course of the game, attributes change, usually for the worse. You will record changes instantly. Or else. (Unless stated otherwise, you will always use the current value on your sheet when determining what happens to your cretoid.

INITIATIVE BOX This is not marked, but has a picture of the cretoid in it. To be controlled by a Halji, a cretoid must have a Food Counter in this box. Counters are placed here at the beginning of each turn. If you can completely obscure the picture, so much the better. A cretoid with no counter in its Initiative Box becomes uncontrolled and can only follow its Base Drives (read below). A Halji cannot detonate a cretoid if it is uncontrolled.

INITIATIVE (from 4 - 18) Indicates how quick-witted the cretoid is. Most cretoids would be outclassed by a brick wall. Only the Belge and Sorpig are more stupid than the Naffle.

M.P. (from 2 - 5) Movement Points. Indicates how far a cretoid can move naturally. Naffles have average Movement.

MASS (from 6 - 30) Indicates the size and strength of the cretoid. The Naffle is fat! When a cretoid loses all of its mass, it dies. Oh yes, it's also useful for squelching. Surely at your age you know what squelching is?

SEX (M, F, S) Male, Female and Single Sex. Naturally, Sex is a crucial aspect of squelching. When setting a cretoid up, you must circle the appropriate initial. The Sex of a cretoid can change during the game. Keep track of any changes here.

Occasionally I will use the term 'correct gender'. This simply defines who the cretoid will squelch. Single sex cretoids will squelch anybody. Male and Female cretoids will squelch any but their own gender. Do not worry about forgetting this, I know your kind well. I will remind you when it becomes necessary.

BASE DRIVE Indicates what motivates the cretoid when it is uncontrolled. There are three base drives: Food, Fear and Sex.

SIGHT/SOUND/SMELL (From 2 - 16) These are the senses of the cretoid. They are used to locate other cretoids. A cretoid must be aware of another cretoid if it is to cast magic at it. The senses of the Naffle are truly pathetic.

DISEASE BOX Oh the sweet smell of rank decay and death! A cretoid which avoids picking up Black Counters and Disease Counters is either too lucky to live or is controlled by a Halji that can cheat the odds (and probably the other Halji as well). Place all Black and Disease Counters in this box, ready for when the cretoid must face its 'Just Deserts'!

AILMENT Disease, Fungi and Parasites are all Ailments. When a cretoid catches an ailment (and it is definitely when), write down its name and type here. If it is a parasite write (P). If it is a Fungus write (F). If it is a disease write (D). If the Ailment is or becomes contagious, note this down by ticking the appropriate box next to its name. So many ways a cretoid can fall ill and die! Such a shame.

GUT TYPE (Herbivore or Coprovore) Indicates the type of food the cretoid can eat. The Naffle begins as a herbivore. It is possible that gut type may change during a game. Keep track of any changes here.

EAT RATE (from 3 - 7) The maximum number of Food Counters a cretoid may voluntarily eat in one turn. The one thing Naffles are good at is eating quickly.

CAPACITY (From 4 - 20) The maximum number of Food Counters allowed in the Gut Box before a **GLUTTONY CHECK** must be made. Yes, cretoids that over-eat are made to suffer for it.

DIG. BOX Digestion Box. Food Counters are placed here as they are eaten.

GUT BOX Only Food Counters here may be used by the cretoid for magic or Initiative.

FOOD COLOUR To use a magic power, the cretoid must have food of the correct colour. The initials in this box are the five food colours: R - Red, Y - Yellow, P - Purple, B - Brown, G - Green. At the beginning of the game, colours must be circled. No colour can be circled more than once.

MINOR/MAJOR/ULTIMATE POWERS these are the three categories of magic. Different cretoids have a different range of powers. The list of individual cretoid powers can be found in the Bestiary. At the beginning of the game, powers must be written in the appropriate columns of the cretoid character sheet.

Look, I'll show you just one way of setting out the magic powers for the Naffle. Being an utter Naffle, this cretoid has chosen to bunch all the powers together in the top two lines. To cast **Regenerate Self (Minor)**, **Fumigate Self**, and **Detect**, the Naffle needs to eat Red food. To cast **Swap Sense**, **Change Gut** and **Sprout**, it needs Green Food. Circling the other colours is a waste of time — the Naffle can still eat yellow, purple and brown food — but it can't use it to cast magic.

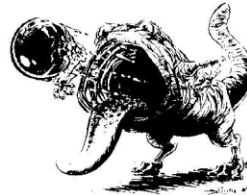


USE FOR MAGIC OR INITIATIVE		MINOR POWERS	NO PENALTY	MAJOR POWERS	1 BLACK COUNTER	ULTIMATE POWERS	2 BLACK COUNTERS
FOOD	COLOUR	WHEN CAST		WHEN CAST		WHEN CAST	
(R) Y P B G		REGENERATE SELF (MINOR)		FUMIGATE SELF		DETECT	
R Y P B (G)		SWAP SENSE		CHANGE GUT		SPROUT	
R Y P B G							
R Y P B G							

BESTIARY

BELGE

With its four stumpy legs, barrel-like body, and huge hole for a mouth, the Belge looks like (and is) the nearest thing to a cannon on Thross. The Belge's speciality is its ability to spit giant balls of sticky mucus, sufficient to bury all but the largest opponents. At short range the Belge is devastating. Despite its ferocious appearance the Belge is actually peace loving and spends its time feeding, constructing nests and squelching. The Belge loves to squelch. Unfortunately for other cretoids Belge Males and Females are impossible to tell apart, which means they often make mistakes.



MINOR POWERS
Jump Self
Spit Web (Minor)
MAJOR POWERS
Spit Web (Major)
Stun
ULTIMATE POWERS
Change Wind
Dissolve (Minor)

SEX: Male/Female

EART

The only flyer to appear in my game. An Eart's body resembles a giant egg. It flies by the means of two gigantic human like ears. The Eart has huge saucer-like eyes and a small mouth equipped with razor like teeth. The Eart usually concentrates on flying from food tree to food tree. Because it can ignore terrain by flying over it the Eart is very manoeuvrable. However, it has two weaknesses. Having a very small Capacity it must feed little and often. Far more serious is the risk of damage to its ears. If the Eart loses its hearing it is grounded and unable to move.



MINOR POWERS
Panic
Thirst
MAJOR POWERS
Arouse
Move Self
ULTIMATE POWERS
Dissolve (Minor)
Regenerate Self (Major)

SEX: Male/Female

FLUNGE

The Flunge appears as a giant pink blancmange with eye stalks. The Flunge is able to feed on excretions but also has a unique feeding mechanism. It will approach a previously snoozed victim, slide over the mouth and slip part of the body down the throat and into the victim's body. Here it will absorb the contents of the Gut Box. The victim, apart from losing its dinner is unharmed. This horrid act will not wake the victim, but all too often it is just the prelude to a vicious squelch. The Flunge is even more lustful than the Belge. Yes, it definitely likes its pudding.



MINOR POWERS
Force Feed
Lust
MAJOR POWERS
Gut Clutch
Jump Self
ULTIMATE POWERS
Fumigate Self
Snooze

SEX: Male/Female

GUPPY BEETLE

Appearing as nothing more than a Giant Black Beetle armed with pincers on the outside, it is the inside of this cretoid which is fascinating. The Guppy Beetle can eat any kind of food material and process it in its prodigious belly. Fortunately for the other cretoids the Guppy Beetle eats very slowly. It has good all round senses and a useful selection of magic powers. The Guppy Beetle lives for food.



MINOR POWERS
Lust
Vomit
MAJOR POWERS
Move Self
Stun
ULTIMATE POWERS
Regenerate Self (Minor)
Snooze
SEX: Male/Female

HOMO SAPPIUS

The Homo Sappius is the gardener of Thross. It has green fingers, green toes, green arms, green legs. The Homo Sappius is very, very green. The Homo Sappius worships plants. Its main aim is to spread their growth. A twisted little groveller, the Homo Sappius would be a perfect tool for the Halji except for its complete fear of other cretoids. This is so great that any Homo Sappius who is Squelched will die of fright. Rather a pathetic cretoid. I wonder who it reminds me of.



MINOR POWERS
Panic
Vomit
MAJOR POWERS
Change Gut
Thirst
ULTIMATE POWERS
Gut Clutch
Sprout

SEX: Single

JUFF

One of the fastest movers on Thross, and when you smell like the Juff you have to be. The Juff is similar in appearance to the kangaroo of planet Earth, except that it does not have the short forearms and has the head and neck of a snake. It does, however, have a pouch in which it can store food. Special fluids in the pouch preserve the food in a fit state for the Juff to eat. The Juff must allow food to be specially treated here before eating (i.e. before putting it in its Dig. Box.) This treatment causes the food to smell so disgusting others Vomit automatically if they stand next to the Juff downwind.

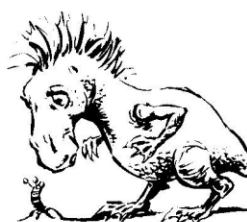


MINOR POWERS
Jump Self
Lust
MAJOR POWERS
Gorge
Regenerate Self (Minor)
ULTIMATE POWERS
Dissolve (Minor)
Gut Clutch

SEX: Male/Female

NAFFLE

Imagine an oven ready turkey. Add 4 legs, place a large and ponderous head at the 'thin end' and you have yourself a Naffle. The Naffle is big, it's blundering and it has appalling senses. It is the harmless misfit of Thross. It causes no real harm to other cretoids and will avoid confrontation whenever possible. It is almost inconvenient to the Halji. It has no place in a battle. As far as the Halji are concerned the Naffle is useless. To use your own vernacular: The Naffle has naff all.



MINOR POWERS
Regenerate Self (Minor)
Swap Sense
MAJOR POWERS
Change Gut
Fumigate Self
ULTIMATE POWERS
Detect
Sprout

SEX: Male/Female

BESTIARY

SKRY

Take a large rat, slice off its head at an oblique angle, slap on a large single red eye and you have a Skry. Not that you would want one. The Skry are horrid little herbivores that run for cover at the first sign of danger. Being small they have little trouble in doing this. Despite the large central eye Skry have poor natural senses. However, Skry are adept at using **Detect** and usually have no difficulty in locating potential enemies. The Skry's magic is designed to help it avoid the unwelcome attentions of other cretoids. Used carefully the Skry is not quite the liability it might first appear.



MINOR POWERS
Flash
Stun
MAJOR POWERS
Change Wind
Detect
ULTIMATE POWERS
Dissolve (Minor)
Regenerate Self (Minor)

SEX: Male/Female

SLITHERGUT

Truly ugly, this cretoid is found in the rivers and swamps of Thross. It has a long lizard like body but just two fore limbs, strangely in the shape of human arms. The body widens to a huge head, the grotesque combination of the head of a frog and a human. Naked all over, this cretoid has a shiny skin the colour of decaying eggs. It has the temperament to match. The Slithergut's selection of powers is impressive, unfortunately its senses are poor beyond belief. So powerful and yet so impotent! Another example of the irony that is Thross.



MINOR POWERS
Move Self
Spit Web (Minor)
MAJOR POWERS
Gorge
Gut Clutch
ULTIMATE POWERS
Detect
Dissolve (Minor)

SEX: Male/Female

SORPIG

The Great Bore of Thross! As big as a rhinoceros on Earth and twice as aggressive, at least to plants. Vaguely pig like, this cretoid is remarkable in having a giant corkscrew like snout. To feed, it will approach a tree and bore into the roots, devouring all the food in one go. Food consumed passes straight into the Sorpig's Gut Box. The Sorpig has no Dig. Box. Anything affecting the Dig. Box has no effect on the Sorpig. However, this strange feeding mechanism is especially vulnerable to **Change Gut**. A Sorpig affected by this power must rely on the power **Swap Gut Contents** to gain food. This is the one weakness of the Great Bore, the most prodigious eater on Thross.



MINOR POWERS
Force Feed
Panic
MAJOR POWERS
Change Wind
Move Other
ULTIMATE POWERS
Sprout
Swap Gut Contents

SEX: Male/Female

TRAD

Imagine a three legged giraffe with a short neck and you've got a Trad, except that in addition to the two giraffe eyes, a Trad has a third crystalline eye in the middle of its forehead. To the Trad the world is a confusing place, possibly because of its three eyes or possibly because it feels sadly unique with a 'missing' (or extra) leg. Be that as it may, the Trad live in constant fear and relentlessly seek to hide themselves in chaos. Unfortunately for others the Trad are expert at this. Trad are also unique in that they are immune to the magic power **Detect**.



MINOR POWERS
Change Gut
Change Sex
MAJOR POWERS
Arouse
Move Other
ULTIMATE POWERS
Detect
Swap Move

SEX: Male/Female

ULJOGTH

Typically found in bogs and slime, this cretoid is the living dustbin of Thross. Short stumpy legs, covered in matted, slime-ridden fur, the Uljogth have the appearance of a cuddly Hoover bag on legs. The Uljogth have no discernible head, just a gaping maw surrounded by short tentacles which are used to shovel virtually any remains into the cretoid's gullet. The Uljogth are hated and despised. They are one of the most successful cretoids found on Thross.



MINOR POWERS
Lust
Panic
MAJOR POWERS
Befuddle
Vomit
ULTIMATE POWERS
Dissolve (Major)
Snooze
SEX: Single

VOD

The Vod is a living nightmare obsessed with sex. Similar in appearance to Tyrannosaurus Rex the Vod is infinitely more sinister. The Vod is fast, powerful and has excellent senses. Even without its peculiar blend of magic powers the Vod would be dangerous. With them it is lethal, but in a very peculiar way. The Vod's tactic for survival is to drive other cretoids wild with the desire to squelch. Its unique power of **Frenzy**, coupled with **Befuddle** provides the perfect mechanism for doing this. The Vod, itself, shows no interest in squelching. It is completely solitary. Indeed, how the Vod reproduces is a mystery. The Vod is an enigma, and an exceedingly unpleasant one.



MINOR POWERS
Befuddle
Lust
MAJOR POWERS
Arouse
Gorge
ULTIMATE POWERS
Change Sex
Frenzy

SEX: Single

WUGROT

The Wugrot's physical appearance is that of a large bath mat. It is always blue in colour, oval in shape, and moves by using thousands of small suckers found beneath its belly. These suckers are also used to suck up vomit and other remains which have been broken down. The Wugrot spends its time feeding and looking for others of its kind. Wugrots squelch in a manner far too disgusting to describe here. Of more interest to the Halji is the Wugrot's capability to explode. Wugrots can burst at will. This will destroy any adjacent cretoids and Halji feet.



MINOR POWERS
Force Feed
Furnigate Self
MAJOR POWERS
Change Sex
Thirst
ULTIMATE POWERS
Gut Clutch
Move Other

SEX: Single

GAME TURN

SET UP

- 1) Each player becomes a Halji and takes the three feet bearing that Halji's name. Each player then rolls 1D10. The lucky player with the highest score becomes the Prime Halji (PH) for the set up turn.
- 2) Players now place their Halji on the board, in the order chosen by the PH. Feet must be placed in one sector, and in the Triangle formation as shown on my back page. Halji will not share sectors.
- 3) The PH picks any player to call for a cretoid using the VOLUNTEER TABLE. The player rolls D100 and the PH reads out the result including the one line description. The cretoid is immediately placed on the board within three hexes of the player's Halji. Repeat this process until each player has the correct number of cretoids (see HALJI SET UP TABLE) on the board.
- 4) When all players (including the PH) have placed their cretoids, they prepare character sheets for each cretoid. Briefly: they rub out any grot, circle the correct gender, fill in the magic powers and decide what food colour is required to activate them, finally six Food Counters (or up to Capacity) are placed in the Cretoid's Gut Box. These may be of any colour.
- 5) One at a time and in the order chosen by the PH, players put on the board a stack of five food counters for each cretoid they control. Each stack must contain just one colour. They can be placed in any empty hex.
- 6) The PH places the Halji Appeal Marker on the Appeal Track at the Appeal level of 80. The PH chooses the initial Wind Direction and places the Wind Counter on the board.
- 7) The honour and advantage of being Prime Halji passes one player to the left. Start the first turn.

So now we come to the nitty-gritty as you would say. Keep what little wits you have about you, I will not say the same thing twice.

GAME TURN

Each game turn is divided into eight phases. A game may last any number of turns.

REPLACEMENT PHASE A chance for the Prime Halji (and the PH alone) to replace lost cretoids — and there will be losses. The PH has one of two choices. It may either take any one cretoid belonging to a subservient Cretoid Commander, or, if the PH chooses, a fresh "volunteer" may be called for. There is a cumulative 30% chance per missing cretoid of a "volunteer" reporting for duty.

Diced "volunteers" are set up as usual but do not enter the board until their first Movement Phase. They must enter (at normal MP costs) along the edge of the board, anywhere within 9 hexes of their Halji. Only one replacement, at most, is available per turn. Volunteers cannot be held in reserve off board.

A Halji may never directly control more cretoids than it originally had. There is, however, no such limit on the number of cretoids it may control through subservient Cretoid Commanders.

INITIATIVE PHASE All Food Counters in all the Initiative Boxes are lost to the players and are placed in the spare counter pile. Each Initiative Box then has a new Food Counter moved into it from the Gut Box of the same cretoid. The colour of this counter will determine when the cretoid may act in the Movement and Magic Phases. A cretoid with nothing in its Initiative Box is uncontrolled — and yes, being uncontrolled is no joke.

PRIORITY DETERMINATION PHASE The PH rolls D100 on the COLOUR TABLE to determine the order of the cretoids actions in the Movement and Magic Phases.

When two or more cretoids have the same colour in their initiative Boxes, their order of action is determined by the highest Initiative. Each phase their Initiative ties, roll a D10 for each, highest going first.

MOVEMENT PHASE Each cretoid is given a chance to move in the order determined by the COLOUR TABLE. Cretoids with empty

Initiative Boxes are uncontrolled and are moved last. They are moved by the Prime Halji according to the cretoid's Base Drives:

FOOD:	Moves towards nearest food it can eat.
SEX:	Towards nearest cretoid of correct gender (regardless of cretoid type) in order to Squelch. Roll 1D10, on a 1 - 6 the cretoid makes a normal move in that direction on the Wind Chart. On 7 - 10 the cretoid stands still.
FEAR:	

After everyone has moved, any cretoid which has a Smell sense of 1 or more and is adjacent to, and down wind of, a Juff, Vomits. Yum! Yum!

Cretoids suffering **Snooze** may wake by rolling less than or equal to their Initiative on 2D10.

Cretoids in a web may attempt to remove 1 web counter (and only 1 per turn) by rolling less than or equal to their mass on 2D10.

Cretoids suffering **Frenzy** may attempt to regain their composure by rolling less than or equal to their Initiative on 2D10. Apply the effects of the power on any cretoid which fails its roll.

MAGIC PHASE (Uncontrolled cretoids may not cast magic. Other cretoids may attempt to cast magic at each other, in the order determined by the COLOUR TABLE.

After all cretoid magic, any cretoid which has a Smell sense of 1 or more and is adjacent to, and down wind of, a Juff, Vomits. Sickening! And yes, a cretoid can be 'hit' by a single Juff twice in a turn.

At the end of the Magic Phase, Wugrots may explode if they desire. If more than one Wugrot wants to explode take them in order of colour priority.

Finally, the last act of the Magic Phase is the detonation of cretoids by their controlling Halji. This can only be done to destroy Halji feet.

DISEASE PHASE PH first, then clockwise around the board, effects of Contagious Ailments (including all contagious parasites and fungi) are taken. In the same order, players then make Disease Checks for each of their cretoids with Black and/or Disease Counters. Any cretoid adjacent to, and down wind of, another cretoid with a Contagious Ailment, catches that Ailment and immediately suffers the effects.

DIGESTION PHASE All cretoids with food in their Dig. Box now move it into their Gut Box. Any cretoid which exceeds its Capacity must make a GLUTTONY CHECK.

ENVIRONMENT PHASE PH rolls D100 on the LOCATER TABLE to determine the sector in which it rains. Any cretoid in a Dust hex in that sector dies, unless a successful rush for cover is made. This requires a roll of less than or equal to the current MP of the cretoid on a D10. If successful, the cretoid may move one hex providing it can escape from the dust hexes in that sector being rained on. Any Nasty Effects for entering the new hex are taken as usual.

If the roll for rain is a double then each Halji on the board loses a foot. Feet are removed permanently from play.

PH places 1D5 Food Tree Counters, of one colour, in any one empty hex, in the sector in which it just rained.

PH may choose to roll 1D10 for a Wind check.

Any players who have captured Halji feet, and whose Halji currently has less than 3 feet on the board, must attempt to reconstruct a Triangle for their Halji with them.

A player with spare feet but no Halji on the board can attempt to land. The player rolls on the LOCATER TABLE to determine the Sector in which the Halji lands in. If a double is rolled the feet landing are struck by lightning and removed from play.

The honour and advantage of being Prime Halji passes to the next player to the left who still has any Halji feet on the board. Start the next turn.

RULES

MOVEMENT

Each cretoid starts the game with a certain number of MP (Movement Points).

Cretoids move in a strict order determined by the COLOUR TABLE. Only one cretoid moves at a time.

To move, a cretoid must pay the full cost (in MP) for each new hex it wishes to enter. Dust costs 1 MP to enter, all other terrain costs 2 MP per hex (see TERRAIN TABLE). Naturally unused MPs are lost, they do not accumulate.

A cretoid can only voluntarily enter a hex containing another cretoid in order to Squelch it, or if the other cretoid is Snoozed.

A cretoid cannot move through the hex of another cretoid unless that cretoid is Snoozed.

A cretoid may never end its move in the same hex as another cretoid (Not according to my rules it can't).

A cretoid may choose to use Desperate Movement to move further than its base MP. Desperate Movement gives the cretoid an additional MP equal to its current MP. Each MP of Desperate Movement used earns the cretoid one Black Counter. Moving slowly or quickly, cretoids die.

Desperate Movement cannot be used whilst flying.

Cretoids stupid enough to move off the board, for whatever reason, are lost by their Halji and will not return.

Whenever a cretoid moves into a hex, it must immediately take the Nasty Effect for that terrain. See the TERRAIN TABLE.

EATING

A cretoid can eat during its Movement Phase, provided that it is in a hex containing food. A cretoid can also eat in any phase in which it enters, or leaves, a hex containing food.

A cretoid may never voluntarily eat more Food Counters in a turn than its current Eat Rate. A cretoid can eat any colour food, unless restricted by a disease.

An uncontrolled cretoid which moves over food always eats as much as it can. This applies regardless of the cretoid's Base Drive.

GLUTTONY CHECKS

Gluttony Checks take place in the Digestion Phase. Any cretoid with more Food Counters in its Gut Box than its Capacity, must consult the GLUTTONY TABLE. Roll 2D10, +1 per counter in excess of Capacity.

SQUELCHING

Squelching takes place whenever one cretoid moves into the same hex as another. A cretoid may only voluntarily enter the same hex as another if the moving cretoid has a Base Drive of Sex, and the stationary cretoid is of the 'correct gender' (Remember! Anyone if Single Sex, any but own sex if Male/Female).

For each cretoid involved, D100 are rolled and the SQUELCH TABLE is consulted. The cretoid with the biggest Mass chooses which result to apply to itself. The smaller cretoid takes the other result. If the Mass of both cretoids is the same, then they each keep their own result. If you think this all implies something you're right — work it out for yourself.

SENSING

Each turn, a cretoid may select one sense with which to try to locate victims for its magic. A cretoid may attempt to sense all other cretoids once each per turn.

Measure the range to the victim and add 1D10. If the total is equal to or less than the value of the sense used, the victim is located. Once located, the victim remains located by the attacker for the rest of that Magic Phase.

SIGHT: This is measured in a straight line from any part of the caster's hex to any part of the victim's hex. Certain terrain blocks vision, see SIGHT TABLE.

SOUND: This is not restricted (other than by range).

SMELL: A cretoid may only smell its victim if the victim is upwind. See SMELL DIAGRAM.

MAGIC

Uncontrolled cretoids cannot cast magic.

Cretoids may only cast Magic Powers in the Magic Phase. To cast all but three magic powers a cretoid must have sensed its victim in this phase. The three exceptions? **Change Wind, Sprout and Detect.** Look at the QR sheets for details.

To cast any power, the cretoid must have the correct colour Food Counter available in its Gut Box.

All powers cost one Food Counter to use. If a Major Power is cast, the cretoid picks up 1 Black Counter. If an Ultimate Power is used, the cretoid picks up 2 Black Counters.

Each game turn a magic power can be used as many times as the cretoid has the correct colour Food Counter.

A cretoid cannot cast the same power on the same cretoid more than once per turn (this includes 'self' magic). 'Self' magic cannot be cast on other cretoids. The only type of magic a cretoid can cast on itself is Self Magic. Is that clear? Shall I spell (Ha! Ar!) it out? Unless 'Self' appears in the name of the power the cretoid cannot cast that power at itself.

Cretoids can use Counterspells. These affect the chance of a power successfully affecting the victim. There are two types: Defensive Counterspells defend against magic, and Aggressive Counterspells knock out Defensive ones. See the Magic Procedure on the QR sheet.

DISEASE

During the Disease Phase all cretoids with Black Counters (and naturally, Disease Counters) must check to see what the effects of these counters are. Roll 1D10 per counter and check the total on the JUST DESERTS TABLE. Having rolled the dice, discard all Black Counters (but keep the Disease ones).

What do you mean you've only got two dice? You can remember a simple number can't you? Always roll the dice in pairs whenever possible. If a double is rolled the cretoid is well and truly diseased. As a special treat, any cretoid rolling a double in the Disease Phase gets a Disease Counter instead of the usual Black Counter.

So, you roll your five dice: 5 and 5, 6 and 6, 9 and then consult the JUST DESERTS TABLE.

So unlucky! You score 31 and collect two Disease Counters. Your Just Deserts are: A CONTAGIOUS MILD DISEASE and a SEVERE DISEASE. Roll once on each of the Disease Tables and write the name of the Disease in the Ailments Box. Disease effects take place immediately. Some effects are variable. In such cases the fortunate cretoid can choose the effect. Joy unbounded!

Normally disease affects cretoids only once. However, contagious Disease affects the cretoid in every Disease Phase. When a cretoid catches a Contagious Disease tick the box in the Ailment column to remind you.

Not very pleasant? Well that's not all. At the end of the Disease Phase, any cretoid adjacent to, and downwind of, a cretoid with Contagious Disease, catches those Diseases. Write them down in the Ailments Box and apply all the effects.

And more. If a cretoid catches a disease which it has already had, the disease becomes Contagious. Tick the box in the Ailment Column to remind you.

So much for disease. You will notice that an overused cretoid soon deteriorates. Too bad! You don't really have any feelings for cretoids do you? Laugh at their misfortune, I do.

PROBLEM PAGE

Dear Asthni, I have trouble reaching Bang! while Squelching. What should I do?

Dear cretoid, try it with a Wugrot.

How Stupid! Now I deal with your questions. I know your very thoughts before you think them.

What do cretoids consider to be food?

Food is whatever a cretoid can eat. To a herbivore it is food trees, to a coprovore it is excretion.

Can a cretoid standing still in the magic phase eat food it is stood on?

No, only if it leaves or enters the hex.

Can a Flunge steal food if it is a herbivore?

No, it must be a coprovore to do this.

Can a Juff which is Snoozed move food from its pouch to its Dig.Box?

No. Can you eat your dinner while you are asleep?

Can a Juff . . .

Listen! I will tell you all about this odious cretoid. A Juff struck by **Vomit** does not lose any counters in its pouch. If a Juff is struck by **Force Feed** all food eaten (including any in its pouch) goes straight to its Gut Box. Any cretoid squelching with a Juff Vomits automatically, and finally, you are right, one Juff will cause another Juff to vomit.

How is range measured?

Always count the shortest number of hexes. Don't count the source hex, but do count the target hex.

When working out results, what happens to fractions?

Round to the nearest whole number. Halves round up.

Define nearest as, for example, 'nearest cretoid'.

Nearest is always measured in hexes. If there is a tie the victim decides which is 'nearest' unless attacked by a magic power in which case it is the caster who decides.

Can you suggest rules for a team game?

So you dare not become a Halji on your own. The best team game uses just two Halji. Give each player two cretoids (as far as the supply of stands will allow). Prime Halji status alternatives between each Halji. If a team cannot agree on an action as Prime Halji, let them use a D10 roll to decide whose idea is followed. Lost cretoids cannot be replaced, but any player destroying a Halji foot automatically receives a fresh cretoid. A player without cretoids is out of the game.

How many MP does it cost on Eart to land in a non-Dust hex?

Only 1, but the Eart takes any Nasty Effect as normal.

Can a cretoid ever move if it has no MP left?

Only if it has the power Jump Self.

Can a Prime Halji move an uncontrolled cretoid and use Desperate Movement?

Yes.

Can a cretoid fly or jump over a Halji Foot?

Madness! Any cretoid which enters a hex containing a Halji foot, for whatever reason, is disintegrated. Nothing remains.

Can a cretoid still use food in the Dig. Box and Gut Box if it is hit by Change Gut?

Yes. Once food has been eaten it does not matter where it came from.

What happens if further magic is cast at a cretoid suffering either from Snooze or under a Web?

Tricky question, I see you have some brains after all. Apply all effects of the magic except any which would normally cause the cretoid to move.

What should I use the Ailments Box for?

Ailments stupid. This means all parasites, all fungi and all diseases. Don't bother recording symptoms, Gluttony results or Squelching results — you will run out of room.

Do Cretoid Commanders make Disease Checks?

Of course. No one escapes Disease Checks.

Is it necessary to roll dice for the JUST DESERTS TABLE once a score over 35 has been reached?

Are you so lazy? Roll the dice for doubles, but don't bother keeping score. Remember Doubles are dangerous.

If a cretoid catches an Ailment which it already has Contagiously, is the Ailment written in the Ailment Box again?

No, but apply the effect of the Disease as normal.

What happens if a Cretoid Commander's controlling Halji is totally uprooted?

The cretoids are dissolved by the departing Halji. Their Controller becomes an Excretion Commander.

What happens if a Halji loses its last foot because of Lightning?

The player becomes a Cretoid Commander and must select one of the other Halji to be controlling Halji.

What happens if a cretoid suffers Bang! and is blown into the hex of another cretoid?

The cretoids are so shocked that another Squelch takes place regardless of gender or Base Drive.

What happens if a cretoid tries to Squelch with a cretoid trapped by a web?

The Squelch takes place as normal. Take any web counters and give half to each cretoid. Any fractions of web counters simply disappear.

Can my Flunge ever steal food without Squelching?

Yes, simply move the Flunge onto a sleeping victim and then off again. This will avoid the Squelch.

Why do Earts have Big Ears?

Because Noddy wouldn't pay the ransom.

What happens if we run out of the food counters of a particular colour?

Hard luck! Some colours are simply in short supply (do you think they grow on trees, Ha! arh!).

Can a cretoid appeal against exploding?

Not a chance.

Can a cretoid appeal against failing an Appeal to the Halji?

Are you really so stupid as to think this possible?

Can an uncontrolled cretoid appeal?

Yes, the player who 'owns' the cretoid decides when, and if to appeal.

Can a cretoid appeal against being rained on?

No, but it can appeal against failing its rush to cover.

In what order are Appeals to the Halji dealt with?

First shout, first check.

Who keeps the Halji feet which are destroyed?

The player directly controlling the cretoid which explodes them. Feet destroyed in the Environment Phase are removed completely from play.

I am confused by the process of replacing Halji Feet? How does it work?

Simpleton! Suppose Arsh loses a foot but captures two belonging to Berech. In the Environment Phase Arsh replaces the lost foot keeping one stand in reserve. The counters representing Berech's feet are returned to the box until Berech can reclaim them.

How do we distinguish between destroyed Halji feet and spare stands for cretoids?

Easy. Organise yourselves. When cretoids are destroyed place their stands in the box. The only stands a player should ever keep are those which formerly belonged to destroyed Halji feet.

Can a Halji detonate an uncontrolled cretoid?

No, but if the cretoid does explode the owner of the cretoid can claim any feet destroyed.

What is a Sector?

An area on the map surrounded by a red line.

Why is Naffle spelt Naffal on the stand up counter?

Because Naffles can't Spell!

My Skry has no nose. How does it smell?

Terrible.

Why is Homo Sappius spelt differently on the stand up counter from the cretoid character sheet?

Because someone's taken the 'P'.

VICTORY!

At last, what you have waited so impatiently for. There are three levels of victory. To take them in descending order:

THE GREAT ONE A player controlling the sole surviving Halji on the board, at the end of any phase, becomes The Great One. There are no words in your language to express the glory, honour, splendour, wonderment and sheer joy of being The Great One. Oh ecstasy! You cannot appreciate how lucky you are to have the chance to become THE GREAT ONE.



CRETROID COMMANDER A player who still has one or more cretoids, and whose Halji is destroyed, becomes a Cretoid Commander. This status can be improved by destroying a Halji and thereby capturing its feet. Cretoid Commanders are disgusting failures, but even these dregs of Thross cannot come close to the lowest of the low; Excretion Commanders.



EXCRETION COMMANDERS Any player who loses both Halji and cretoids is a complete Excretion Commander, and beneath even your contempt.

Do you shudder at the thought of being an Excretion Commander? I had better tell in more detail what happens when a Halji is uprooted.

UPROOTING A player who controls a cretoid which explodes (in any manner) next to a Halji foot, claims that foot. In the Environment Phase, any Halji with missing feet, and who holds replacements, **must** replace these feet. At all times, a Halji must attempt to preserve the Triangle (look at my back page).

A Halji which loses all its feet must attempt to land any replacements as soon as they become available. These arrive in a random sector at the end of the Environment Phase. If a double is rolled the landing feet are destroyed (and removed from play).

A player without a Halji on the board, but who still has at least one cretoid left becomes a Cretoid Commander under the control of the conquering Halji. Effectively, control of the cretoids is split. The Commander uses the remaining cretoids as before but must preserve the existence of the new master. For every foot the Conquering Halji loses, it exacts revenge by dissolving one of the

Commander's cretoids. Also, when the Conquering Halji is Prime Halji, it may select to make-good losses by taking one of the Commander's cretoids — but then you know this because I've already told you.

You will notice that it is possible to become a Cretoid Commander, then capture feet and return as a Halji once more. Do not think of this, it is beneath the dignity of one who would be Great.

Now, my reader, I am done. I have taught you enough to become The Great One. Do not disappoint me. Never let the words 'I am an Excretion Commander' pass from your lips. Promise me you will be true Halji.

What! You refuse? Excellent. I see you have learned some lessons well. But have you learned them all? If you have any queries — **Ha! DEMANDS** — then write to Fugitive Games, Charles House, Bridge Road, Southall, Middlesex UB2 4BD. Address your demands to me and I will reply, if they are not beyond the ability of a simple Asthni to solve. Now I will be silent. I leave you with one final word: Enjoy!

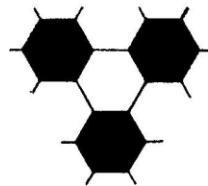
SUMMARY

SET UP

- 1) Highest D10 roll becomes Prime Halji (PH) for Set Up.
- 2) Players place their Halji on the board in the order chosen by the PH. All three feet must be placed in just one Sector in the Triangle formation.
- 3) One at a time, the Players call for cretoids in the order chosen by the PH. Cretoids are placed within 3 hexes of their controlling Halji as they arrive.
- 4) When the correct number of cretoids have been placed on the Board (see HALJI SET-UP TABLE), players fill in character sheets for their cretoids.
- 5) One at a time, in the order chosen by the PH, players put 5 Food Counters for each cretoid they control in any empty hex. Each pile must be one colour only.
- 6) PH places the Halji Appeal Marker on the Appeal Track at the Appeal level of 80. PH chooses the initial Wind Direction and places the Wind Counter on the board.
- 7) The honour and advantage of being Prime Halji passes one player to the left. Start the first turn.

HALJI SET UP TABLE

Halji Appearing	Cretoids per Halji Idiots! You need more!
1	4
2	3
3	2
4	1
5	
6	Ha! Just try it!



THE TRIANGLE

GAME TURN

REPLACEMENT PHASE PH only may replace a lost cretoid. Either take one from a subservient Cretoid Commander or roll for a volunteer. The chance of a volunteer arriving is 30% (cumulative) per missing cretoid.

INITIATIVE PHASE Remove all Food Counters from Initiative Boxes. Replace with new ones selected from Gut Boxes. Cretoids with empty Initiative Boxes become Uncontrolled. Stand them on their Heads.

PRIORITY DETERMINATION PHASE PH rolls D100 and consults the COLOUR TABLE. PH places a Counter matching the highest priority colour of the Phase in the PHASE BOX.

CRETOID SET-UP

1. Clean up the sheet.
2. Circle correct gender (If M/F decide which randomly).
3. Copy down powers in correct columns.
4. Circle food colours (no more than once per colour).
5. Place 6 Food Counters (or up to Capacity) in Gut Box.

PHASE BOX

COLOUR TABLE

D100	COLOUR PRIORITY					
01-25	Red	Yellow	Purple	Brown	Green	Uncontrolled
26-50	Yellow	Red	Brown	Purple	Green	Uncontrolled
51-75	Purple	Brown	Red	Yellow	Green	Uncontrolled
76-00	Brown	Purple	Yellow	Red	Green	Uncontrolled

VOLUNTEER TABLE

D100	CRETOID DESCRIPTION
01 - 10 Naffle	Inoffensive to a fault.
11 - 16 Guppy Beetle	A dedicated devourer of anything.
17 - 23 Wugrot *	Amazing exploding bath mat.
24 - 32 Homo Sappius *	Wretched worshipper of plants.
33 - 38 Sorpig	A crashing Bore.
39 - 44 Slithergut	As dangerous as it is ugly.
45 - 52 Belge	A cretinous cretoid cannoneer
53 - 57 Uljogth *	The cuddly Killer
58 - 65 Flunge	The Food-stealing blancmange
66 - 71 Trad	Confusion on three legs
72 - 78 Eart	Airborne and hungry
79 - 87 Skry	A horrid little herbivore.
88 - 94 Vod *	The living nightmare.
95 - 00 Juff	Very fast and very smelly.

*Cretoids are Single Sex, others are Male/Female.

MOVEMENT PHASE Cretoids move in order of colour priority one at a time.

PH moves Uncontrolled cretoids according to Base Drives:
FOOD: Moves towards nearest food cretoid can eat.
FEAR: Moves as wind check (Score 7-10, doesn't move).
SEX: Moves to squelch nearest cretoid of correct gender.

At the end of the Phase (in this order):
 Cretoids adjacent, and downwind of Juff, Vomit.
 Cretoids suffering **Snooze** may attempt to wake.
 Cretoids suffering **Frenzy** may attempt to calm down.
 Cretoids in a Web may attempt to remove one Web Counter.

MAGIC PHASE Magic is cast in order of colour priority. Uncontrolled cretoids cannot cast magic.

At the end of the phase (in this order)
 Cretoids adjacent, and downwind of the Juff, vomit.
 Wugrots may explode (in order of colour priority).
 Halji may detonate cretoids (PH first then clockwise)

DISEASE PHASE PH and then clockwise, players work out the effects of Contagious Ailments on their Cretoids.

Disease Checks follow in the same order. Note Effects.

Contagious Diseases are passed on, effects are noted.

LOCATOR TABLE

D100 SECTOR	31-35 Marrowdank	66-70 Rock Outcroppings
01-05 Shadows	36-40 Amples	71-75 Silent Marsh
06-10 Bloated Tip	41-45 Piles	76-80 Glade of Tears
11-15 Tortured Stoop	46-50 Stinging Mire	81-85 Spluttering Doom
16-20 Jutting Tongues	51-55 Festers	86-90 Gluttonous Wind
21-25 Slime Pits	56-60 Broken Teeth	91-95 Everglooms
26-30 Bloodtubs	61-65 Offals Dyke	96-00 Shatterguts

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DIGESTION PHASE All food in each cretoid's Dig. Box is moved to its Gut Box. Any cretoid which exceeds its Capacity must make a GLUTTONY CHECK.

ENVIRONMENT PHASE PH rolls for location of rain using the LOCATOR TABLE. If a double is rolled each Halji on the board loses one foot permanently. Cretoids rained on in Dust may rush to cover. Roll 1 D10 equal to or under MP to move one Hex. PH places 1D5 Food Tree Counters (all one colour) in any one empty hex rained on.

PH may chose to make a Wind Check.

Halji on the board with missing feet must use any spare feet to reform the Triangle.

Returning Halji drift down in a random Sector (PH first then clockwise). A player rolling a double (PH included) fails to land these (remove them from play).

The honour of being PH passes to the left. Players without a Halji on the board are passed over.

ERRATA

FOOD

Once food has entered the Dig. Box or Gut Box of a cretoid (by whatever means) the cretoid can use that food as normal regardless of whether the food was originally food trees or excretion. Once eaten food is food, so for example, a coprovore can use food from a love gift forced on it by a Herbivore but it could not eat Food tree counters of its own accord.

THE SQUELCH TABLE:

Wugrots explode if they roll a double while Squelching.

THE GLUTTONY TABLE

When a cretoid suffers Belch! place the counters on its hex as excretion.

MAGIC POWERS

Definition of SWAP MOVE: Allows the caster to swap its M.P. for that of its victim.

EXAMPLE OF MAGIC AND COUNTERSPELLS

A Naffle casts Change Sense. It needs green food to make this work. The player takes a Green Counter from the Naffle's Gut Box and decides to support the power with two Aggressive Counterspells, 2 Yellow Counters. These are also taken from the Naffle's Gut Box.

The victim, an Eart, decides to use Defensive Counterspells. The Eart only has Green Counters in its Gut. It decides to use 2 as Defensive Counterspells. These are taken from its Gut Box.

The counters are revealed and matching colours cancelled out. The Eart is left with one Green Counter. This gives it a 30% chance of avoiding the power.

Suppose instead the Eart only had Yellow Food in its Gut Box and had used two Yellow Counters. In this case both counters would have been cancelled out, the Eart would have been defenceless and the power would effect it.

Q.R. SHEET

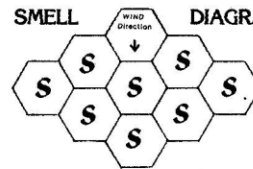
LINE OF SIGHT TABLE

CRETROID IN
High Skringle
Low Skringle
Tangle
Slime, Bog, Dust

SIGHT BLOCKED BY
High Skringle
All Skringle
All Skringle, Tangle
All Skringle, Tangle

NOTE: A cretoid can always see into a hex, but to see through a hex use the table.

SMELL DIAGRAM



NOTE: Smell permeates in an arc 60 Degrees to the left and right of the current wind direction. Remember, Smell passes from the target to the sensor.

MAGIC POWERS

AROUSE Gives victim an insane desire to Squelch. If victim has enough MP to reach another cretoid of correct gender, victim will move and Squelch it. If victim cannot reach another, it will Squelch itself.

BEFUDDLE Reduces the Victim's Initiative by 1D10.

CHANGE GUT Alters Gut type of the victim (Coprovore becomes herbivore, herbivore becomes coprovore).

CHANGE SEX Alters the sex of the victim.

CHANGE WIND Allows immediate Wind Check.

DETECT Gives the caster a chance to use a sense value of 20 to detect a single victim. The caster does not have to be aware of the victim to cast it. Detect cannot be stopped by Defensive Counterspells.

DISSOLVE (MINOR) Reduces Mass of victim by 1D10. In addition, for every 5 points of damage place 1 Excretion Counter (of any colour) in the victim's hex. The victim chooses the colour of the excretion.

DISSOLVE (MAJOR) As Dissolve (Minor) except damage to victim's Mass is 2D10.

FLASH Blinding Light which reduces the victim's Sight sense by 1D10.

FORCE FEED Causes victim to make a normal move towards nearest food, and eat all food of the correct type in that hex (ignore normal Eat Rate).

FRENZY As Arouse except cretoid will use Desperate Movement. The effect is repeated until a roll equal to or under the victim's Initiative on 2D10 is made (check at end of each Movement Phase). Place a Black Counter under the cretoid's stand as a reminder.

FUMIGATE SELF Destroys all parasites and fungi on the cretoid.

GORGE Causes an immediate roll on the Gluttony Table.

GUT CLUTCH Permanently prevents the victim from using a single named colour (of the caster's choice) to cast magic.

JUMP SELF Allows cretoid to jump exactly 3 hexes from starting hex. Cretoid may jump over anything except Halji feet. Cretoid suffers any Nasty Effects of the terrain that it lands in.

LUST Changes the victim's Base Drive to Sex.

MOVE SELF Allows cretoid an extra normal move (ie not Desperate Movement).

MOVE OTHER Allows cretoid to move a victim (not itself) its normal movement (ie not Desperate Movement).

PANIC Changes the victim's Base Drive to Fear.

REGENERATE SELF (MINOR) Heals 1D10 points of damage. These points may be put into mass or senses in any combination provided that no original value is exceeded.

REGENERATE SELF (MAJOR) As above but restores 2D10.

SNOOZE Victim falls asleep (place the counter sideways in its stand). A cretoid will wake immediately if squelched, or if it loses Mass. Also if 2D10 are rolled equal to or under its Initiative, it wakes (check at the end of each Movement Phase).

SPIT WEB (MINOR) Allows caster to place a single web counter on any cretoid up to six hexes away. Victim cannot move or eat but may cast magic. Victim may attempt to escape (see Movement Phase). Must be cast at a cretoid, cannot be cast into any empty hex.

SPIT WEB (MAJOR) As minor web, except allows caster to spit a total of 3 Webs in 1, 2, or 3 adjacent hexes. Maximum range 3 hexes.

SPROUT Grows 1D5 Food Tree counters of any single colour, in any one empty hex, in the same Sector as the caster.

STUN A wave of sound which reduces the victim's Sound sense by 1D10.

SWAP GUT CONTENTS Allows caster to exchange contents of its Gut Box for those of the victim's Gut Box.

SWAP SENSE Allows caster to swap any one of its three senses (Sight, Sound or Smell) in the same Sector as the victim.

THIRST Victim hit by thirst is unable to cast magic until it has drunk from (entered) a Slime Hex. Place a Thirst counter under the cretoid's base as a reminder.

VOMIT Half the Food Counters in the victim's Dig. Box, and half the Food Counters in its Gut Box, are placed in its hex as Excretion Counters. The victim can decide which counters are vomited up.

MAGIC PROCEDURE

- * Uncontrolled cretoids cannot cast magic.
- * Each power costs one Food Counter.
- * To cast a power requires the correct colour.
- * 1 Black Counter per Major Power, 2 per Ultimate.
- * Change Wind, Sprout, Detect and self magic are cast automatically (no Sense is required Ar! Ar!).

1. The attacker selects, and attempts to locate, a victim (either by a sense or by Detect).
2. The attacker selects the appropriate colour for the power used from the attacking cretoid's Gut Box.
3. If the attacker decides to use Aggressive Counterspells, further counters are taken from the attacking cretoid's Gut Box.
4. The victim secretly decides whether to use Defensive Counterspells. Any used are taken from the defending cretoid's Gut Box.
5. When both players are ready, the attacker names the power, reveals all counters used, and takes any Black Counters required for using the power.
6. The defender now reveals the counters used in defense. Counters matching in colour are discarded on a counter for counter basis.
7. For each Defensive Counterspell remaining, the defender has a 30% (cumulative chance) of avoiding the power. Unless this chance is rolled, the power will always strike home.
8. Regardless of whether the power is successful or not all counters remaining are discarded.
9. The procedure continues until either the attacker is bored or has emptied the cretoid's Gut Box.

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GLUTTONY CHECK

Roll 2D10, add 1 per counter in Gut Box cretoid has exceeded capacity value by.

GLUTTONY TABLE

ROLL	RESULT
2 - 6	Belch! Cretoid coughs up excess counters (player can decide which), otherwise is fine.
7 - 8	Indigestion As Belch! but also -1 Capacity, -1 Initiative.
9 - 10	Sickup Cretoid Vomits and suffers -1 Capacity, -1 Initiative.
11 - 12	Drool As Belch! but cretoid wants afters, suffers Lust and Arouse.
13 - 14	Doze Collapses in torpor, treat as Snooze.
15 - 16	Heartburn Excretes largest colour group (groups if highest ties), Each colour excreted is subject to Gut Clutch.
17 - 18	Belly Gas! Gains 1 Black Counter per Food Counter in Box, but keeps counters.
19 - 20	Gut Rupture Must roll over number of excess counters on D10 or die. If survives, Capacity halved, then cretoid suffers Belch!
21+	Cretoid explodes.

* Excess counters are those counters in Gut Box above Capacity value of cretoid.

SQUELCH TABLE

D100	RESULT
01 - 17	No effect.
18 - 27	Shock cretoid is so upset it Vomits.
28 - 37	Love Bites Mass -1, gain one Black Counter.
38 - 47	Kiss-struck mouth is overused, Eat Rate -1.
48 - 57	Love-gift cretoid forces all food counters in own Dig. Box into partners Dig. Box.
58 - 67	Passion cretoid uses up counters in Gut Box in its ardour. Partner receives Love Bites.
68 - 77	Sweaty Embrace immediate Fungus Check.
78 - 87	Friction cretoid presses so closely to partner receives all partner's Ailments.
88 - 95	Climax all counters in Gut Box used in a brilliant magical display. Any cretoid within range (1 hex per counter discharged) is effected, -1D5 Sight, -1D5 Sound. Partner is struck, cretoid is not.
96 - 00	Bang! cretoid blown off partner 3 hexes (as Wind Check, roll 7 - 10 partner choses). Cretoid suffers -1 to all Attributes, DISEASE 1.

* After the Squelch (unless Bang! result), the smaller cretoid is thrown into an adjacent hex of larger one's choice.

* Cretoids squelching alone suffer Sight -1 in addition to any results gained from the table.

JUST DESERTS TABLE

ROLL	EFFECT
1 - 7	The cretoid escapes its just deserts.
8 - 13	SYMPTOM.
14 - 19	MILD DISEASE.
20 - 25	SEVERE DISEASE.
26 - 30	SYMPTOM and SEVERE DISEASE.
31 - 35	CONTAGIOUS MILD and SEVERE DISEASE.
36+	CONTAGIOUS MILD and CONTAGIOUS SEVERE DISEASE.

SYMPTOMS

D100	EFFECT
01 - 05	Skin flakes/cracks: Initiative -2.
06 - 10	Skin hardens into giant bunions: MP -1.
11 - 15	Nose runs uncontrollably: Smell -2.
16 - 20	Ears blocked: Sound -2.
21 - 25	Eyes smart and water: Sight -2.
26 - 30	Huge mouth ulcers: Eat Rate -1.
31 - 35	Flesh Rots: Mass -2.
36 - 40	Gut rumble: Capacity -1.
41 - 45	Hunger: Treat as Force Feed.
46 - 50	Hormone Surge: Change Base Drive to sex.
51 - 55	Nerve upset: Change Base Drive to Fear.
56 - 60	Diarrhoea: Excrete 2 counters.
61 - 65	Sore throat: Treat as Thirst.
66 - 70	Begins sweating: DISEASE 1.
71 - 75	Sex changes.
76 - 80	Loneliness: Cretoid squelches itself.
81 - 85	Stomach cramp: Treat as Gorge.
86 - 90	Amnesia: Lose the use of one power.
91 - 95	Drunk: make normal move in direction of Wind.
96 - 00	Cretoid deteriorates: Roll a Mild Disease.

MILD DISEASE

D100	EFFECT
01 - 05	BATHTIME Normal Move to nearest Bog.
06 - 10	PORRIDGEHEAD Initiative halved.
11 - 15	TOTTER Tendons fray, MP halved.
16 - 20	RUDOLPH Nose swells, Smell -1D10.
21 - 25	PARDON Ears crinkle, Sound -1D10.
26 - 30	SPIRAL Tunnel vision, Sight -1D10.
31 - 35	CHURN Gut collapses, Capacity halved.
36 - 40	SPEW Cretoid chokes, Treat as Vomit.
41 - 45	GUM ROT Eat Rate halved.
46 - 50	BLUBBER Flesh rots, Mass -1D10, DISEASE 2.
51 - 55	COLLYWOBLES Largest colour group (groups if highest ties) is subject to Gut Clutch.
56 - 60	URGLE Brain oozes: Lose Minor Powers.
61 - 65	ON HEAT Treat as Arouse except that cretoid will use Desperate Movement.
66 - 70	BLACKOUT Treat as Snooze.
71 - 75	SWELL Mass +1D10. All other Attributes -1.
76 - 80	CLUNGE Sex organs shrivel DISEASE 2.
81 - 85	CHOKER ACID Choke up all counters in Dig. Box, Mass -1 for each unit choked up.
86 - 90	GUT TWIST Cretoid suffers effects of Change Gut, DISEASE 1.
91 - 95	DOMINO Causes all other current diseases to become Contagious.
96 - 00	DISEASE EXPLOSION.

SEVERE DISEASE

D100	EFFECT
01 - 04	FATE take a Mild Disease, DISEASE 1.
05 - 08	RIP Dig. Box cracks. Capacity and Eat Rate halved. DISEASE 1 per counter in Dig. Box.
09 - 12	SHRIVEL Flesh drops off in large putrid lumps, Mass -1D10.
13 - 16	FOUNTAIN As Vomit but Excretion Counters change to Web Counters that land on cretoid.
17 - 20	DROP Nose rots, Smell destroyed, DISEASE 2.
21 - 24	DRUM Ears drop off, Sound destroyed, DISEASE 2.
25 - 28	PUSS Eyes burst with puss, Sight destroyed, DISEASE 2.
29 - 32	CRUTCH Rapid aging: Movement, Initiative, Eat Rate halved.
33 - 36	KISS Sexually berserk, as Lust and Frenzy.
37 - 40	HEART ATTACK Roll over Mass on 2D10 or die.
41 - 44	GUT RUPTURE Roll over counters in Gut Box on 1D10 or die. Capacity halved.
45 - 48	FLUX Mass change (Roll 1D10: odd doubles Mass, even halves it). Movement and Initiative halved DISEASE 2.
49 - 52	FIREWEB Automatically Contagious. For every Food Counter in Gut Box and Dig. Box, Mass -1, but cretoid gains Spit Web (Minor) which also causes -1D10 Mass on initial hit. Write down power in any column, DISEASE 1.
53 - 56	DESPAIR Cretoid uses Full MP and also moves Desperately towards and onto nearest Halji Foot, DISEASE 2.
57 - 60	FRIEND If cretoid has any parasites or fungi these are destroyed, otherwise cretoid dies, DISEASE 2.
61 - 64	DILEMMA Either all MP or all Capacity destroyed. DISEASE 2.
65 - 68	CRUMBLE Natural disease immunity lost, DISEASE 4.
69 - 72	BRAIN SPASM Cretoid will only eat one colour, DISEASE 2.
73 - 76	BRAIN DRAIN Minor powers become Majors, Majors Ultimates. Ultimate powers lost.
77 - 80	BRAIN BURN Automatically Contagious. Magic cast at others affects self as well.
81 - 84	BOMB Automatically Contagious. Cretoid explodes if Gut Box empty, DISEASE 2.
85 - 88	DEATH MODE Automatically Contagious. Causes Heart Attack. Food counters eaten go straight to Gut Box, may cast any power with any colour.
89 - 00	DISEASE EXPLOSION

DISEASE

Where DISEASE appears in the Tables it indicates the number of Disease Counters a cretoid takes: DISEASE 1, 1 Disease Counter; DISEASE 2, 2 Disease Counters etc.

EXPLOSION

Any cretoid which explodes (or is deliberately detonated) destroys itself and everything adjacent to it. Appeals to the Halji will not work.

DISEASE EXPLOSION

As explosion but in addition make explosion checks on all cretoids in range (1 Per Disease Counter Exploding Cretoid has). All cretoids in range must roll over Exploding Cretoid's Disease Counters and their own Disease Counters on a D10, or explode themselves. The cycle is repeated for each exploding cretoid.

DYING CRETIDS

Cretoids which explode, are disintegrated by a Halji foot, or sink into Bog, leave no remains. Other cretoids decay: All counters currently on their sheet are placed in the cretoid's hex as Excretion. In addition, for every 5 points of Mass add 1 extra Excretion Counter, colour chosen by victim.

TERRAIN TABLE

TERRAIN	MP COST TO ENTER	NASTY EFFECTS PER HEX.
Bog	2	Weight Check.
Slime	2	Fungoid Check.
Tangle	2	Parasite Check.
Low Skringle	2	1 Black Counter
High Skringle	2	1 Disease Counter.
Dust	1	None (except rain).

PARASITE CHECK

D100	RESULT
01 - 60	Cretoid miraculously avoids parasites.
61 - 72	SCRATCHWORT Delights in making large open wounds. -1 Mass, +1 Black Counter.
73 - 82	DRILL Myriads of creeping little ticks, -1D5 to largest Sense (senses if highest tie).
83 - 88	BLADDERWRECK Eats away at the victim's kidneys. Excretes all food in Gut Box.
89 - 93	TASTEBUDS These are vicious parasites which grow into the mouth. Eat Rate -1.
94 - 97	LUNGWORM Thin and wiry, it breaks down the lung tissue. Cretoid dies if in Dust Hex. DISEASE 1.
98 - 00	GAROTTE Animates intestines. -1D5 Food Counters from Gut Box. If Gut Box empty after this, cretoid dies.

FUNGOID CHECK

D100	RESULT
01 - 40	Surprisingly, no fungus is contracted.
41 - 48	BLUR A vicious mucus which attacks the eyes. Sight -1D10.
49 - 56	FLANNEL A sponge like growth which blocks the ears. Sound -1D10.
57 - 64	CONK A horrid slimy fungus which bungs up the nose. Smell -1D10.
65 - 72	JELLY A slippery growth feeding on the nervous system. Initiative -2.
73 - 80	SWEAT Odd fungus which lodges itself in the sweat glands. DISEASE 1.
81 - 88	THROB Grows into the sex organs. As Lust and Arouse.
89 - 96	ADDLE Squeezes brain. Lose 1 Power.
97 - 00	TAKEOVER This swarms over cretoid completely enveloping it. Cretoid dies but leaves Food Trees not Excretion.

WEIGHT CHECK

Cretoid is devoured by bog if D100 roll is less than or equal to its Mass. Nothing remains.