

Combat Heroes 2:

Emerald Enchanter

Emerald Enchanter contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **Scarlet Sorcerer**, and a friend.

Solo adventure

You need: **Emerald Enchanter** only

You are the **Emerald Enchanter**, star pupil of the mighty wizard Silvarion. You helped your master steal the evil Deathlord's most treasured possession—his Power Crystal. Unluckily, the theft was discovered almost immediately and your master murdered by Deathlord assassins. So where is the Power Crystal now? Can you unravel the cryptic clues left by your wizard master and reach the precious stone before the cruel Deathlord?

Dual adventure

You need: **Emerald Enchanter**, **Scarlet Sorcerer**, and a friend!

High above the grasslands and plains of Thorasia, you desperately battle against your arch-rival—the **Scarlet Sorcerer**—for he too seeks the Power Crystal. Skilfully manoeuvring your magical skyship, you strive to shoot him down. But the **Scarlet Sorcerer** is a wily assailant and you'll need every ounce of your strength to defeat him.

Joe Dever is the creator of the bestselling *Lone Wolf* adventure books and novels. He is also the writer and designer of the *Combat Heroes* books, published in 1986.

Peter Parr is the illustrator of the *Combat Heroes* gamebooks. He is now a lecturer at the Arts Institute at Bournemouth, UK.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

Philip Barbier – for invaluable assistance in contacting illustrator Peter Parr.

Jonathan Blake – editing.

LeRoy McSwain – editing.

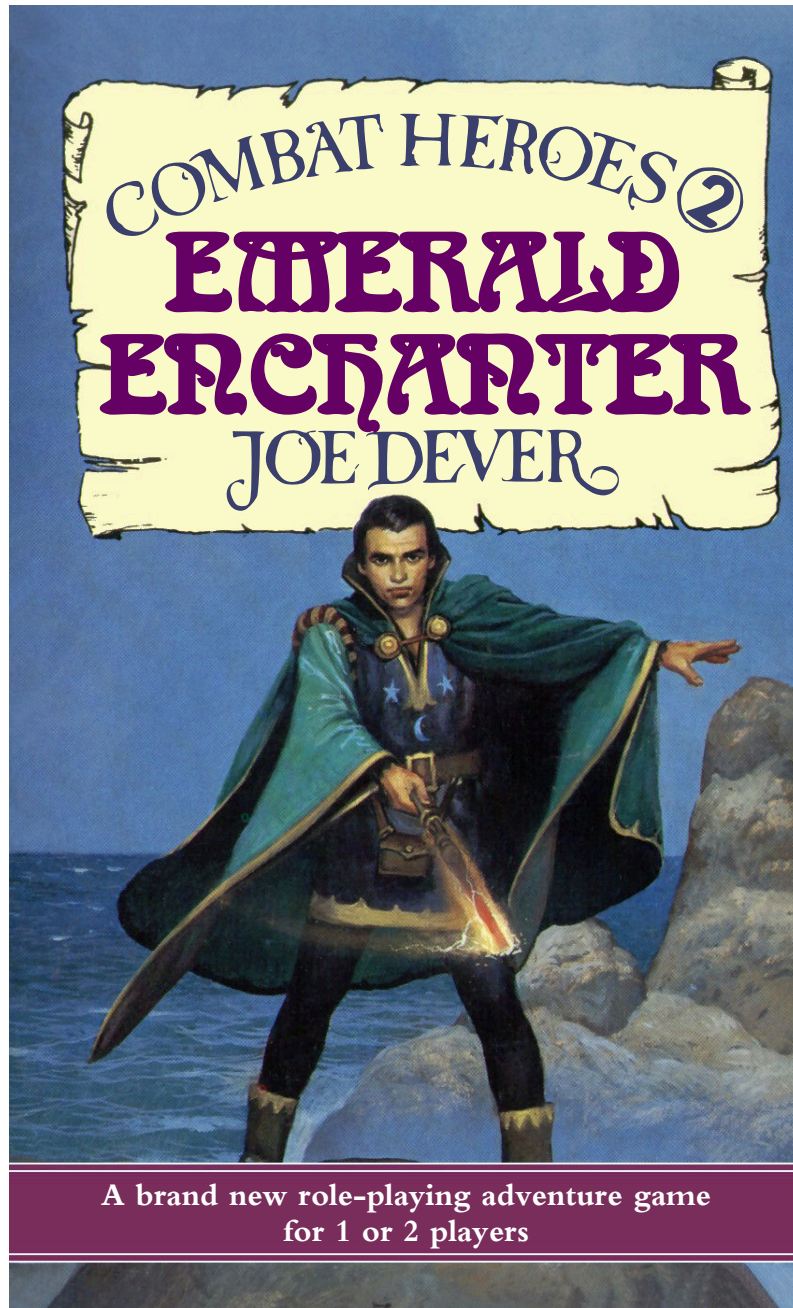
Simon Osborne – scanning and OCR, coordinator of the *Combat Heroes* books for Project Aon.

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COMBAT HEROES 2 EMERALD ENCHANTER

A brand new adventure game
for 1 or 2 players

Joe Dever

Illustrated by Peter Parr

To Rosemary C. and Jane L.

COMBAT HEROES 2 EMERALD ENCHANTER

SOLO SHEET

STARTING PAGE	12
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SPECIAL ITEMS

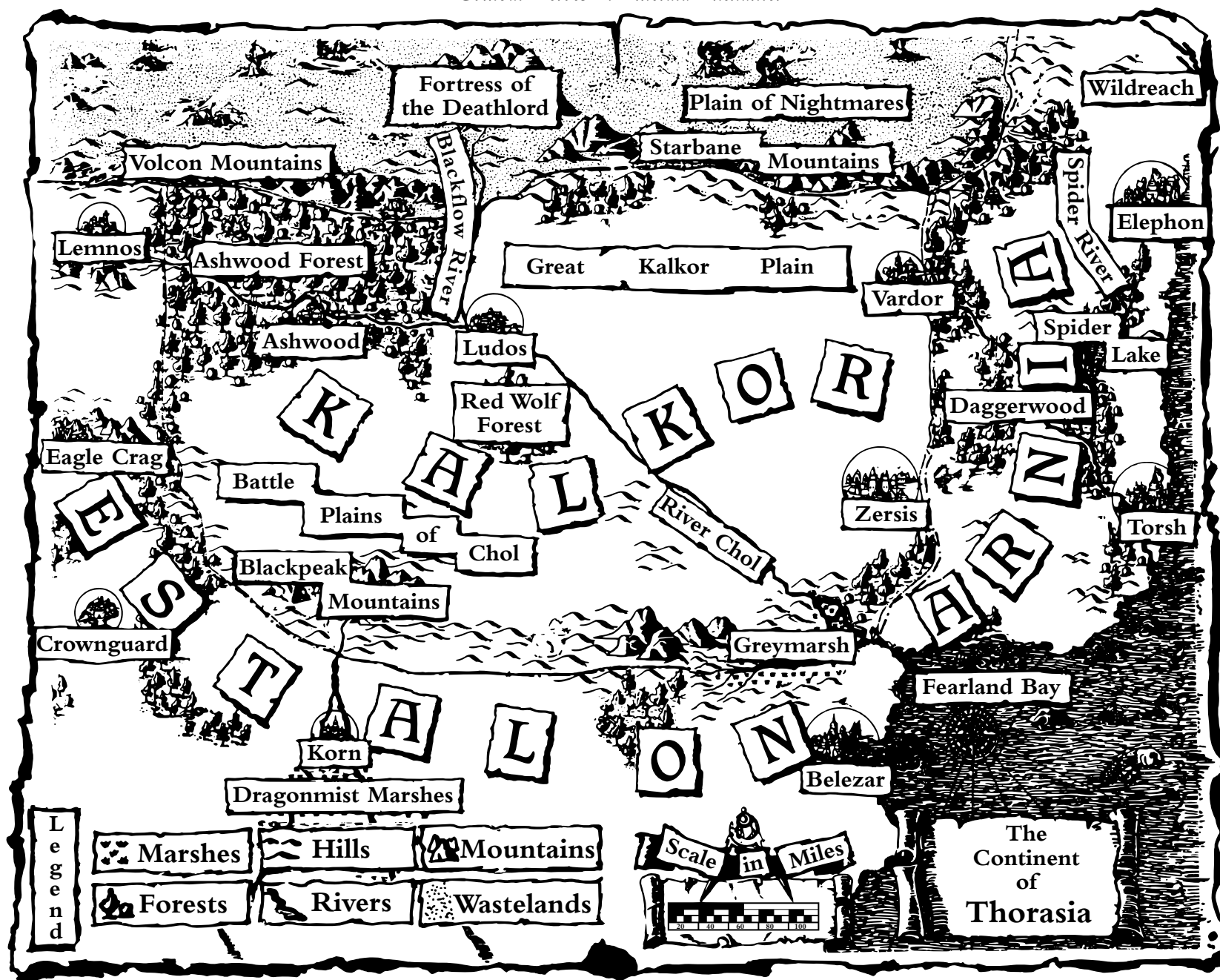
1.	5.
2.	6.
3.	7.
4.	8.

DAYS ELAPSED

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40

ENDURANCE

30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1



INTRODUCTION

Welcome to COMBAT HEROES, an exciting new development in fantasy gamebook design. Each book in this series can be played either as a solo adventure, or, when combined with its companion book, an action-packed aerial adventure for two players.

COMBAT HEROES is easy to learn and exciting to play. It does not require dice, playing board, or pieces. All you need is yourself, a pencil, and, if you wish, a friend!

The rules that follow explain how to play both the solo and the two-player games.

SILVARION AND THE DEATHLORD

You are the Emerald Enchanter of Arnia, star pupil of the most distinguished mage of Thorasia. For thousands of years, this vast continent was shaped by the valiant deeds of warrior-kings and sorcerers, but few could claim to equal the achievements of your wise mentor—Silvarion the Great. It was he who discovered the Thorasian Crystals of Power and unlocked their secret energies to create wondrous flying ships. His magic all but put an end to famine and disease, and his skills of diplomacy brought peace to the warring kingdoms of Estalon and Arnia. He devoted his lifetime to sorcery, and, in the winter of his years, he retired to the city of Ludos, where he taught white magic at the Guildhall Arcania.

To be accepted into the Guildhall was a rare and great privilege afforded to only a few young magicians. Rivalry there was intense, but never was it more so than between yourself and two other ambitious students of magic—the Scarlet Sorcerer of Estalon and a young mage called Ralagon of Kalkor. Ralagon was Silvarion's favourite pupil. He possessed a great intellect and an insatiable thirst for knowledge that some said reminded Silvarion of his youth when he, too, strove to understand the mysteries of the arcane. The master magician entrusted Ralagon with the knowledge of his greatest spells and enchantments, which could be used to release the energy of Thorasian Power

Crystals. He hoped his young prodigy would follow in his footsteps and use his newfound wisdom for the good of mankind, but it was not to be. Ralagon was tempted by the servants of darkness to abuse his power. They urged him to become their master and lead them in the destruction of Silvarion and his kingdom and rule over all Thorasia. To achieve this evil purpose, Ralagon set about the creation of a Power Crystal that would increase the power of his magic and make him irresistible to all creatures, living and dead. He created the Power Crystal, but in doing so he forfeited his life and became one of the most powerful of the magical undead—a Deathlord.

Overcome by grief and anger at Ralagon's betrayal, Silvarion pledged to destroy his former prize student to safeguard the future of Thorasia. He masterminded a plan to steal the Deathlord's Power Crystal, which Ralagon kept secure in his fortress in the Plain of Nightmares. If deprived of its energy, the Deathlord would gradually fade from the world of the living and vanish forever into oblivion. To execute his daring plan, Silvarion enlisted the help of his two best students—yourself and the Scarlet Sorcerer. Despite the intense rivalry between you, bordering on hatred, you agreed to cooperate with one another and to help your master gain access to the Fortress of the Deathlord in order to steal the Power Crystal.

The plan succeeded but the theft was discovered almost immediately, and in the chaos that ensued, you were parted from your mentor and your rival as you escaped from the Plain of Nightmares.

SOLO GAME RULES

Background

Having narrowly escaped capture in the Fortress of the Deathlord, you steer your skyship home to Arnia and the sanctuary of Torsh, the city of your birth. The news of your daring raid spreads like wildfire and your kinsmen greet you like a conquering hero. But their praise does little to abate your fear that your mentor, the great wizard, Silvarion, will not evade the servants of the Deathlord with such ease. You know that the creatures of shadow will not rest until the Power Crystal is found and returned to their evil master.

Two weeks elapse and news from the north of Kalkor grows ever more grim and disquieting. The Deathlord has mustered huge armies of goblins and launched an invasion on the lands that border his desolate realm. All talk is of war and of the desperate search for the Power Crystal by Ralagon's minions. Then, quite unexpectedly, you are visited by a messenger: a Manorial eagle arrives at your lodgings with a parchment bound to its claw. Your pulse races when you read the tiny scroll, for it is written in Silvarion's hand:

*In wooded lair a scarlet hound,
A seeing-stone beneath the ground.
A message in this hollow sphere
Will guide you to a worthy seer.
Part with stone for metal rare,
Cross the battle plains by air.
Waste no time, forgo all rest,
Begin at once this vital quest.*

At once you realize that Silvarion must be dead. This message contains clues to the hiding place of the Power Crystal and he has entrusted you with the task of finding it. In honour of his memory, and for the glory of defeating the Deathlord, you pledge yourself to the quest.

Objective

The objective of the solo game is to discover the Deathlord's Power Crystal that Silvarion had hidden somewhere on the continent of Thorasia.

You have forty days in which to find the Power Crystal. If after forty days have elapsed, you still have not found it, then it will be assumed that it has been discovered by servants of the Deathlord, or by your rival—the Scarlet Sorcerer. In this event you automatically lose the game.

Solo Sheet

Using the **Solo Sheet** at the front of this book, record your progress as you search for the hidden Power Crystal.

Special Items

During your quest you will discover some Special Items. You will need to use some of them to gain access to certain areas, or to persuade people to part with information to help you in your quest. Whenever you discover a Special Item, record it in the Special Item section of your **Solo Sheet**.

Days Elapsed

Keep a record of the time by ticking off days from the Days Elapsed section of your **Solo Sheet**.

ENDURANCE

Your strength and fortitude is measured by your ENDURANCE score. You begin your quest with 30 ENDURANCE points and any losses or gains are recorded here. If your ENDURANCE falls to zero, then you are dead and the game is over.

Starting Page

You begin your solo adventure on **page 12**.

How to Play

At the front of the book is a map of Thorasia, showing all the major cities and geographical features of the continent. In order to find the Power Crystal, you will need to gather information and clues by visiting different places shown on the map.

You begin the solo game on **page 12**:



This page-view shows an area of the continental map in detail. Below the page-view is an eight-pointed star, and at each of its points there is a circle, some of which contain a number. In order to move, simply decide on the direction you wish to travel and then turn to the page indicated. If no number is indicated, then movement in that direction is not possible.

Your movement across the continent of Thorasia is by air in a skyship. It takes one day to move to a new page-view and you must record this on the Days Elapsed section of your **Solo Sheet**.

For the purpose of the game, it is assumed that you have sufficient provisions aboard your skyship to sustain you for forty days.

Where you are told to lose 1/2/3 days in a **Special Information Entry**, this is in addition to the day lost in moving from one page-view to another.

Cities, temples, villages, and other possible clue locations may feature on a page-view. These clue locations are numbered and prefixed with the letter 'Y'. If you choose to investigate a clue location, turn to the **Special Information Entries** at the back of the book and refer to the appropriate 'Y' number. It will contain information about the location you are investigating.

In order to preserve the elements of surprise and suspense, it is essential that you read only the entries that you are instructed to read, and no others.

Hints on Play

This is a difficult quest and it may take you several attempts to discover the location of the Power Crystal. Make notes as you travel from one page-view to the next, and especially when investigating clue locations. Use the map of Thorasia to guide you when deciding on which direction to travel—it could save you valuable quest time.

Many regions of Thorasia are hostile and you should exercise caution when investigating certain clue locations, especially in Estalon and Northern Kalkor. Some clues may be nothing but red herrings, some may be events that occur en route, and others may turn out to be deliberate attempts to send you to your doom, so be on your guard at all times.

Good Luck!

THE TWO-PLAYER GAME

In order for two players to play COMBAT HEROES, they must each possess compatible books in the series (known as ‘companion books’). Each companion book contains views seen by the character whose name appears on the cover. The companion book to the one you are now reading is entitled: THE SCARLET SORCERER.

The Combat Log

The **Combat Log** (see **page 173**) records the progress of your character as you play each game. If at any time your skyship is destroyed, you must begin afresh with a new character. Photocopy the **Combat Log** several times, so you can start a new character with a new log.

COMBAT SKILL

This represents a player’s skill as a skyship pilot. All players begin with a basic score of 16.

ENDURANCE

This represents a player’s physical strength and stamina. All players begin with a basic score of 30.

Damage Record – Own Skyship

All damage that your craft sustains during a game should be

recorded here by ticking off damage boxes on the appropriate areas of the craft.

Damage Record – Enemy Skyship

All damage that you inflict on your opponent's craft should be noted here by ticking off damage boxes in the appropriate areas of the craft.

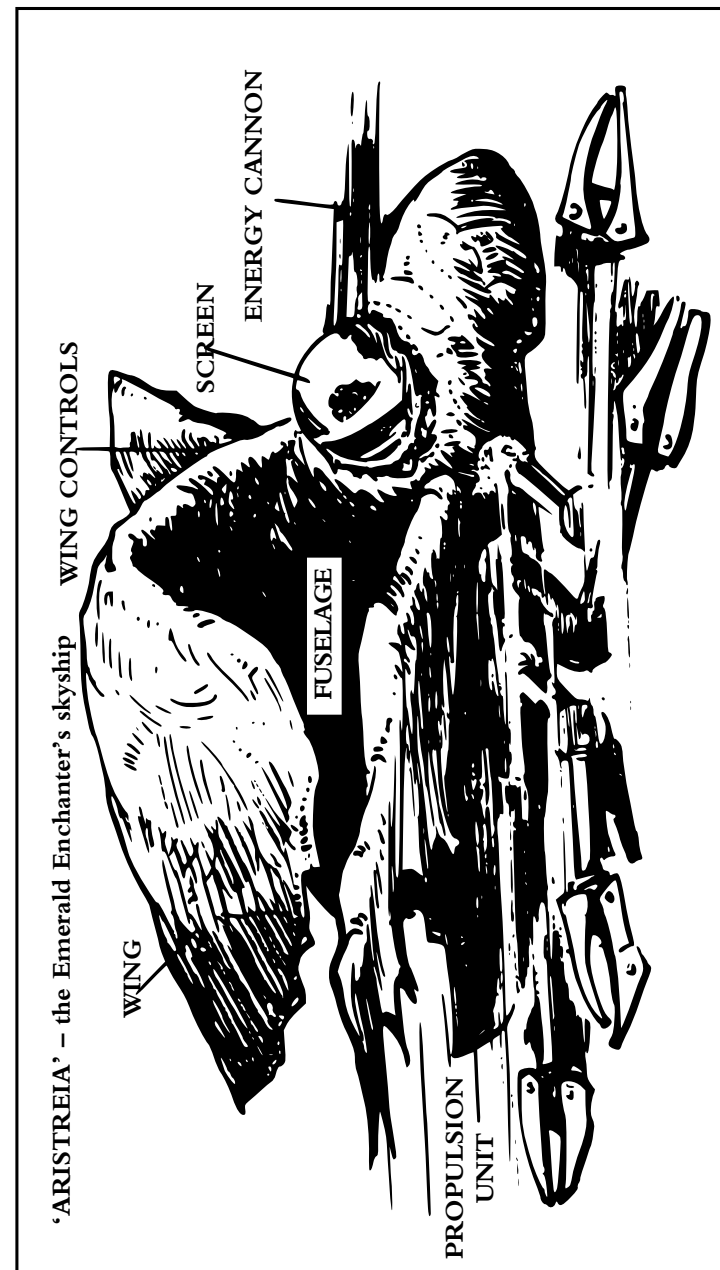
Picture-Views

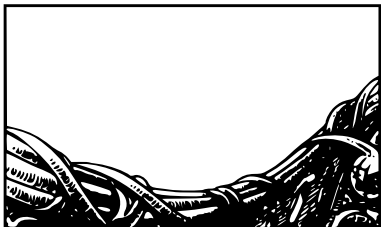
This gamebook uses a picture-view system that enables each player to see where they are in relation to their opponent at every stage of the game. Each picture-view represents what you see from the command seat of your own skyship as you strive to outmanoeuvre your enemy and shoot him down. There are eight possible views:



Forward

You are looking straight ahead. Before you is the instrument panel of your skyship and, mounted directly above it, the Energy Cannon.





Forward left

You are looking ahead and to the left. You can see part of your skyship's left-hand fuselage.



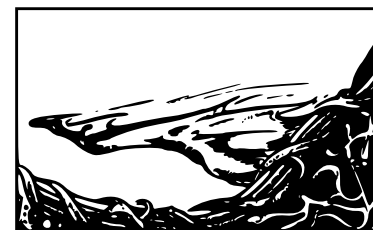
Right

You are looking to the right, directly along the right wing of your skyship.



Forward right

You are looking ahead and to the right. You can see part of your skyship's right-hand fuselage.



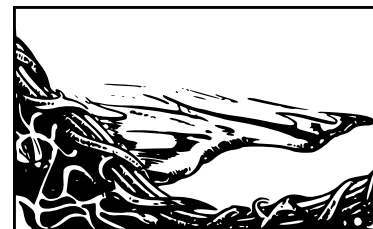
Rear right

You are looking over your right shoulder at the rear part of your skyship's right wing and fuselage.



Left

You are looking to the left, directly along the left wing of your skyship.



Rear Left

You are looking over your left shoulder at the rear part of your skyship's left wing and fuselage.

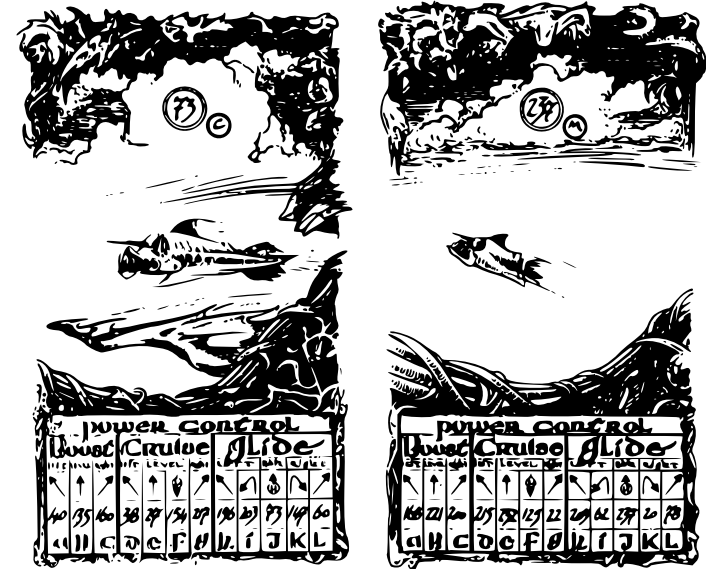


Rear

You are looking directly behind you at the rear of your skyship.

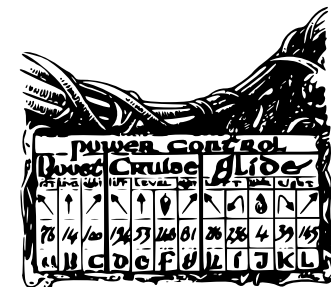
On the majority of pages your enemy's skyship will be positioned somewhere in the picture-view. The size of the craft, and the letter which appears next to the page number, indicates the proximity of your enemy.

If, during the course of the game, either player moves to a position beyond long range then both skyships will be 'out of sight' of each other, and will be directed to one of three 'out of sight' picture-views, which occur on **pages 50, 100, and 200**.



ENEMY
AT CLOSE
RANGE

ENEMY
AT MEDIUM
RANGE



ENEMY
AT LONG
RANGE

Your enemy's skyship will appear to you in one of eight positions. These are called 'attitudes' and they refer to the way the craft is pointing.



FRONT



REAR



LEFT FRONT



RIGHT FRONT



LEFT REAR



RIGHT REAR



LEFT



RIGHT

Forward Movement

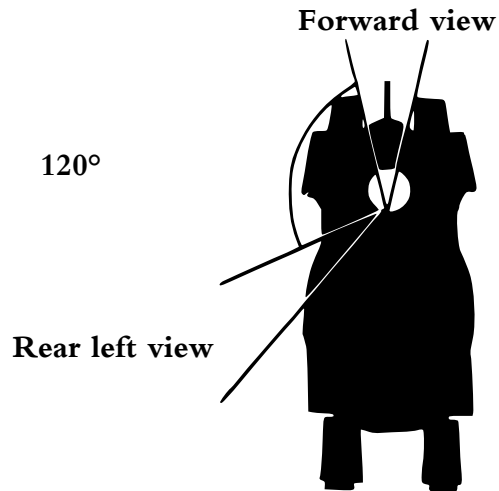
Below each picture-view there are twelve movement arrows, which indicate the aerobatic manoeuvres that can be performed by your skyship. In order to choose a suitable manoeuvre, first work out the direction of forward movement, as follows:

1. Look at the picture-view.
2. Consider where forward view is in relation to the picture-view.
3. Choose a manoeuvre.



Example

The picture-view is a rear left view in which you can see part of the rear left-hand side of your skyship. You are looking over your left shoulder and the forward view is approximately 120° to your right.



It is very important that you remain aware of the direction of forward movement, as your skyship will move in relation to this direction when you choose an aerobatic manoeuvre.

Aerobatic Manoeuvres

There are twelve aerobatic manoeuvres that you can choose from, each represented by a movement arrow beneath the picture-view. They are divided into three categories:

BOOST (fast speed); CRUISE (medium speed); GLIDE (slow speed):

Boost (fast)

- ↖ High speed left turn
- ↑ High speed straight ahead
- ↗ High speed right turn

Cruise (medium)

- ↖ Medium speed left turn
- ↑ Medium speed straight ahead
- ⌚ Half-loop: turns the craft to face the opposite direction
- ↗ Medium speed right turn

Glide (slow)

- ↖ Slow left turn
- ↪ Bank over left
- ⬆ Hover; no forward movement
- ↩ Bank over right
- ↗ Slow right turn

Before reading the next section, flick through the book in order to familiarize yourself with the different types of

picture-views. This will help you to understand and master the mechanics of playing the game.

Order of Play

Each game is played in game rounds. Within each game round a number of actions take place. Each action must be completed in the correct order. Open your book at **page 1**. This is the starting page for both players. You will see a picture-view showing part of the interior of your craft and your opponent's skyship in the distance. Your enemy is at long range and at a right front attitude.

Actions

1. Choose one of the twelve aerobatic manoeuvres shown beneath the picture-view. Remember that each arrow points in the direction of forward movement.
2. Make a note of the number that appears directly beneath your chosen arrow. This is called the MID-ACTION number.
3. Players fire their Energy Cannons where possible (see 'Firing'). If both players have an On Target picture-view, firing occurs simultaneously.
4. Players call out to their opponent the MID-ACTION number chosen in 2.
5. Each player turns to the MID-ACTION page called out by his opponent. *Important: Ignore the picture-view on all MID-ACTION pages.*
6. Each player locates the arrow he originally chose at 2. Beneath that arrow is a new number. This is the END-ACTION page number. (NB: The letters A to L that appear below the page numbers are there to help you

recognize your chosen manoeuvre.)

7. Each player turns to the END-ACTION page. The number of this page will be the same for both players.
8. The next game round begins at action 1 and continues until one player is shot down (see 'Firing') or escapes (see 'Escaping').

If a picture-view has a range marker that contains a question mark, your opponent's craft is either directly above or below your skyship. Continue to play as normal and he or she will usually reappear on your next move.

If a MID-ACTION OR END-ACTION page shows an 'out of sight' picture-view, follow the instructions shown under that heading in these instructions.

MID-ACTION page numbers will rarely be the same in both books. Remember to ignore the picture-view on a MID-ACTION page.

END-ACTION page numbers will always be identical for both players. Players should always check with each other to avoid making mistakes.

Firing

Whenever a player begins action 3 of a game round, with his opponent in his front view and an 'On Target' indicator showing on the instrument panel of his skyship, he or she can fire his/her Energy Cannon in an attempt to damage the enemy's craft. A muzzle-flash appears on all 'On Target' views where a player can fire at, or be fired upon by,

his opponent. The procedure for firing is as follows:

1. On a count of three, both players call out a number between one and ten.
2. These numbers are added together to determine the **FIRING NUMBER**.
3. The player who is firing his cannon consults his **FIRING GRID** on **page 172**.
4. The firer finds the **FIRING NUMBER** on the left-hand side of the grid, and cross-references it with his current **COMBAT SKILL** score along the top of the grid.
5. The firer now consults the Shot Modifiers listed below the grid and makes the necessary adjustments as directed.
6. The resulting letter or numeral indicates the success or failure of the attack, and the amount of damage inflicted on the enemy.

Damage

There are three areas of damage location. These are indicated on the damage records, which appear on the player's **Combat Log**. The areas are **FRONT**, **REAR**, and **SIDE**. Damage is recorded by ticking off damage boxes in the affected area or areas.

If a skyship is shot directly from behind, then all damage is taken off the **REAR**. If it is attacked head-on, then all damage is taken off the **FRONT**. If the attack is directed at a rear side, or front side attitude, then damage is divided equally between the **SIDE** and the **FRONT** OR **REAR** of the craft, depending on the type of side attitude. In the case of

having to divide an odd number of damage points, the **SIDE** of the craft always takes the larger quota of damage.

If any one of the three areas loses all of its damage boxes, the craft is destroyed.

For every damage box lost from the **FRONT** of his skyship, a player loses 3 **ENDURANCE** points.

For every damage box lost from the side of his craft, a player loses 1 **ENDURANCE** point.

If a player's **ENDURANCE** score falls to zero, he is dead and his skyship is automatically destroyed.

Critical Hits

If during the course of firing a ★ is given on the **FIRING GRID**, then the firer has inflicted a Critical Hit on the target craft. To determine the exact nature of the Critical Hit, proceed as follows:

1. On a count of three, both players call out a number between one and five.
2. These numbers are added together to determine the **CRITICAL HIT NUMBER**.
3. The firer turns to his Critical Hit chart on pages **171** and **172** and chooses the **FRONT**, **SIDE**, or **REAR** list, as appropriate.
4. The effect of the Critical Hit is that which appears next to the **CRITICAL HIT NUMBER**.
5. The firer informs his opponent of the result of the Critical Hit.
6. The player that sustains the Critical Hit adjusts his **Combat Log**, or notes the effect of the Critical Hit.

If at any time a player's ENDURANCE score is reduced to zero, or if any area of his skyship loses all its damage boxes, both player and craft are destroyed and the game is over.

Escaping

If a player has sustained considerable damage, either to his skyship or his ENDURANCE, he may try to escape from his opponent. A player may find this preferable to continuing a game in which his skyship's capacity for taking damage has been reduced to a dangerously low level, for it enables a character to survive and preserve any bonuses he may have gained in previous games.

To escape from combat, a player chooses manoeuvres that will take him away from his opponent. An escape attempt is considered successful if the MID-ACTION pages or END-ACTION pages for both players are 'out of sight' picture-views (**pages 50, 100 and 200**).

If one player elects to escape, and does so successfully, his opponent can claim a 'Victory of Honour'. If both players elect to escape, the game ends in a draw.

Out of Sight

Sometimes it is possible for players to manoeuvre beyond long range of each other. In such cases they are considered to be 'out of sight' of each other.

Players are out of sight of each other if the MID-ACTION pages or END-ACTION pages for both players are 'out of sight' picture-views (i.e. **pages 50, 100 or 200**). If only one player's MID-ACTION page shows out of sight, the other player's MID-ACTION page will give the correct END-ACTION page for both players.

When this occurs, players have the option of either restarting the game on **page 1** (in which case, all damage sustained so far remains in effect), or electing to escape (in which case, the game is declared a draw). If one player elects to escape and the other chooses to restart, the restarting player can claim a 'Victory of Honour'.

NB: It is recommended that, in this situation, players should write down their decisions and then reveal them simultaneously.

Finishing the Game

The game is over when one skyship is destroyed, or as soon as one player makes a successful escape. The surviving or remaining player is then declared the winner of the game.

COMBAT SKILL, ENDURANCE and damage boxes are all restored to their original status, and both players, if both have survived, receive the following bonuses or penalties:

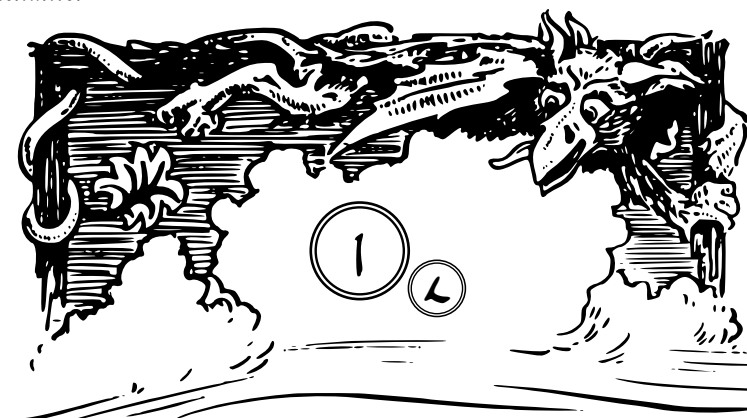
Combat Heroes 2: Emerald Enchanter

	Bonus points gained or lost		<i>COMBAT SKILL of Player</i>	<i>Combat Status</i>
	COMBAT SKILL	ENDURANCE		
			0–5	Fledgling
Destroying an enemy skyship	+ 3	+ 2	6–10	Apprentice
Winning a Victory of Honour	+ 1	+ 1	11–15	Skybinder
Escaping from combat	– 1	0	16	Sorcerer/Enchanter
Over half your original ENDURANCE lost during the game	– 1	– 2	17–19	Windlock
			20–22	Wizard
Game declared a draw (both players escape from combat)	– 1	0	23–25	Crystal Mage
			26–28	Storm Mage
			29–32	Cloudmaster
			33–35	Storm-master
<i>Campaign Play</i>			36+	Zephyron

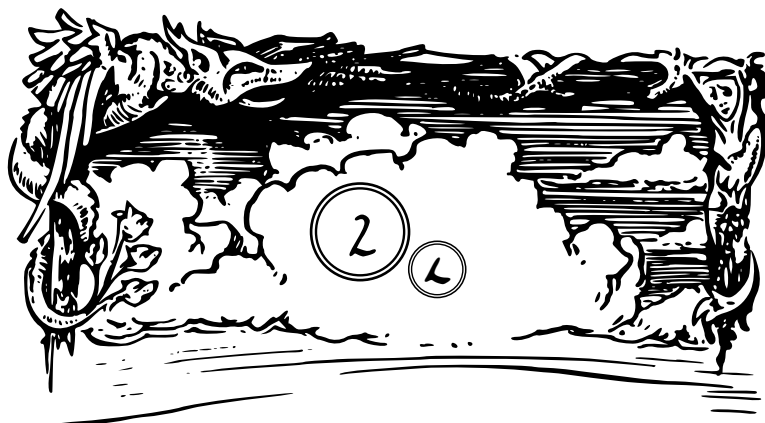
COMBAT HEROES is ideally suited to campaign play in which players fight several battles in order to increase the original **COMBAT SKILL** and **ENDURANCE** scores of their characters.

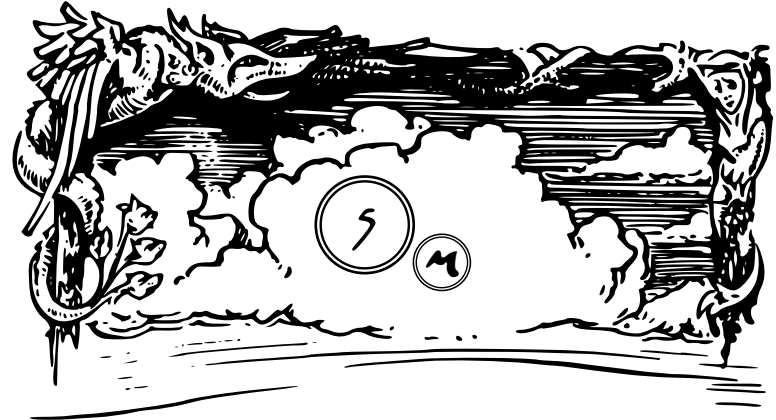
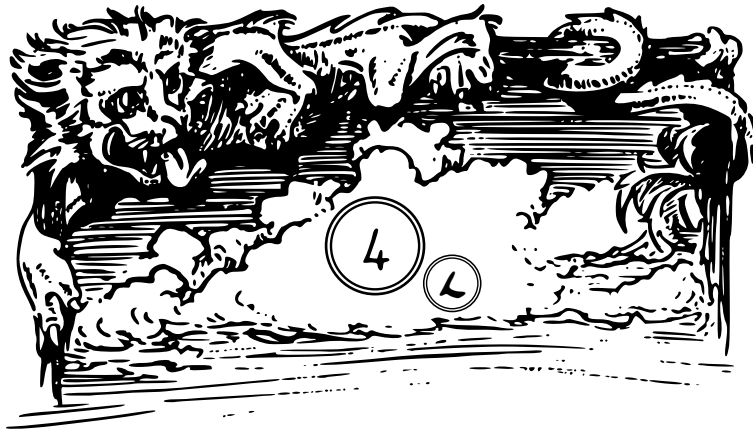
The following table is a guide to the status each character attains as, over the course of several successful games, he builds a fearsome reputation as a sky-fighter.

COMBAT HEROES 2 EMERALD ENCHANTER



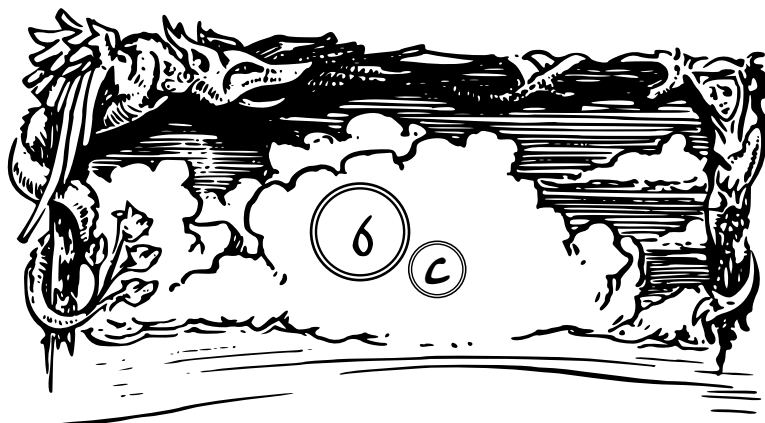
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	Ⓢ	↗	↖	↻	Ⓜ	↻	↗
50	246	175	50	265	81	5	88	50	1	53	245
a	b	c	d	e	f	g	h	i	j	k	l



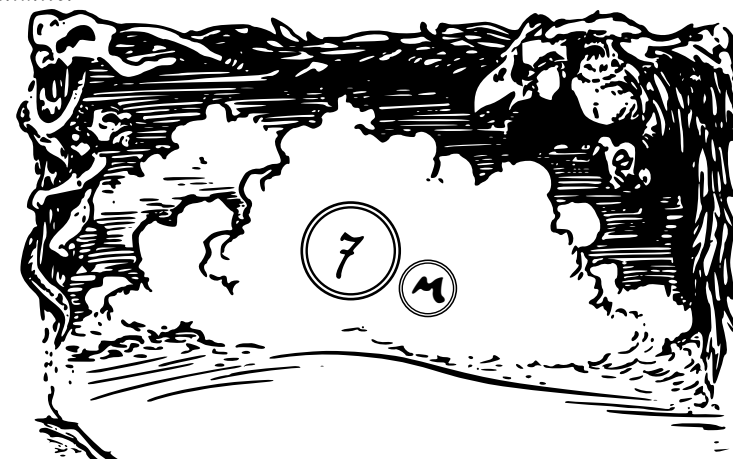


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	↖	↗	↗
76	14	100	194	53	248	81	216	236	4	39	145
a	b	c	d	e	f	g	h	i	j	k	l

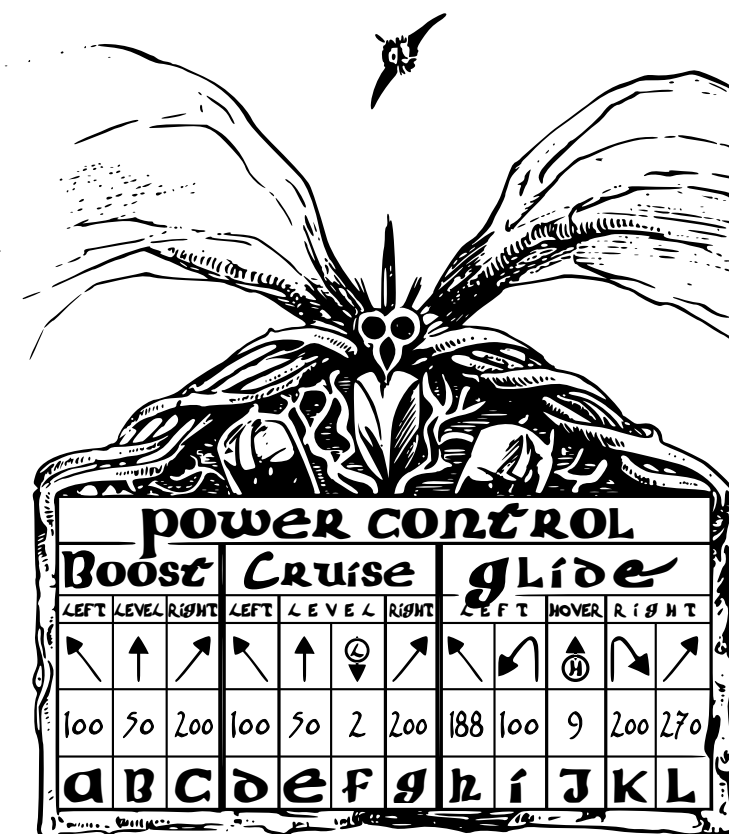
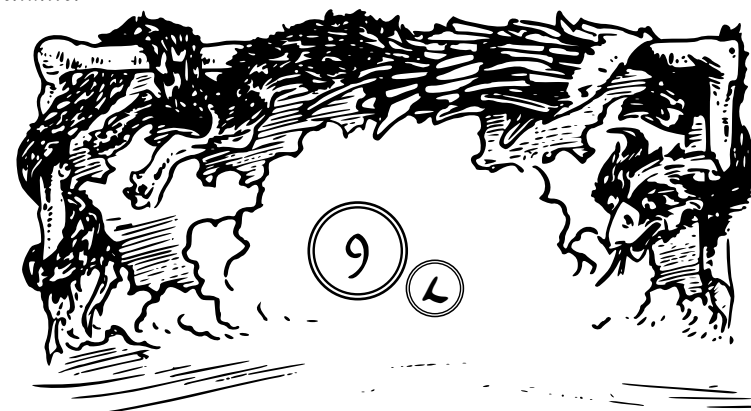
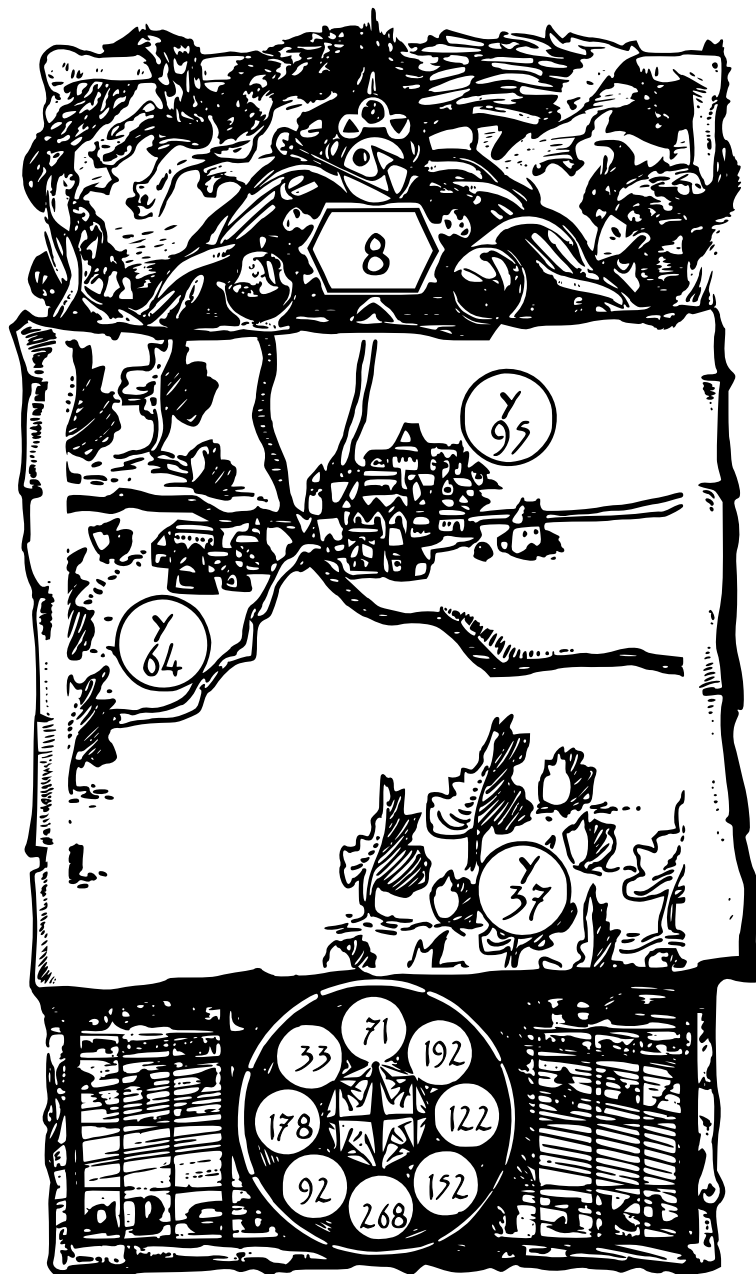
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↖	↗	↖	↗	↗
223	278	85	236	175	177	14	74	162	5	166	53
a	b	c	d	e	f	g	h	i	j	k	l

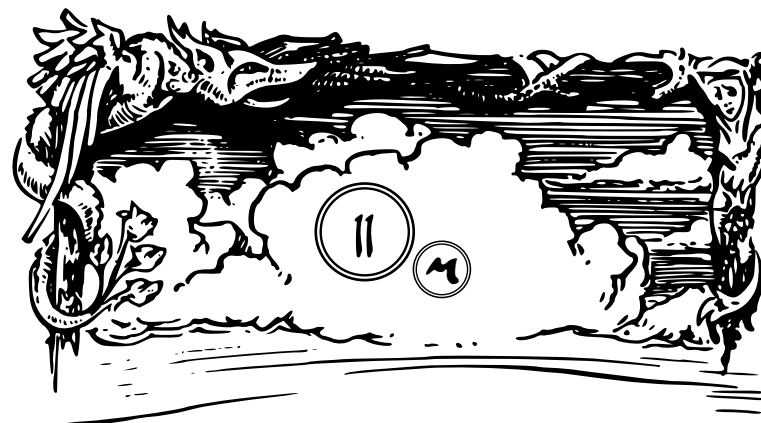
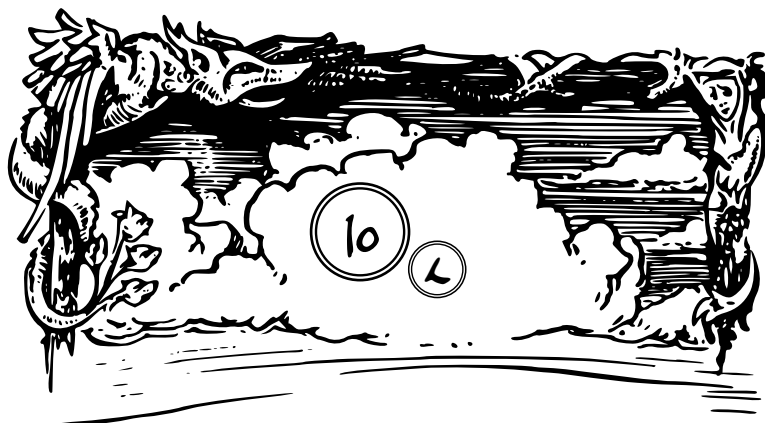


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
160	31	91	217	95	196	153	60	133	6	109	154
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
227	200	100	203	211	107	135	243	151	7	224	27
a	b	c	d	e	f	g	h	i	j	k	l



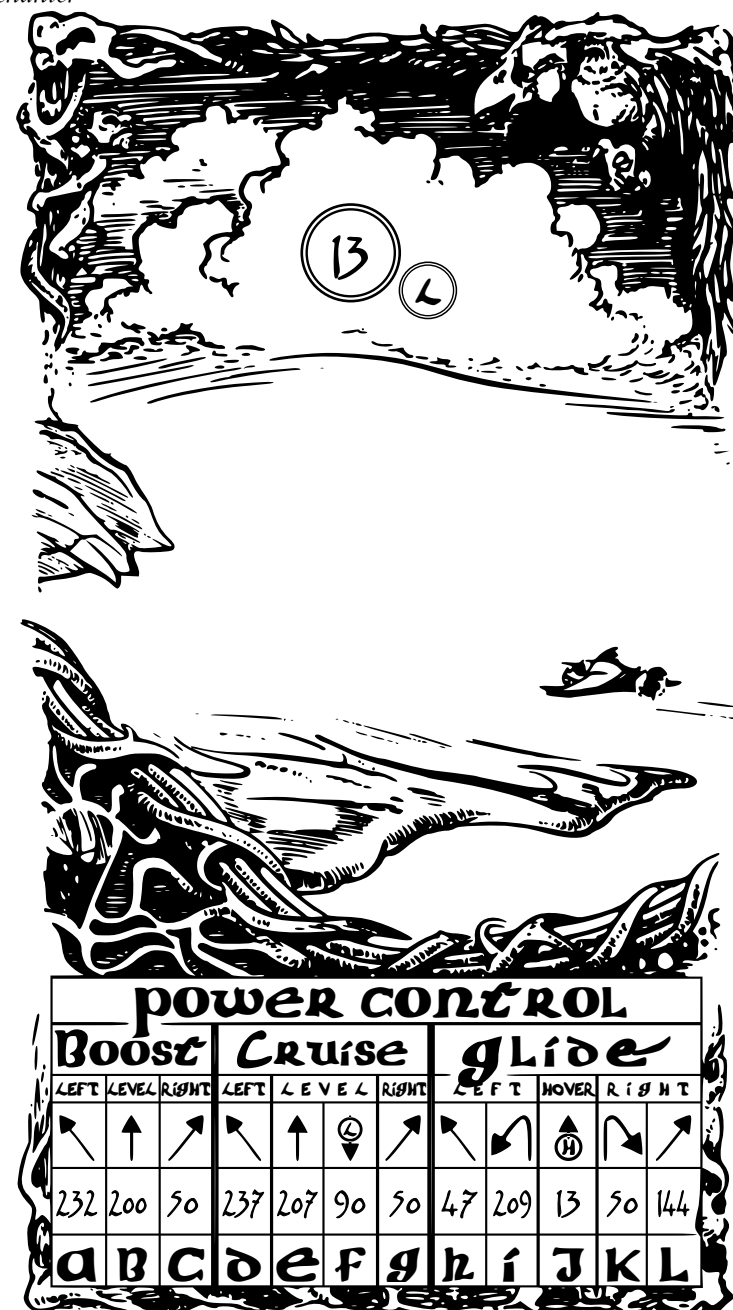


A black and white illustration of a dragon's head in profile, facing right, positioned above a table. The table is titled 'power control' and is divided into three sections: 'Boost', 'Cruise', and 'glide'. Each section has a grid of symbols and numbers. The 'Boost' section has 3 columns (LEFT, LEVEL, RIGHT) and 3 rows. The 'Cruise' section has 3 columns (LEFT, LEVEL, RIGHT) and 3 rows. The 'glide' section has 3 columns (LEFT, HOVER, RIGHT) and 3 rows. The table is framed by a decorative border of leaves and vines.

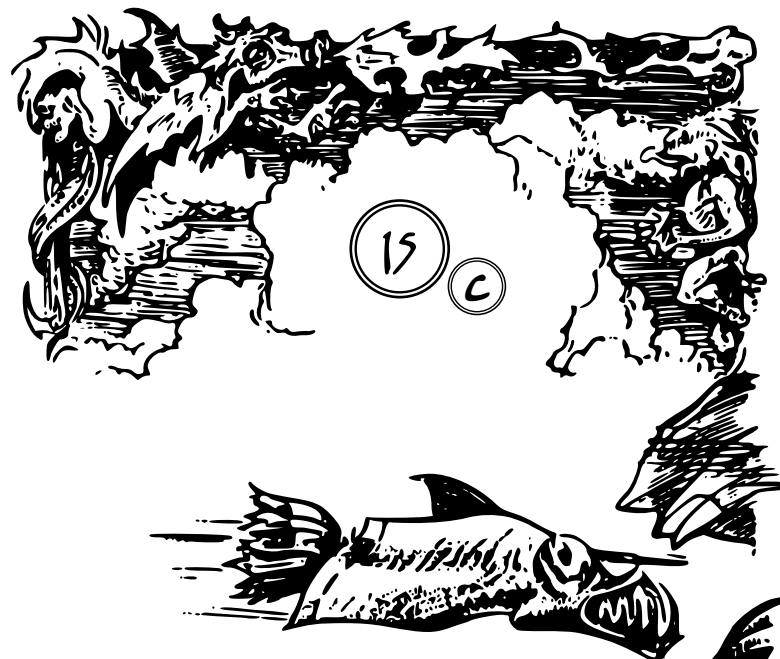
power control								
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↻	↗
182	154	130	103	101	135	63	260	158
a	b	c	d	e	f	g	h	i
j	k	l						

A black and white illustration of a dragon's head in profile, facing right, positioned above a table. The table is titled 'power control' and is divided into three sections: 'Boost', 'Cruise', and 'glide'. Each section has a grid of symbols and numbers. The 'Boost' section has 3 columns (LEFT, LEVEL, RIGHT) and 3 rows. The 'Cruise' section has 3 columns (LEFT, LEVEL, RIGHT) and 3 rows. The 'glide' section has 3 columns (LEFT, HOVER, RIGHT) and 3 rows. The table is framed by a decorative border of leaves and vines. A label 'ON TARGET' is placed above the 'glide' section.

power control								
Boost			Cruise			glide		
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↻	↗
193	94	256	128	21	250	132	68	30
a	b	c	d	e	f	g	h	i
j	k	l						

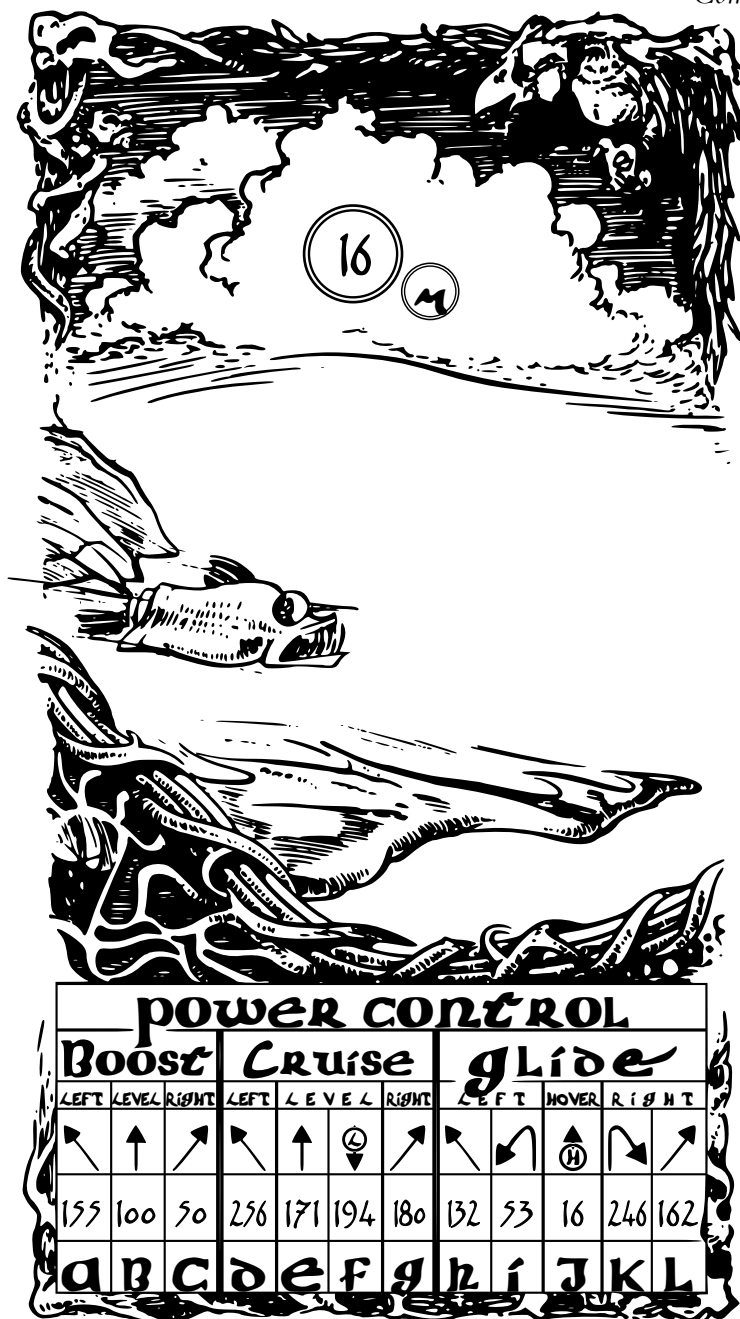


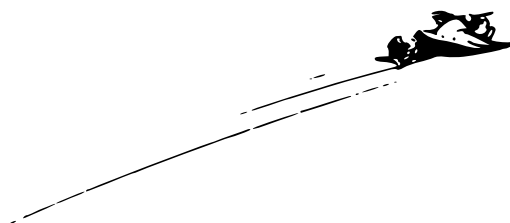
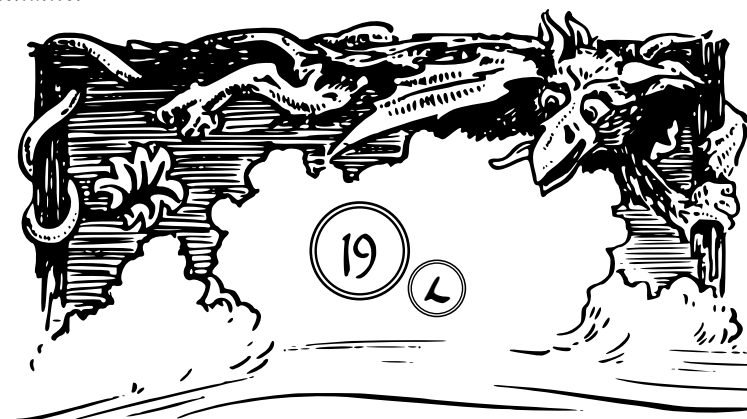
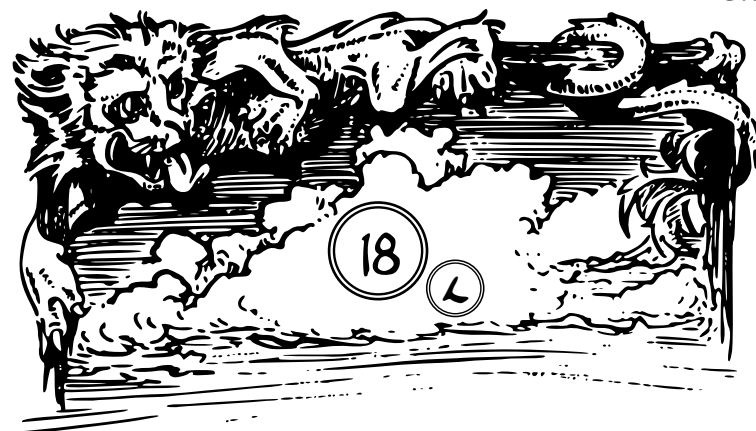
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⊙	↗	↖	↻	⊙	↗	↗
232	200	50	237	207	90	50	47	209	13	50	144
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↻	↗
69	35	50	244	85	182	164	258	79	14	52	166
a	b	c	d	e	f	g	h	i	j	k	l

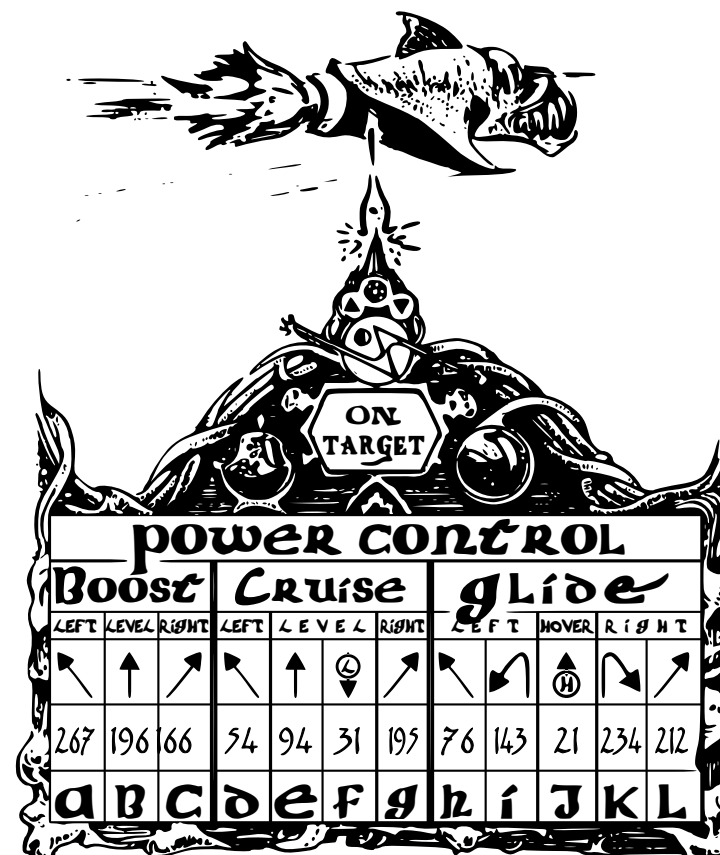
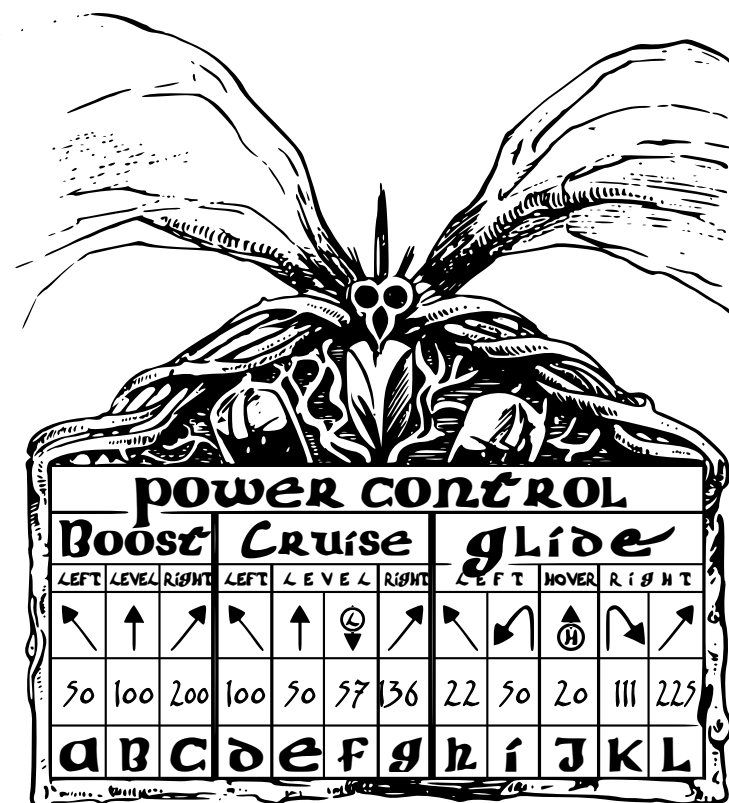
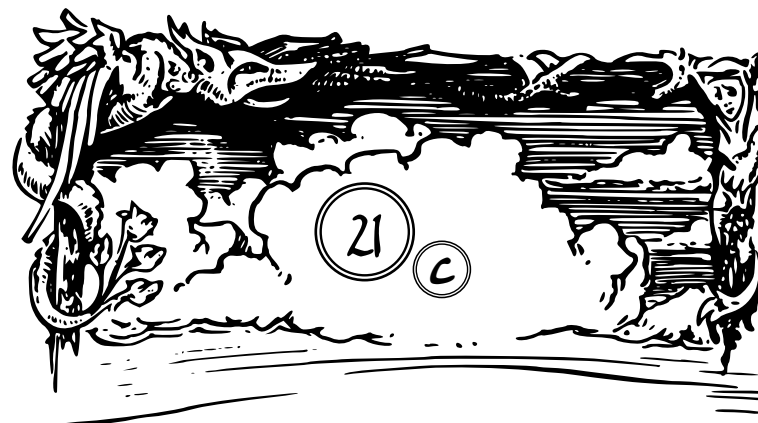
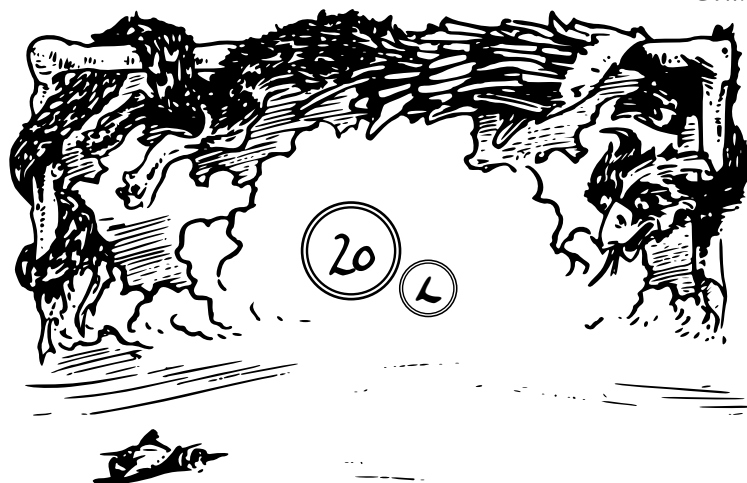
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↻	↗
39	180	30	177	162	257	98	234	256	15	76	206
a	b	c	d	e	f	g	h	i	j	k	l





power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
123	132	100	142	176	271	102	104	128	18	46	26
a	b	c	d	e	f	g	h	i	j	k	l

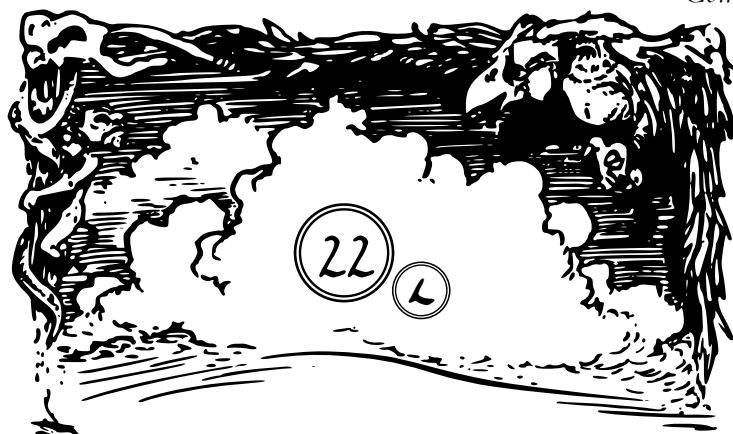
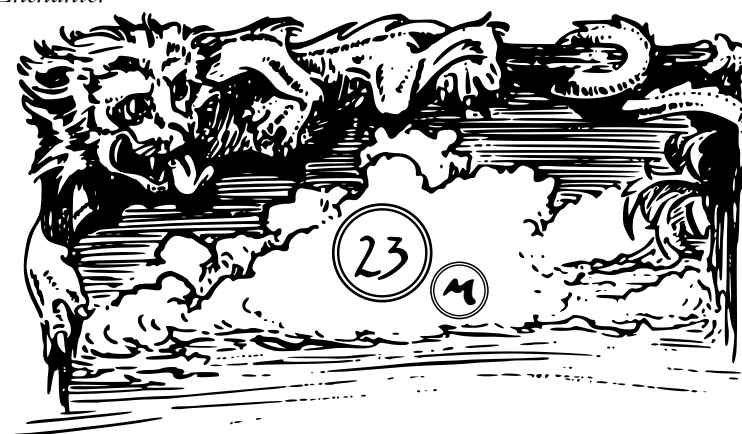
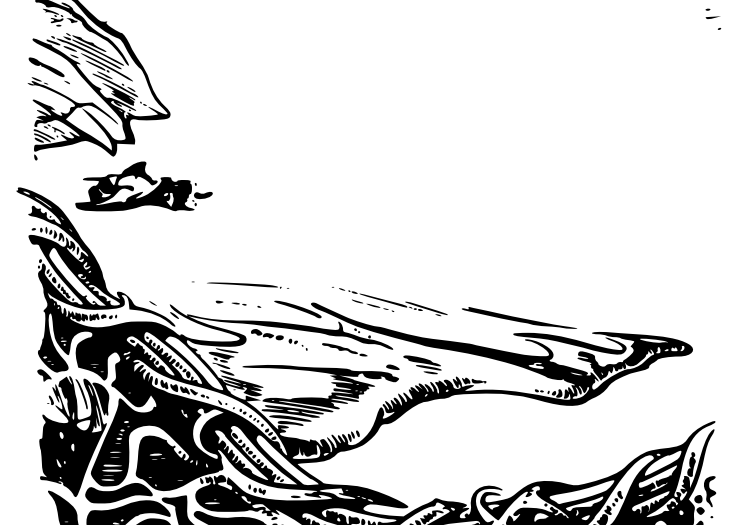

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	136	62	50	225	112	66	82	50	19	23	139
a	b	c	d	e	f	g	h	i	j	k	l



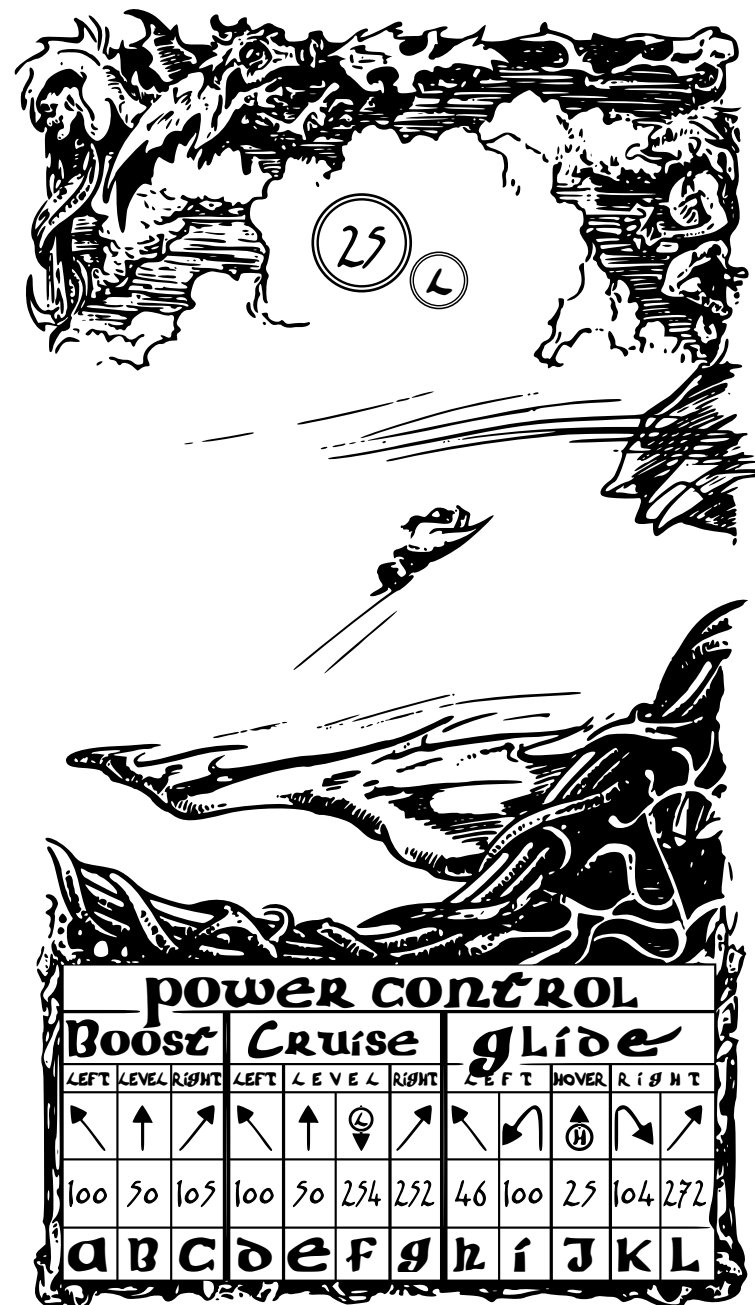




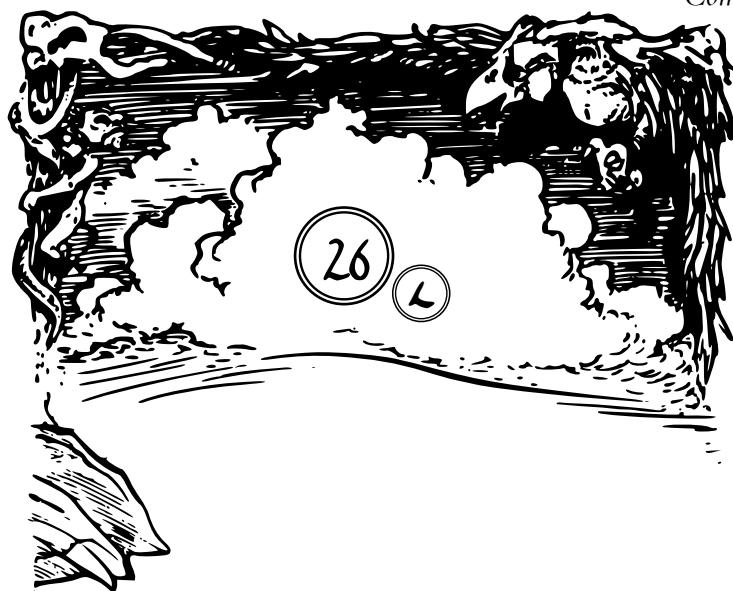

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
188	200	100	112	50	124	100	137	97	22	50	20
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
73	42	65	62	120	267	221	66	131	23	37	232
a	b	c	d	e	f	g	h	i	j	k	l



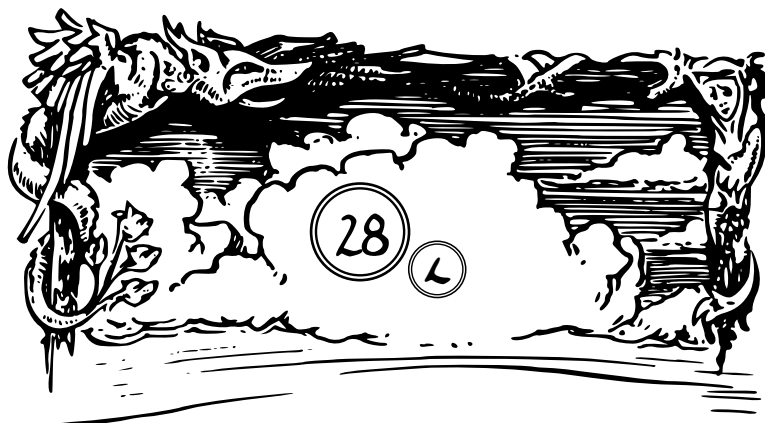
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
100	50	105	100	50	254	252	46	100	25	104	272
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
132	100	50	176	102	252	200	18	11	26	50	208
a	b	c	d	e	f	g	h	i	j	k	l

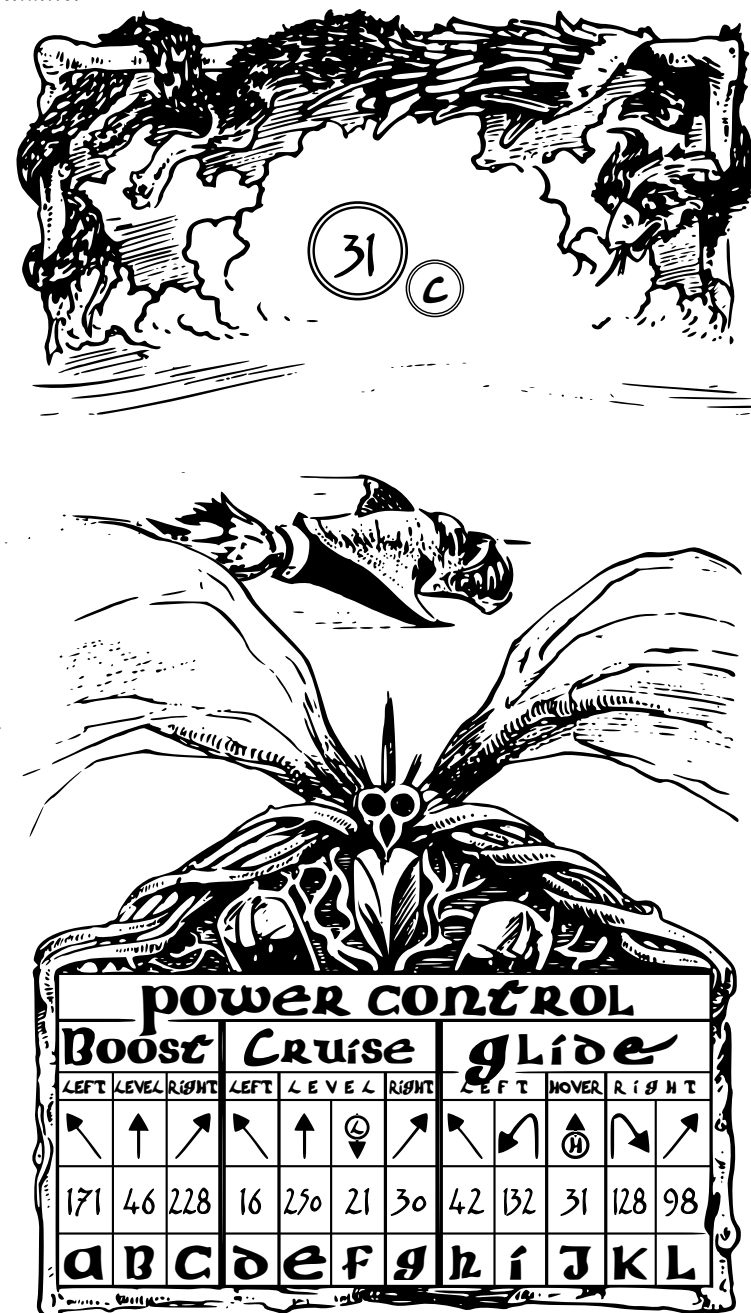
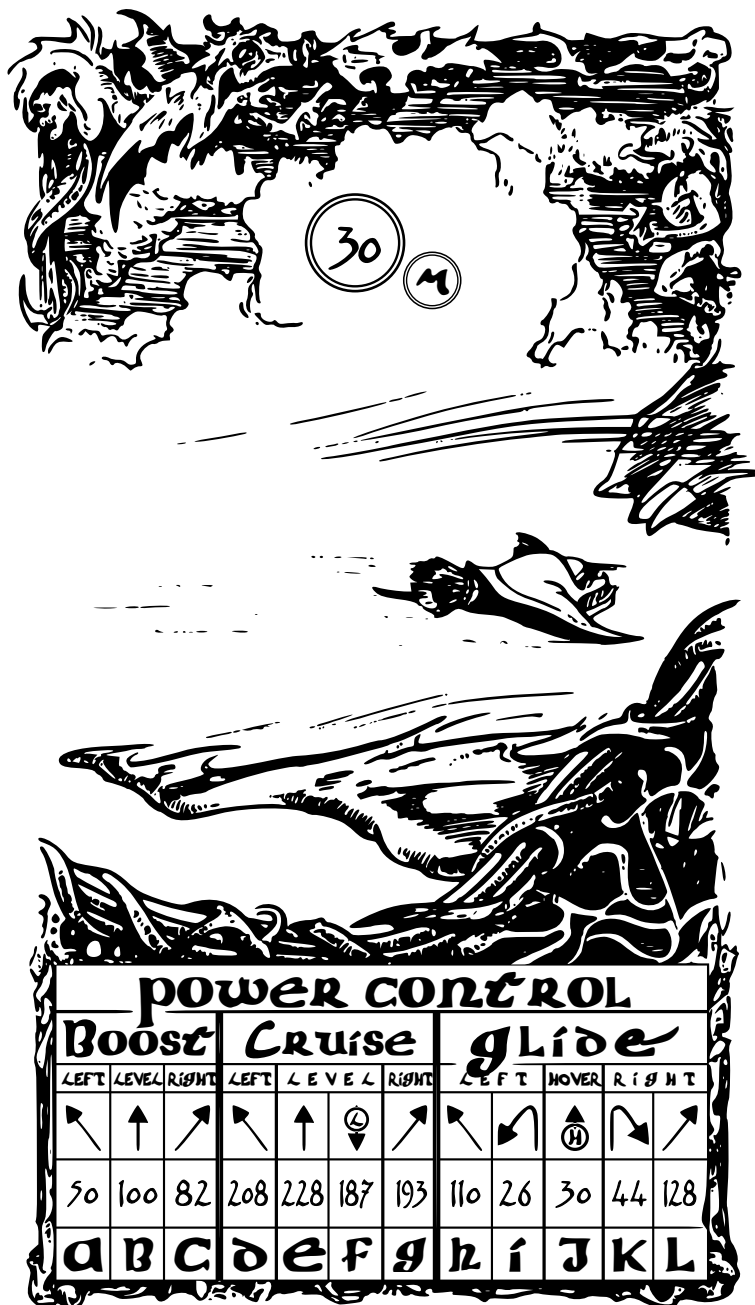


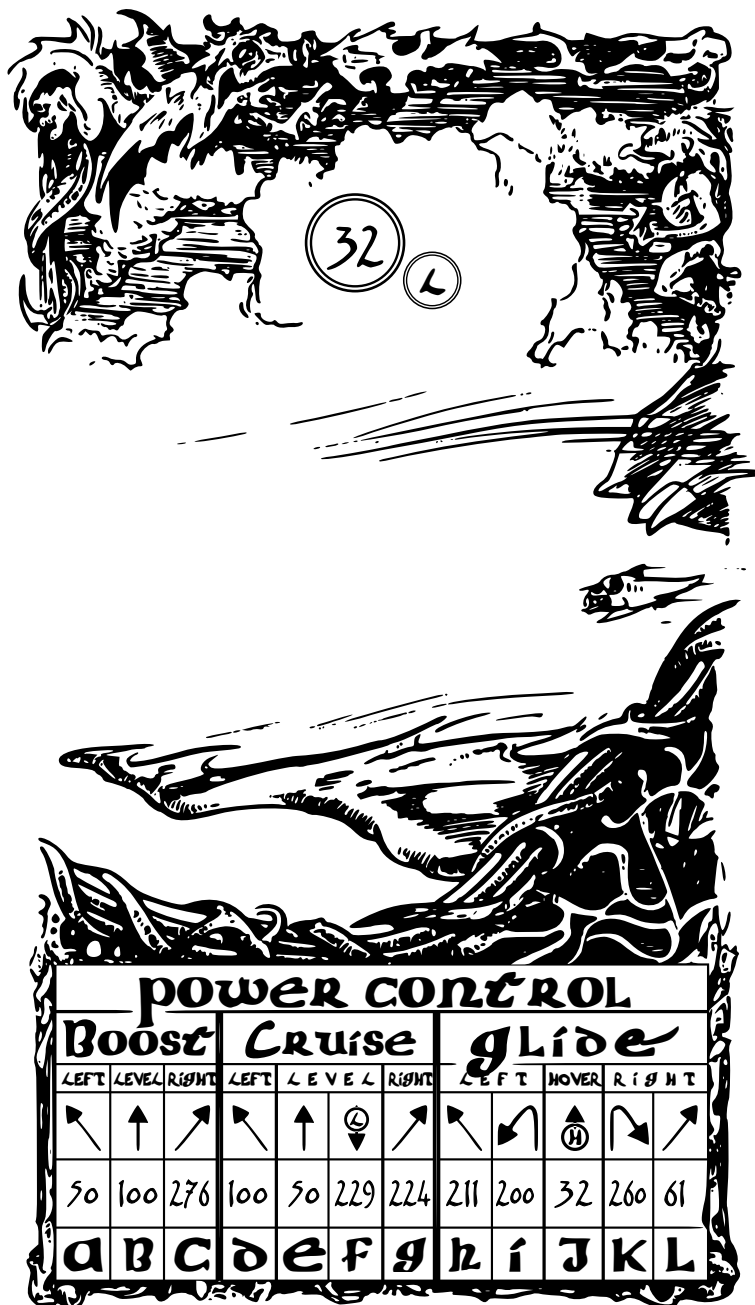
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	52	211	135	101	198	7	63	27	103	169
a	b	c	d	e	f	g	h	i	j	k	l

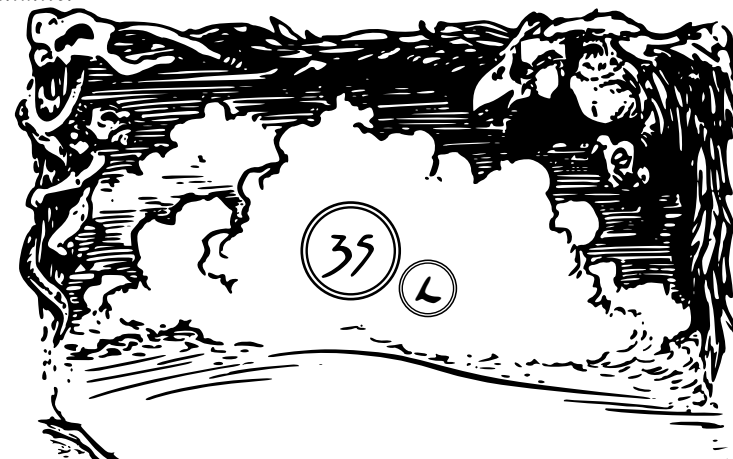
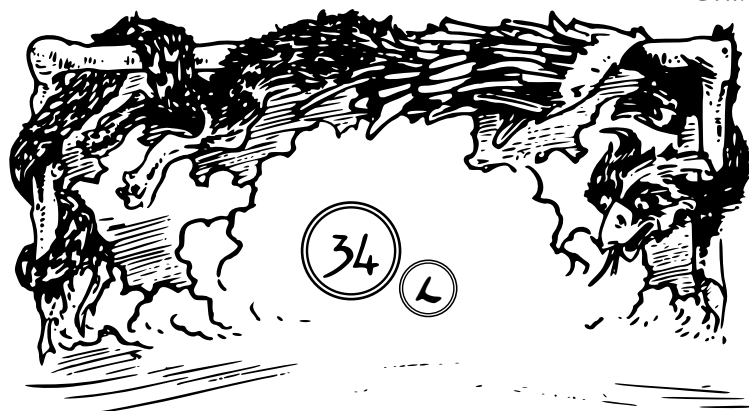



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↻	⬆	↖	↗	
169	93	207	114	259	240	13	241	174	28	144	202
a	b	c	d	e	f	g	h	i	j	k	l





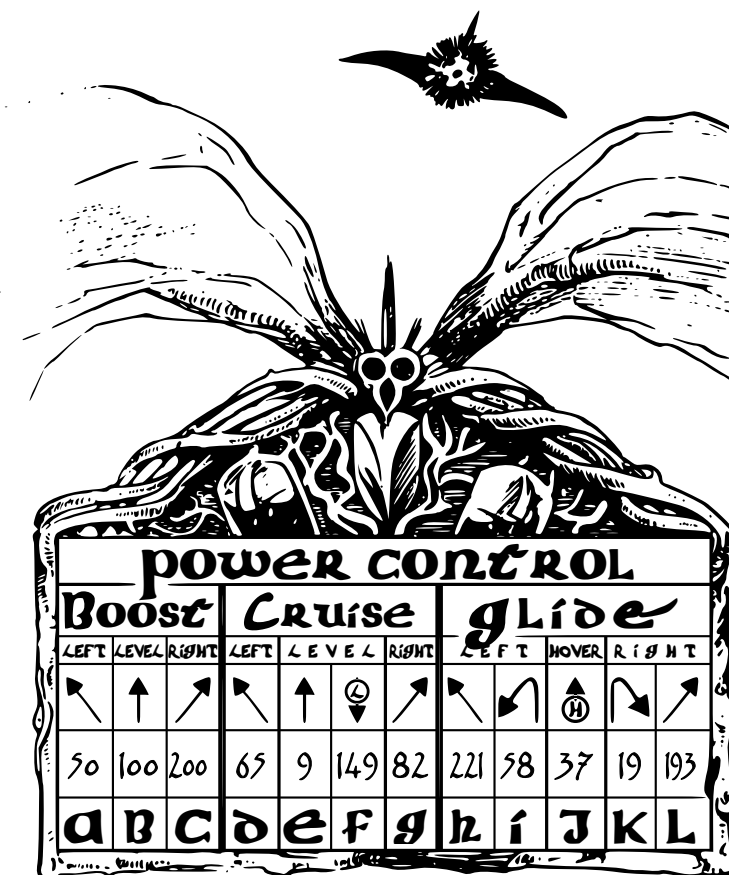
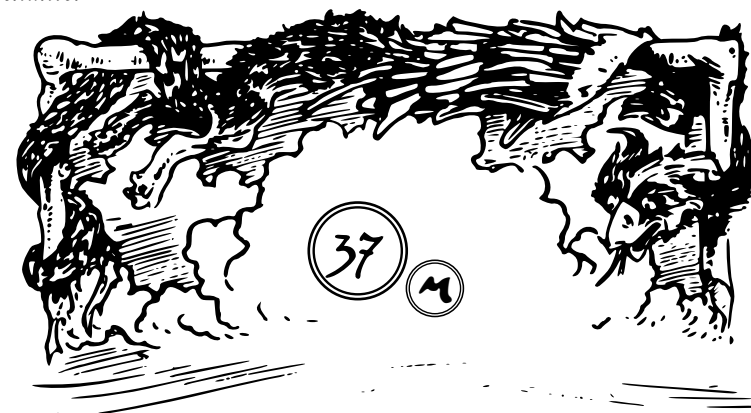


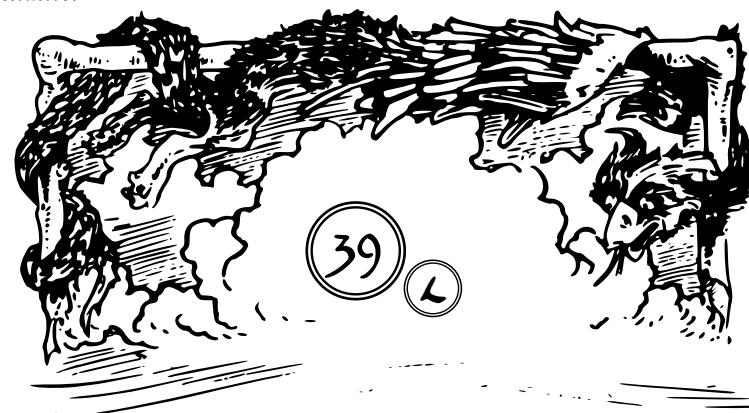
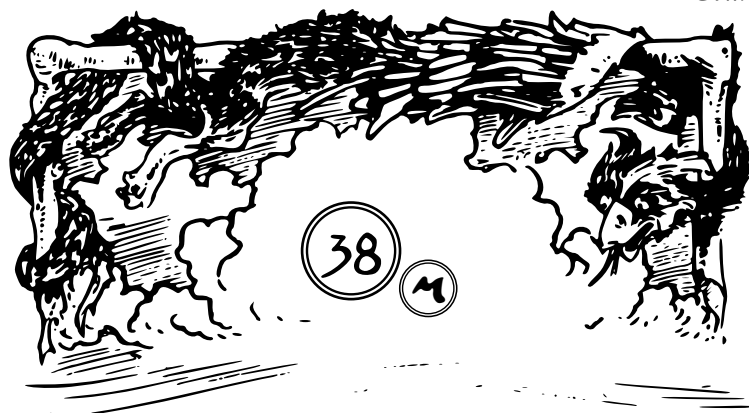



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
50	100	200	50	100	204	100	210	200	34	100	276
A	B	C	D	E	F	G	H	I	J	K	L



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
130	100	200	63	50	260	52	77	229	35	50	135
A	B	C	D	E	F	G	H	I	J	K	L



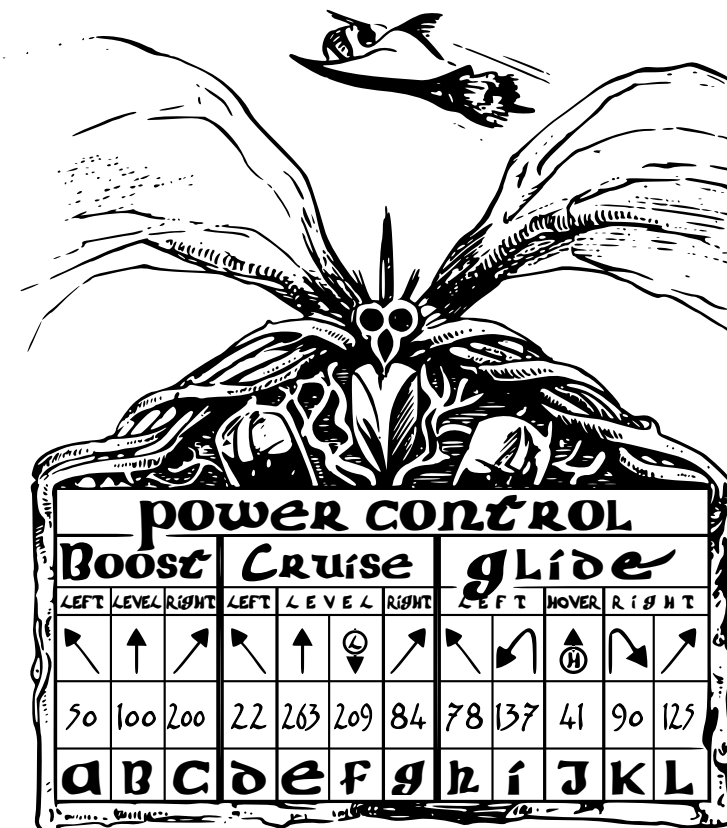
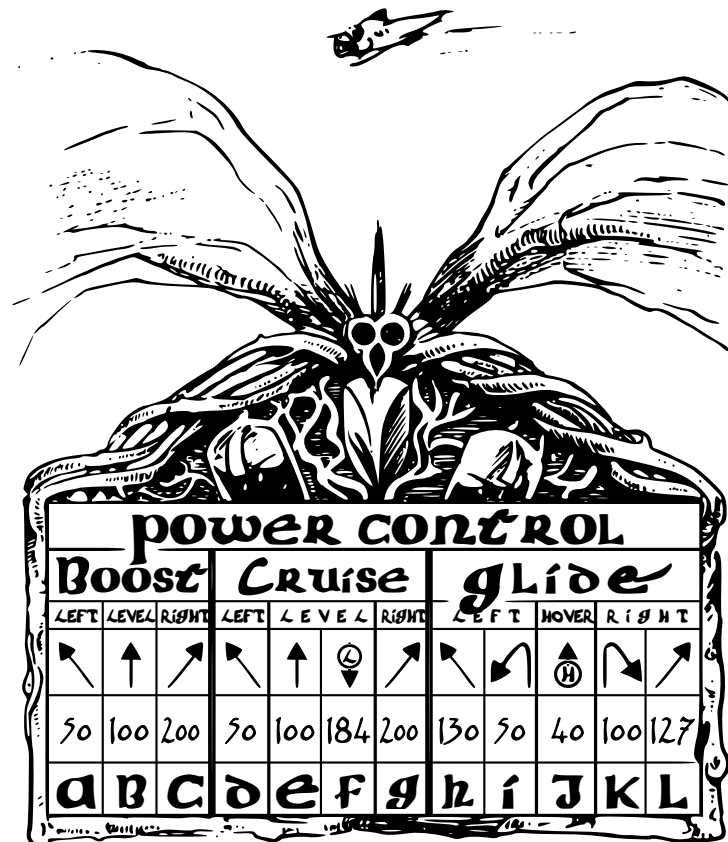
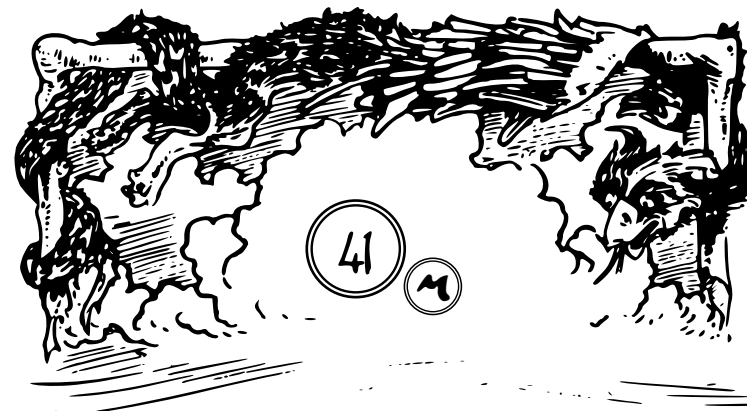
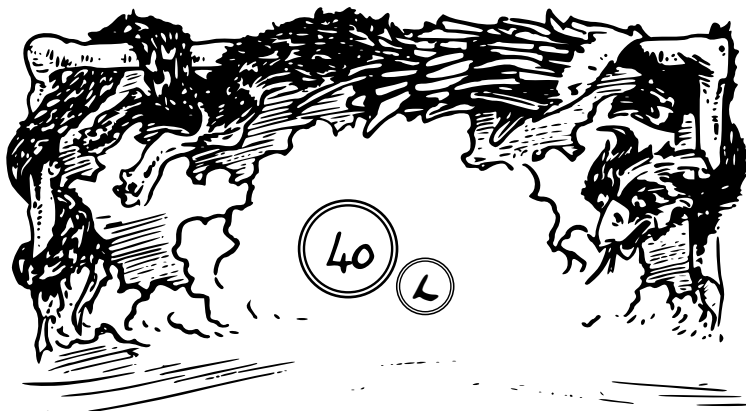


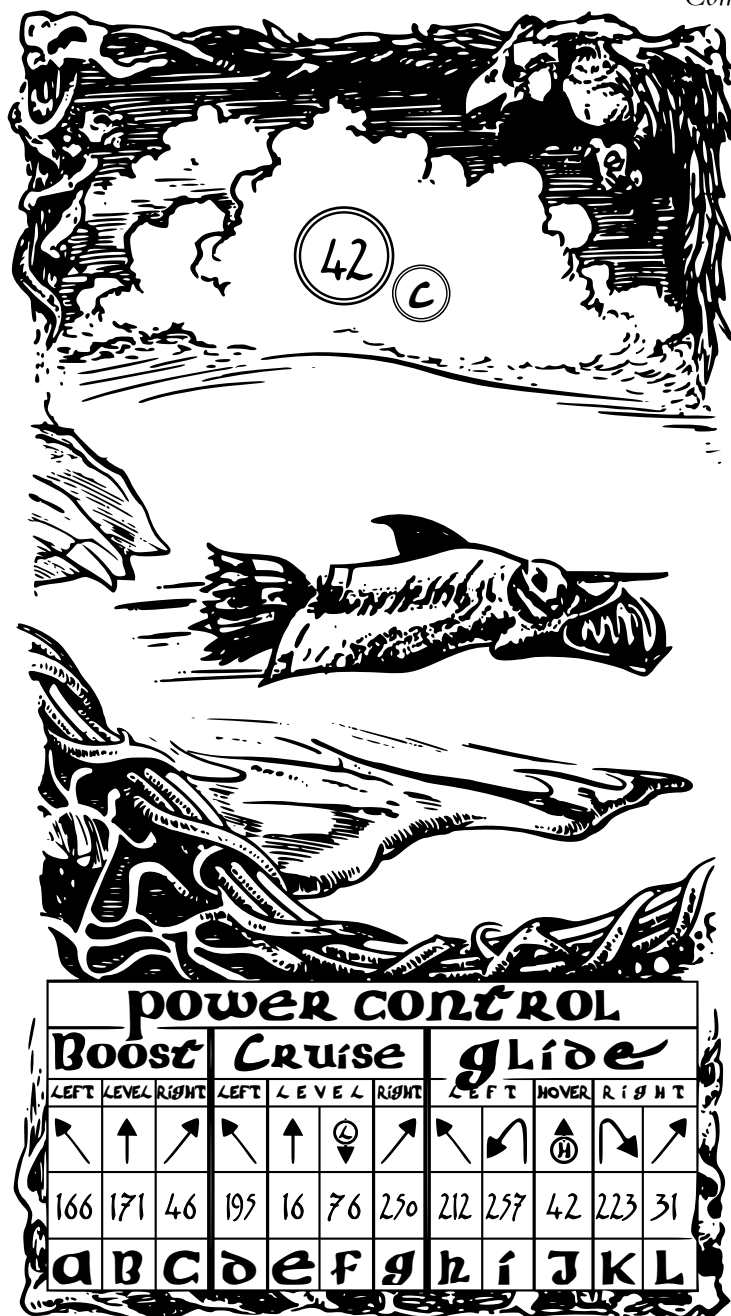
power control

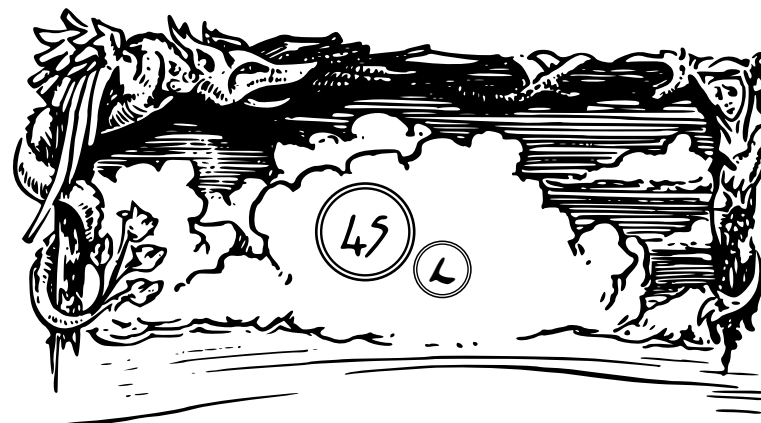
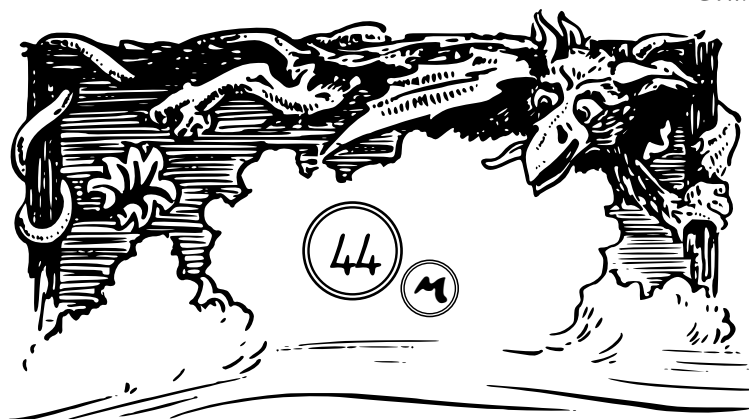
Boost			Cruise			glide			
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	
↖	↑	↗	↖	↑	⌚	↗	↻	⌚	
50	100	200	227	40	55	32	203	202	
38	61	174							
A	B	C	D	E	F	G	H	I	
J	K	L							

power control

Boost			Cruise			glide			
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	
↖	↑	↗	↖	↑	⌚	↗	↻	⌚	
50	100	200	50	100	245	200	81	50	
39	100	88							
A	B	C	D	E	F	G	H	I	
J	K	L							

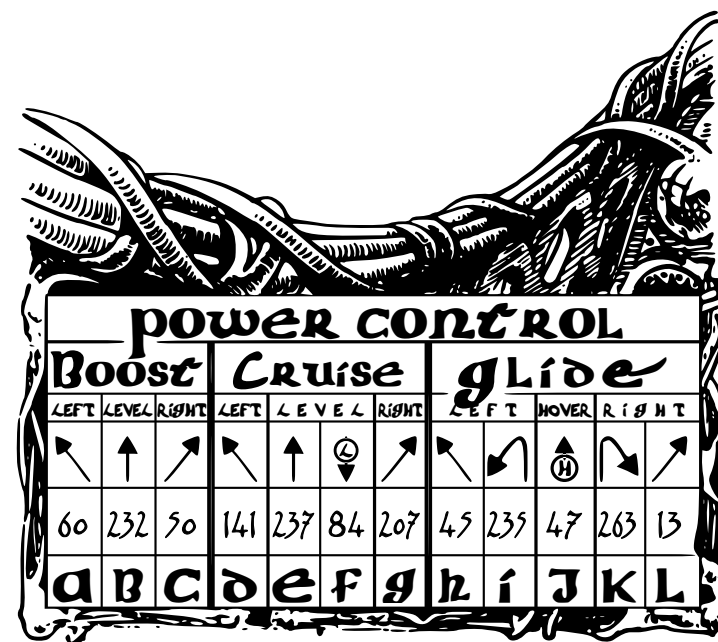
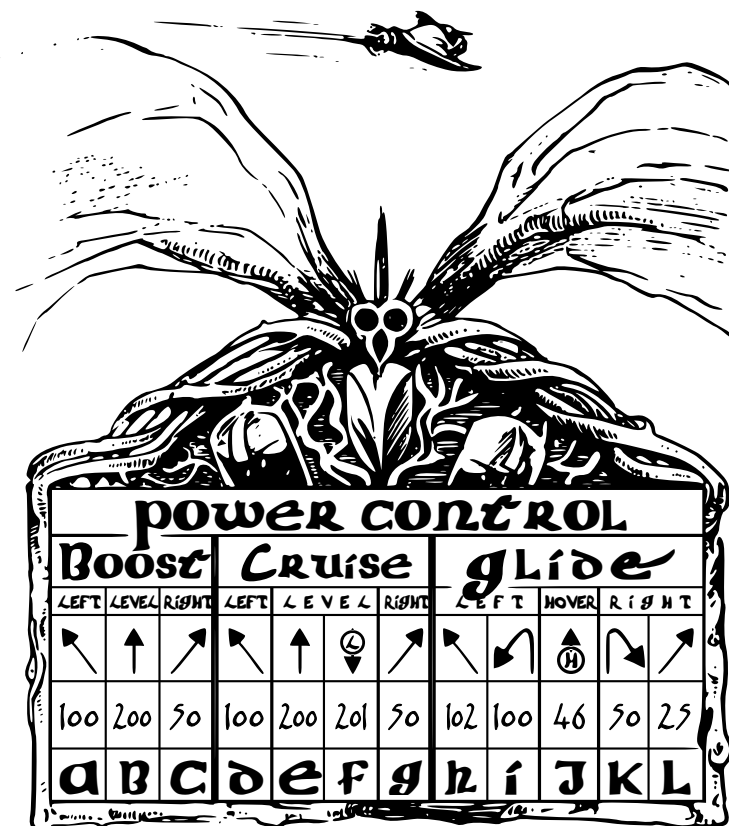
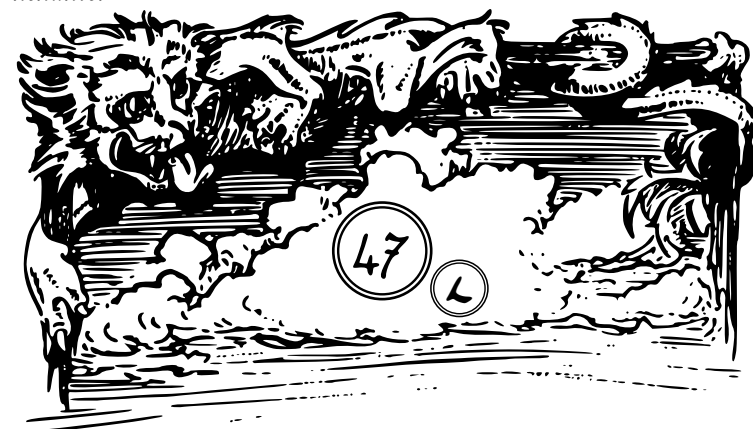
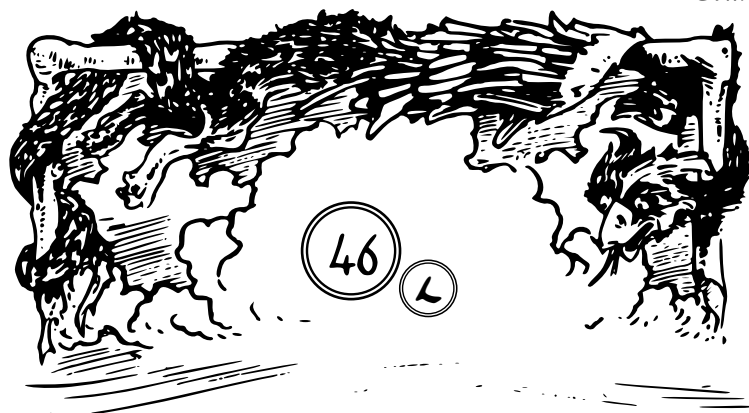


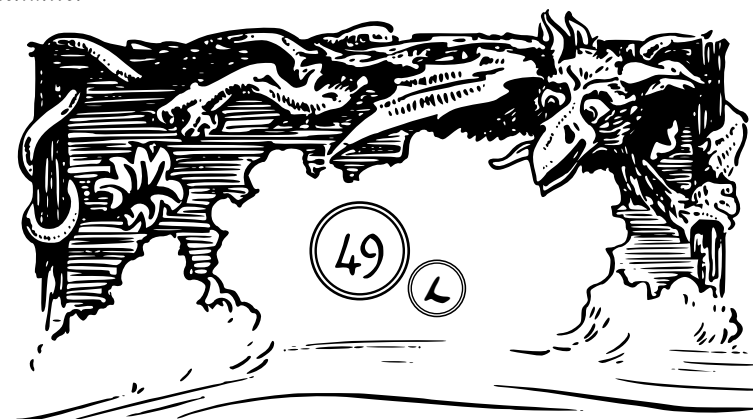




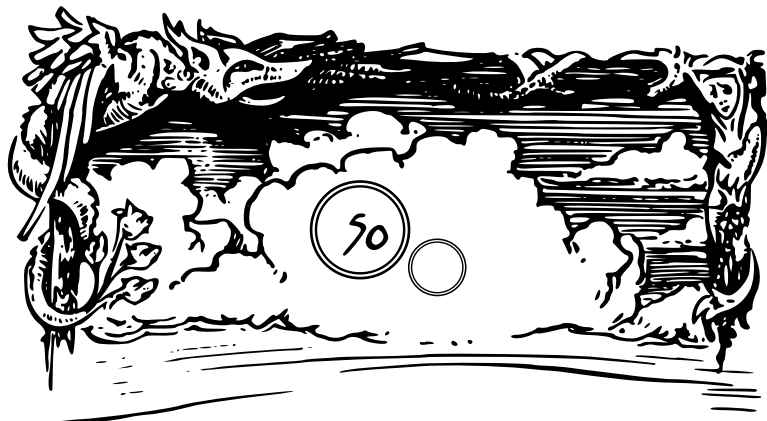
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	125	170	82	231	221	89	193	181	44	120	149
a	b	c	d	e	f	g	h	i	j	k	l

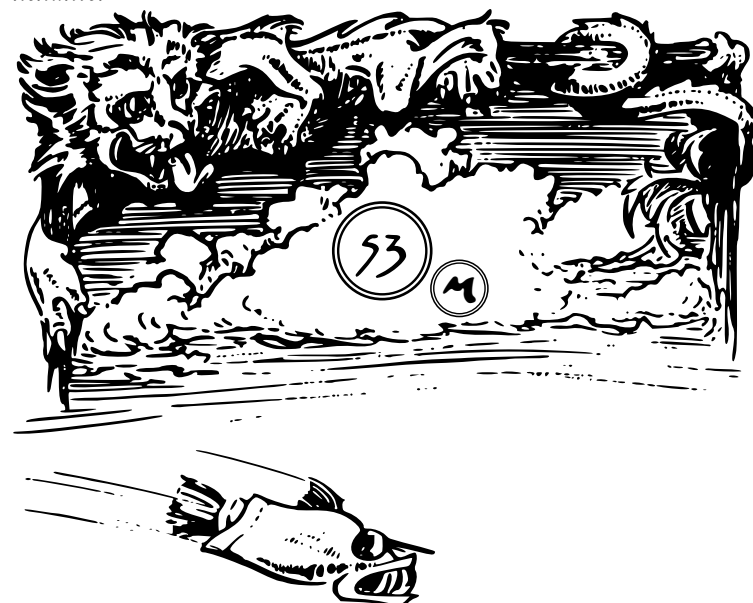
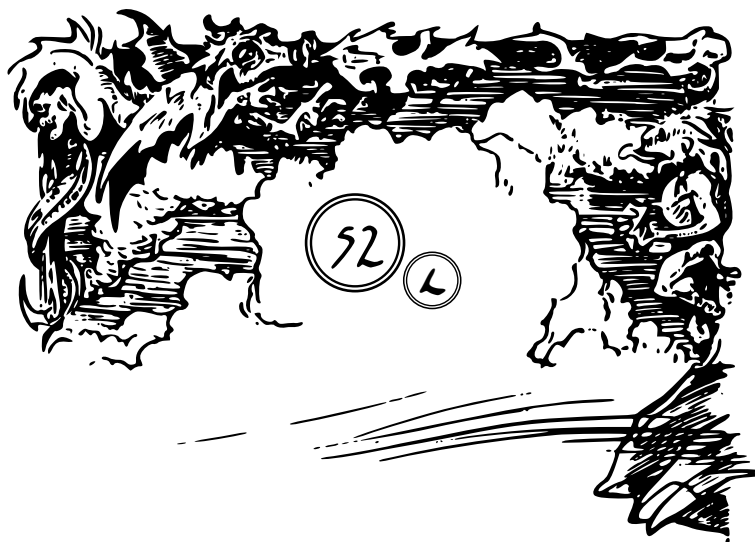
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
127	60	232	261	141	144	237	90	240	45	78	47
a	b	c	d	e	f	g	h	i	j	k	l





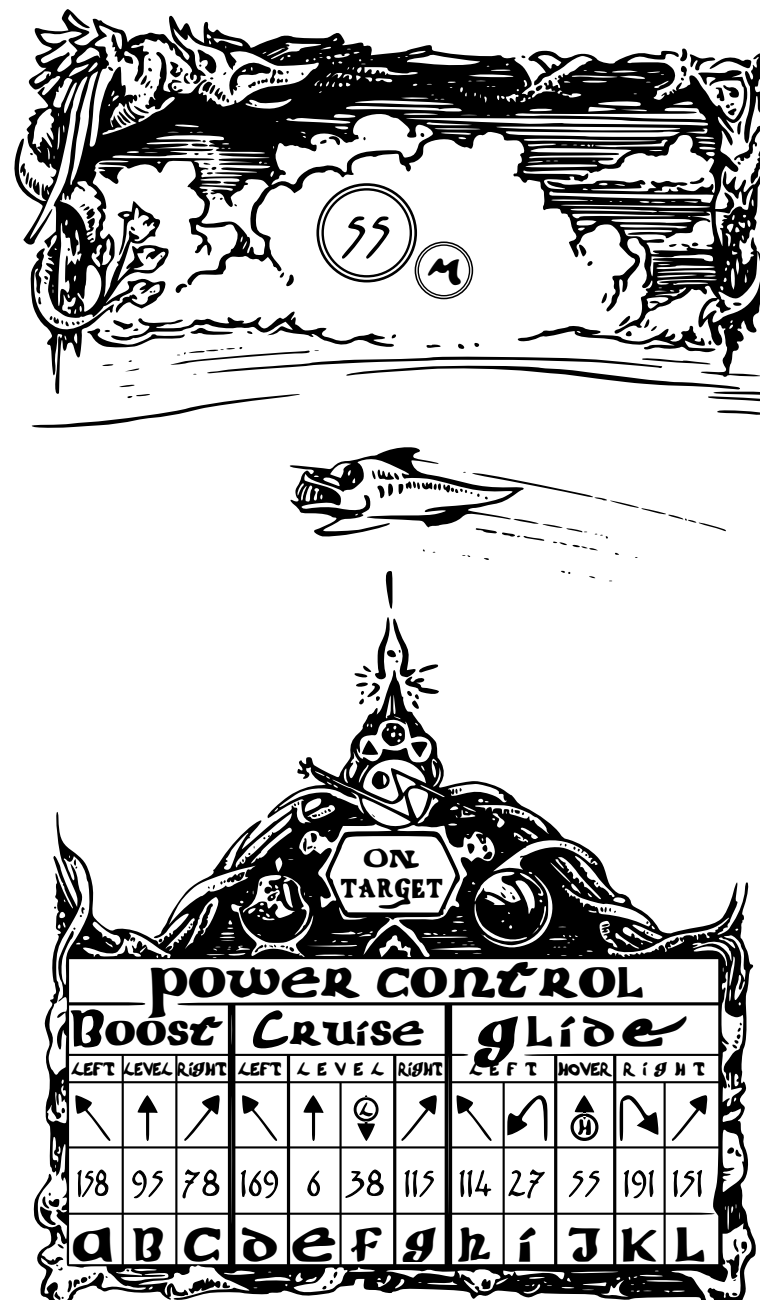
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
50	88	206	50	218	264	189	52	50	49	258	117
a	b	c	d	e	f	g	h	i	j	k	l

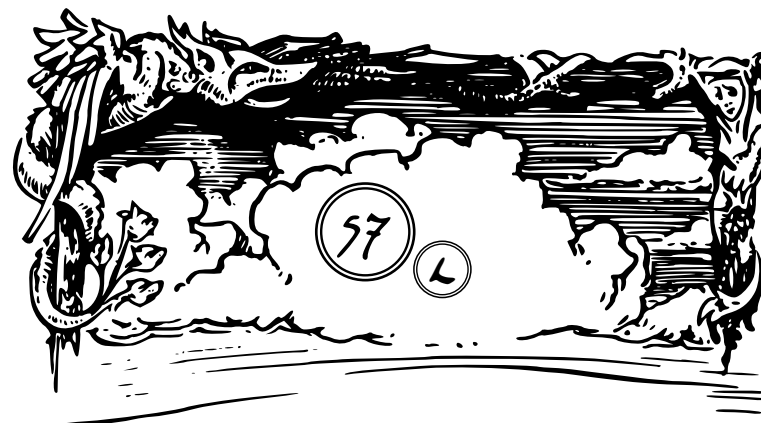


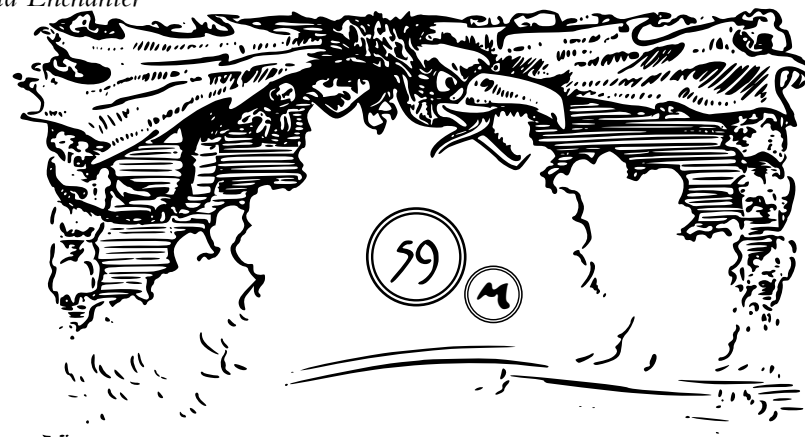
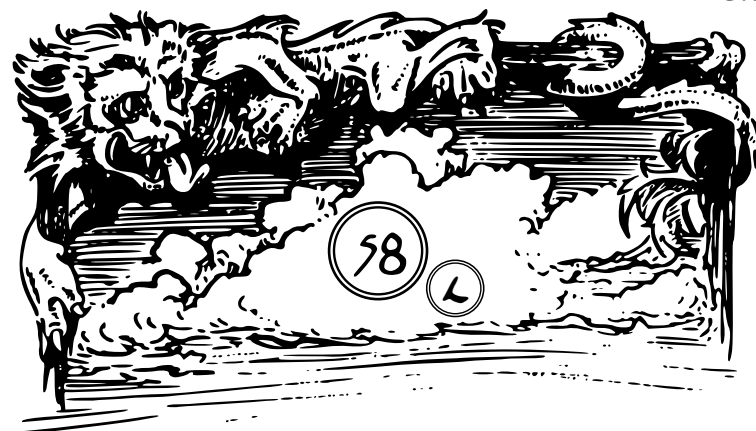


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
50	100	88	50	100	138	218	164	100	52	118	49
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
278	85	100	175	14	150	155	5	206	53	179	256
a	b	c	d	e	f	g	h	i	j	k	l

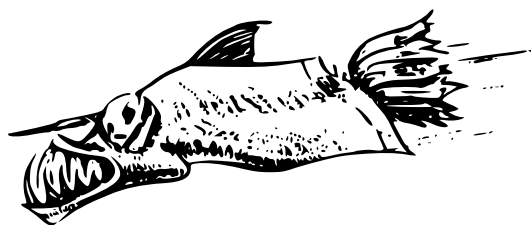
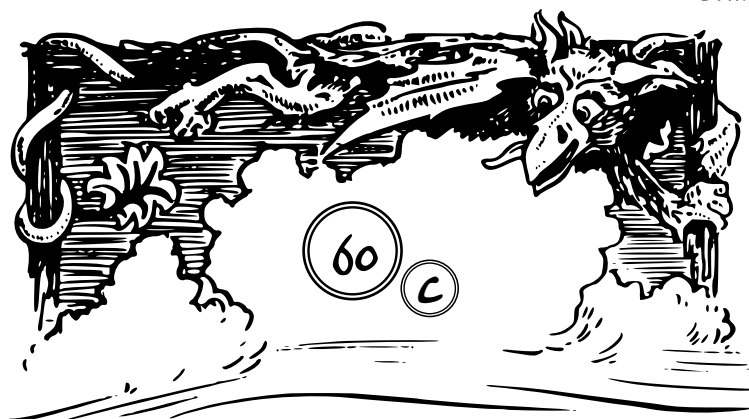






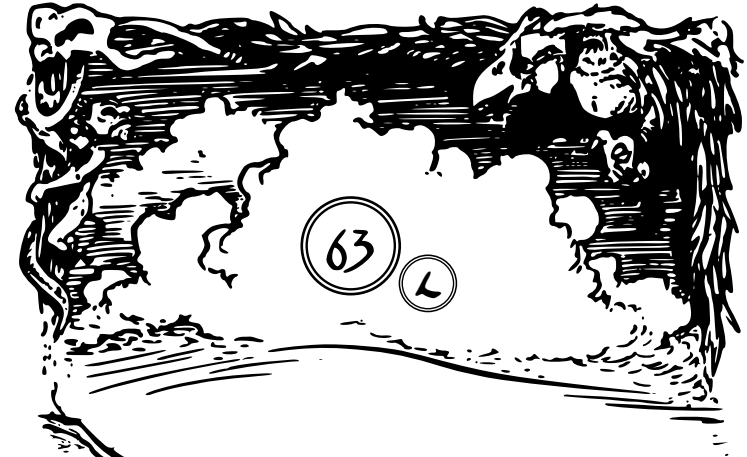
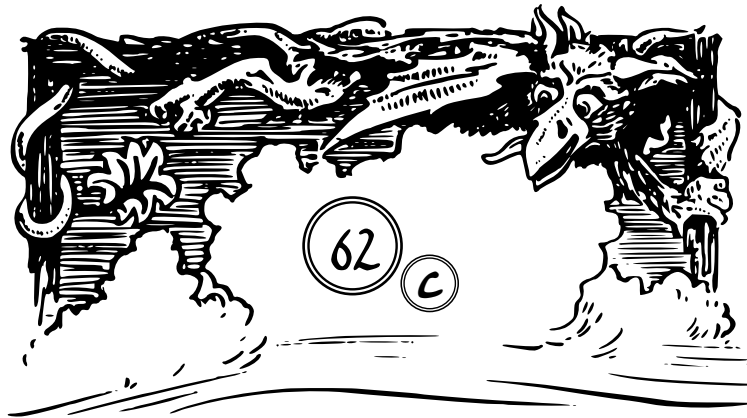
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
212	102	50	187	26	105	100	121	142	58	100	65
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
195	157	200	212	274	128	208	187	21	59	271	110
a	b	c	d	e	f	g	h	i	j	k	l



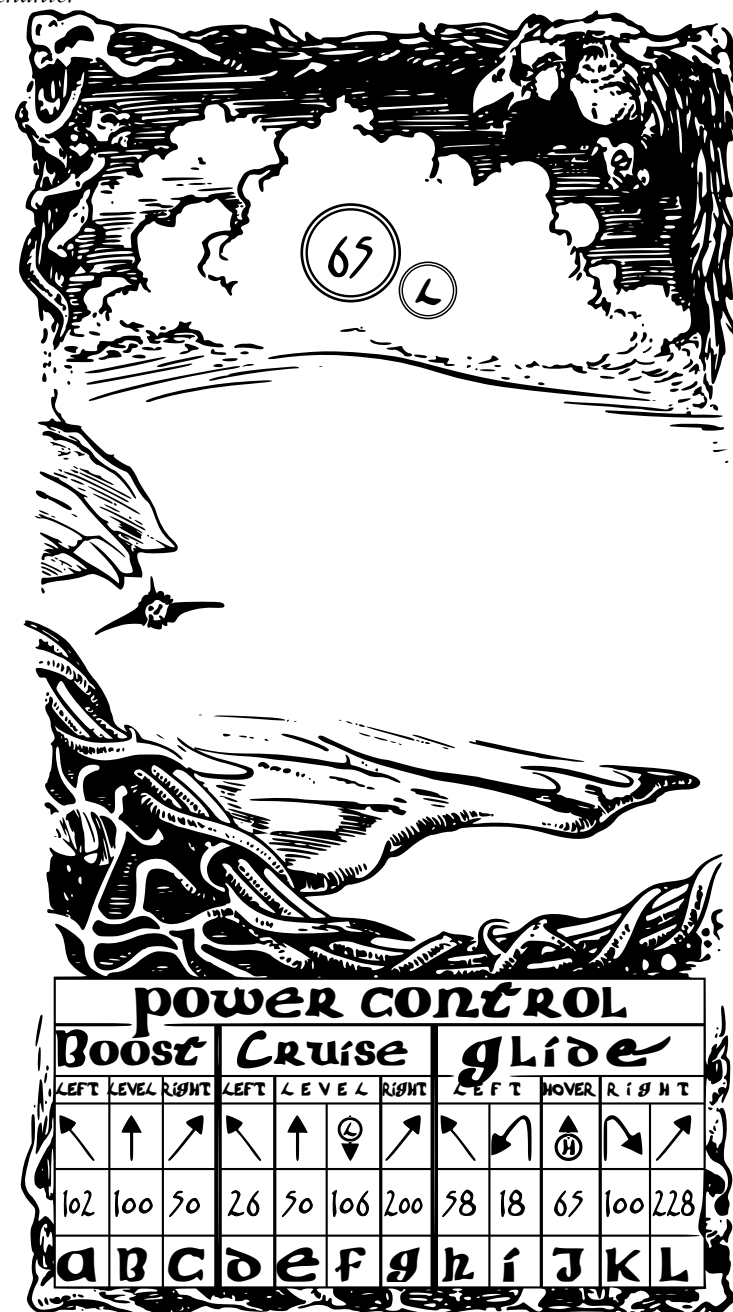
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↖
135	160	31	27	217	69	95	73	7	60	119	6
a	B	C	d	e	f	g	h	i	J	K	L

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↖
50	276	147	50	224	63	107	32	50	61	101	86
a	B	C	d	e	f	g	h	i	J	K	L

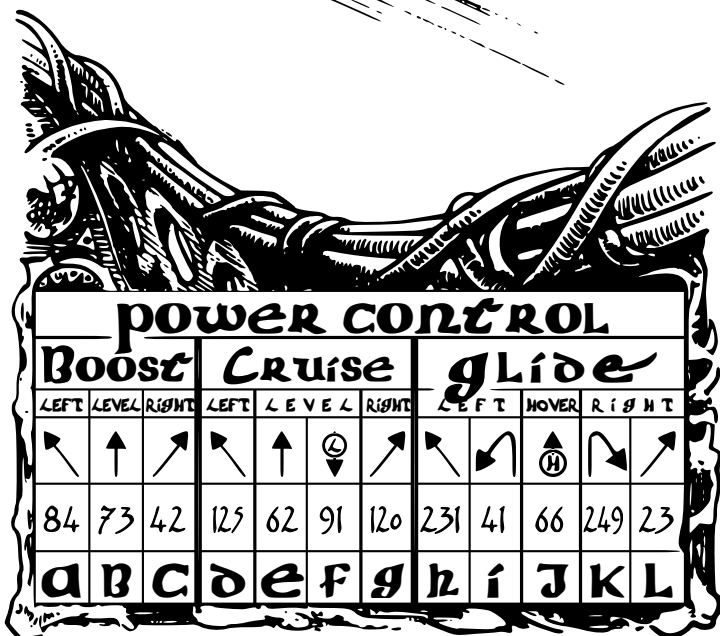
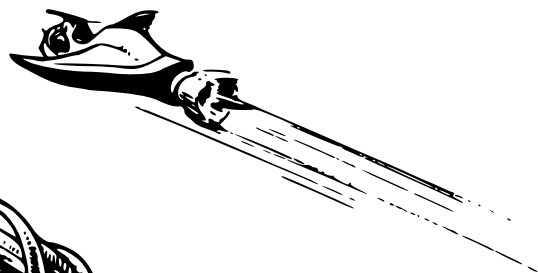
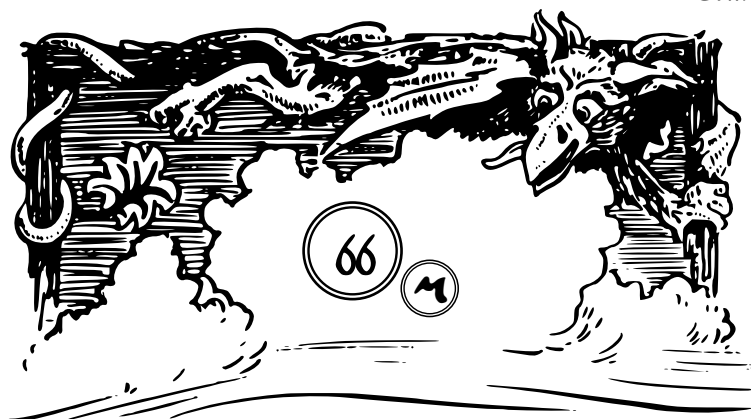


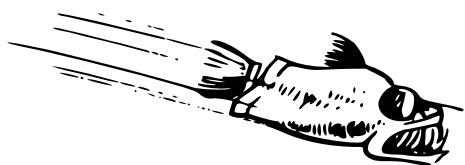
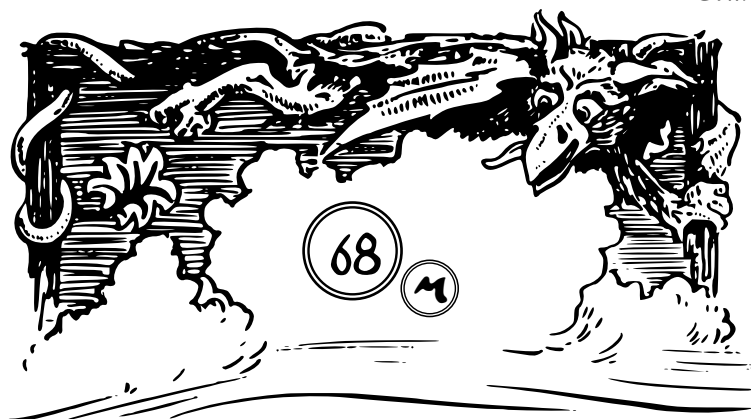
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↗	↗
240	27	234	253	73	153	168	131	191	62	95	215
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↗	↗
115	50	100	151	130	61	50	229	55	63	50	211
a	b	c	d	e	f	g	h	i	j	k	l

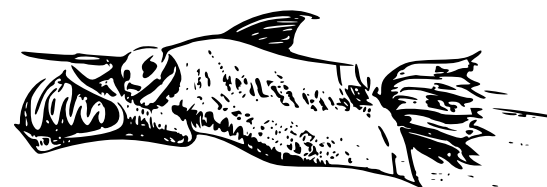
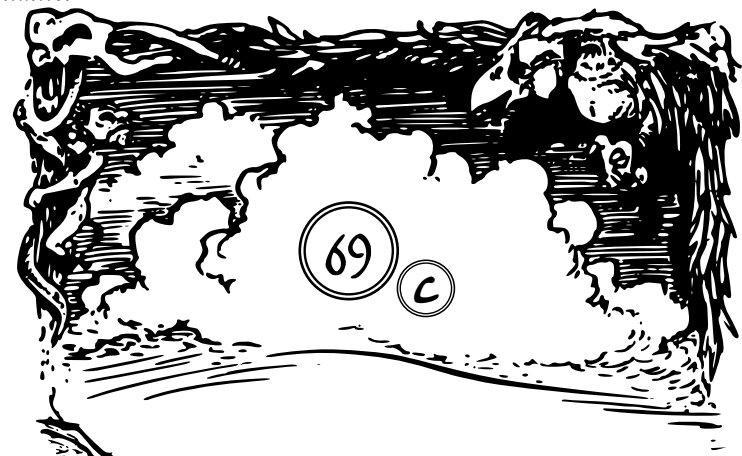


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	⊙	↗		
102	100	50	26	50	106	200	58	18	65	100	228
A	B	C	D	E	F	G	H	I	J	K	L

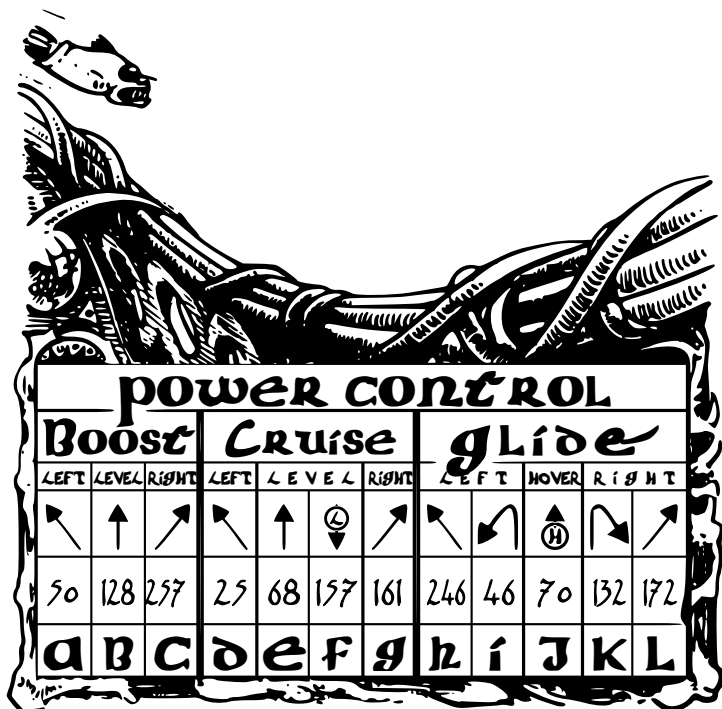
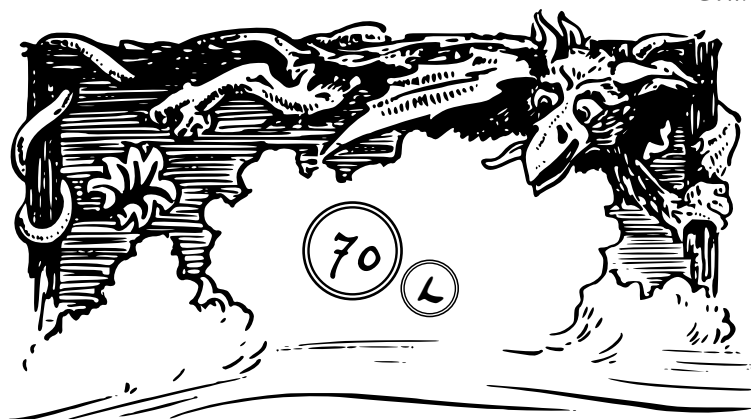


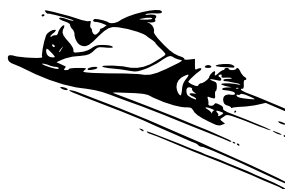
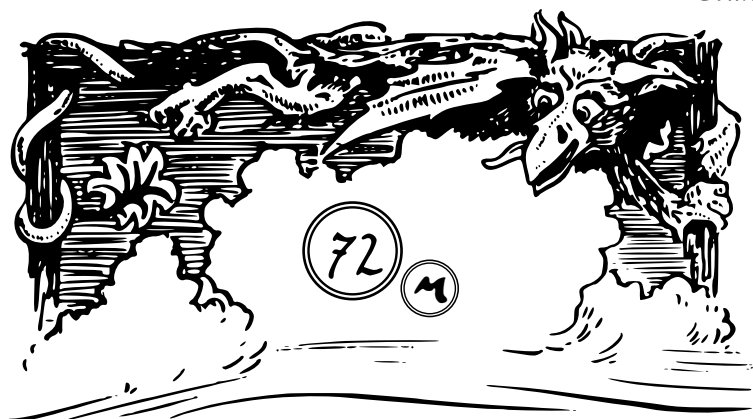


power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	193	94	271	128	274	21	223	208	68	212	11
a	b	c	d	e	f	g	h	i	j	k	l



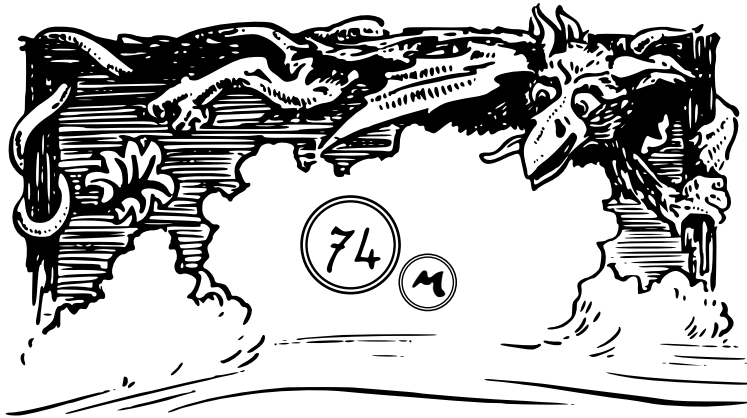
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
91	144	40	153	191	60	38	154	93	69	174	196
a	b	c	d	e	f	g	h	i	j	k	l





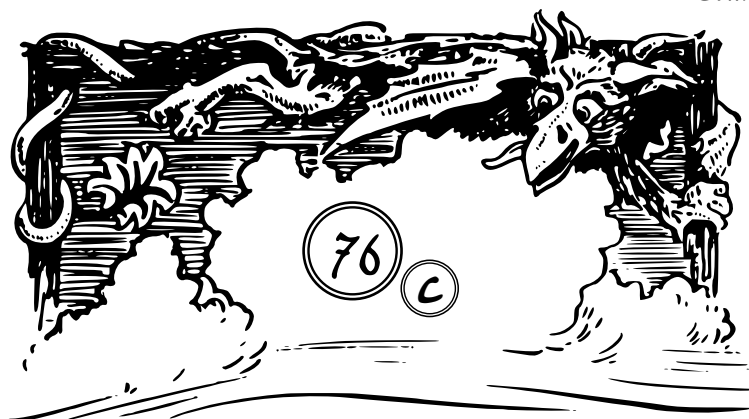

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	174	168	84	235	78	215	125	144	72	93	209
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
40	135	160	38	27	154	217	196	203	73	147	60
a	b	c	d	e	f	g	h	i	j	k	l




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↗	⌚	↖	↗
200	223	278	248	236	256	175	150	171	74	257	5
a	b	c	d	e	f	g	h	i	j	k	l

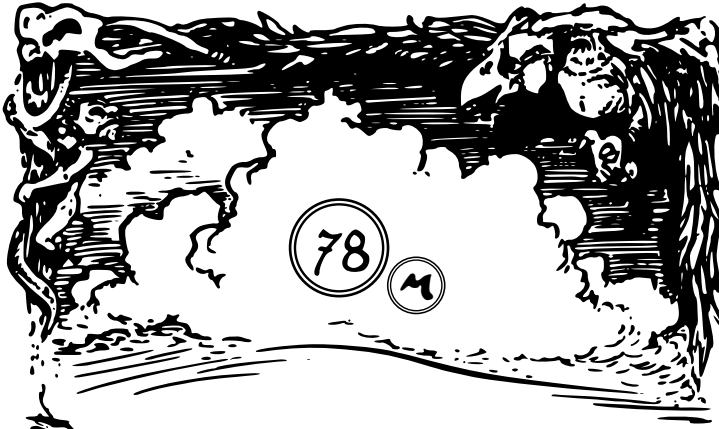



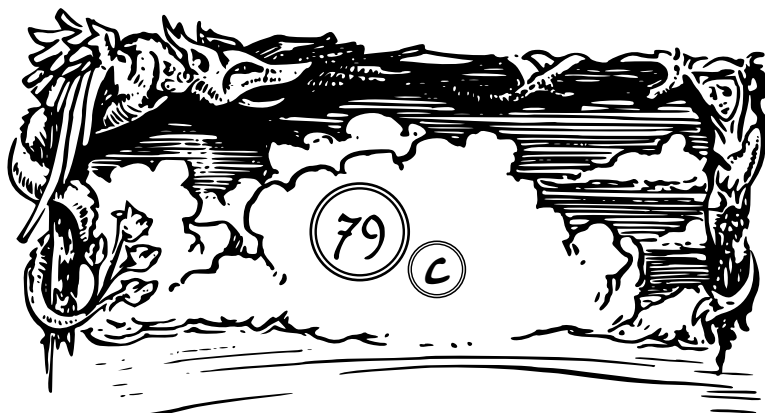
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
228	267	196	30	54	42	94	98	110	76	170	21
a	b	c	d	e	f	g	h	i	j	k	l




power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
154	130	50	101	63	224	100	10	107	77	100	35
a	b	c	d	e	f	g	h	i	j	k	l



78 M

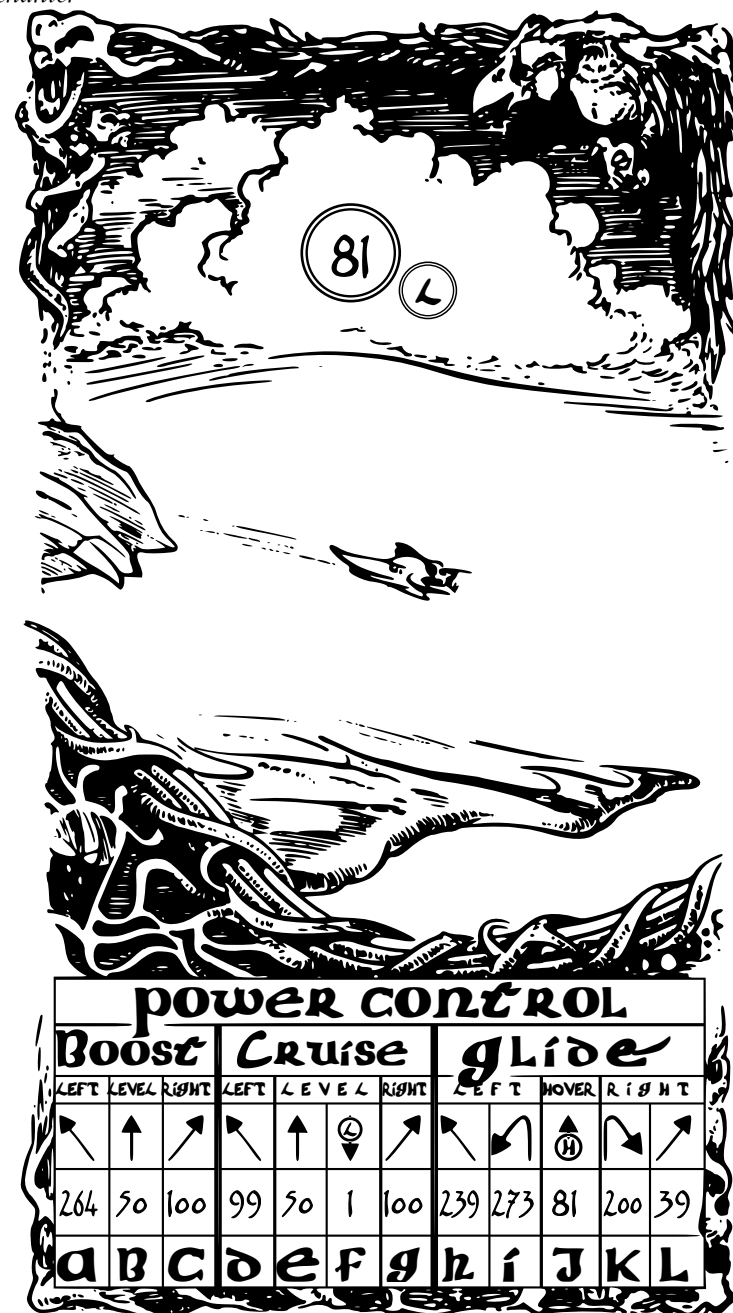
79 C



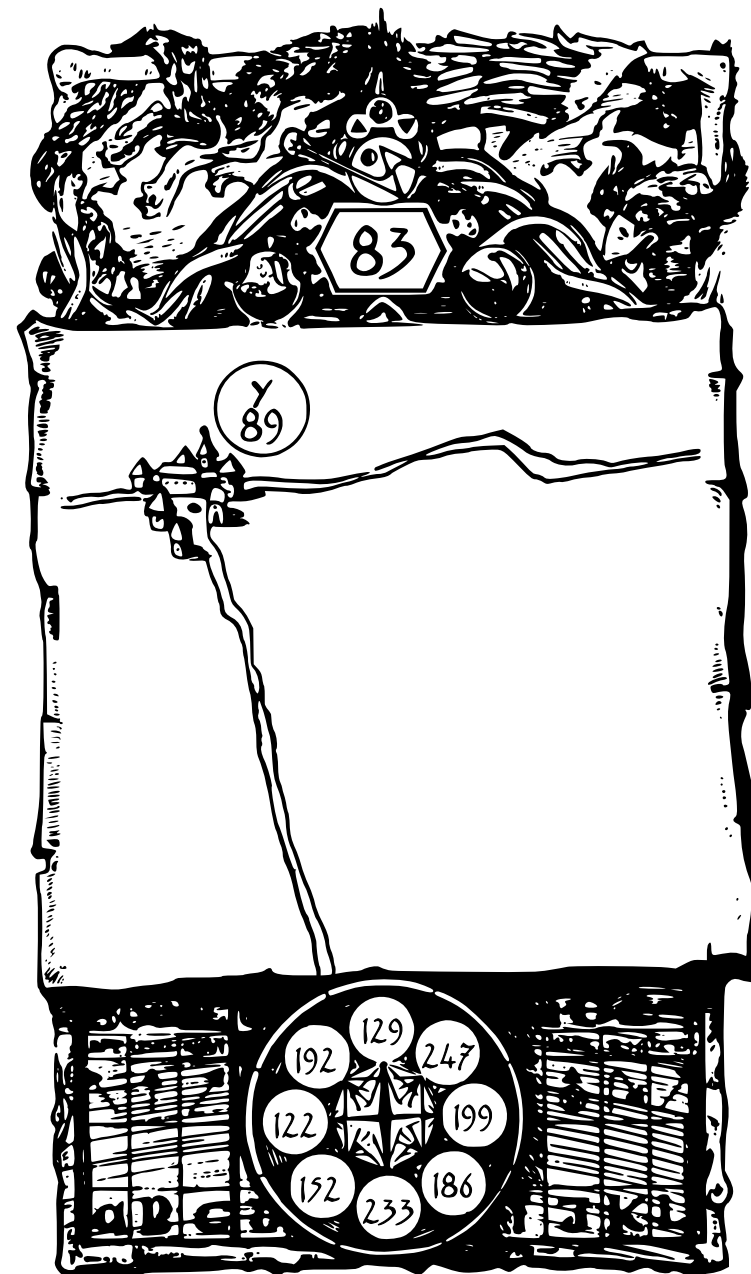
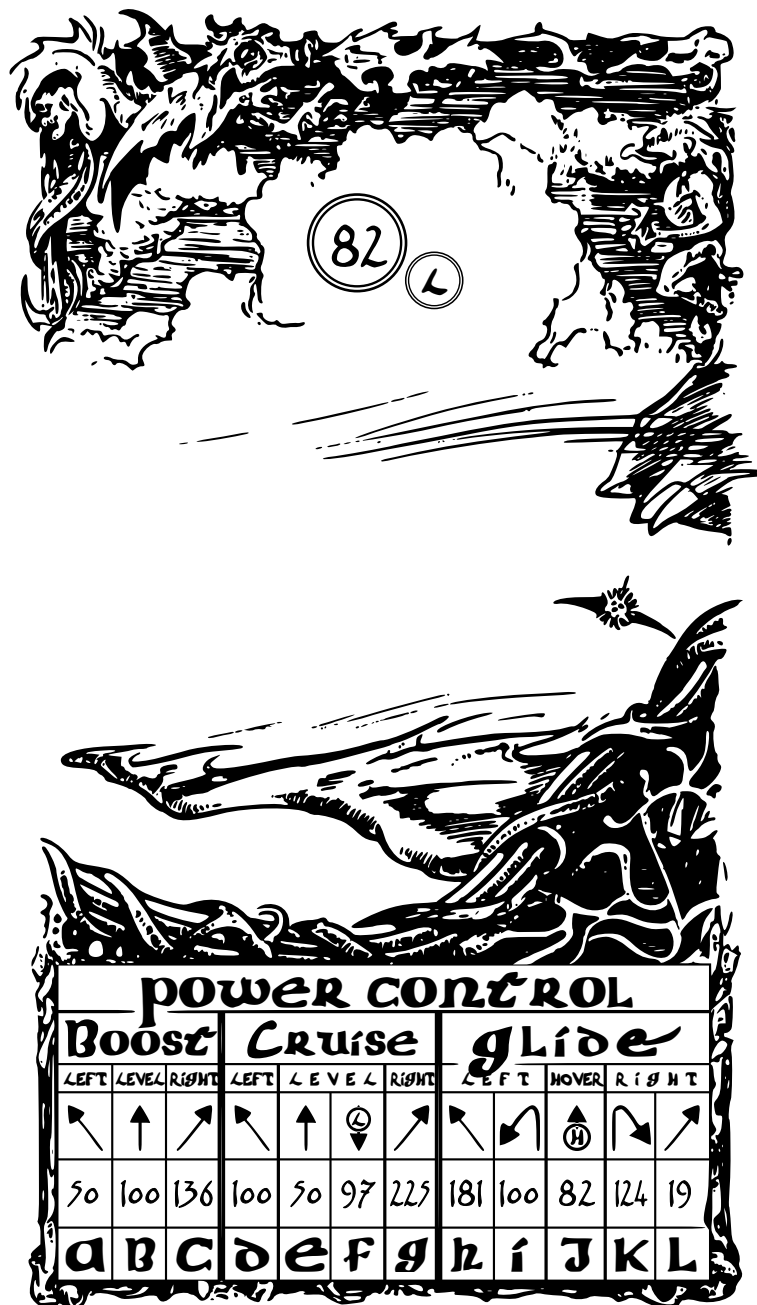
ON TARGET

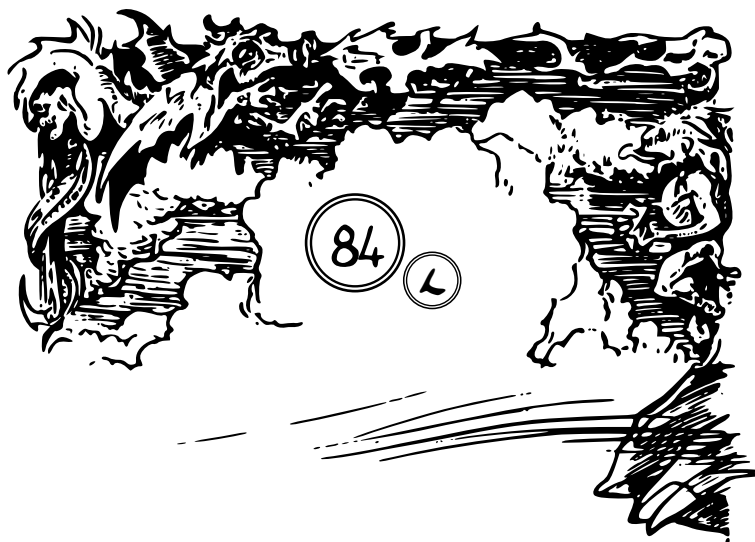
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↻	⬆	↖	↻	↗
221	200	100	232	22	72	263	237	23	78	136	41
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↻	⬆	↖	↻	↗
162	143	191	15	119	133	69	147	234	79	196	244
a	b	c	d	e	f	g	h	i	j	k	l

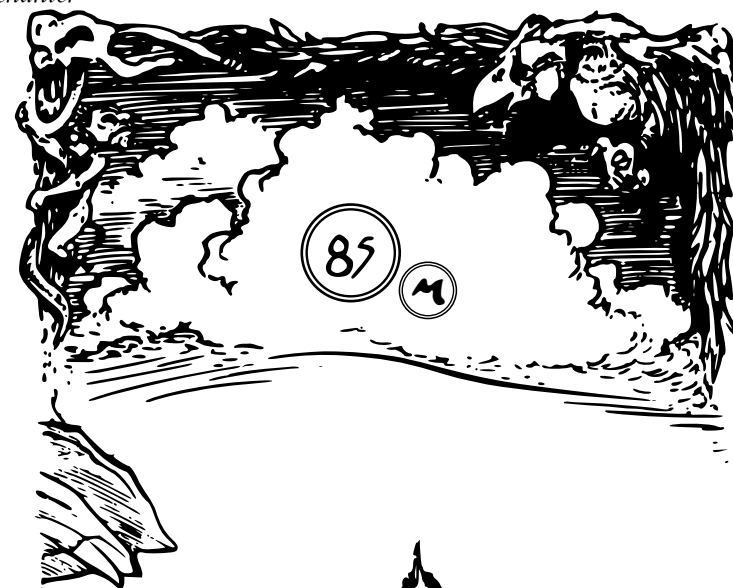


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
264	50	100	99	50	1	100	239	273	81	200	39
a	b	c	d	e	f	g	h	i	j	k	l

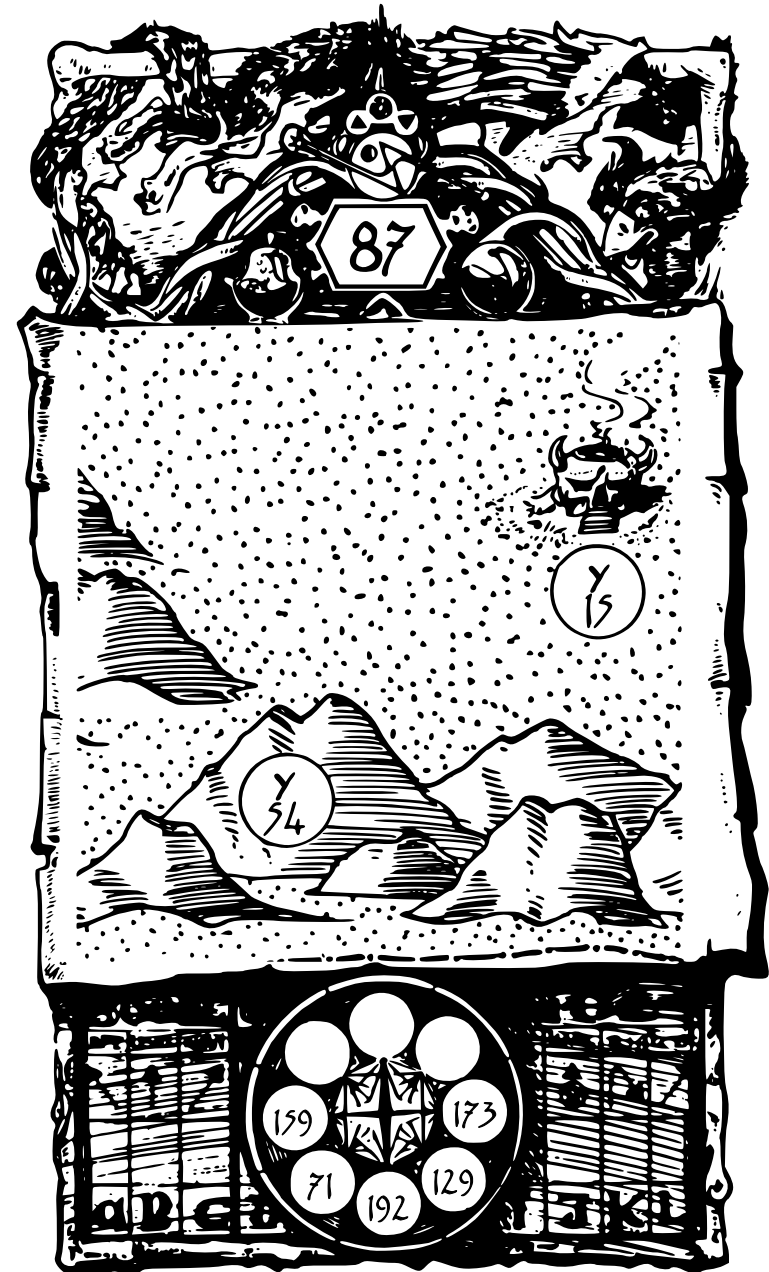
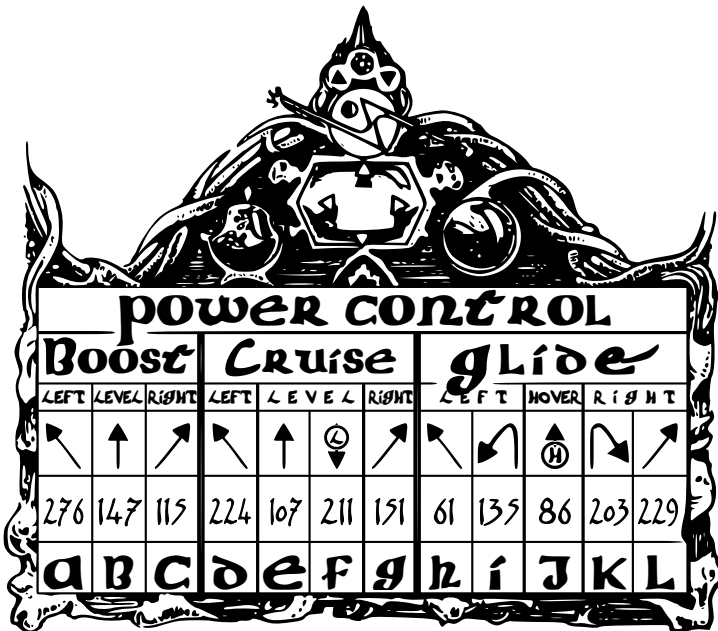
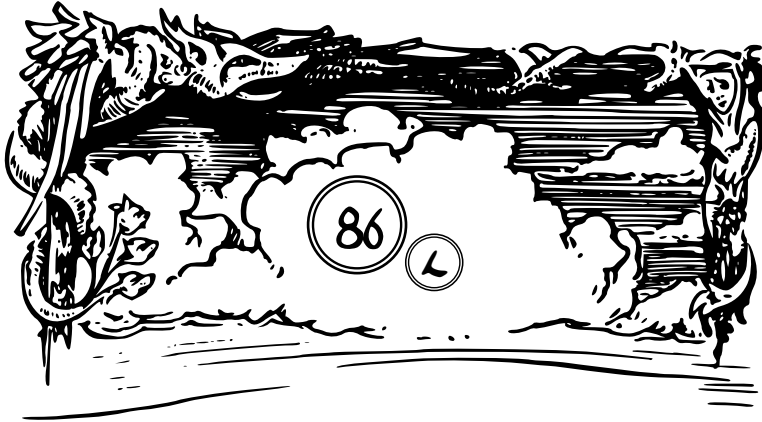


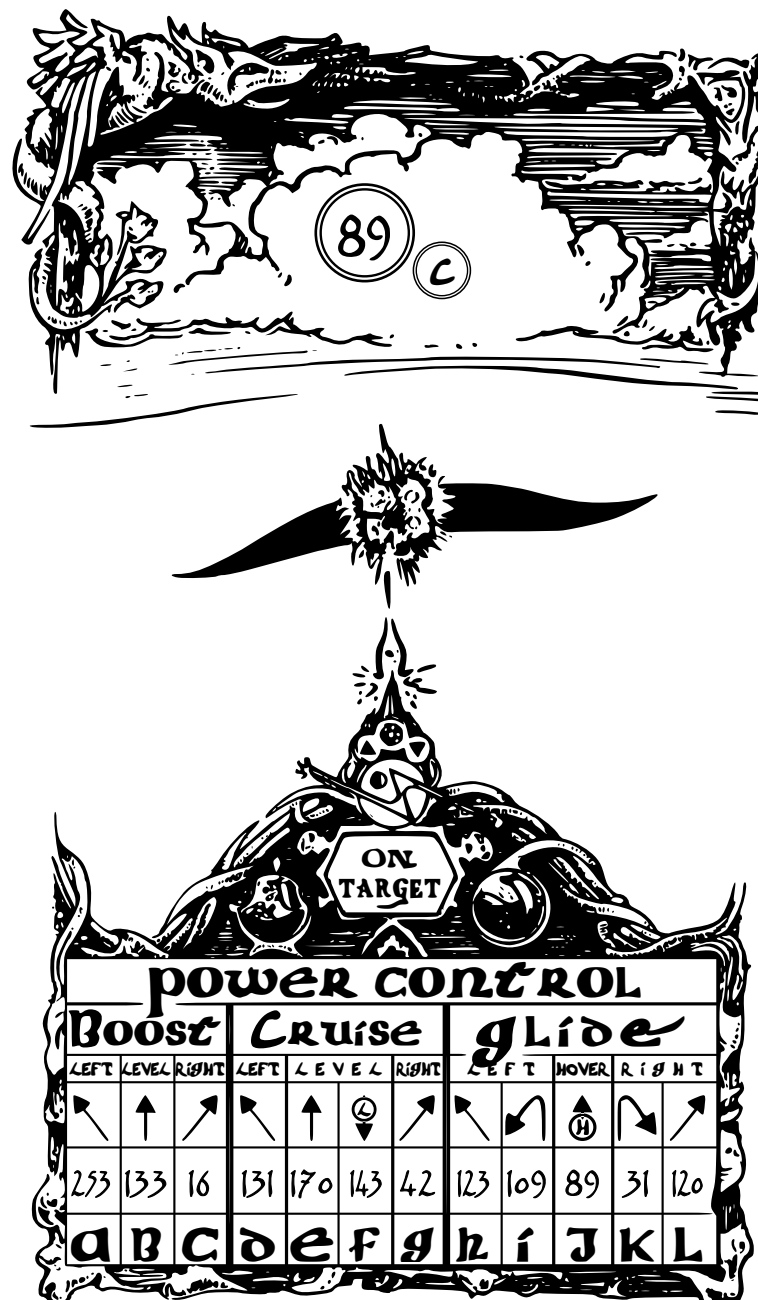
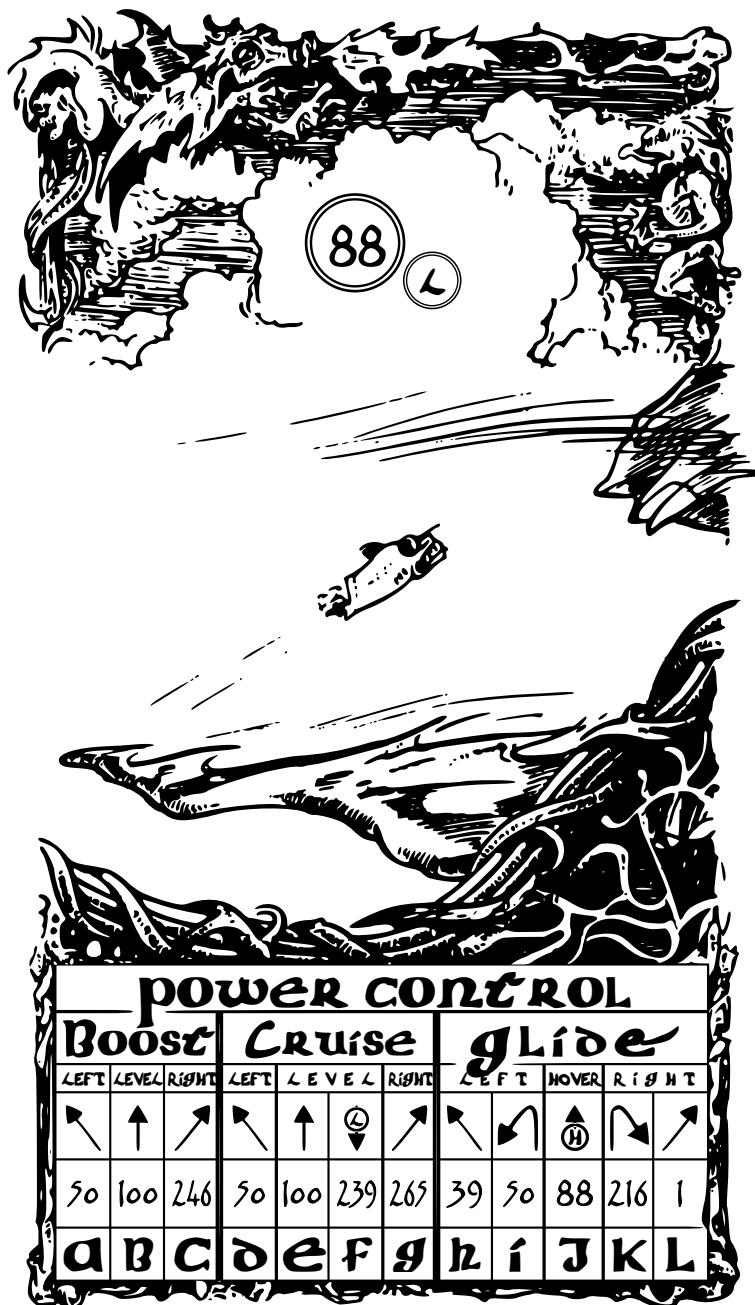


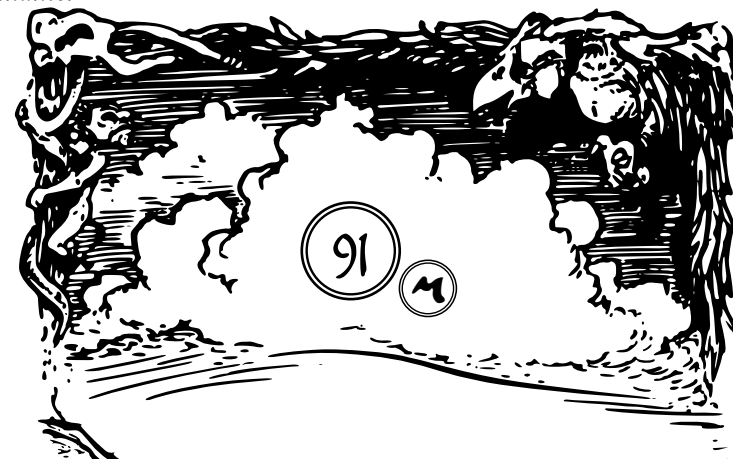
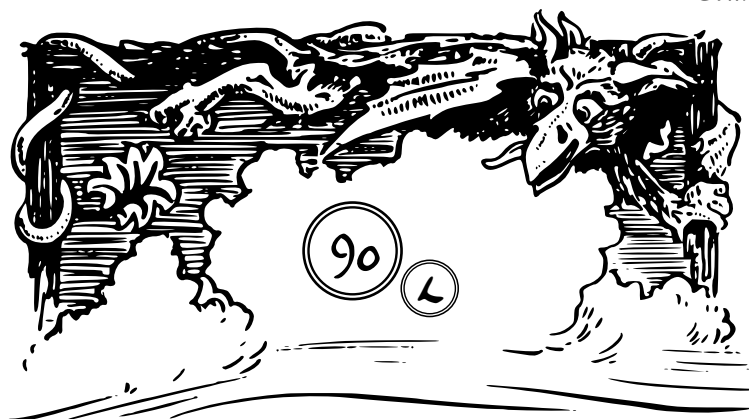
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
50	100	127	100	50	47	261	144	50	84	241	90
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
203	200	100	243	35	103	34	219	101	85	276	197
a	b	c	d	e	f	g	h	i	j	k	l

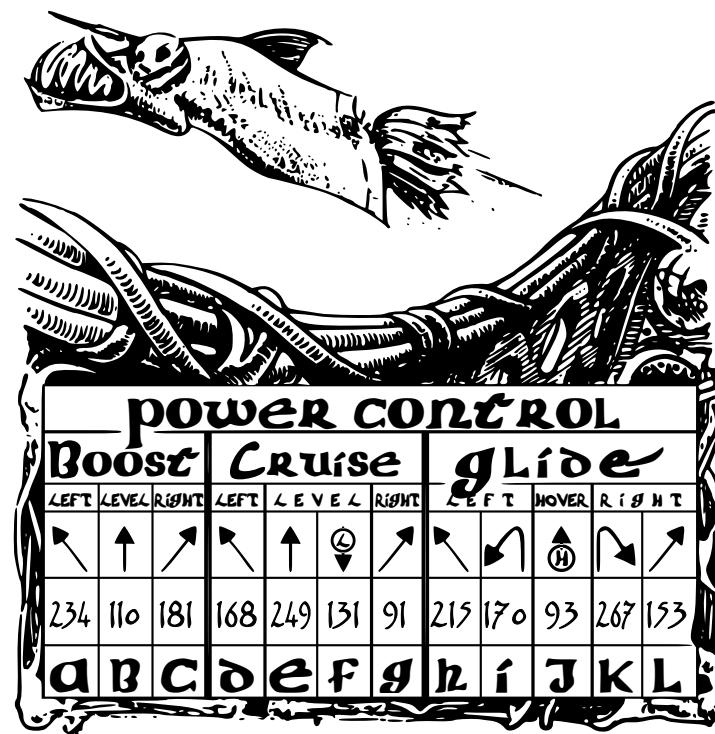
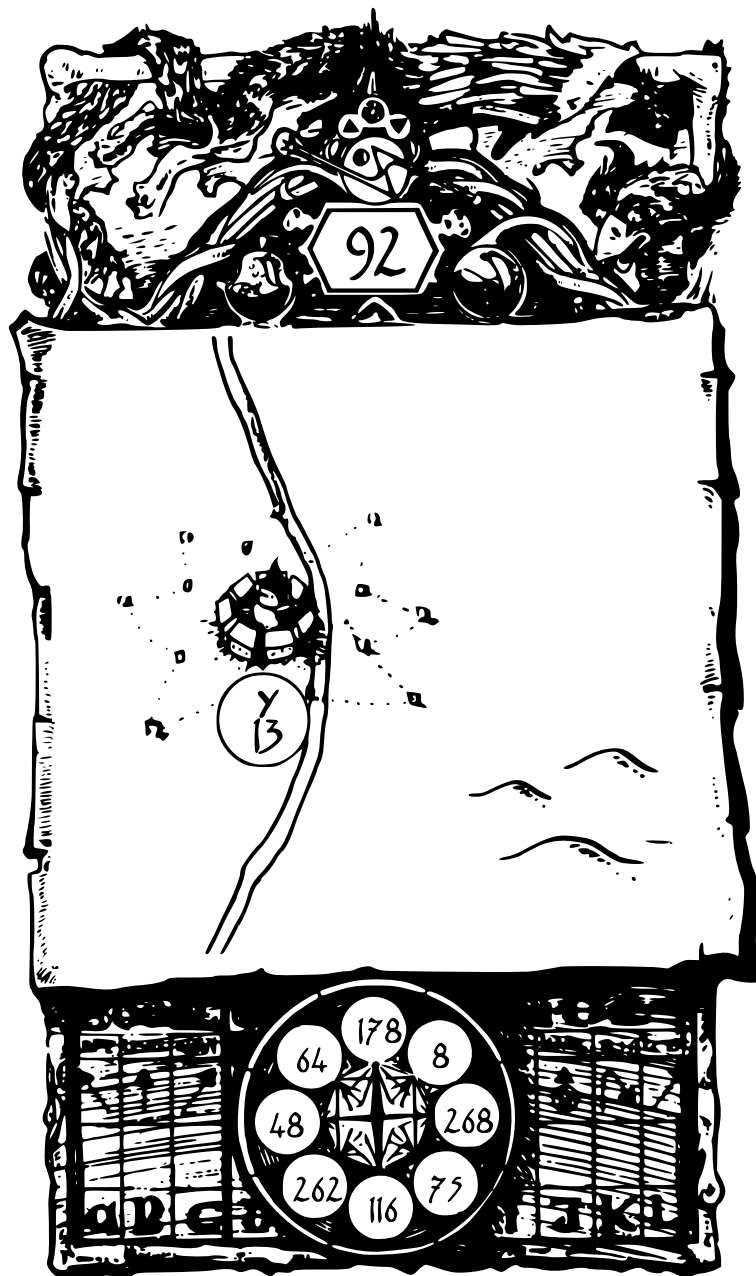




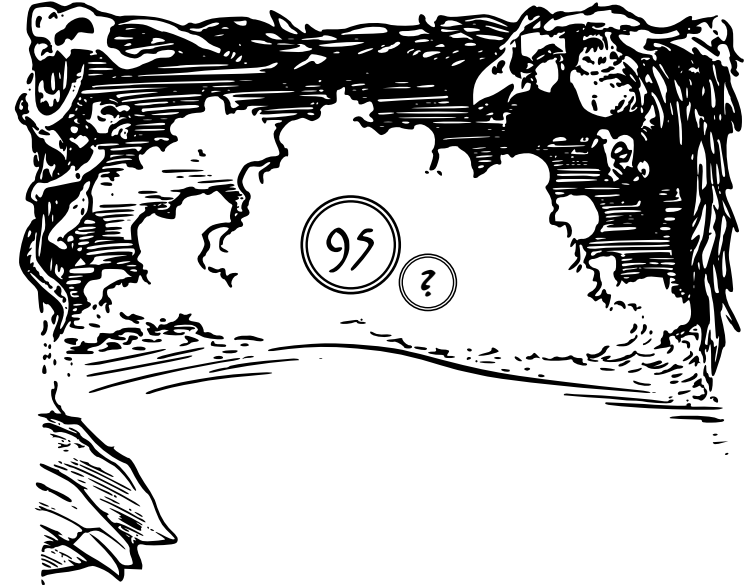
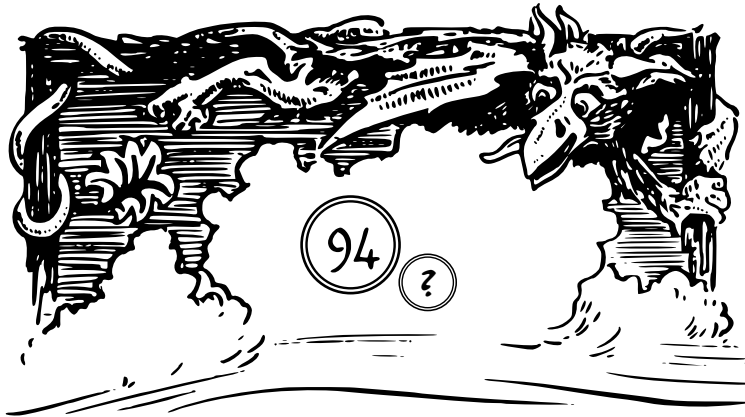


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	127	60	50	261	13	141	84	50	90	259	45
A	B	C	D	E	F	G	H	I	J	K	L

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
65	50	100	221	181	66	20	232	183	91	225	267
A	B	C	D	E	F	G	H	I	J	K	L

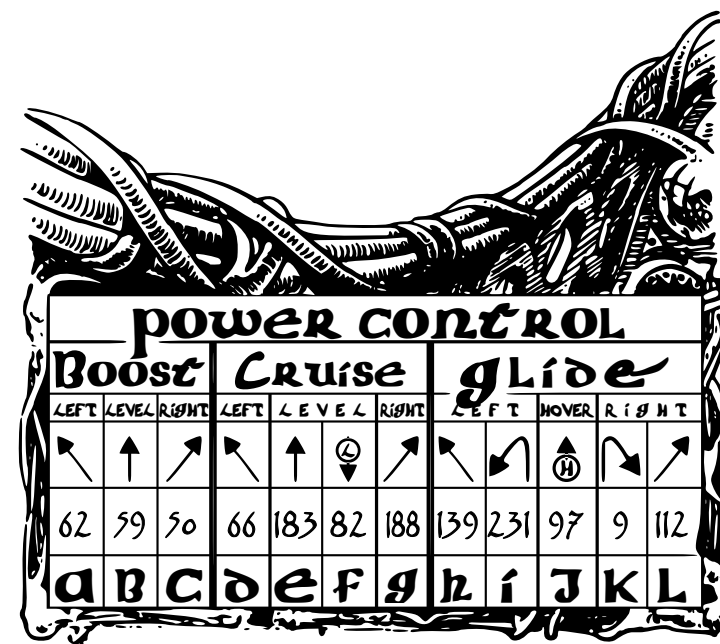


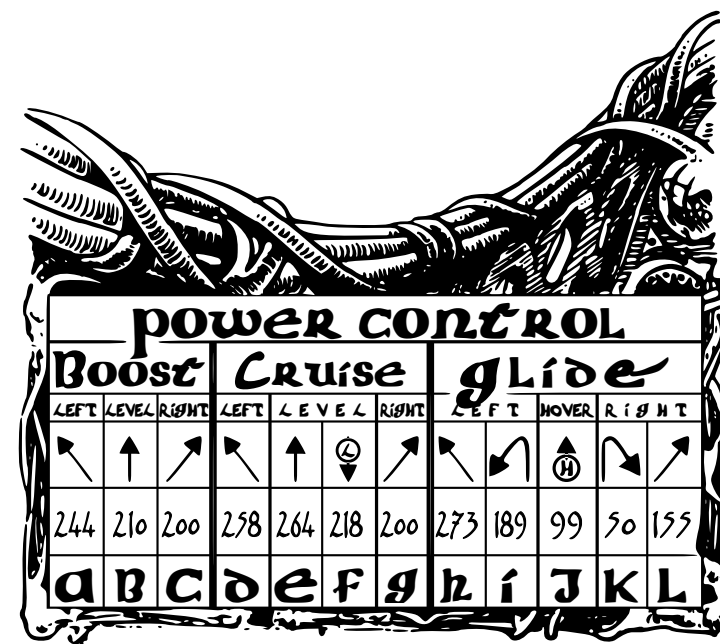
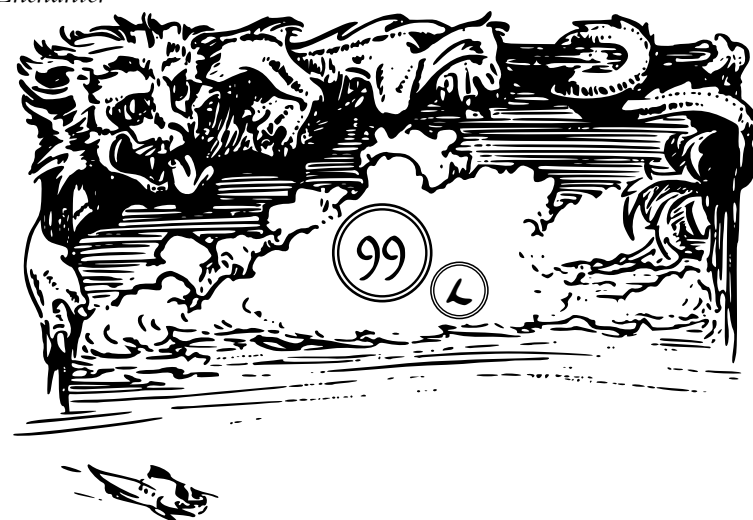
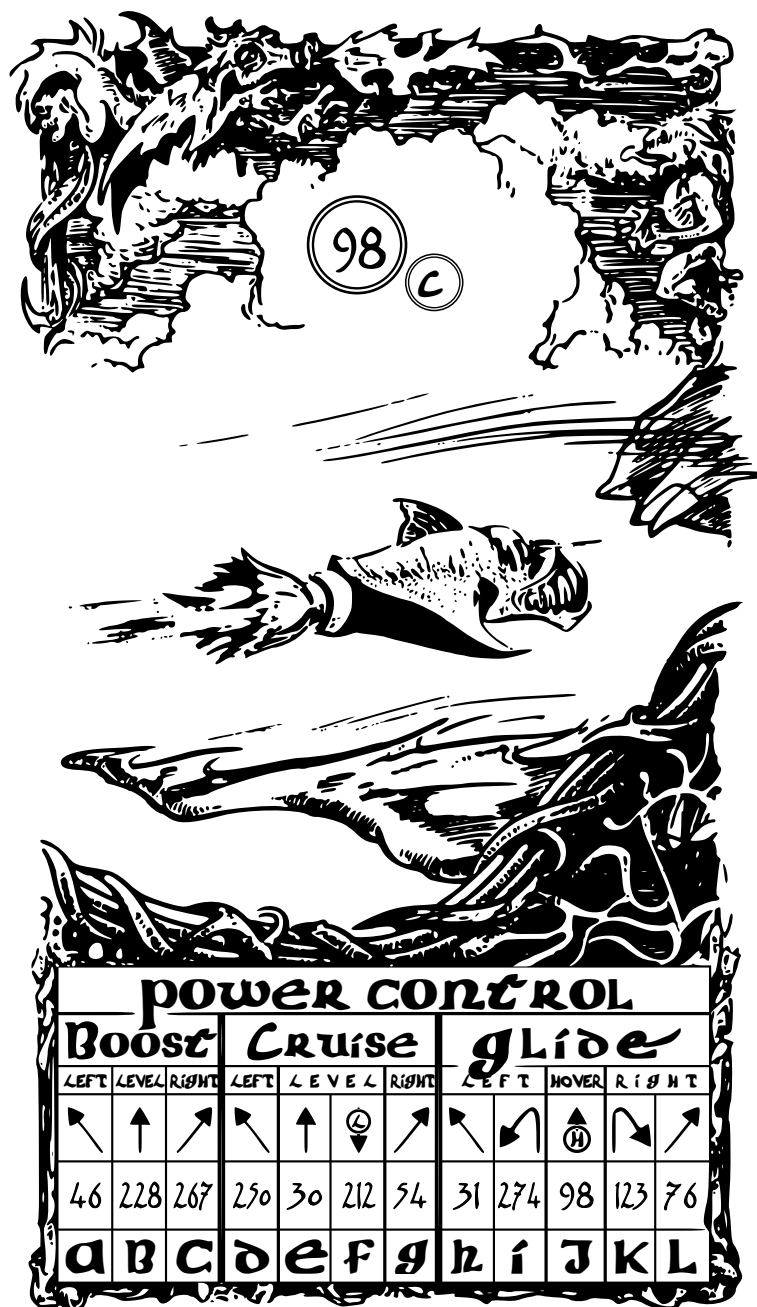
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
234	110	181	168	249	131	91	215	170	93	267	153
a	b	c	d	e	f	g	h	i	j	k	l

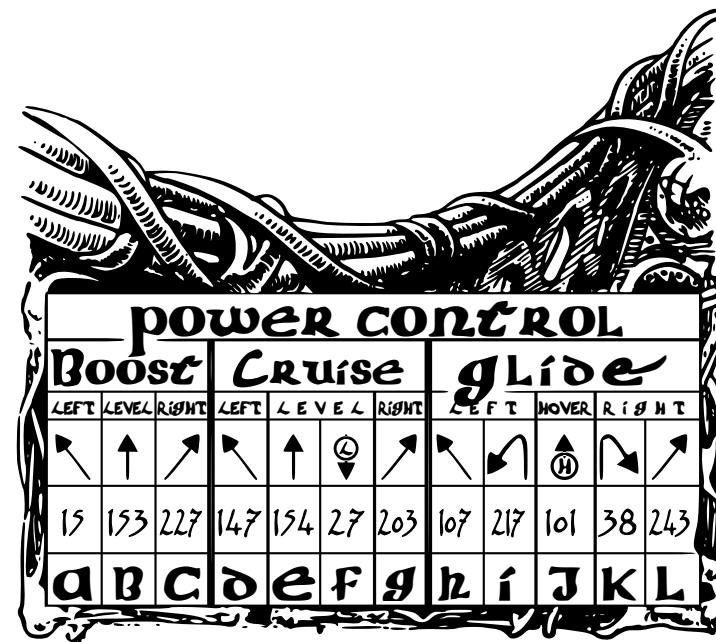
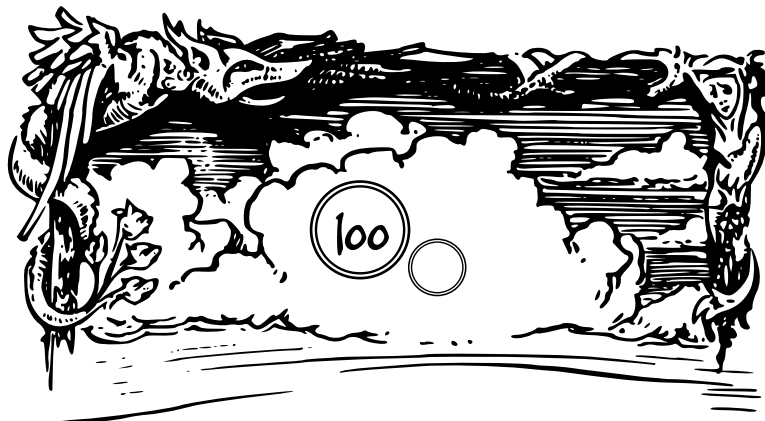


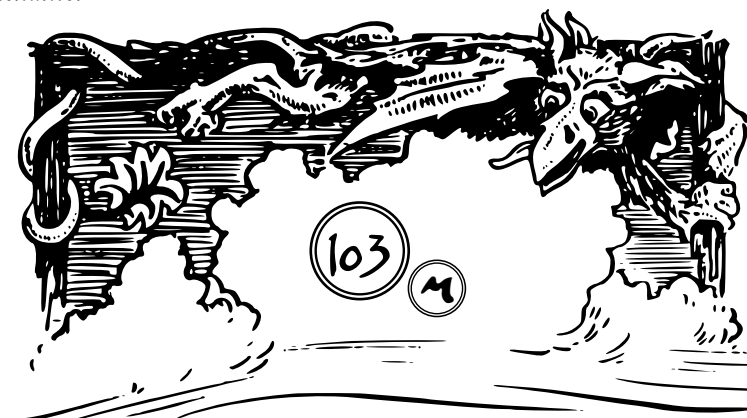
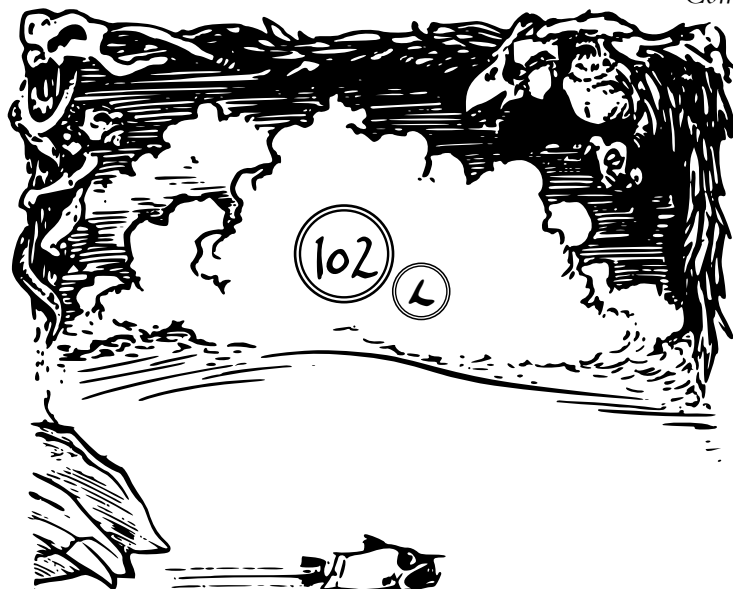
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
41	38	197	109	196	95	133	278	153	94	217	170
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
177	250	37	234	31	94	143	168	195	95	54	119
a	b	c	d	e	f	g	h	i	j	k	l



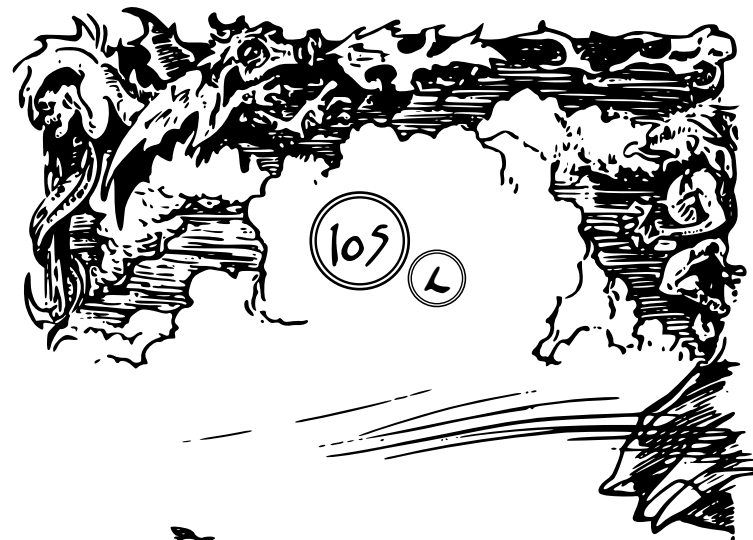
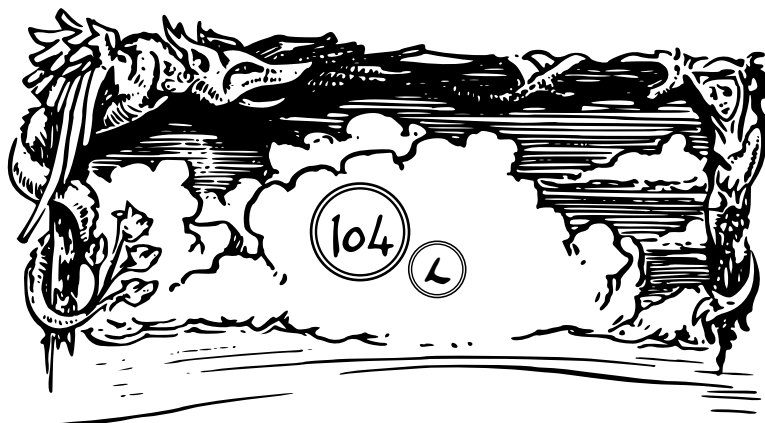






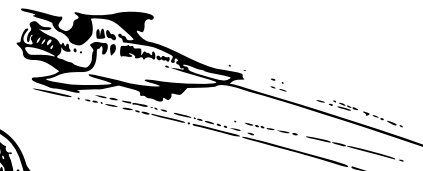
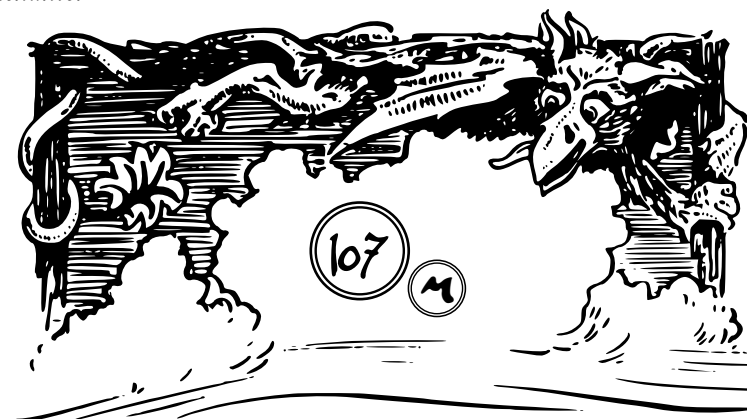
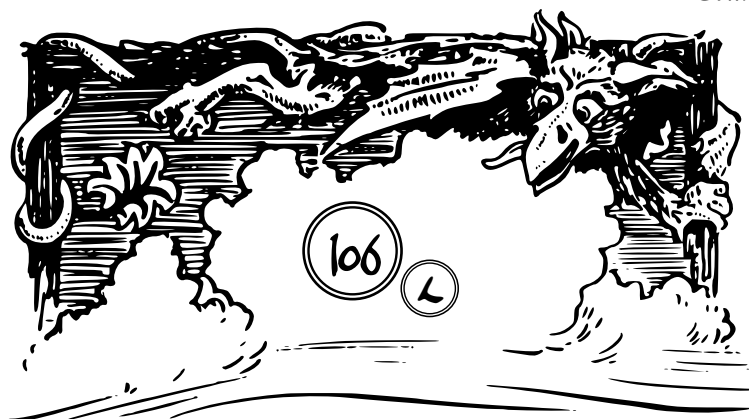
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
145	200	100	167	50	272	100	254	172	102	50	46
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
50	150	119	52	182	85	79	158	164	103	244	198
a	b	c	d	e	f	g	h	i	j	k	l




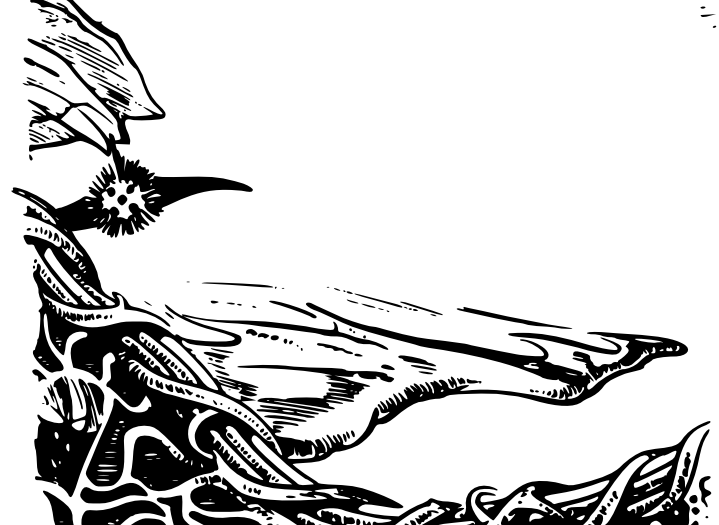
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↻	⌚	↖	↗	↗
270	123	132	105	142	208	176	252	228	104	274	18
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↻	⌚	↖	↗	↗
100	50	231	100	270	58	44	228	200	105	149	106
a	b	c	d	e	f	g	h	i	j	k	l

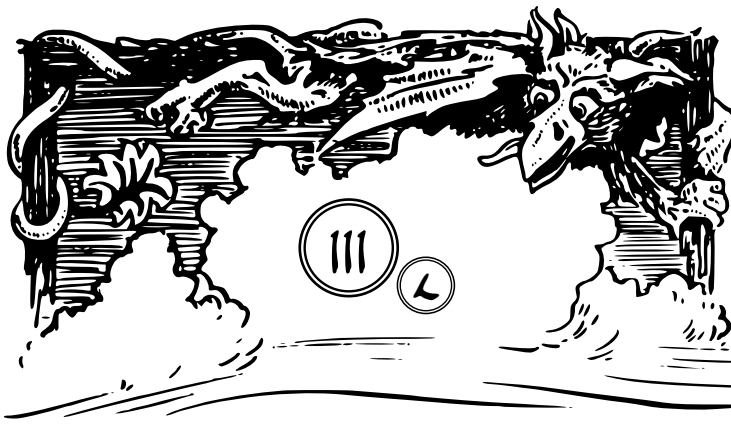



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	231	212	270	44	65	187	105	9	106	59	121
a	b	c	d	e	f	g	h	i	j	k	l

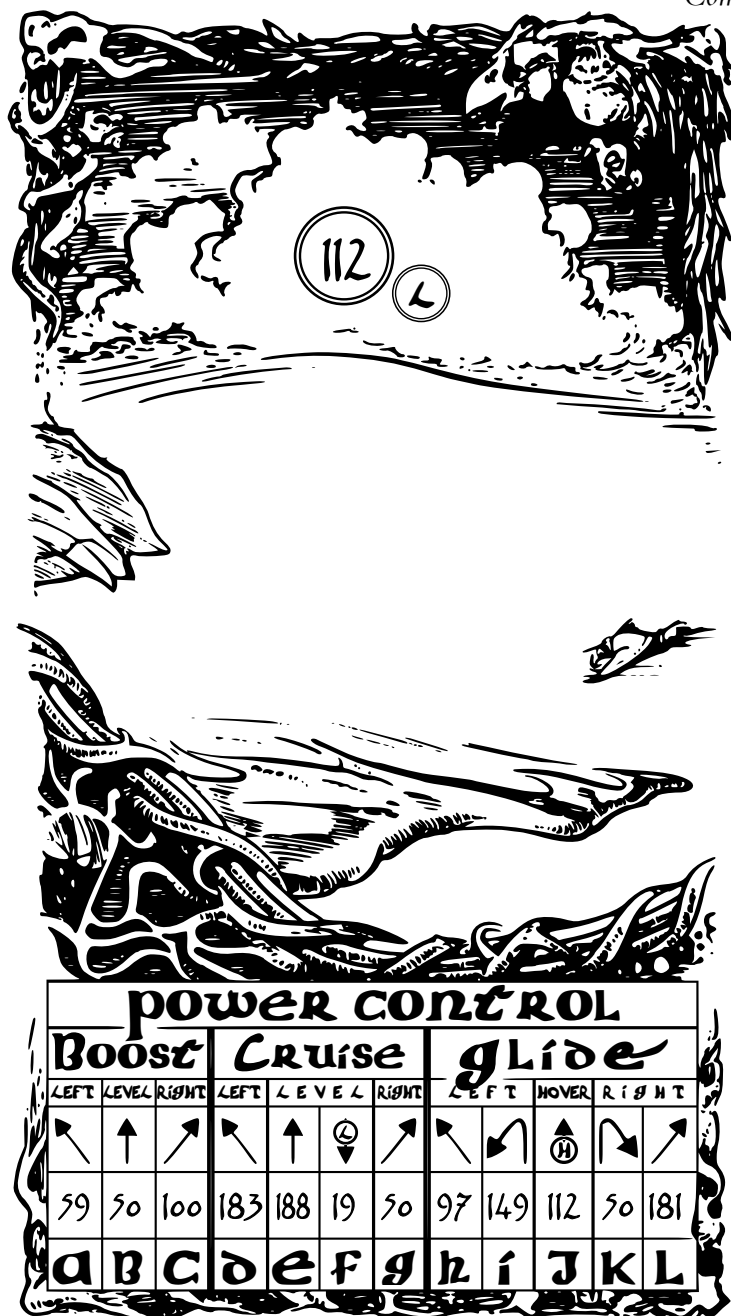
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
52	15	153	158	147	7	154	169	197	107	69	101
a	b	c	d	e	f	g	h	i	j	k	l

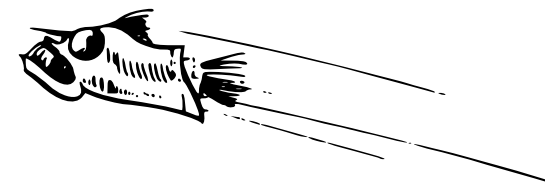
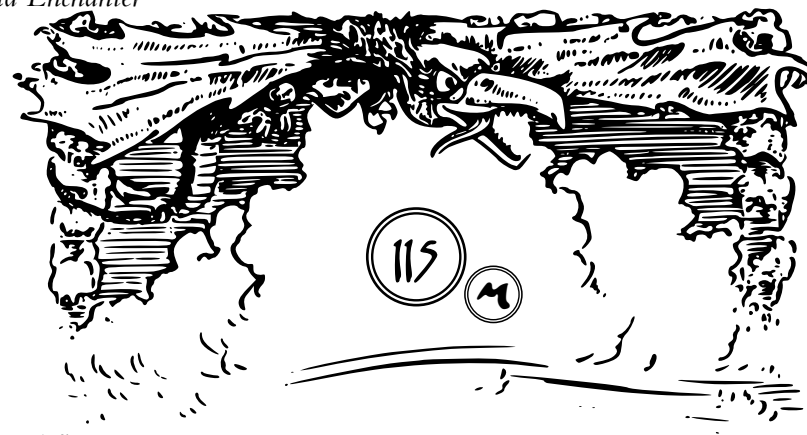
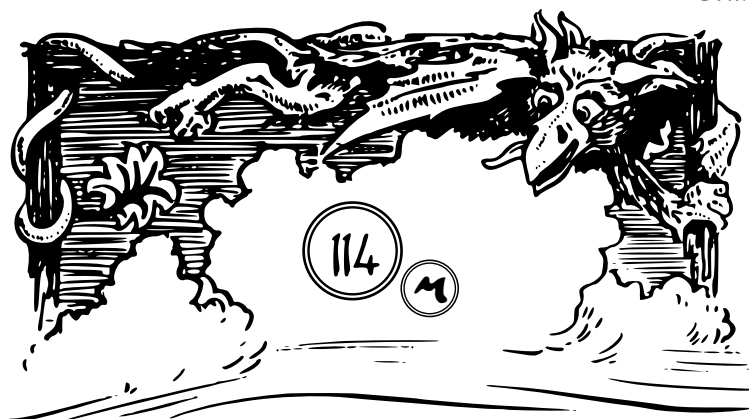



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
157	100	50	274	208	142	228	59	176	110	105	30
a	b	c	d	e	f	g	h	i	j	k	l

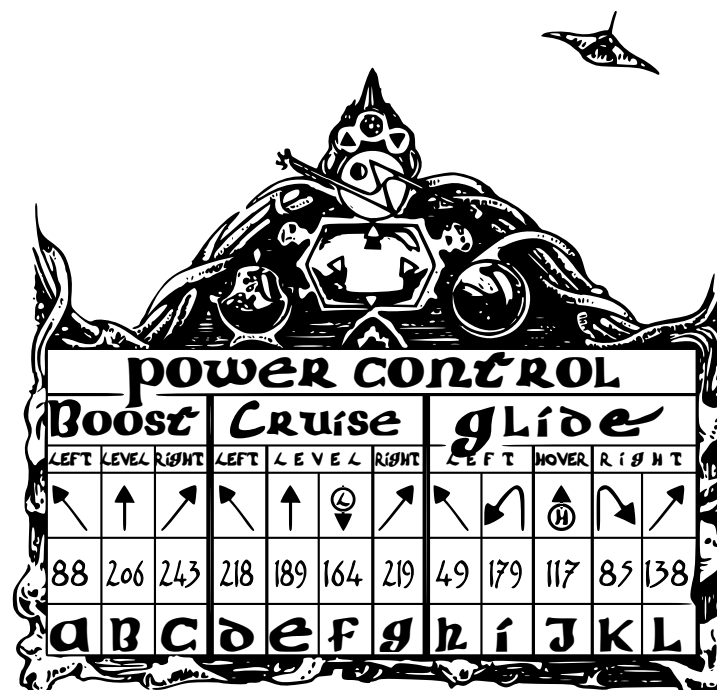
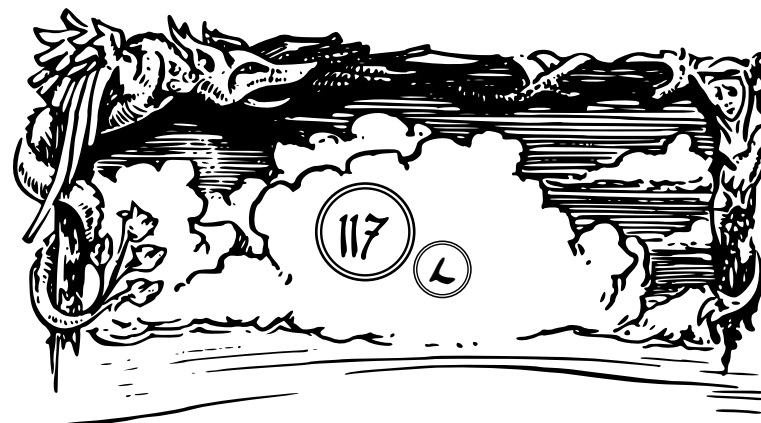
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
50	261	215	50	90	207	209	136	100	111	237	277
a	b	c	d	e	f	g	h	i	j	k	l

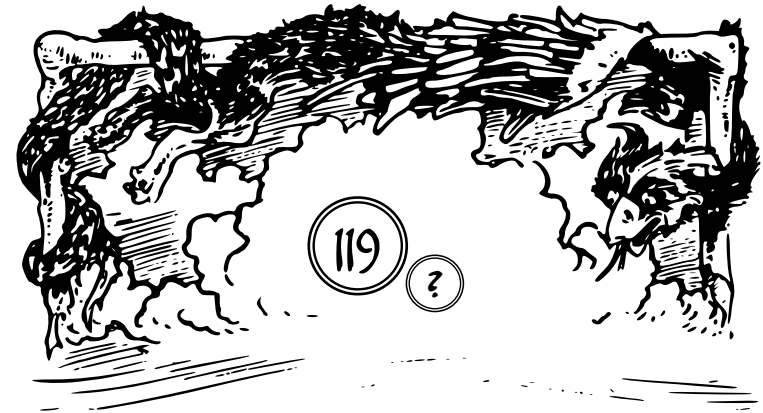
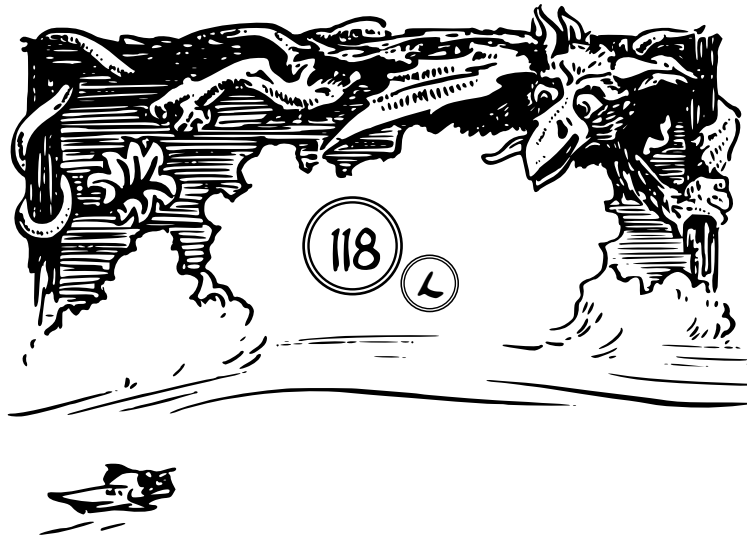




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↻	↻	↗
50	158	95	32	169	203	6	174	211	114	154	55
a	B	C	d	e	f	g	h	i	J	K	L

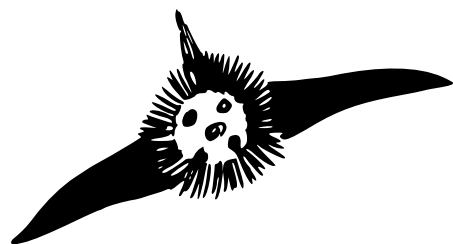
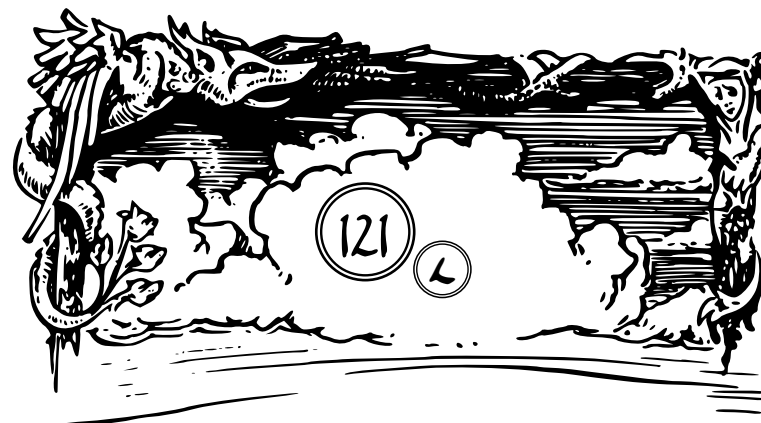
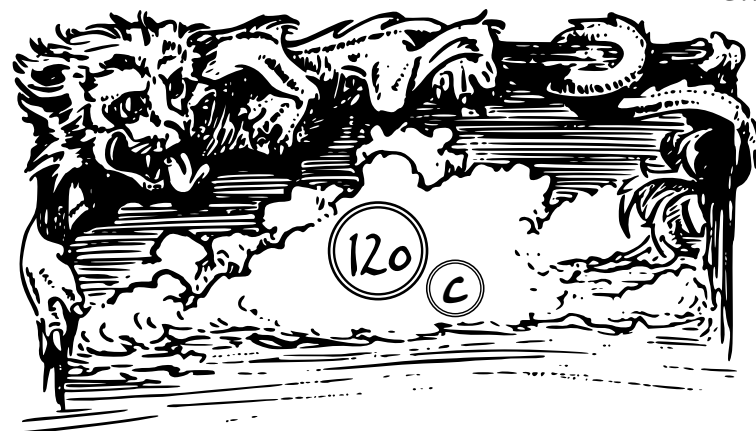
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↻	↻	↗
249	22	200	93	78	235	144	259	215	115	84	191
a	B	C	d	e	f	g	h	i	J	K	L





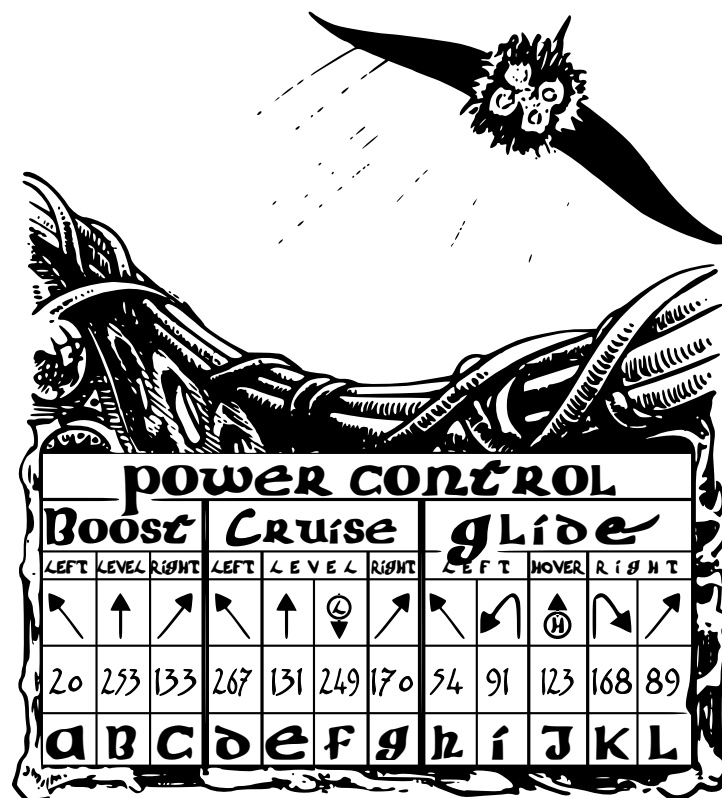
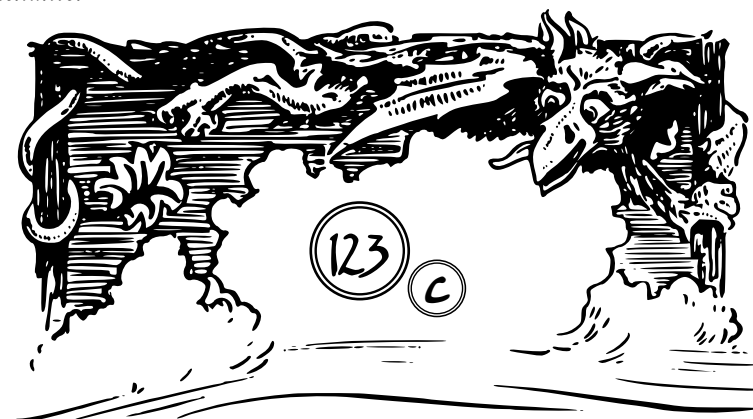
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	236	244	88	74	155	258	218	39	118	14	273
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
250	37	41	31	143	170	109	95	42	119	131	278
a	b	c	d	e	f	g	h	i	j	k	l

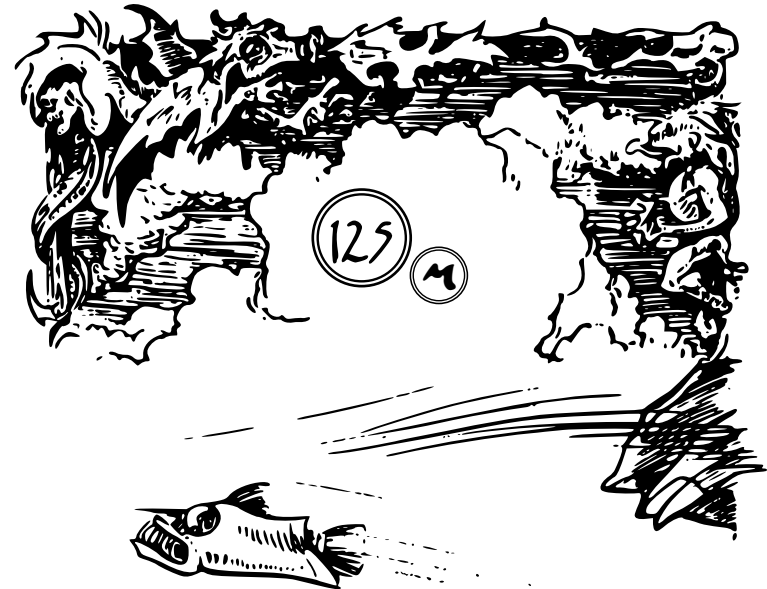
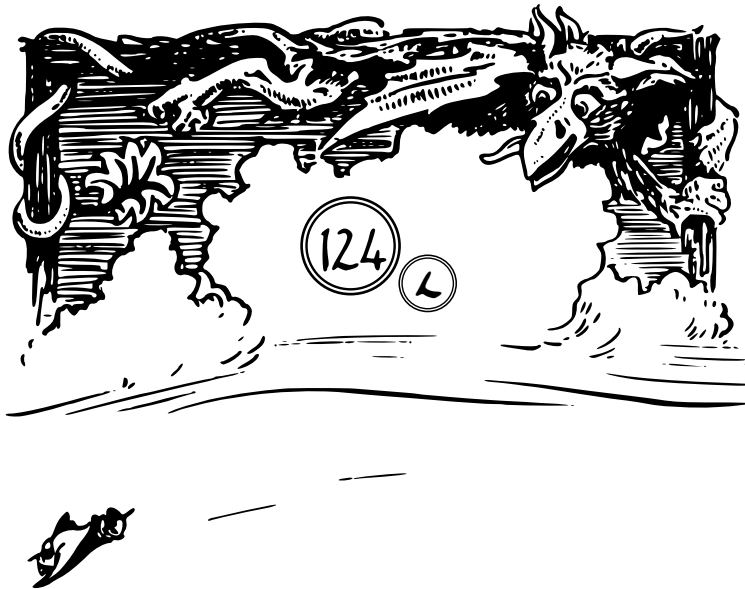


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↻	↻	↗
133	16	208	170	42	54	110	89	94	120	30	249
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↻	↻	↗
231	212	102	44	187	228	26	106	193	121	208	58
a	b	c	d	e	f	g	h	i	j	k	l

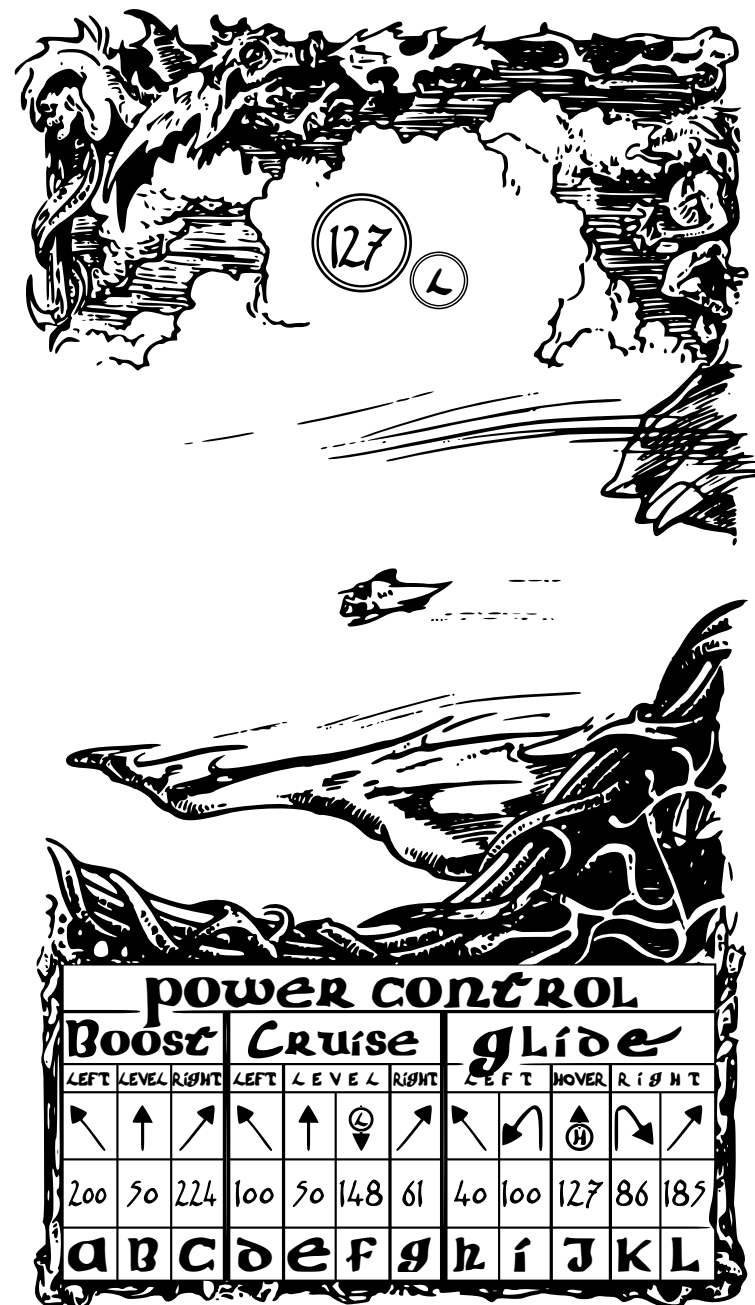


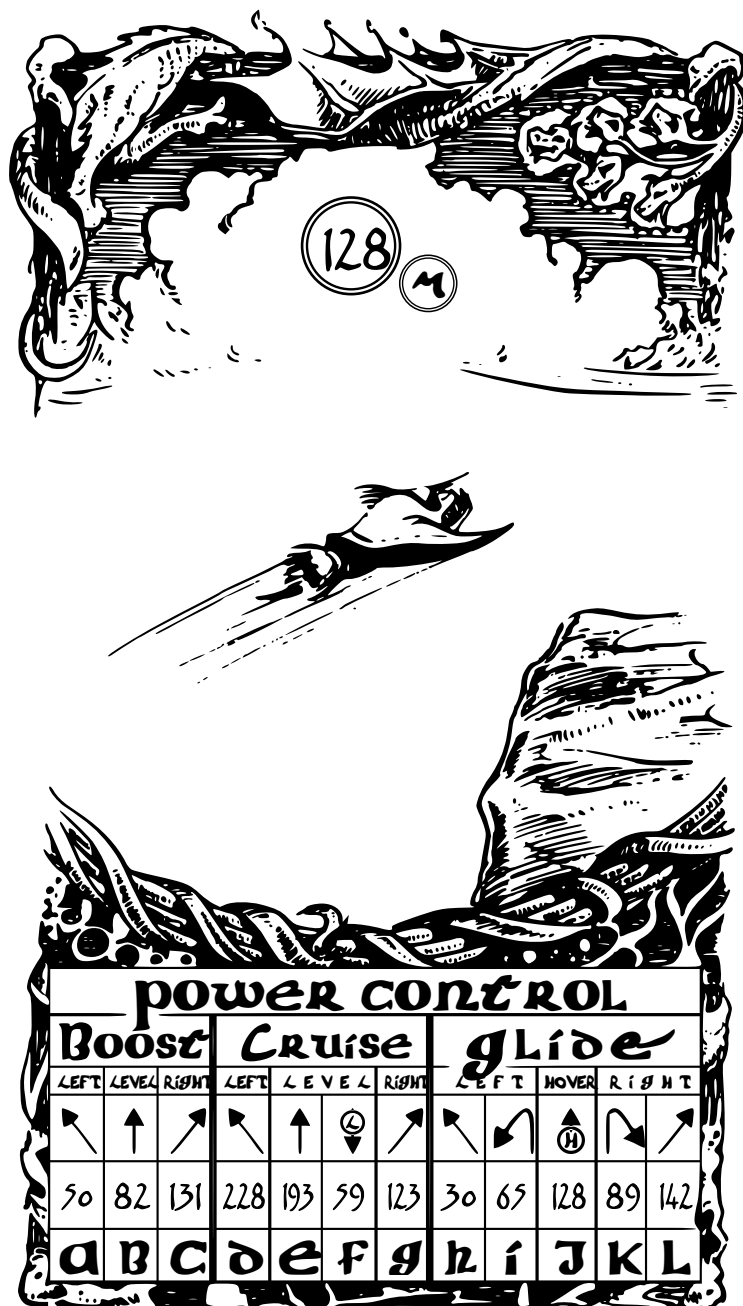
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
20	253	133	267	131	249	170	54	91	123	168	89
a	b	c	d	e	f	g	h	i	j	k	l

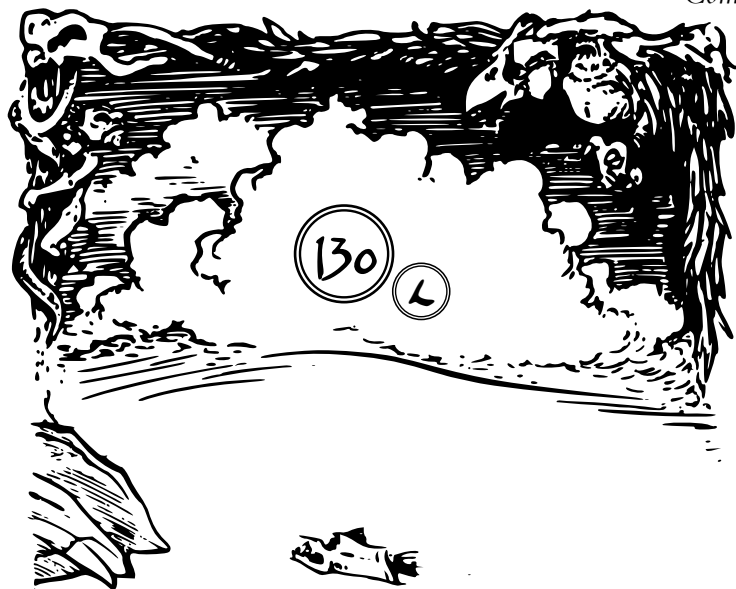


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
100	235	120	136	72	22	23	225	263	124	232	57
a	b	c	d	e	f	g	h	i	j	k	l

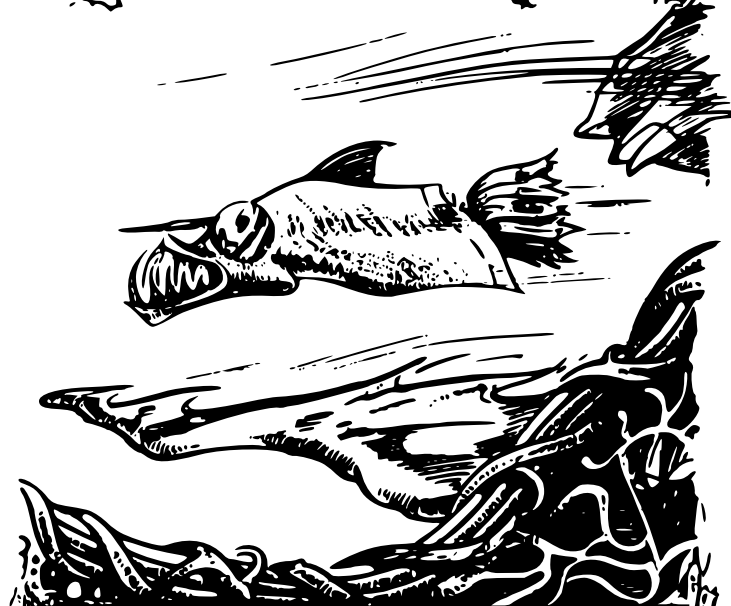
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
200	100	174	263	84	237	235	41	207	125	141	72
a	b	c	d	e	f	g	h	i	j	k	l



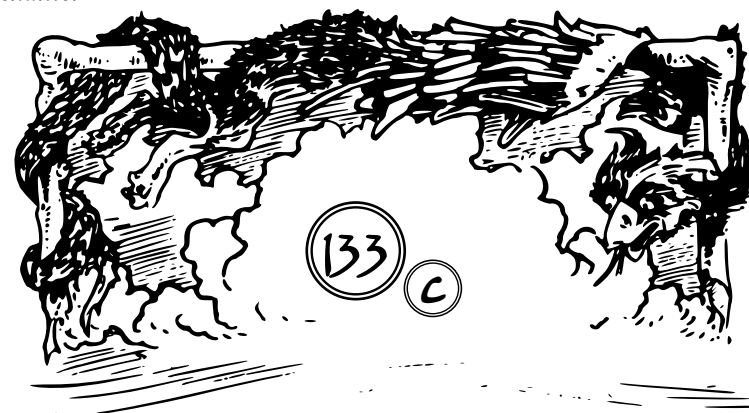
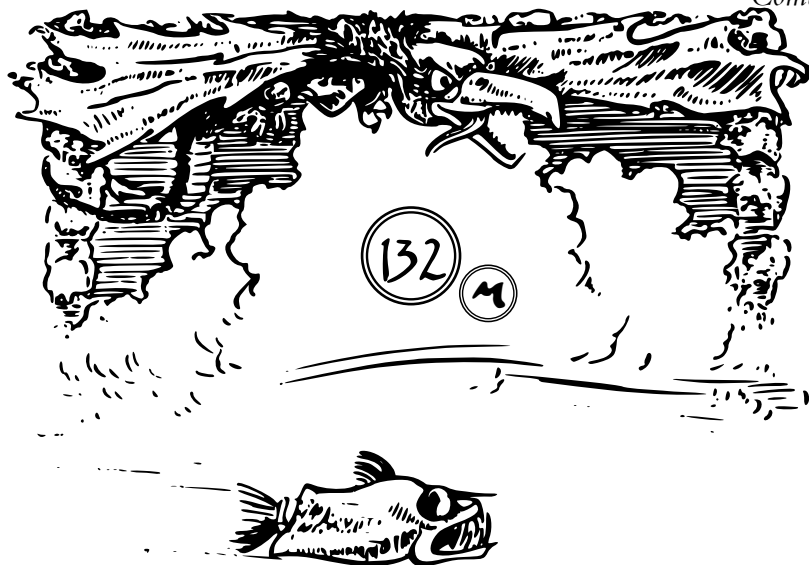




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⊙	↗	↖	↗	↖	⊙	↗
13	50	100	202	50	185	100	148	28	130	200	40
a	b	c	d	e	f	g	h	i	j	k	l

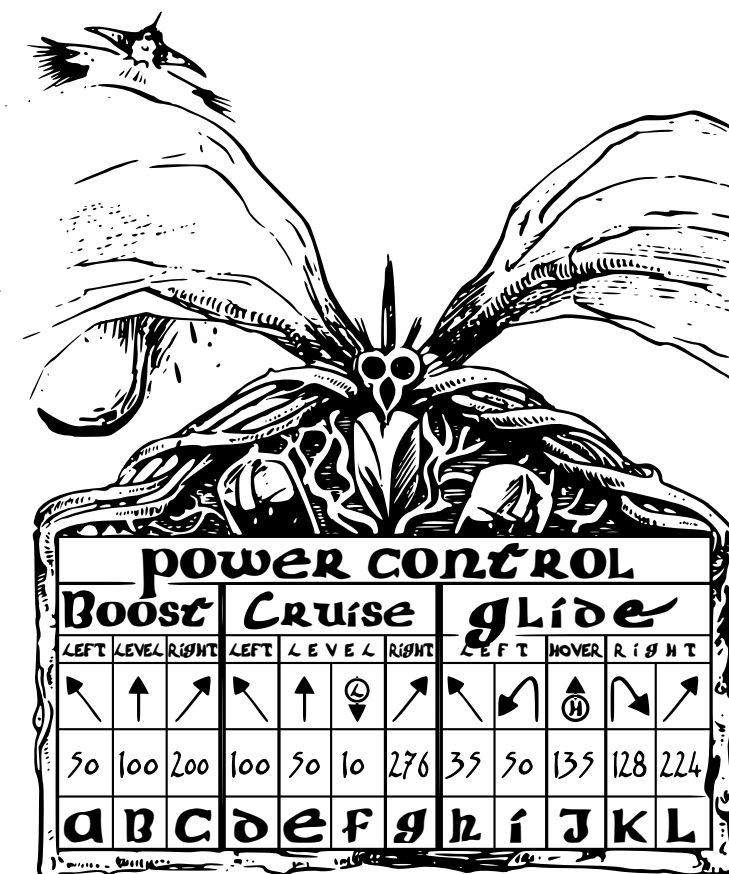
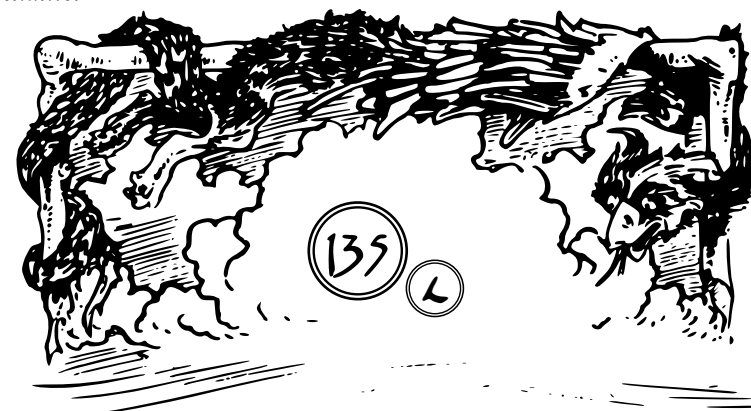


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⊙	↗	↖	↗	↖	⊙	↗
263	240	27	41	253	93	73	109	78	131	60	62
a	b	c	d	e	f	g	h	i	j	k	l

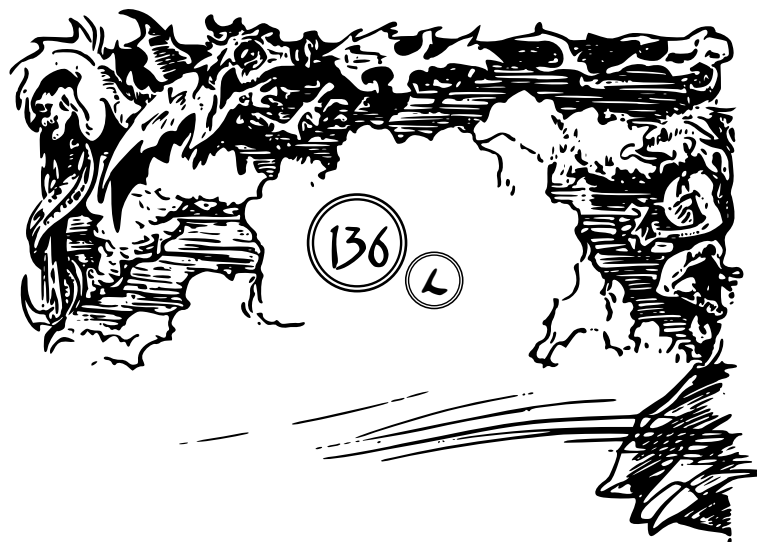


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↻	↗
214	155	100	257	256	236	171	161	175	132	248	16
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↻	↗
211	34	179	7	197	79	160	214	243	133	182	217
a	b	c	d	e	f	g	h	i	j	k	l

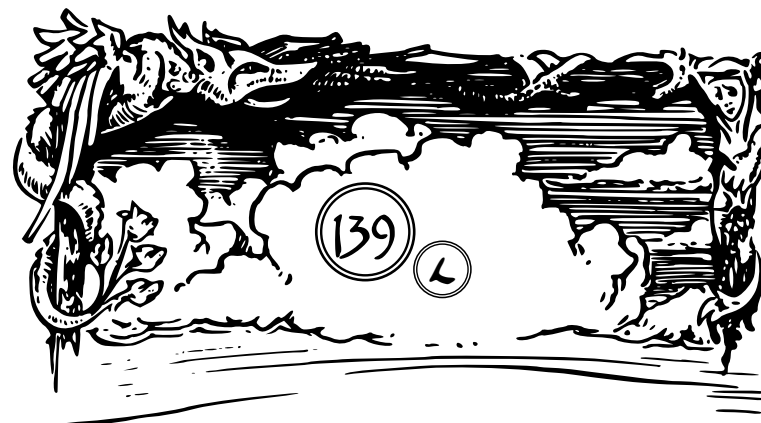
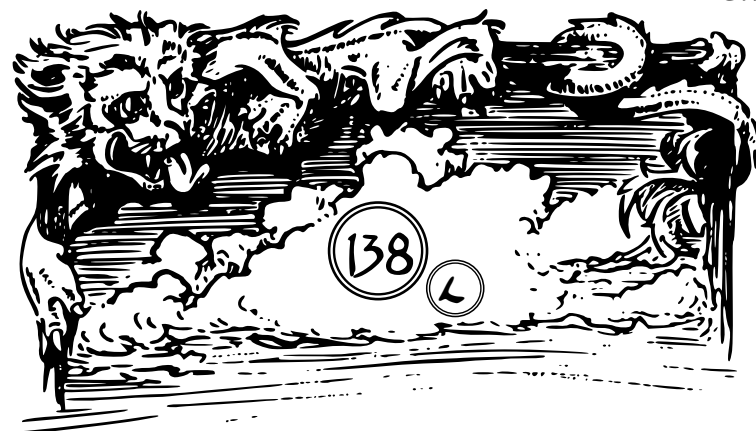


power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
50	100	200	100	50	10	276	35	50	135	128	224
a	b	c	d	e	f	g	h	i	j	k	l



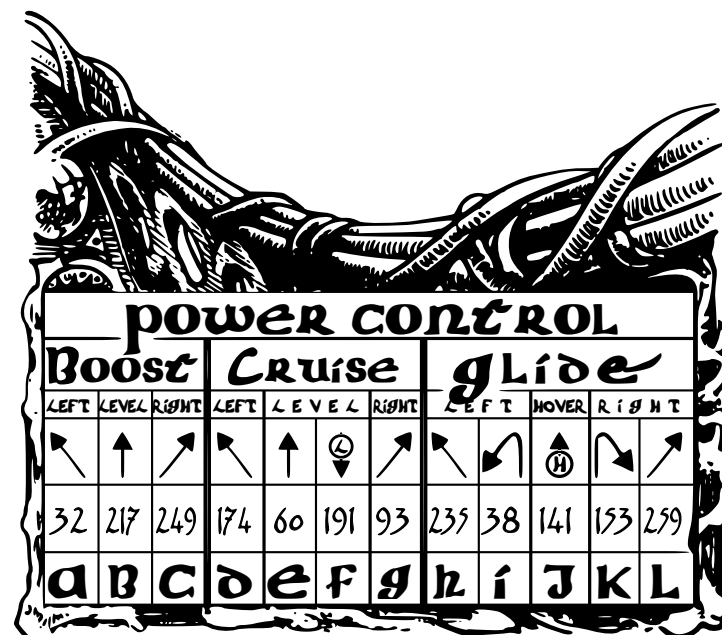
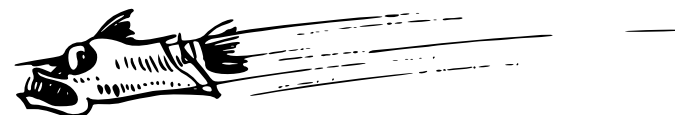
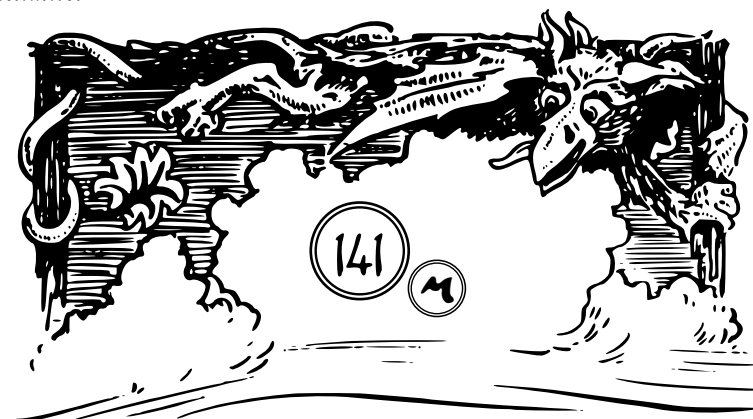
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
50	200	261	200	100	269	90	263	200	136	45	111
a	b	c	d	e	f	g	h	i	j	k	l

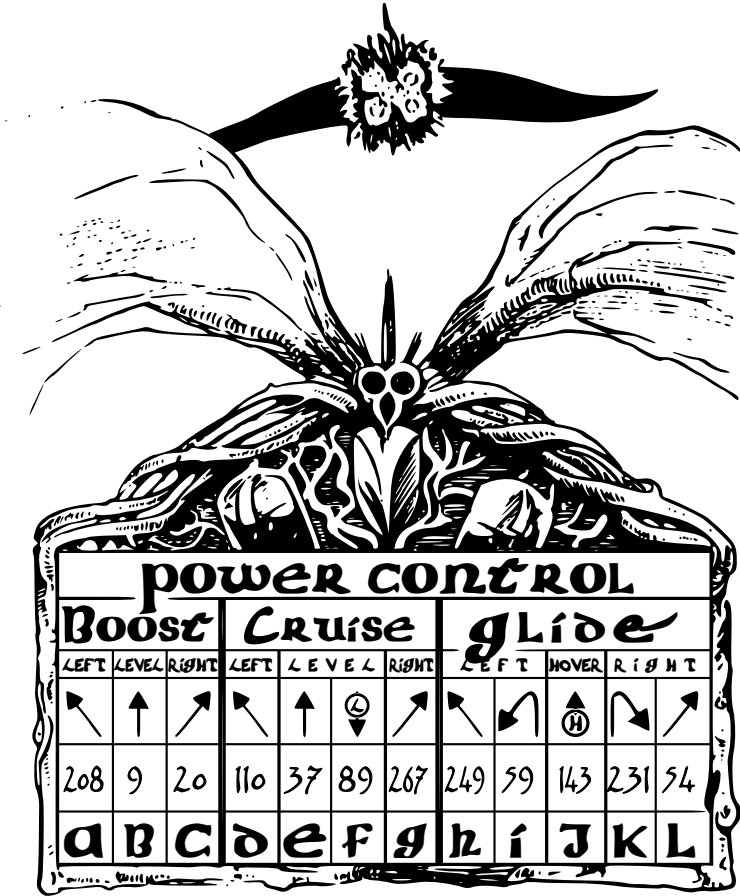
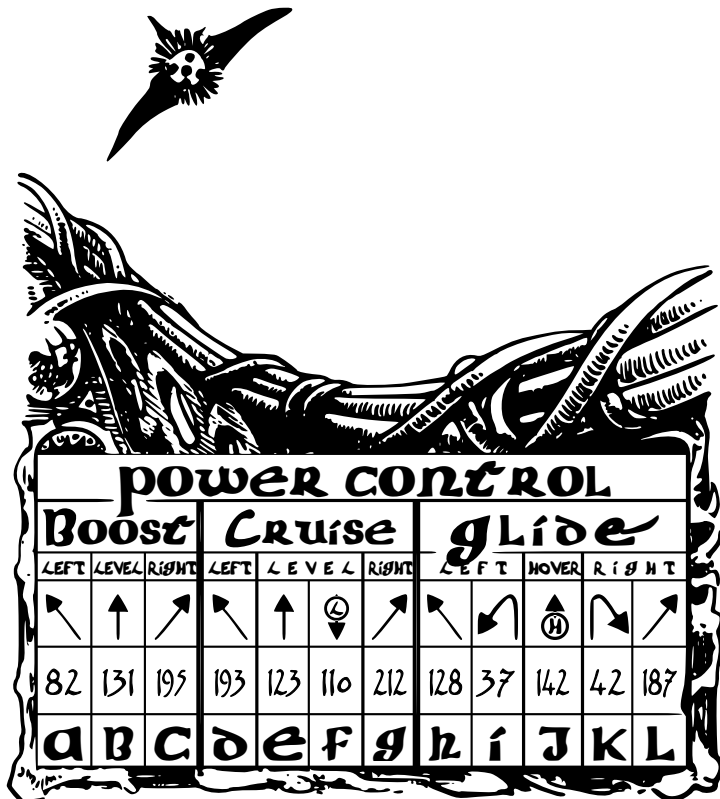
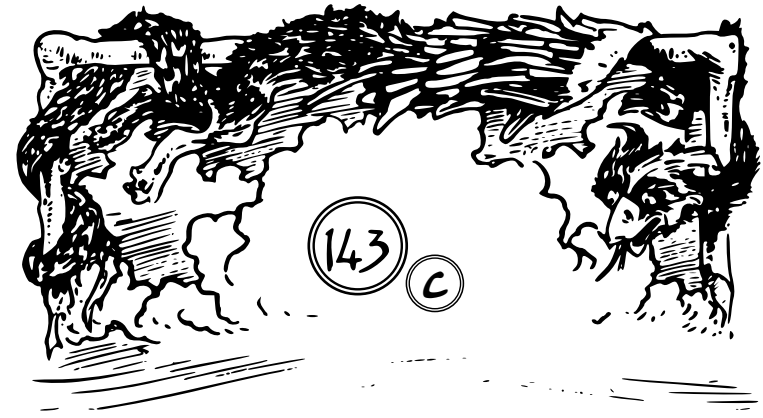
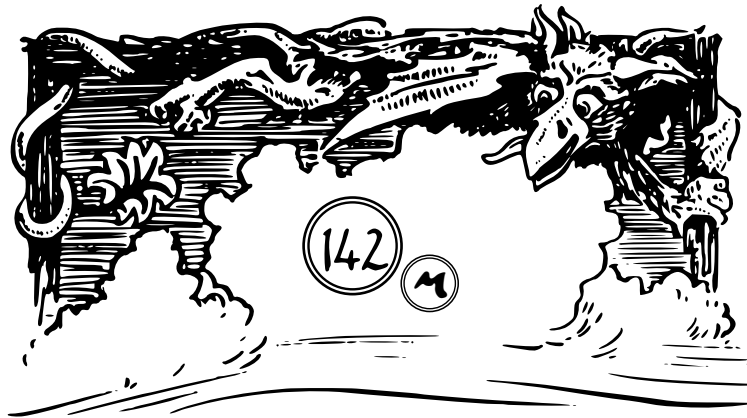
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
120	188	100	23	112	225	100	57	66	137	200	22
a	b	c	d	e	f	g	h	i	j	k	l

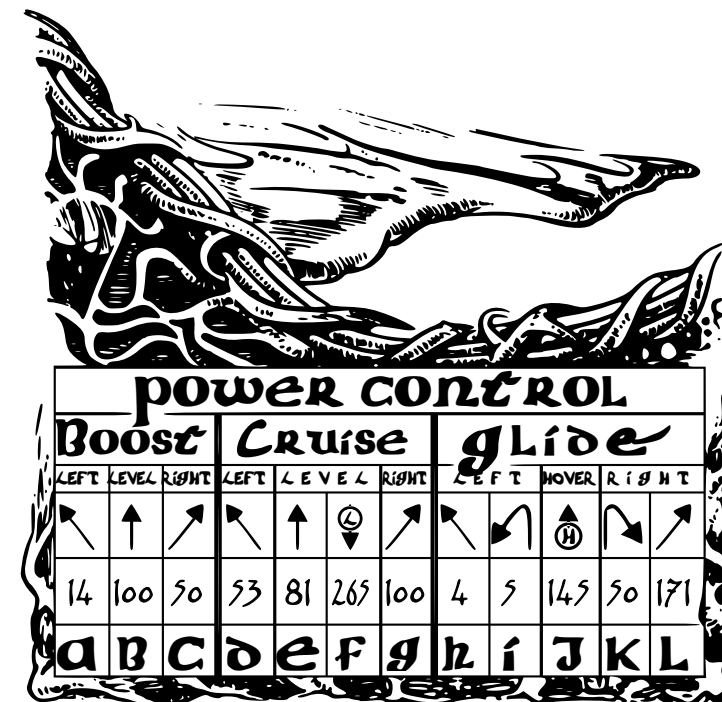
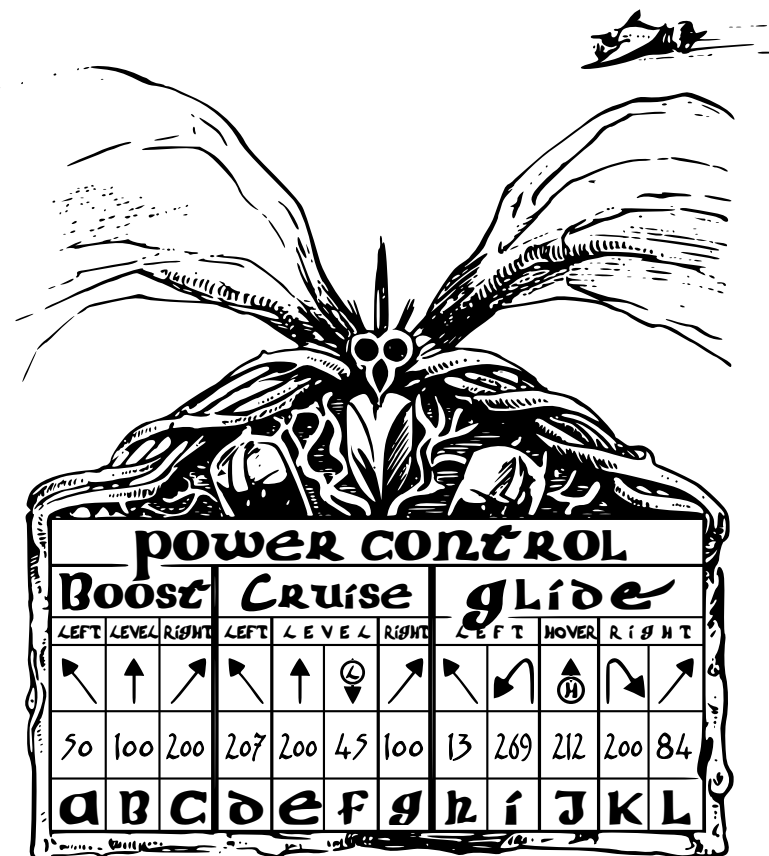
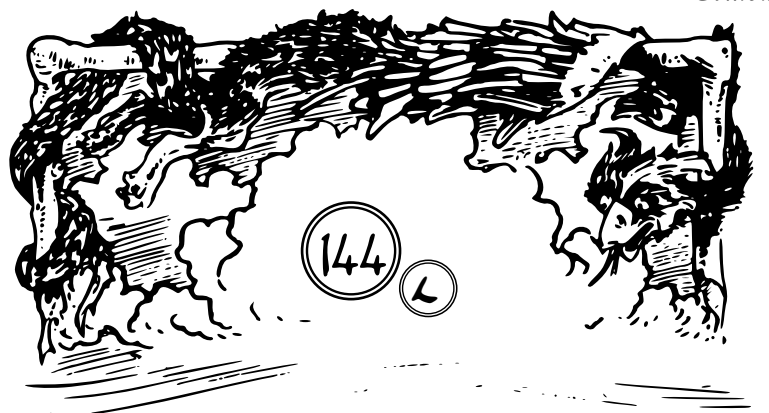


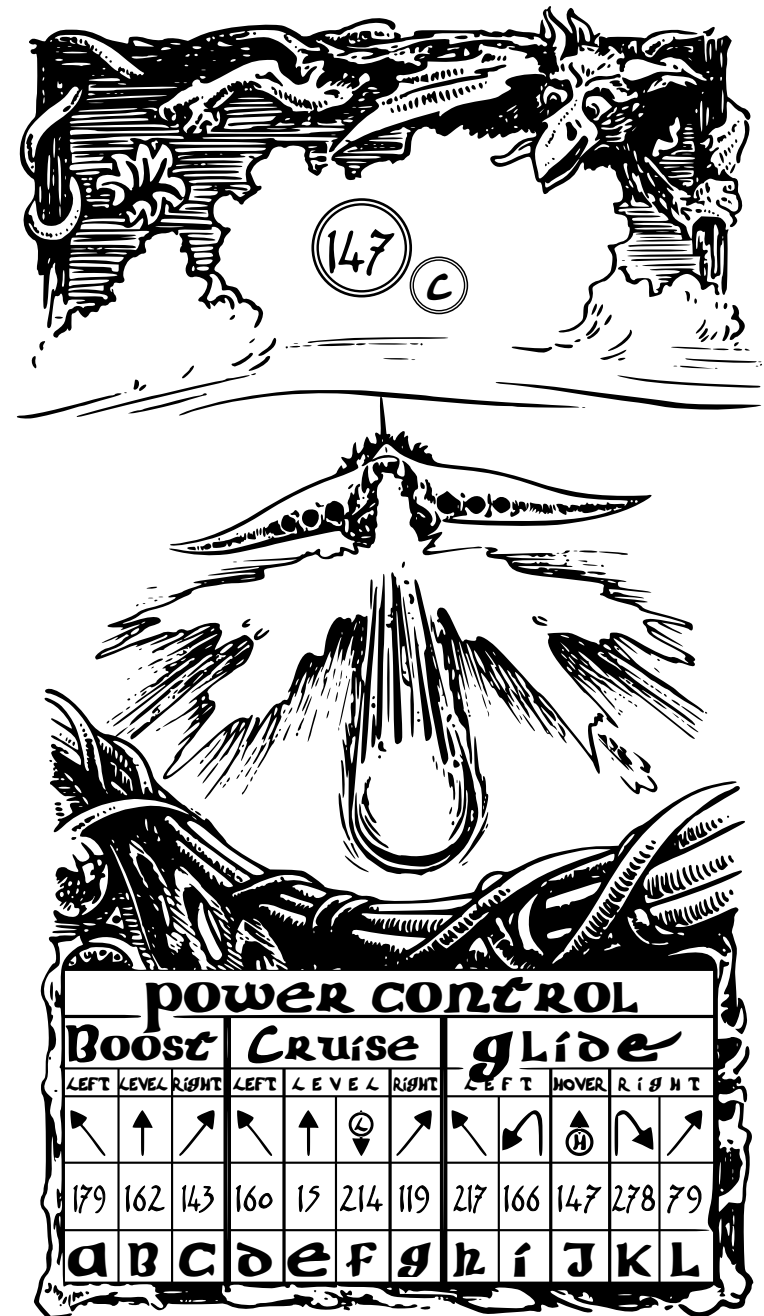
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
206	243	50	189	219	52	210	117	182	138	34	264
a	b	c	d	e	f	g	h	i	j	k	l

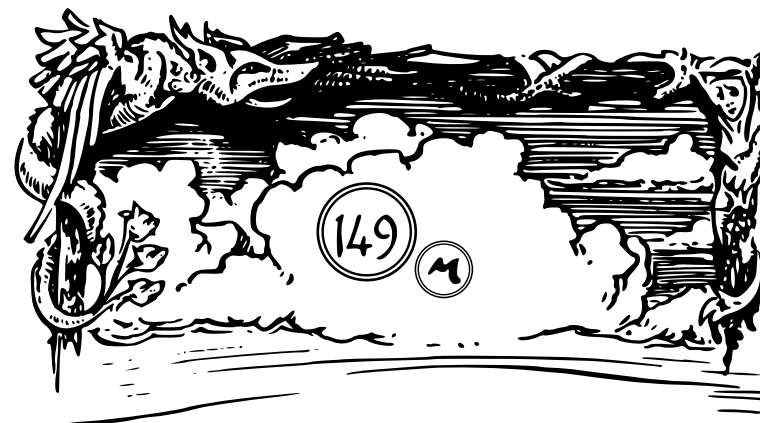
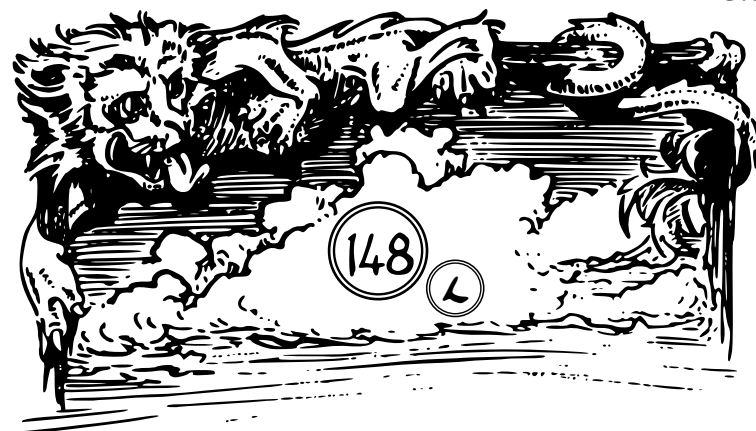
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
136	62	59	225	66	181	183	19	20	139	221	97
a	b	c	d	e	f	g	h	i	j	k	l





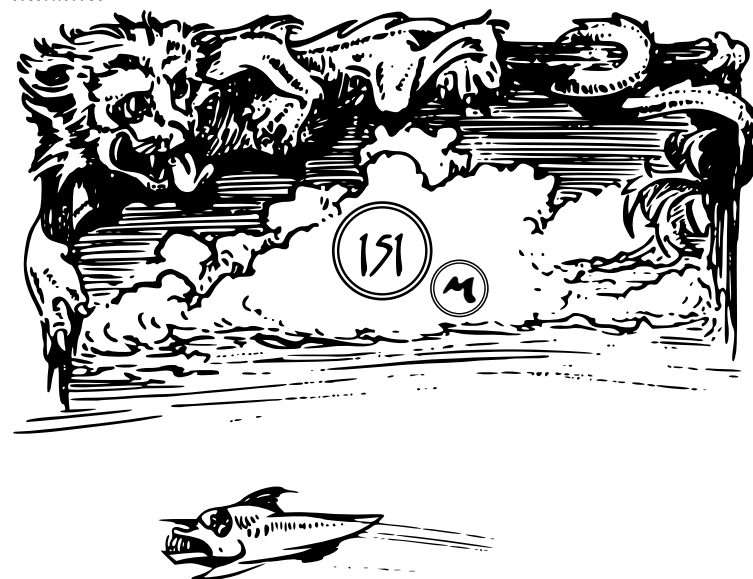
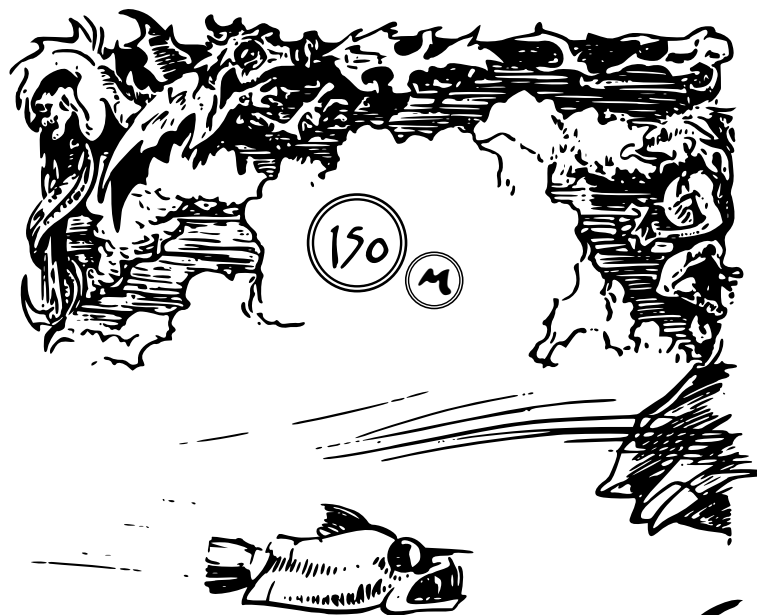






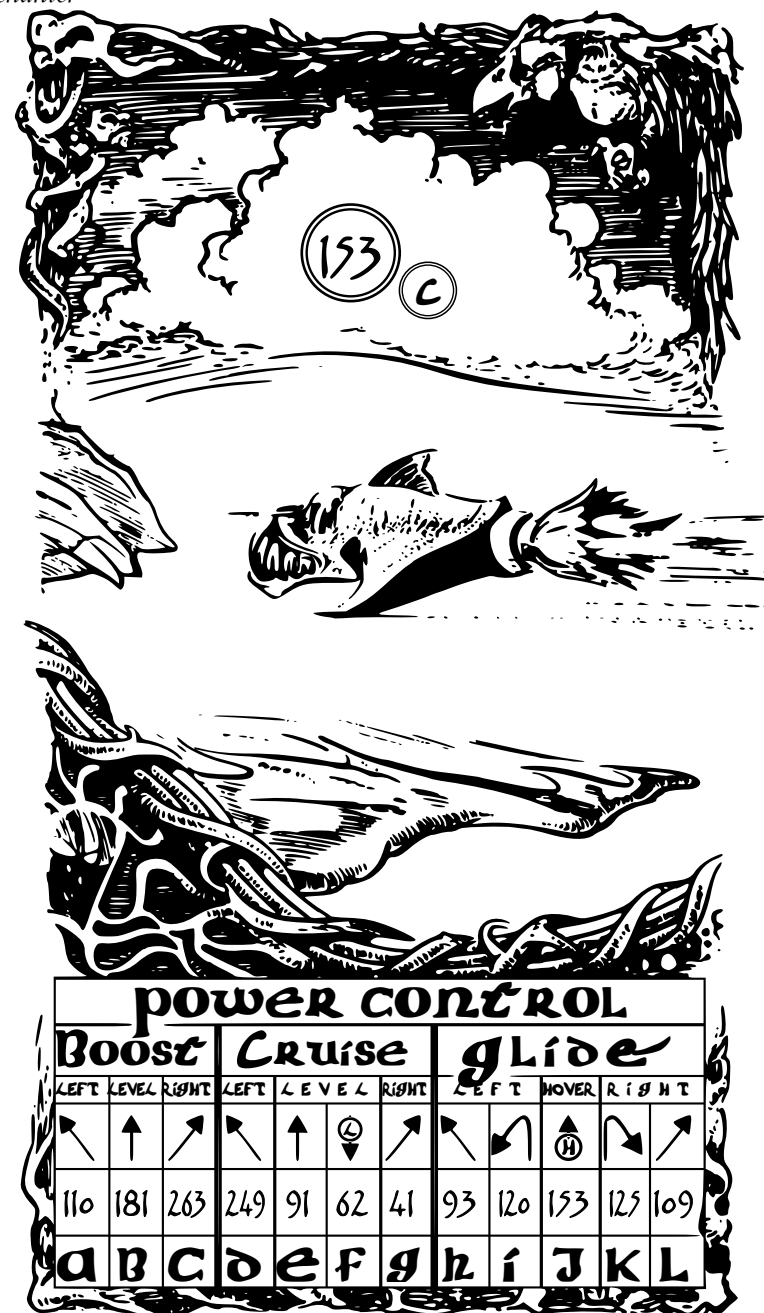
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
6	13	50	55	202	127	100	184	114	148	50	130
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
125	170	274	231	89	37	59	44	267	149	110	183
a	b	c	d	e	f	g	h	i	j	k	l

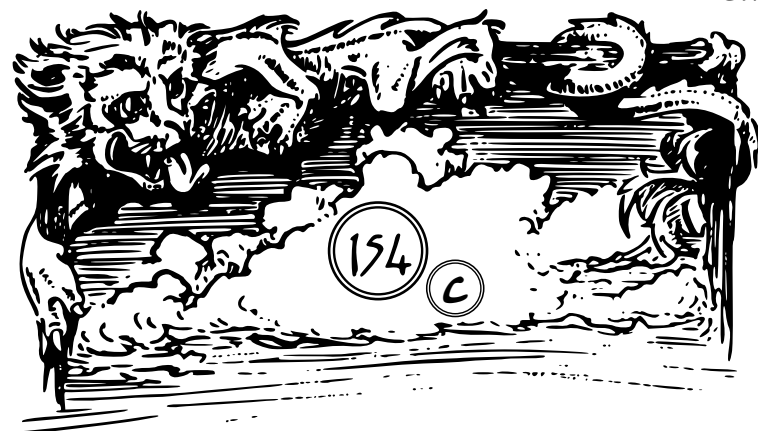


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
100	200	223	39	248	53	236	177	81	150	194	74
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
95	78	50	6	115	174	227	55	60	151	240	203
a	b	c	d	e	f	g	h	i	j	k	l



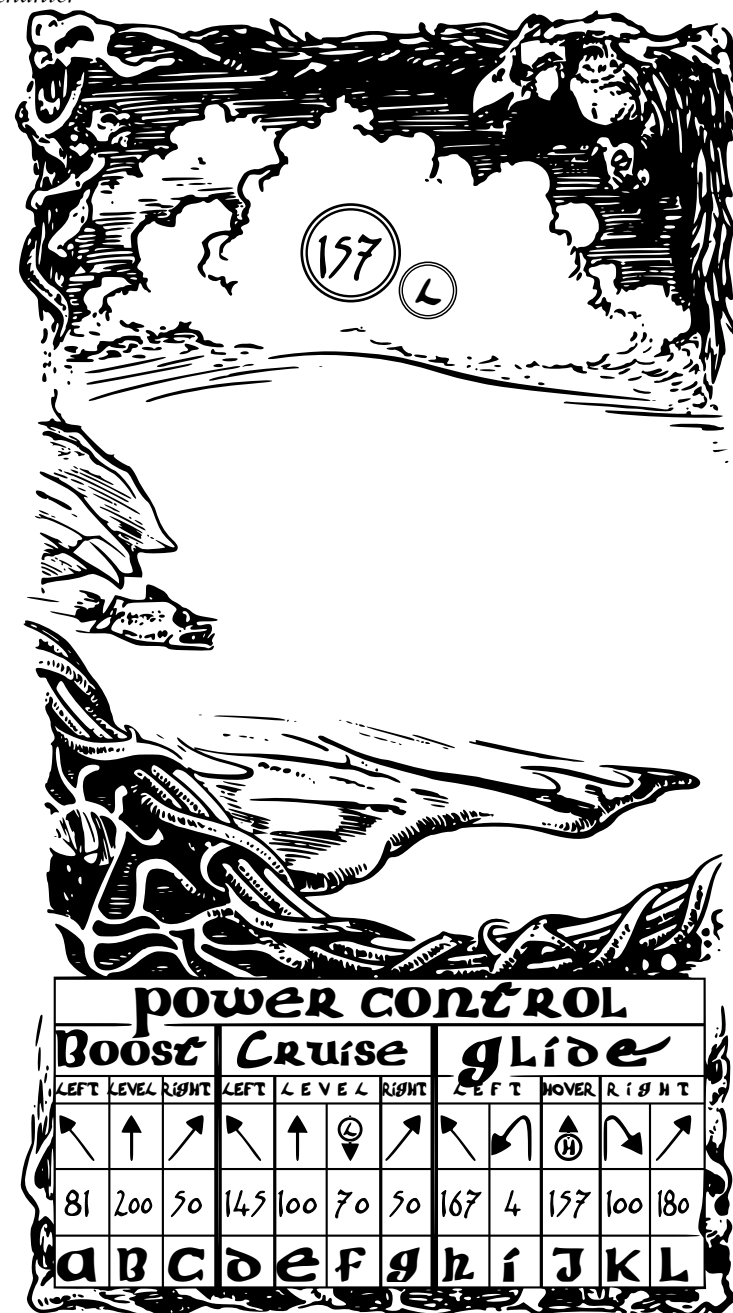
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
110	181	263	249	91	62	41	93	120	153	125	109
A	B	C	D	E	F	G	H	I	J	K	L



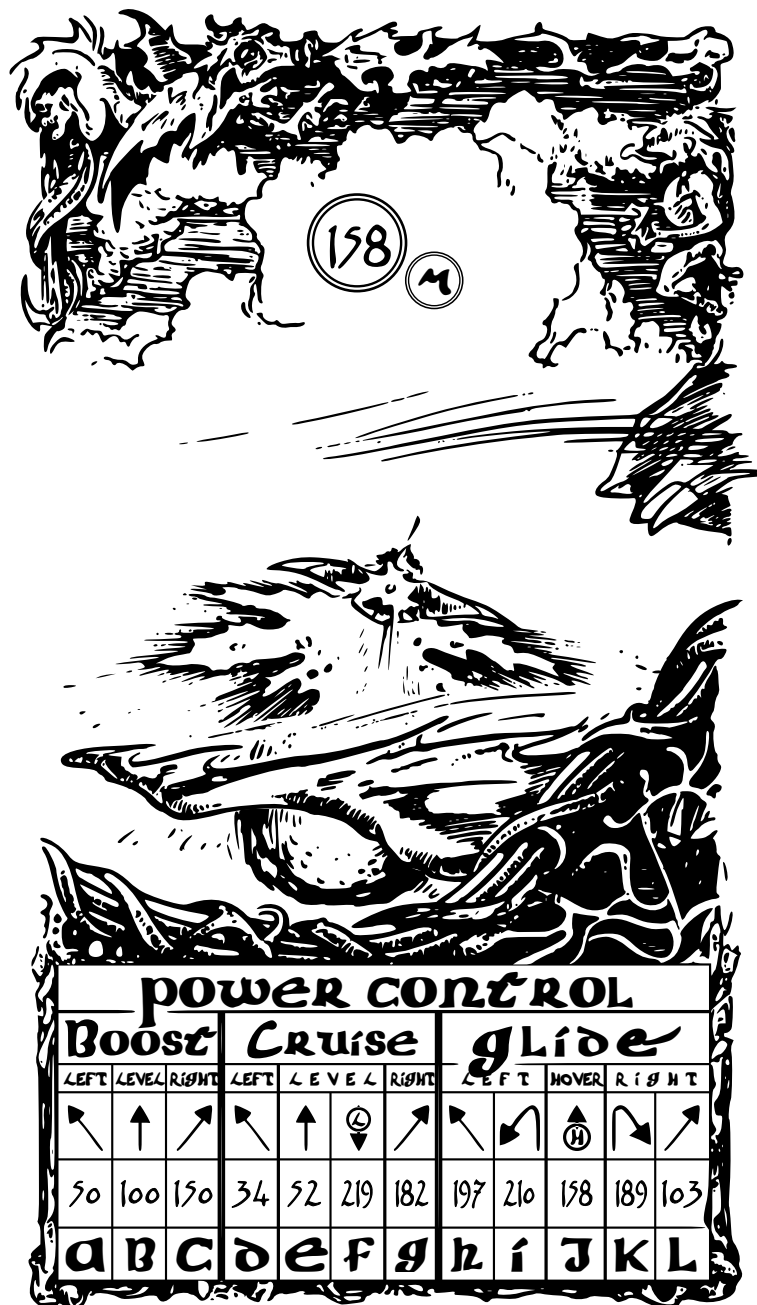
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↗	↗
31	91	144	95	153	73	191	6	168	154	253	69
a	b	c	d	e	f	g	h	i	j	k	l

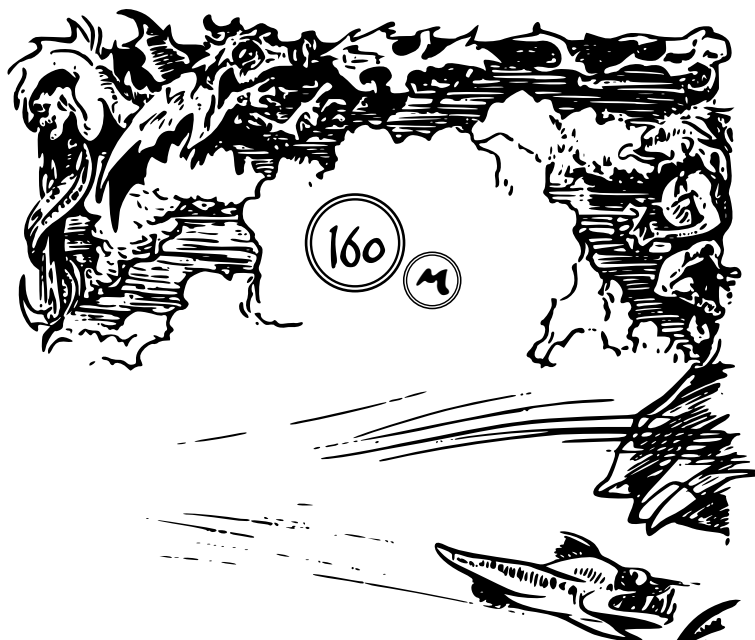


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↗	↗
210	200	100	264	50	118	100	99	138	155	50	179
a	b	c	d	e	f	g	h	i	j	k	l



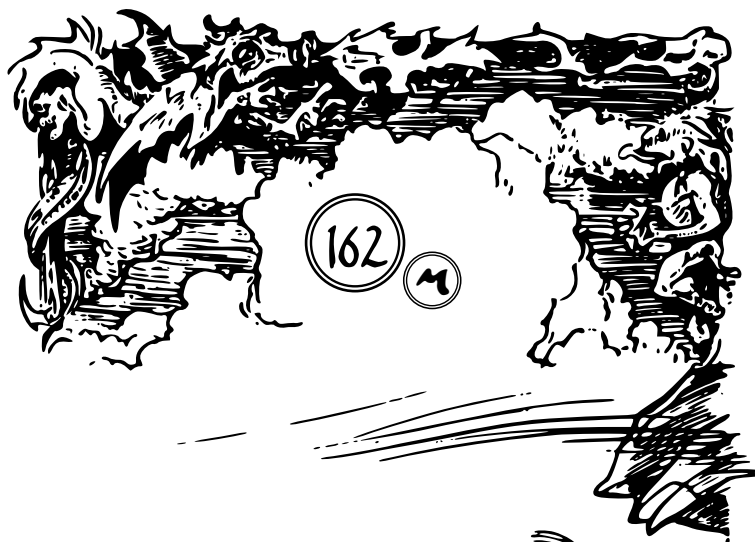
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
81	200	50	145	100	70	50	167	4	157	100	180
a	b	c	d	e	f	g	h	i	j	k	l





power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	248	164	179	258	150	166	264	160	74	182
a	b	c	d	e	f	g	h	i	j	k	l

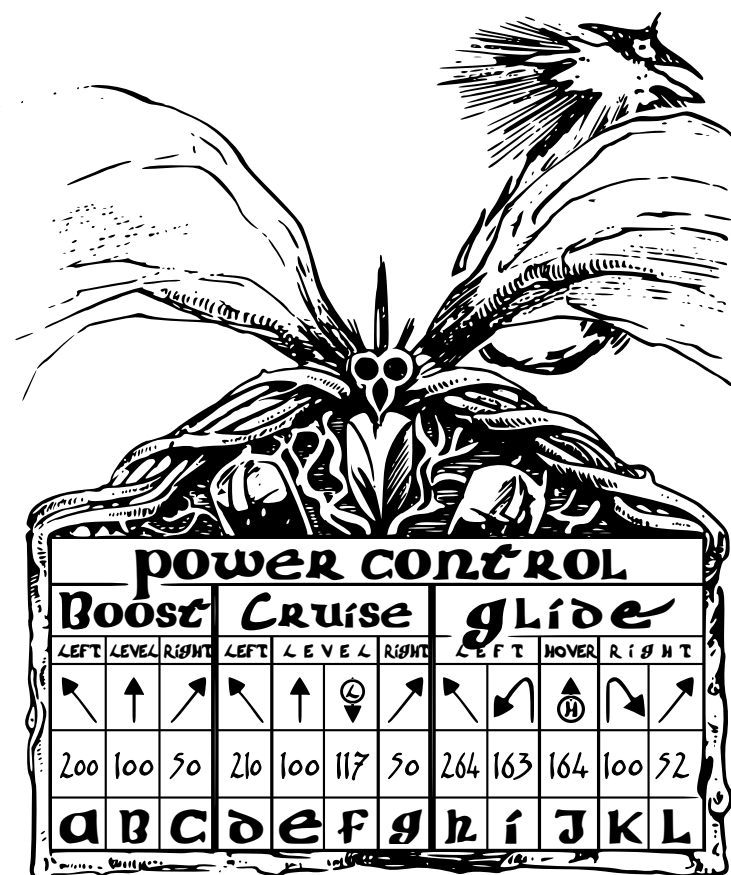
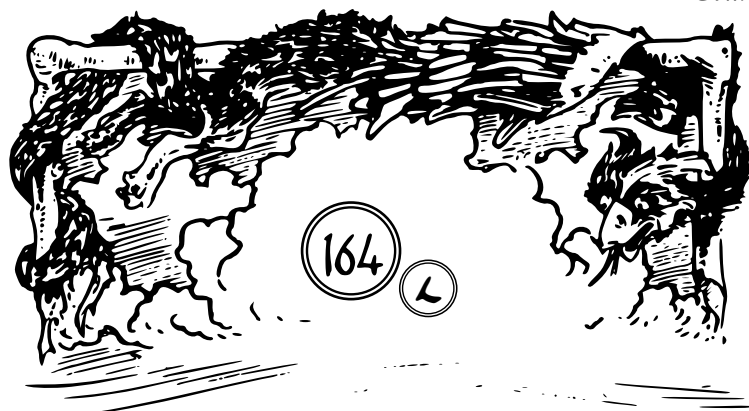
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
54	214	155	76	257	162	256	194	98	161	177	132
a	b	c	d	e	f	g	h	i	j	k	l

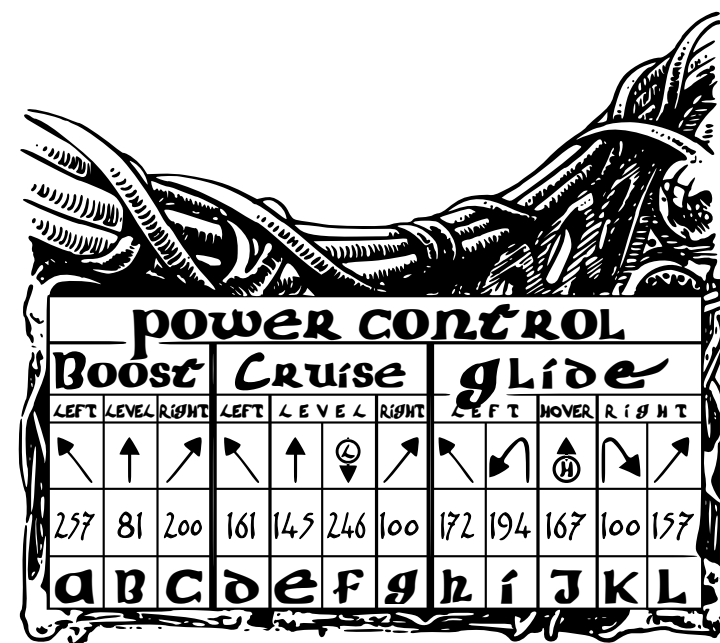


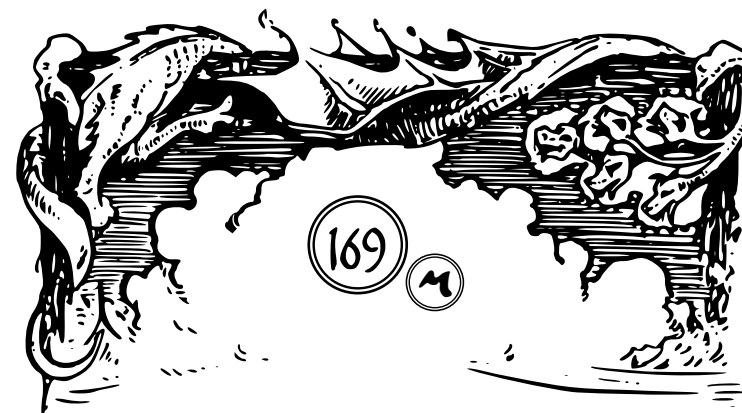
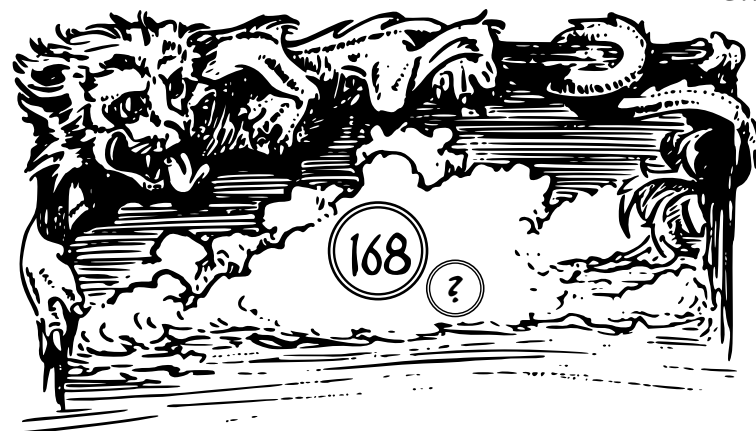
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	271	171	180	161	223	16	145	162	68	236
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
79	63	50	198	77	276	100	204	103	163	50	210
a	b	c	d	e	f	g	h	i	j	k	l

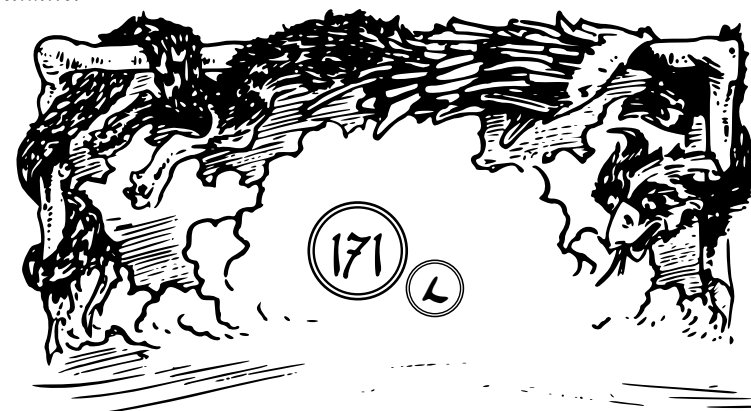
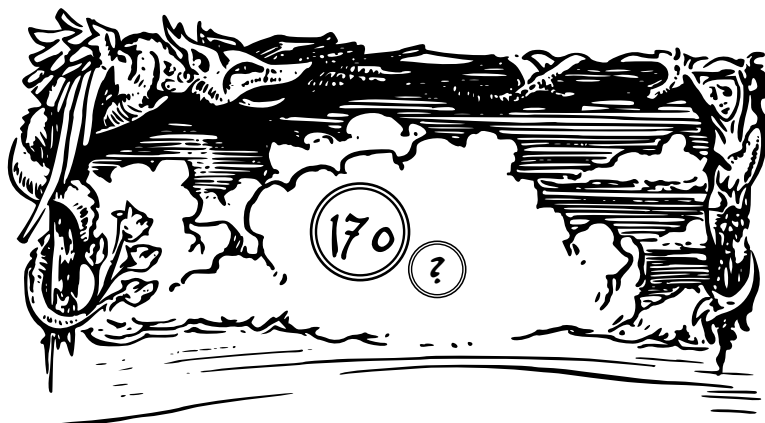






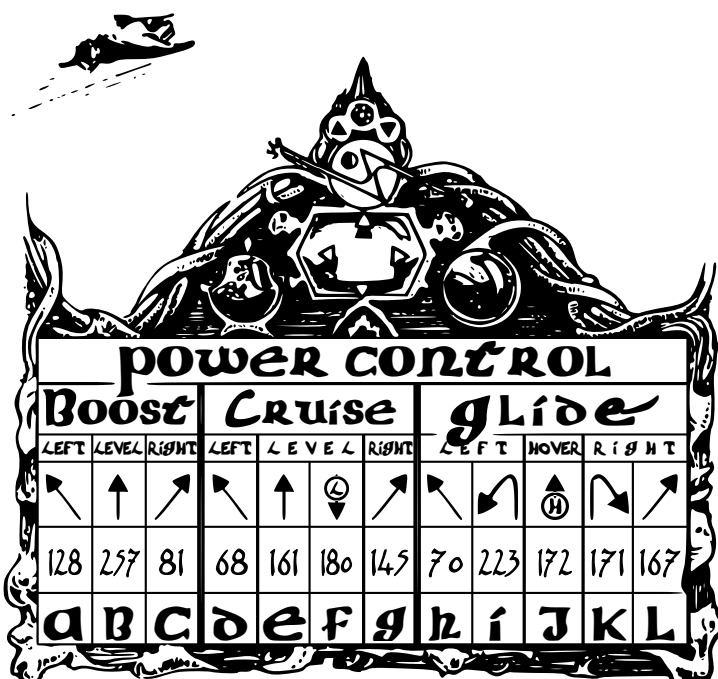
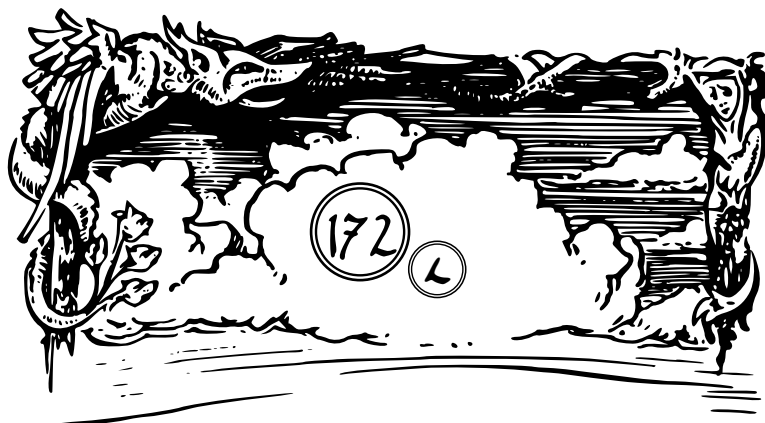
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
197	177	290	133	234	278	31	170	214	168	98	99
a	b	c	d	e	f	g	h	i	j	k	l

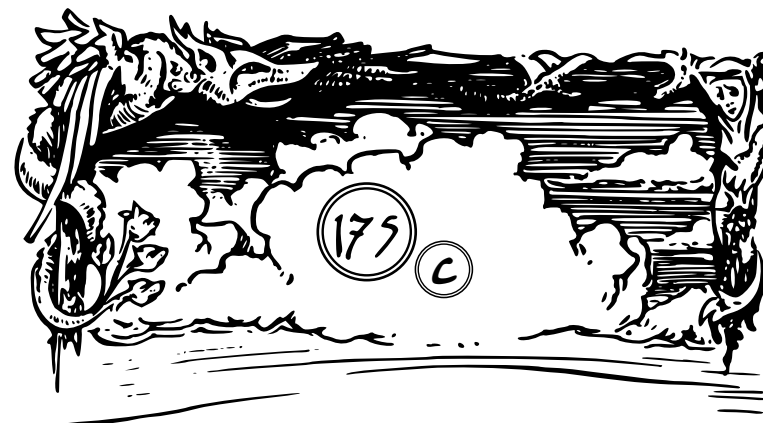
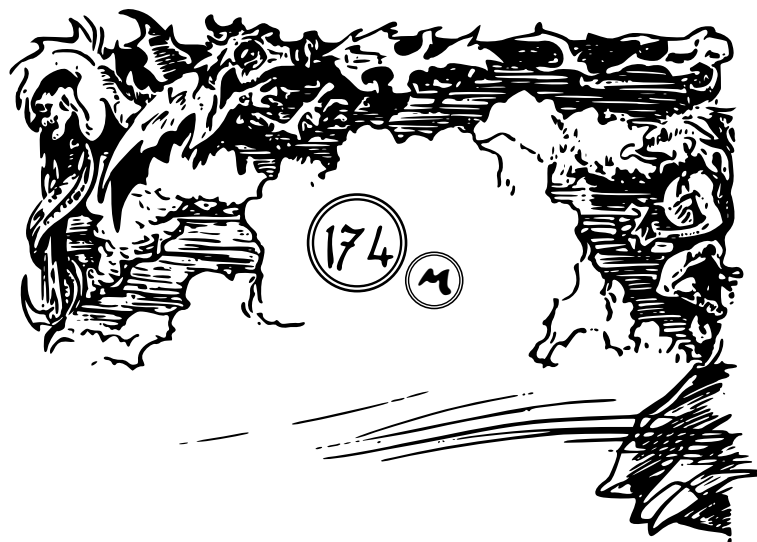
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
50	52	15	135	158	243	147	27	35	169	79	107
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↻	↻	↗
38	197	177	196	133	119	234	94	69	170	15	168
a	b	c	d	e	f	g	h	i	j	k	l

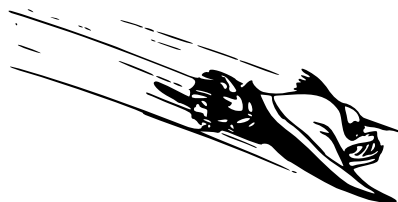
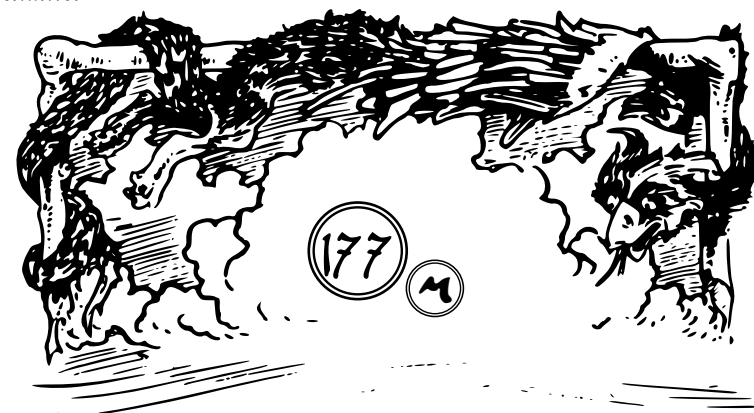
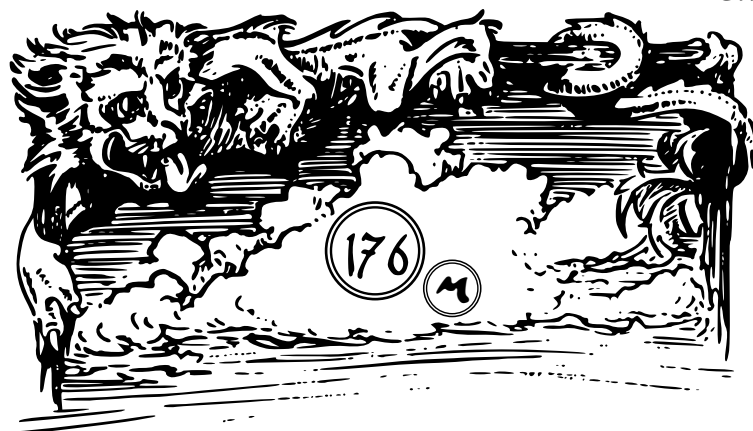
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↻	↻	↗
50	100	200	81	50	216	100	145	239	171	50	248
a	b	c	d	e	f	g	h	i	j	k	l





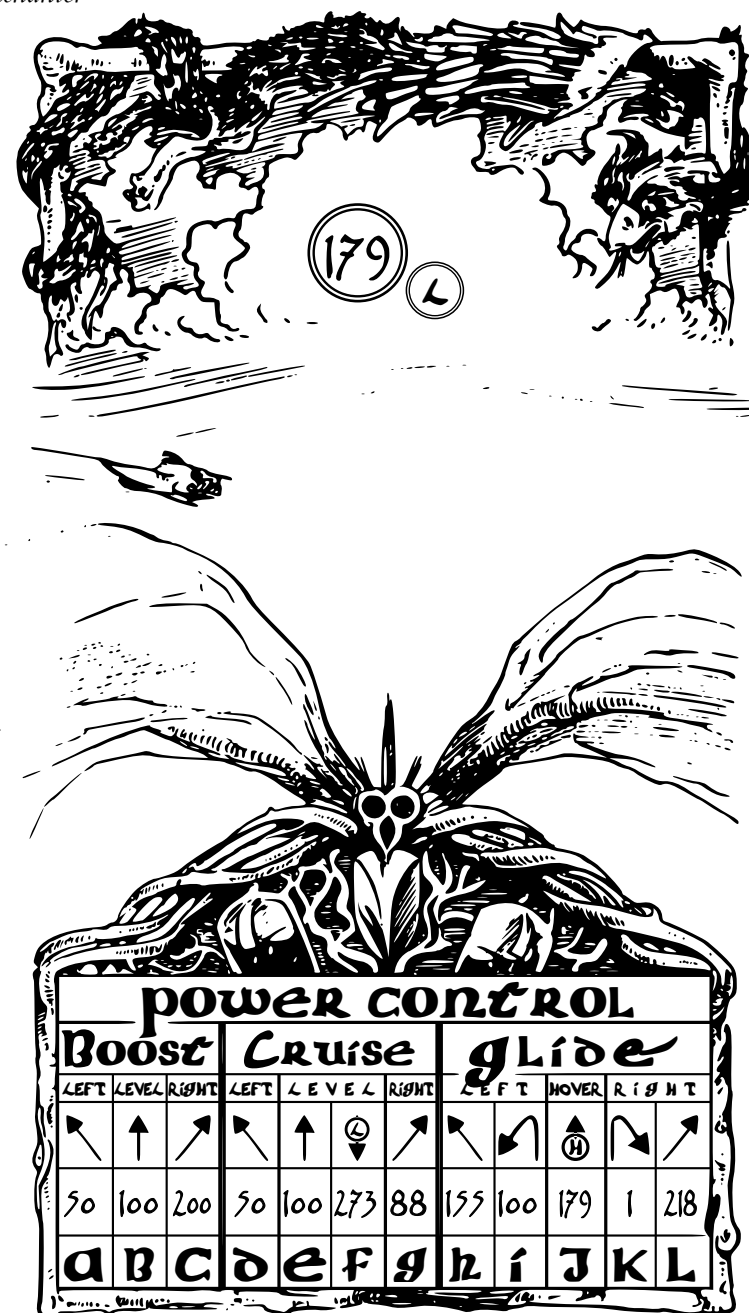
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↖	↻	⌚	↖	↗	↗
50	100	198	40	32	151	169	38	130	174	107	114
a	b	c	d	e	f	g	h	i	j	k	l

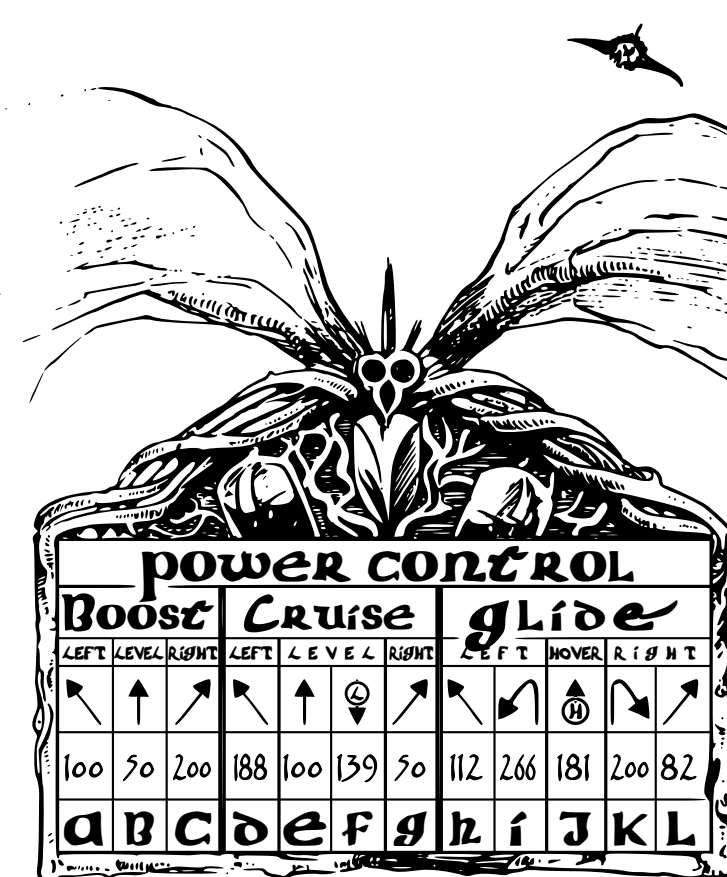
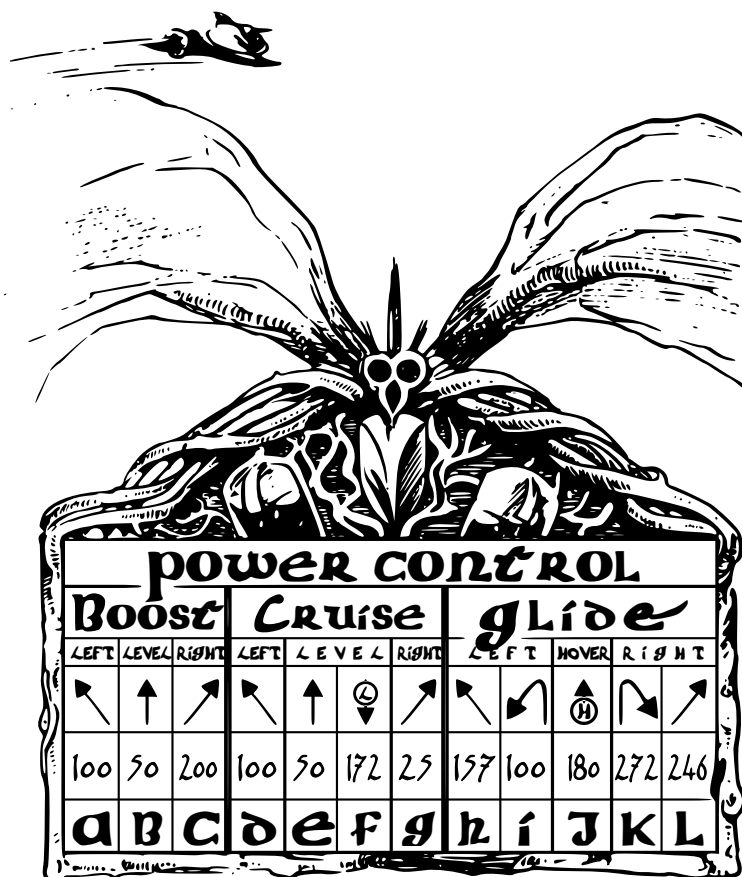
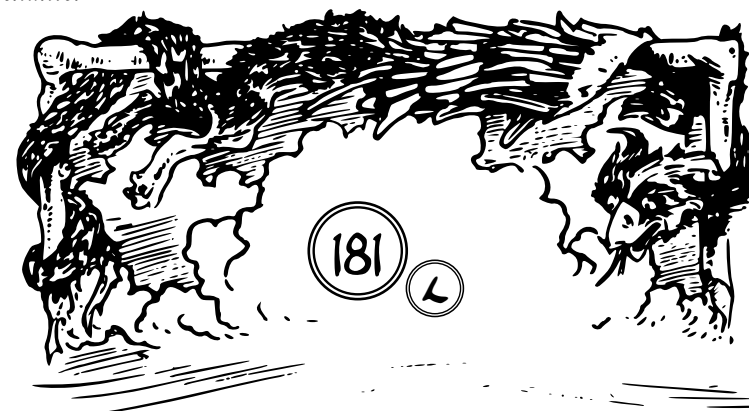
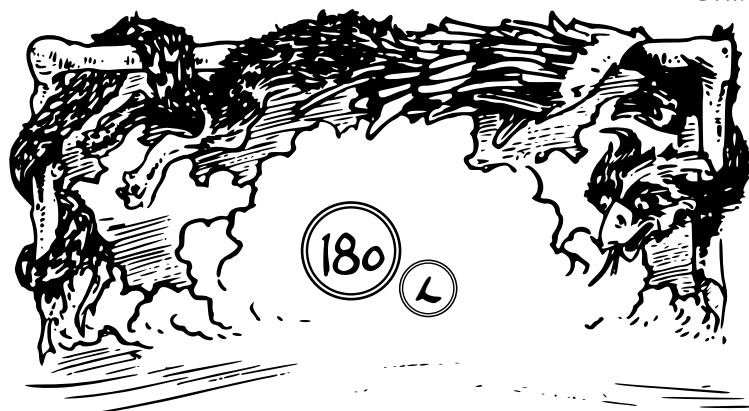
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↖	↻	⌚	↖	↗	↗
30	109	7	98	278	234	214	206	31	175	133	257
a	b	c	d	e	f	g	h	i	j	k	l

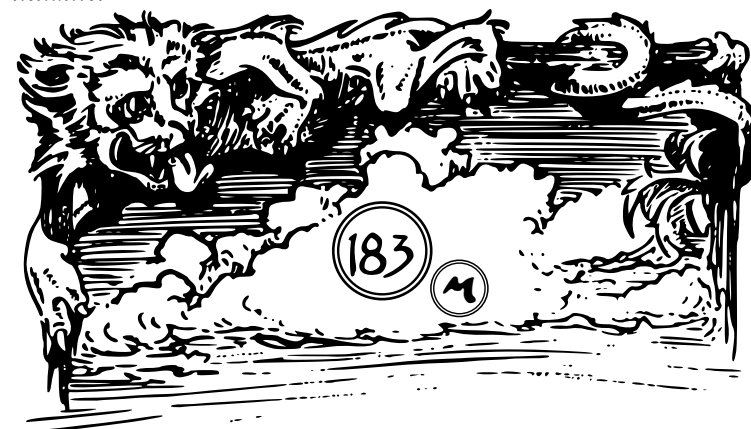
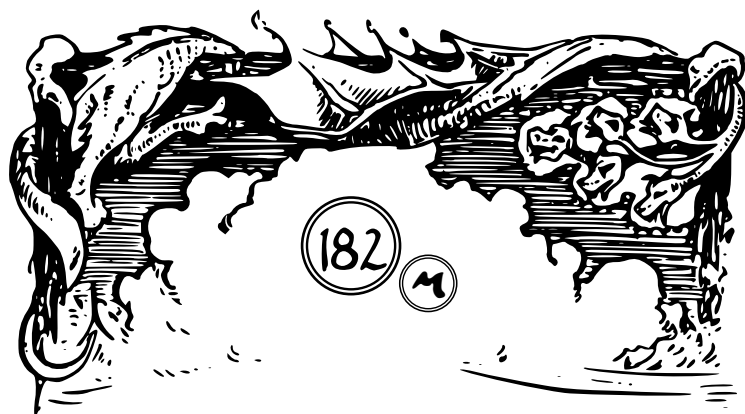


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
94	256	200	21	132	223	157	11	76	176	180	274
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
50	100	200	155	39	5	248	56	99	177	265	150
a	b	c	d	e	f	g	h	i	j	k	l

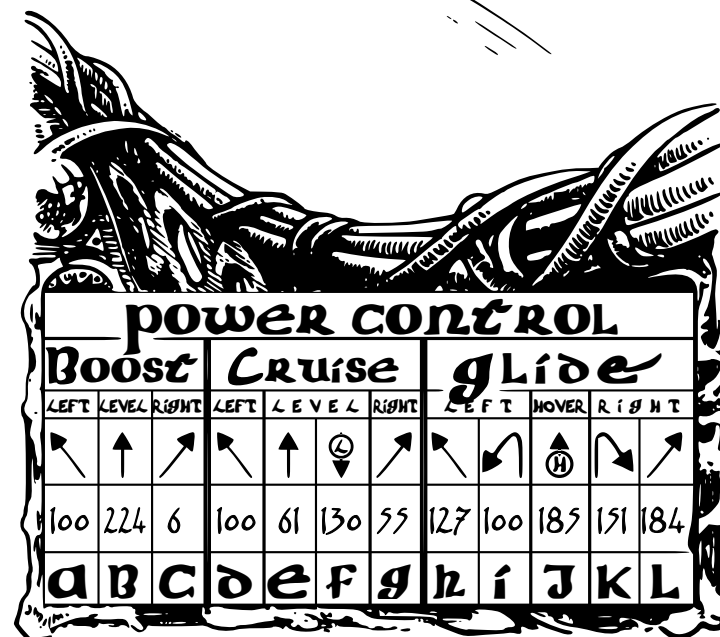
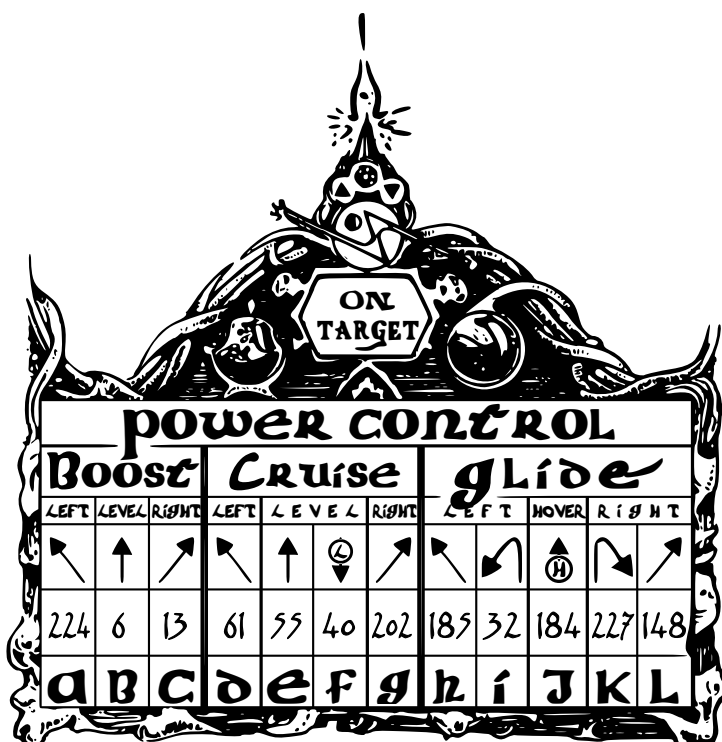
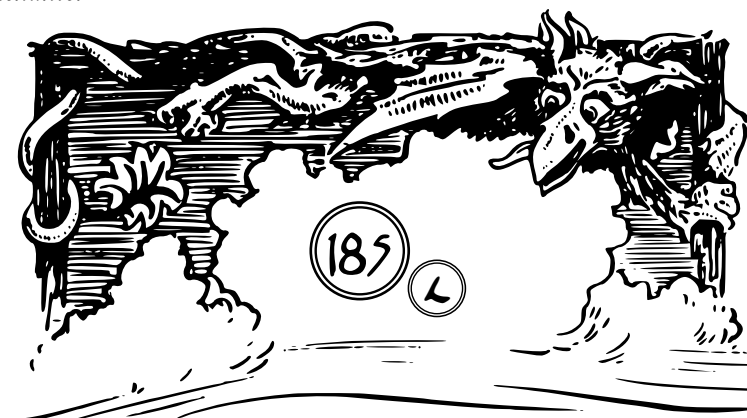
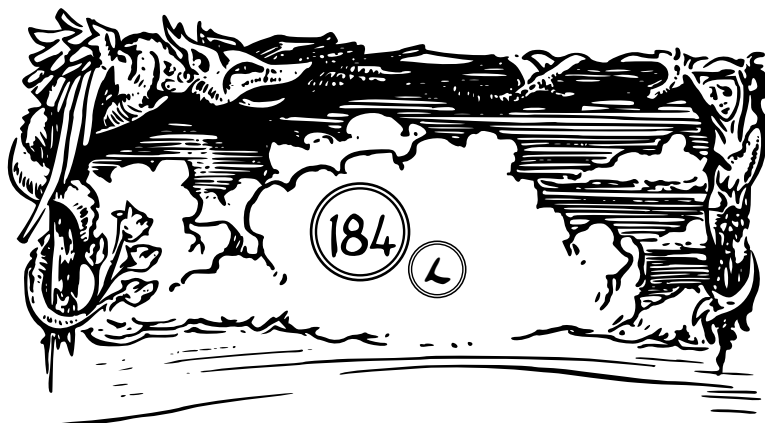




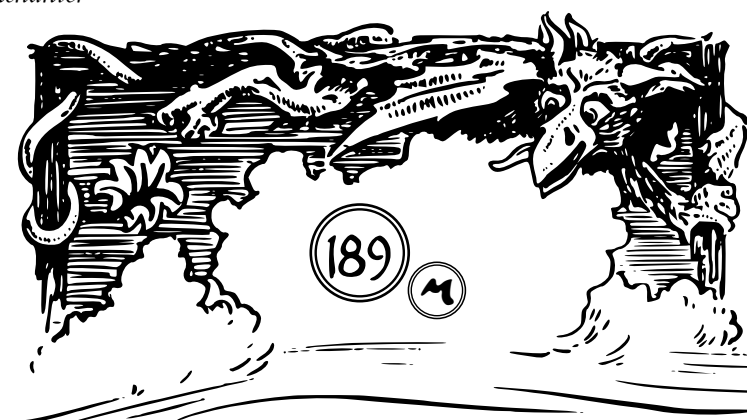
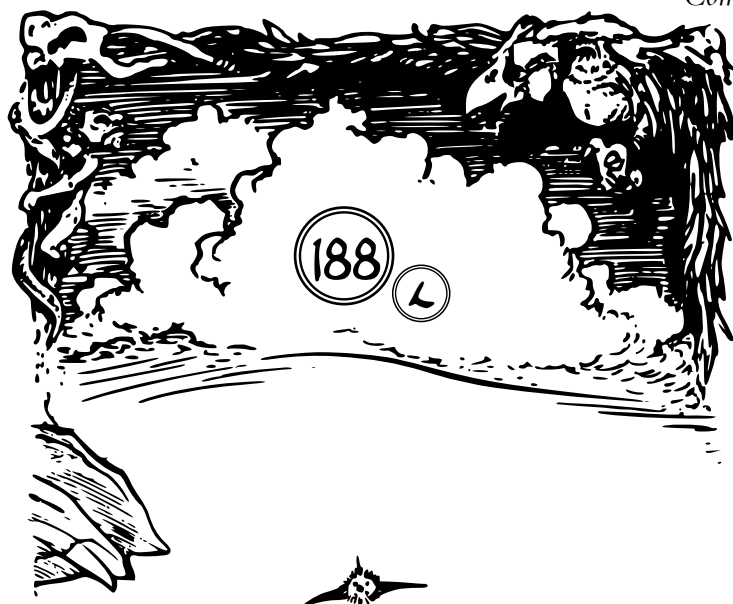


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	248	98	179	150	14	206	160	155	182	175	189
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
170	274	200	89	59	193	65	149	123	183	228	221
a	b	c	d	e	f	g	h	i	j	k	l

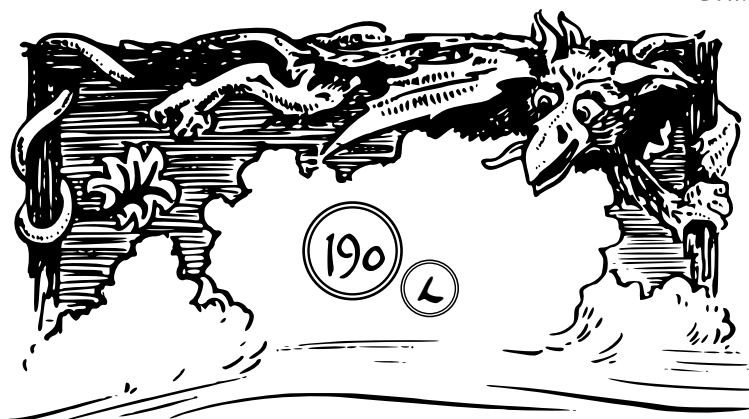




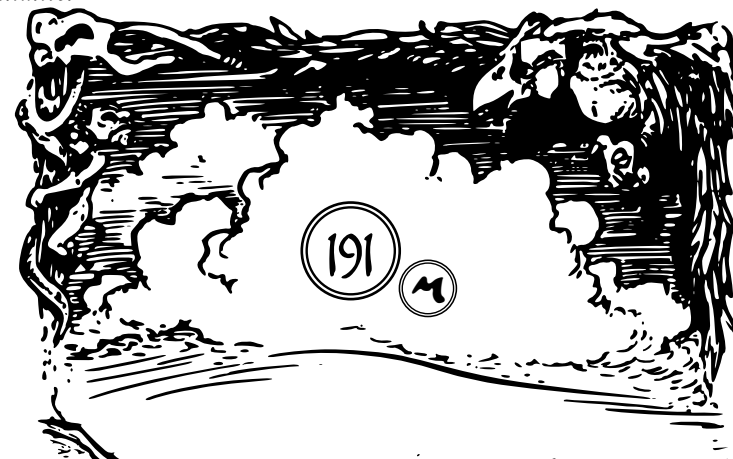


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
26	50	100	58	50	190	100	266	121	188	50	9
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
248	98	69	150	206	166	244	182	177	189	214	258
a	b	c	d	e	f	g	h	i	j	k	l



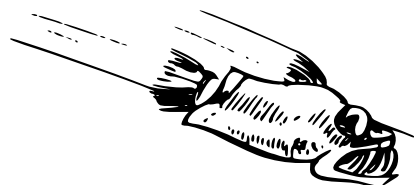
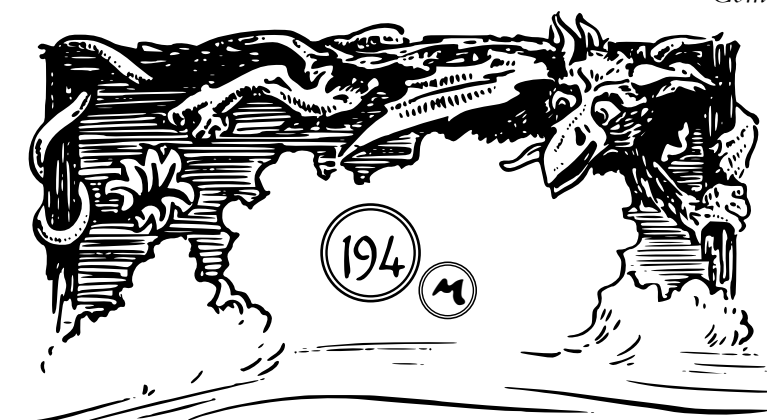
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	225	89	200	19	188	149	270	200	190	183	2
a	b	c	d	e	f	g	h	i	j	k	l



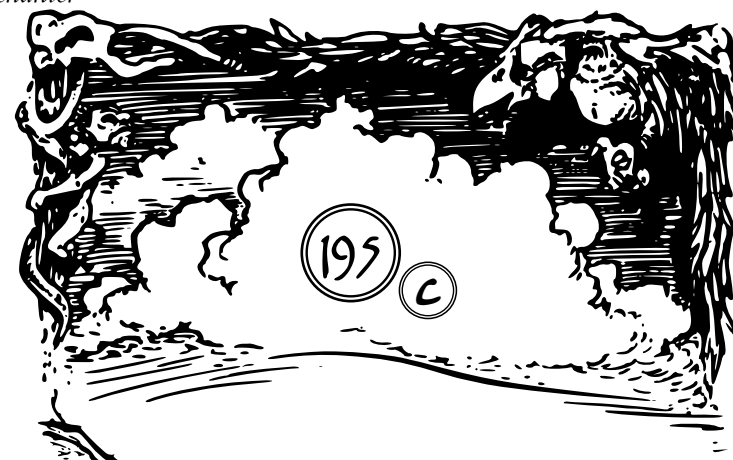
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
22	50	100	78	144	141	240	115	237	191	261	253
a	b	c	d	e	f	g	h	i	j	k	l



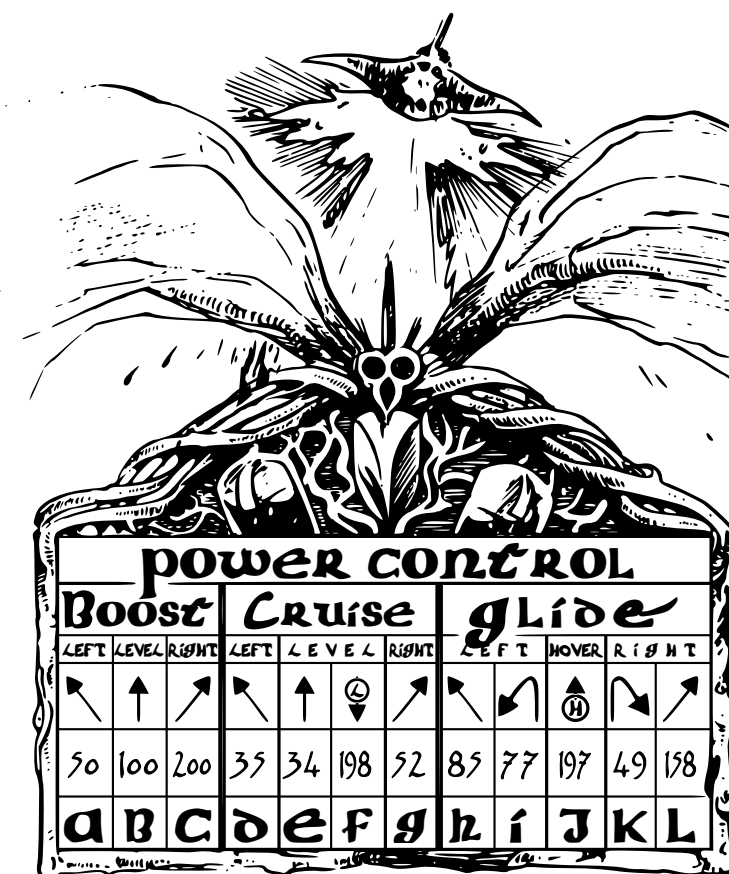
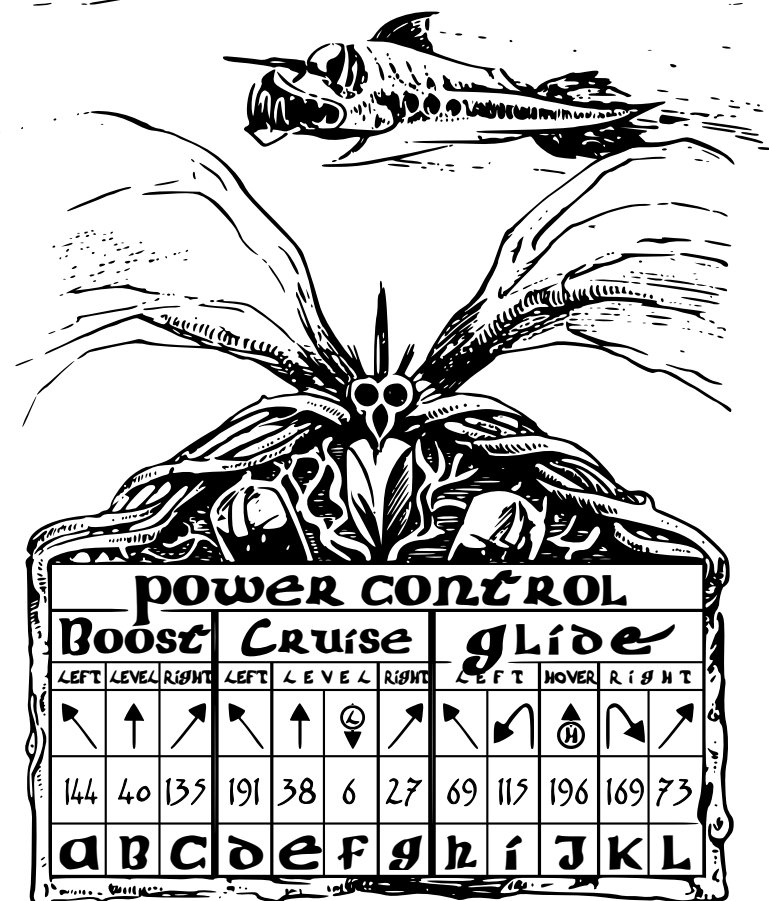
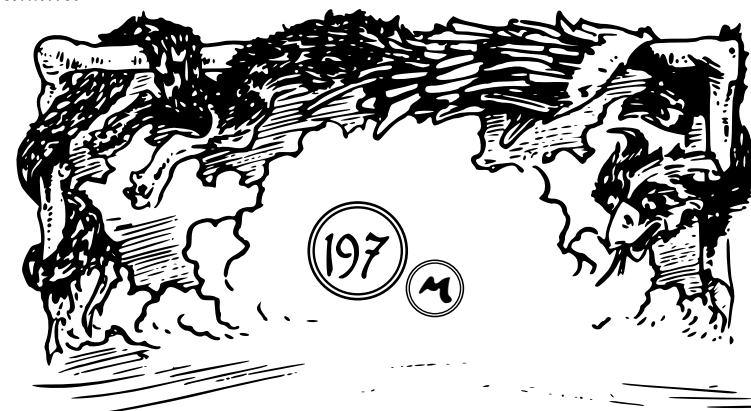
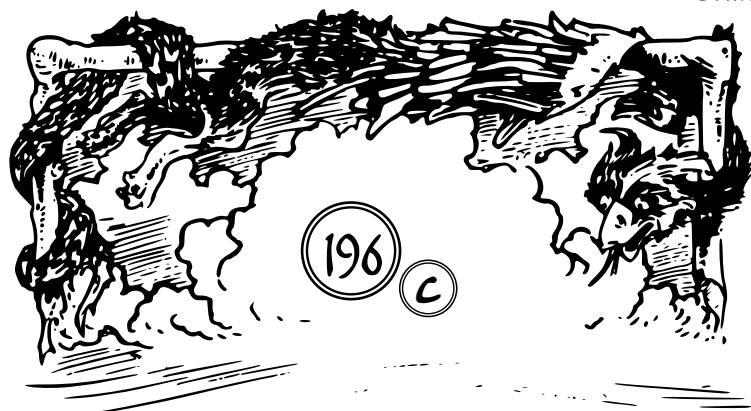
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
50	100	125	9	82	183	231	37	188	193	66	44
a	b	c	d	e	f	g	h	i	j	k	l

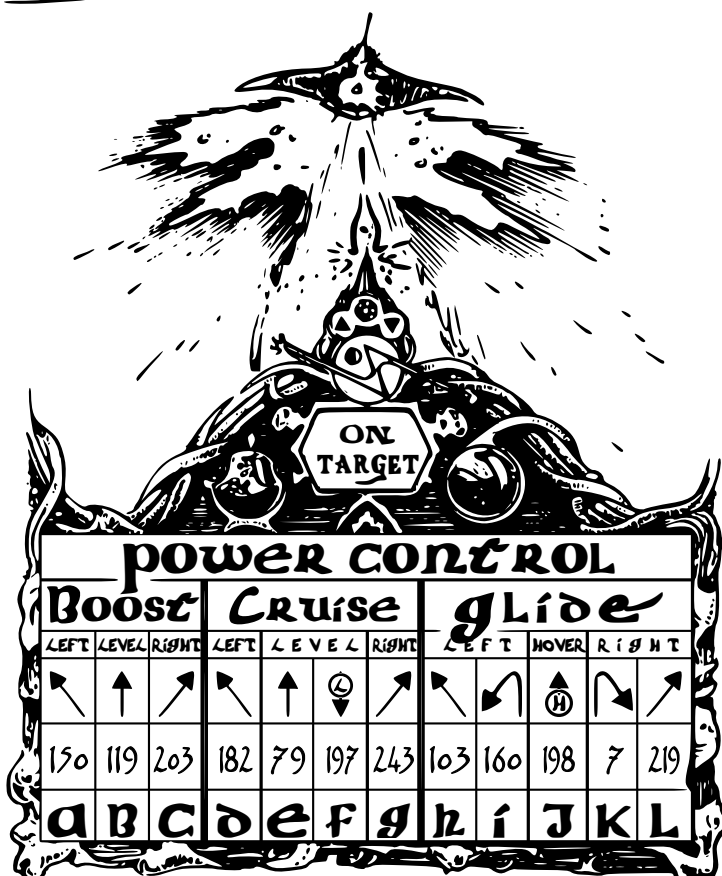
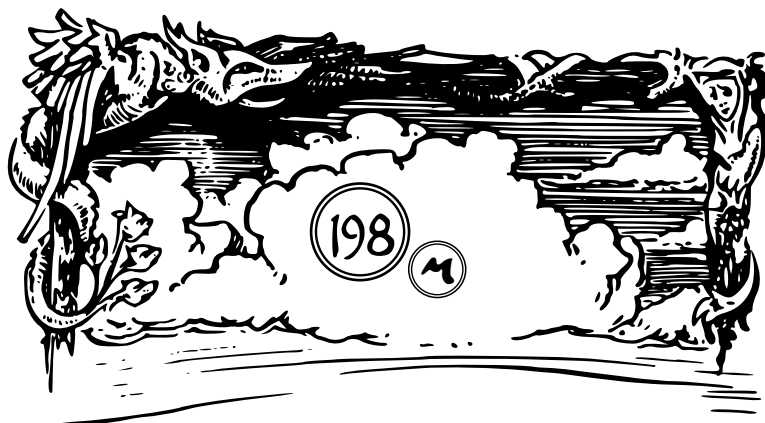


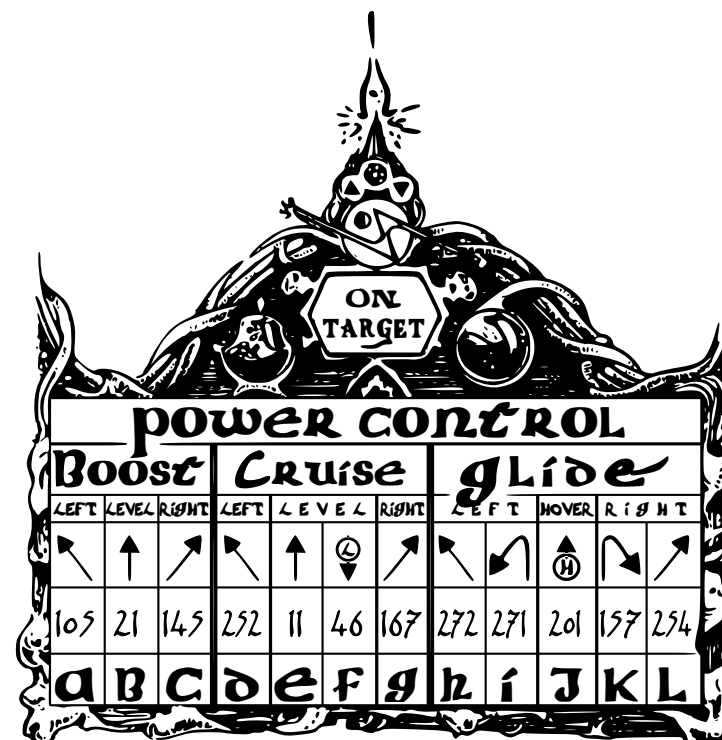
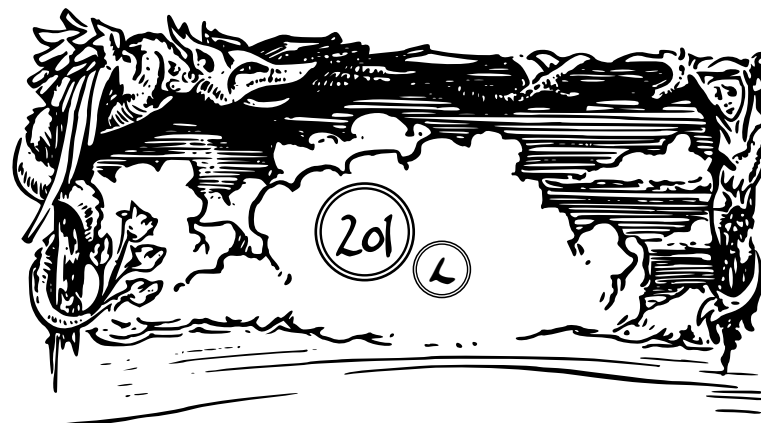
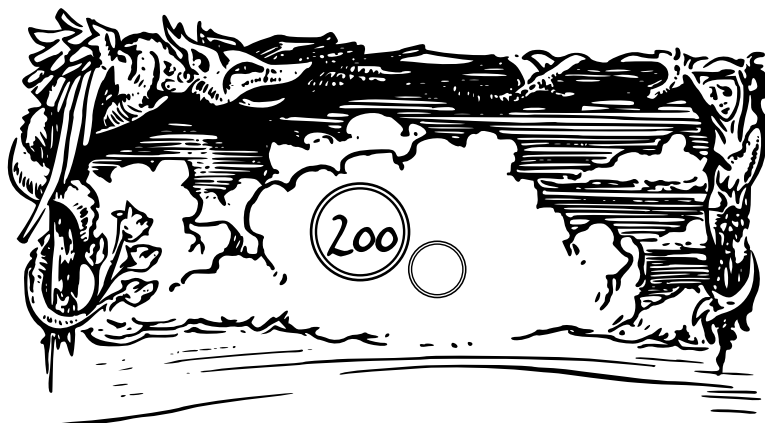
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
271	54	214	223	76	16	257	236	250	194	195	161
a	b	c	d	e	f	g	h	i	j	k	l

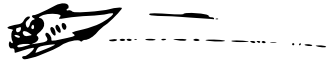
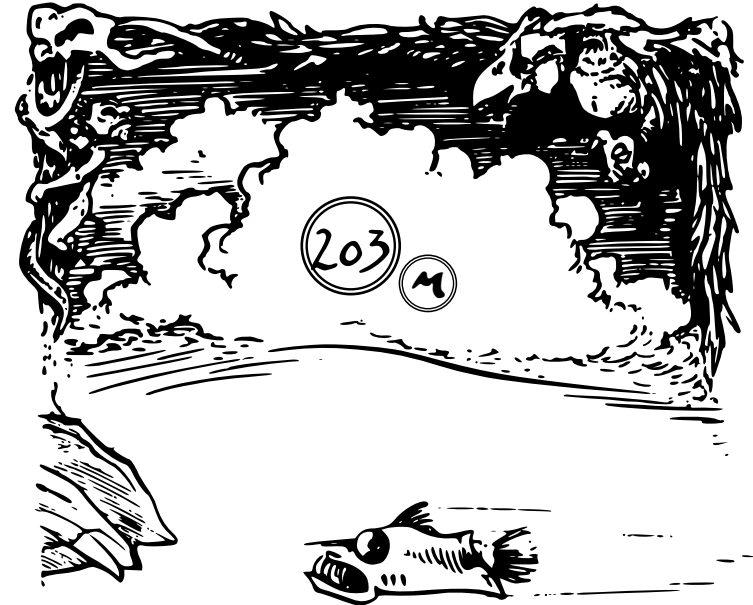


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
7	164	39	214	166	206	177	257	244	195	150	234
a	b	c	d	e	f	g	h	i	j	k	l



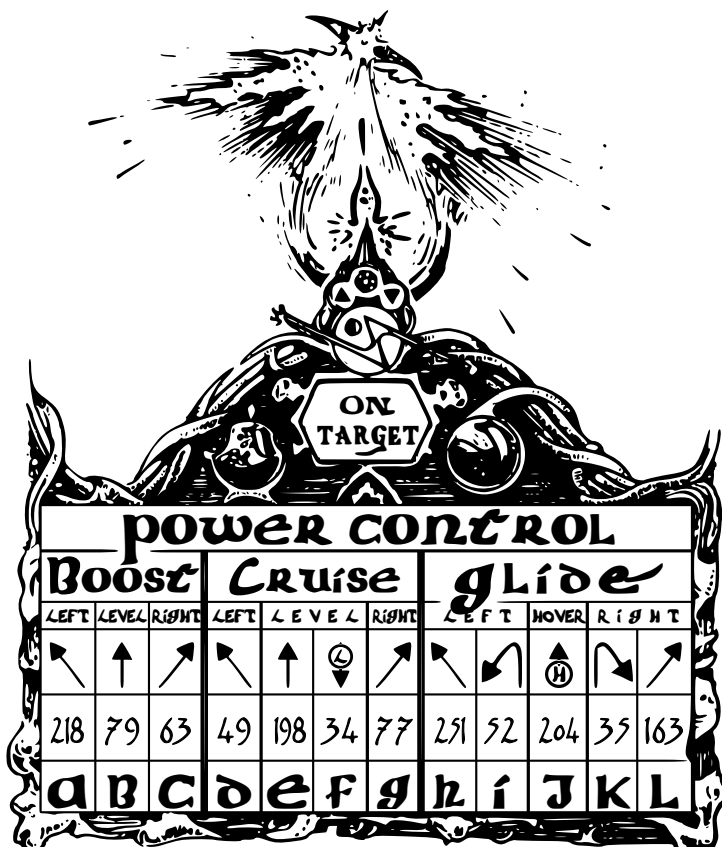
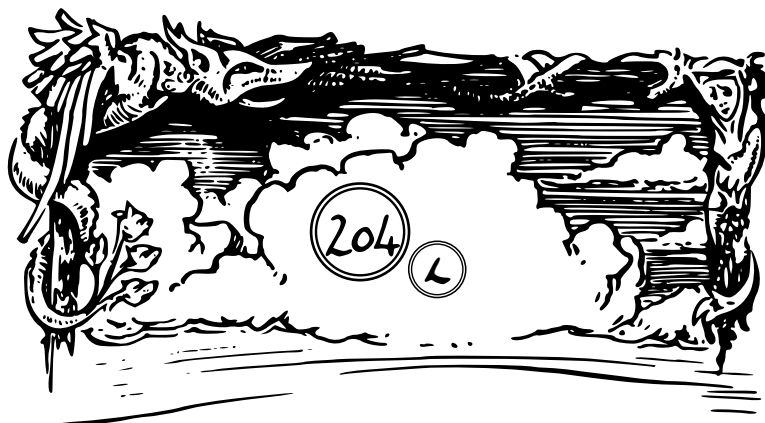


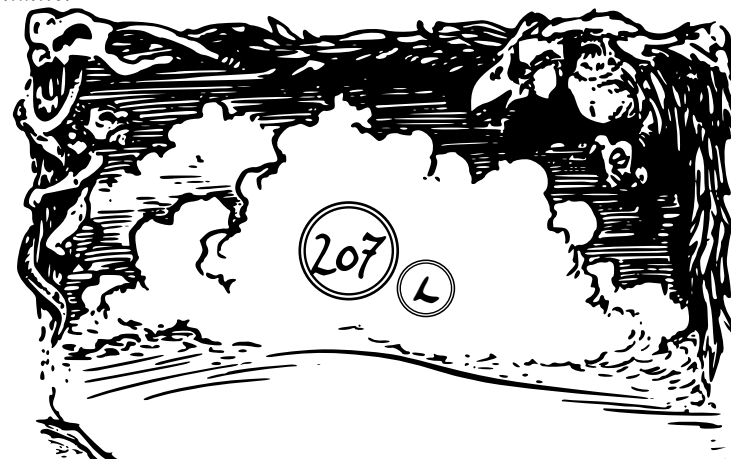
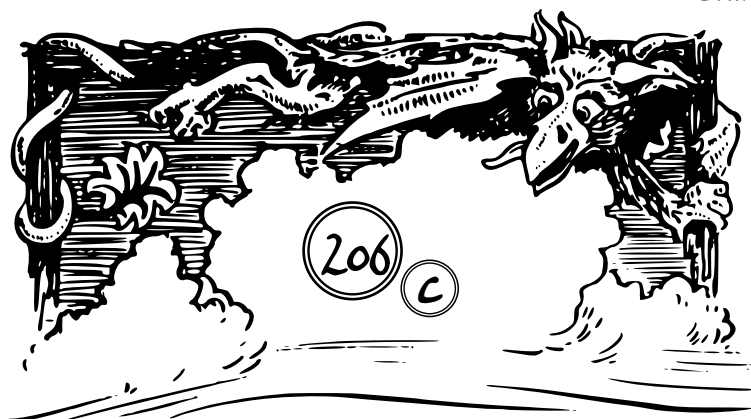




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
93	207	100	259	13	261	200	28	141	202	50	227
a	b	c	d	e	f	g	h	i	j	k	l

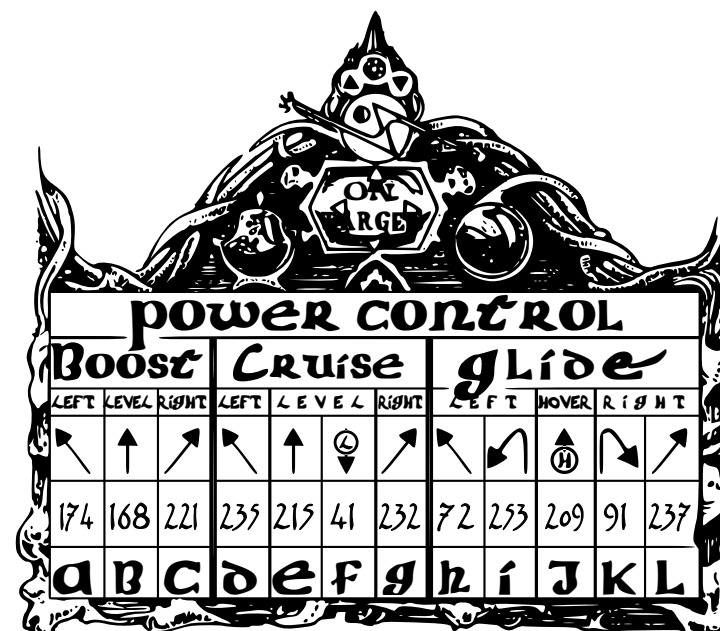
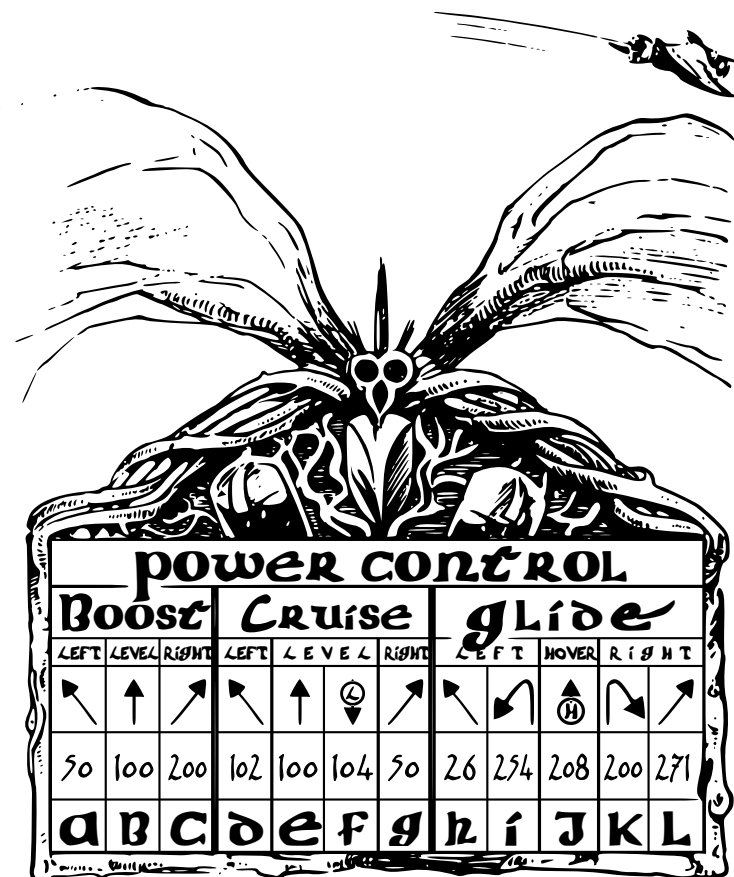
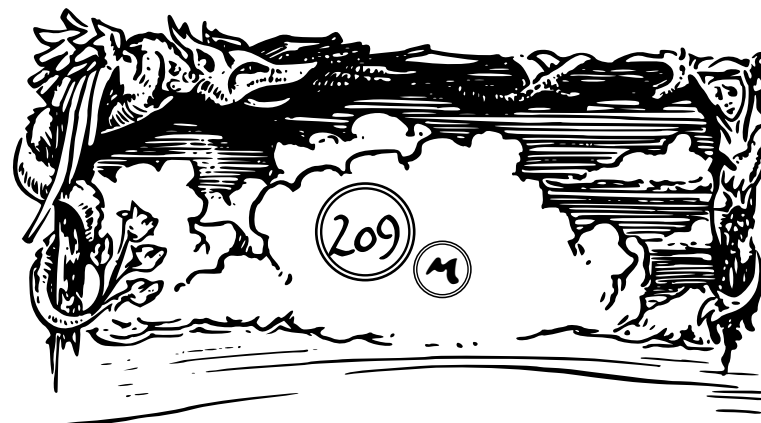
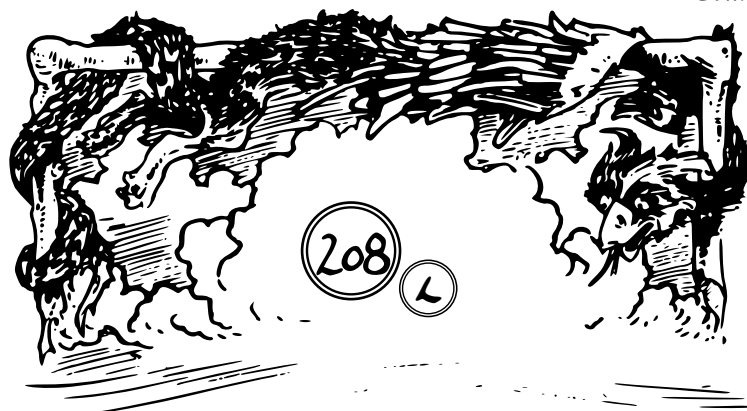
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
78	50	100	115	227	114	40	151	259	203	127	38
a	b	c	d	e	f	g	h	i	j	k	l

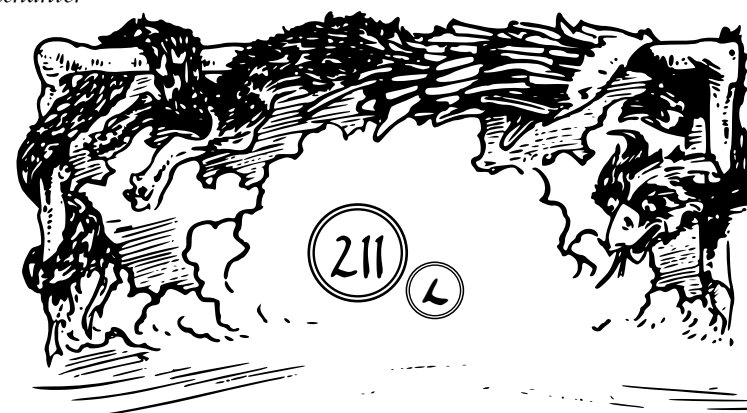
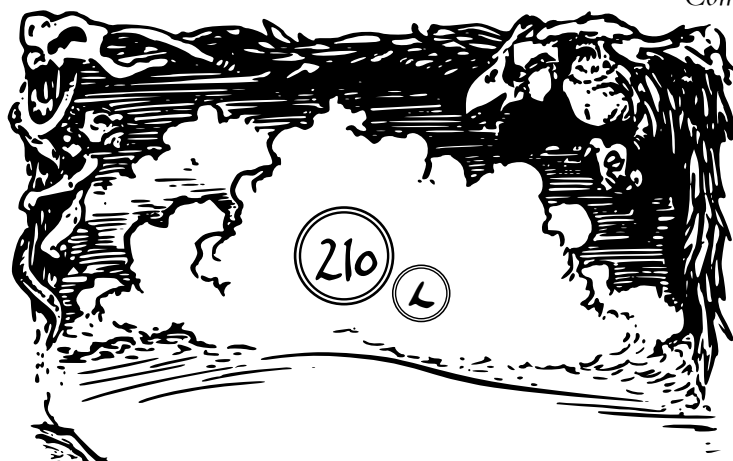




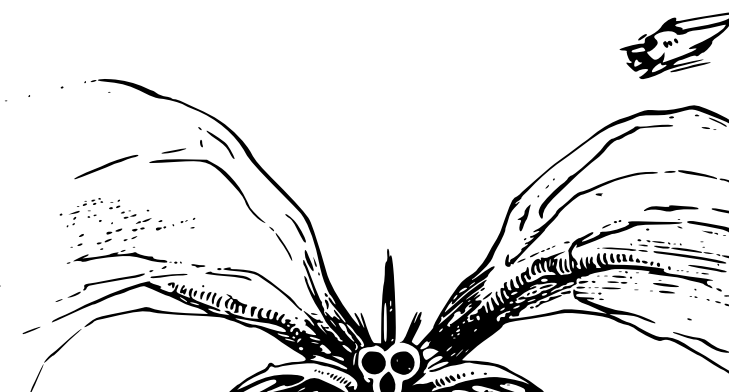
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
180	30	109	162	98	195	278	15	16	206	94	175
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
112	200	100	137	50	111	100	269	57	207	50	263
a	b	c	d	e	f	g	h	i	j	k	l

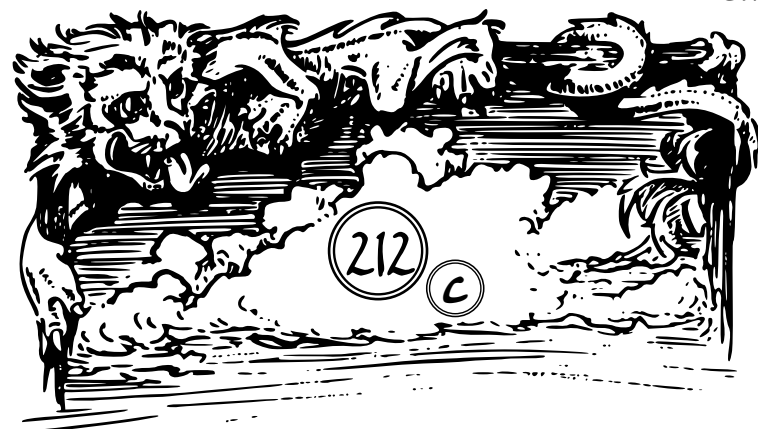




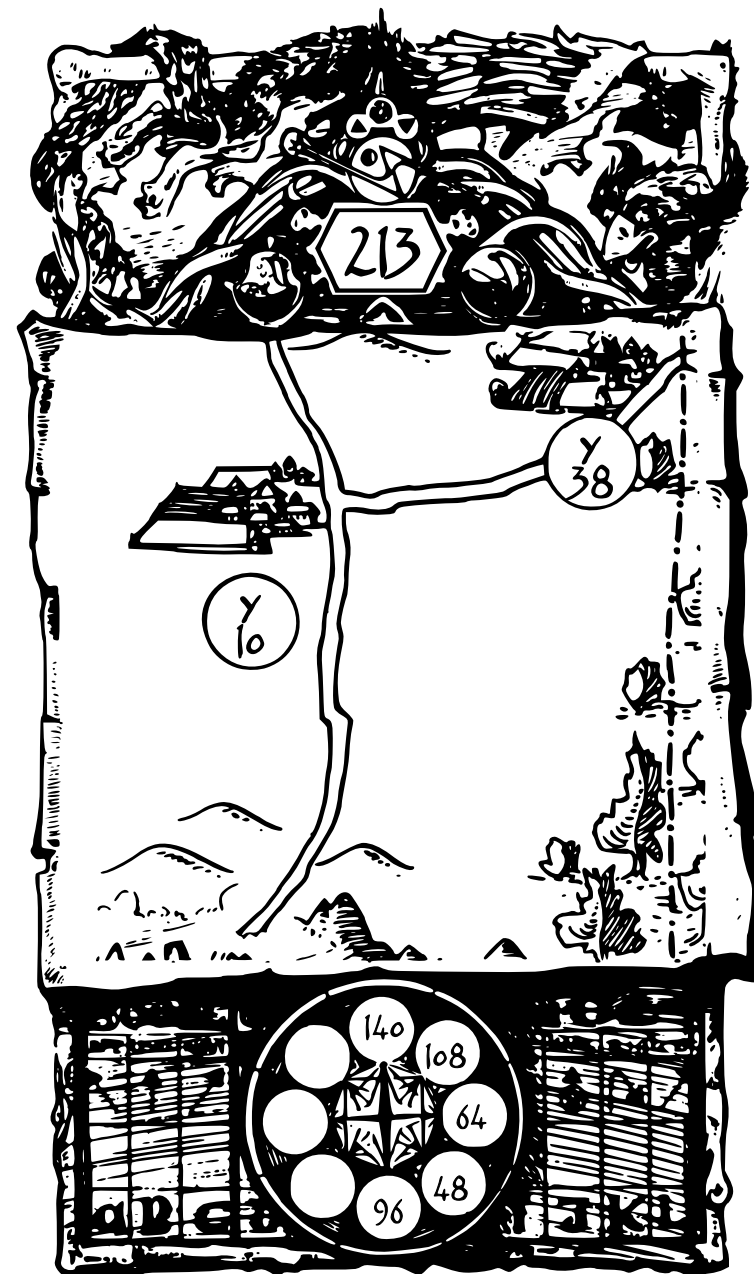
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
63	100	200	77	100	251	50	163	10	210	50	34
a	b	c	d	e	f	g	h	i	j	k	l

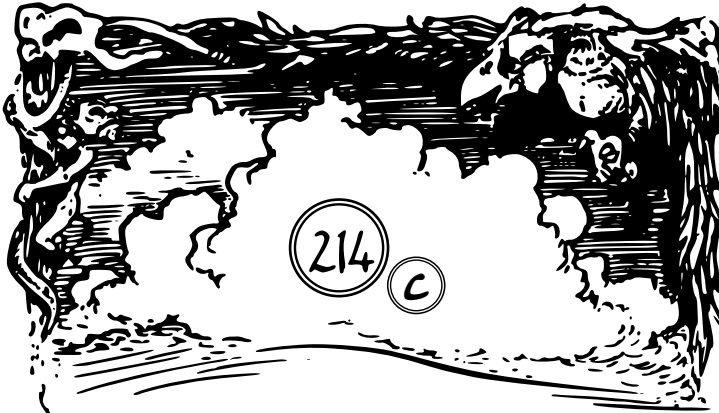


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
50	200	100	130	100	86	50	63	148	211	100	32
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
196	166	171	94	195	98	16	21	278	212	162	42
a	b	c	d	e	f	g	h	i	j	k	l

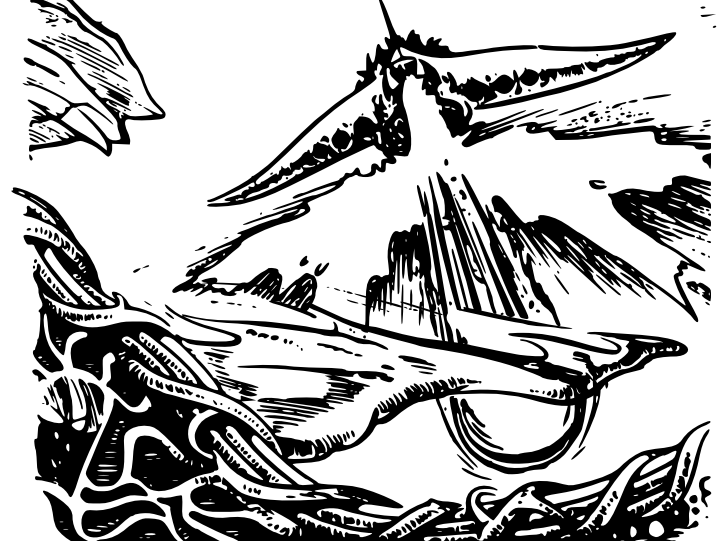




214 C

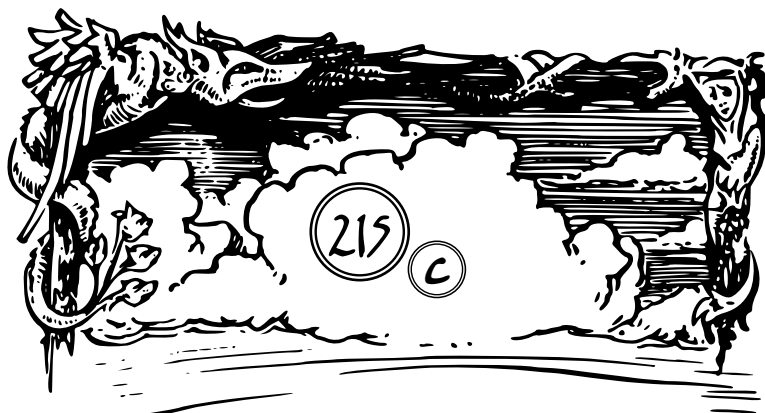


215 C

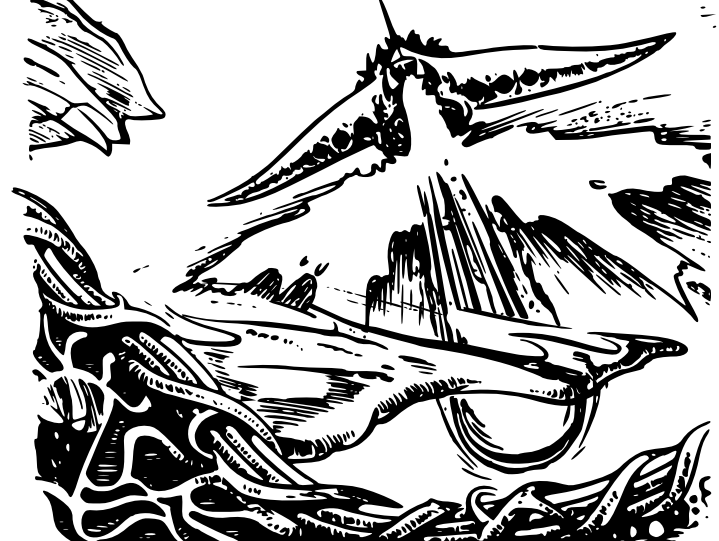


216 C

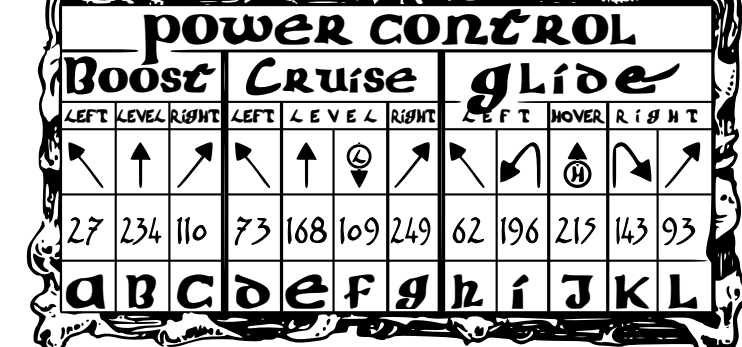
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↻	⬆	↖	↻	↗
191	211	34	69	7	147	197	244	154	214	158	133
a	b	c	d	e	f	g	h	i	j	k	l



215 C

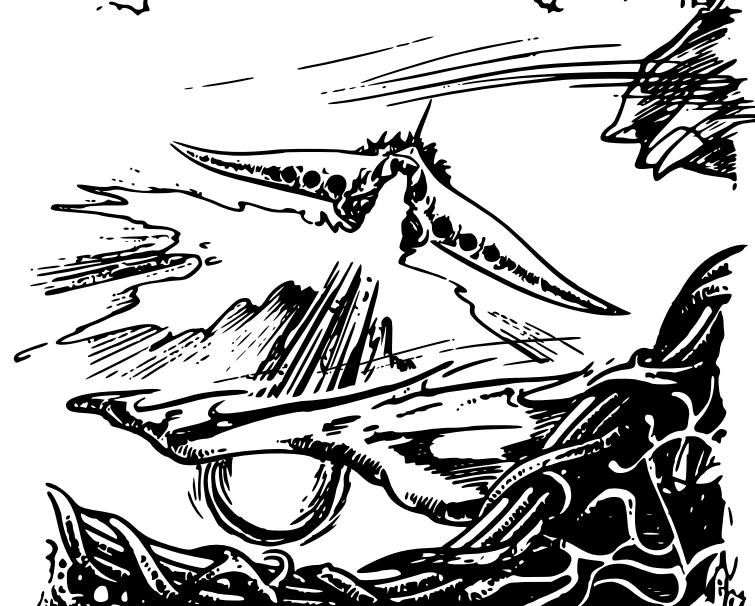
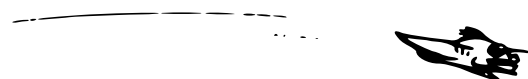
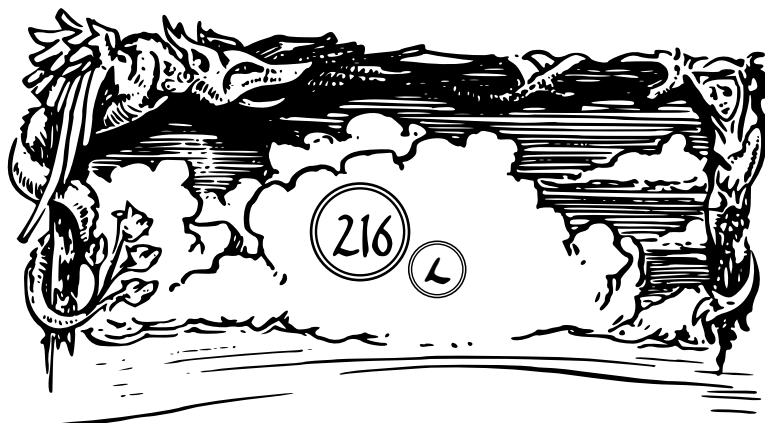


216 C



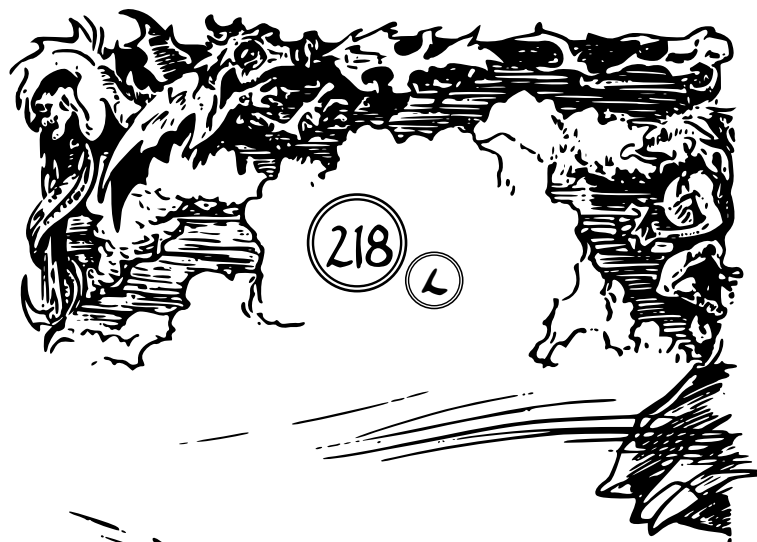
217 C

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⬇	↗	↻	⬆	↖	↻	↗
27	234	110	73	168	109	249	62	196	215	143	93
a	b	c	d	e	f	g	h	i	j	k	l



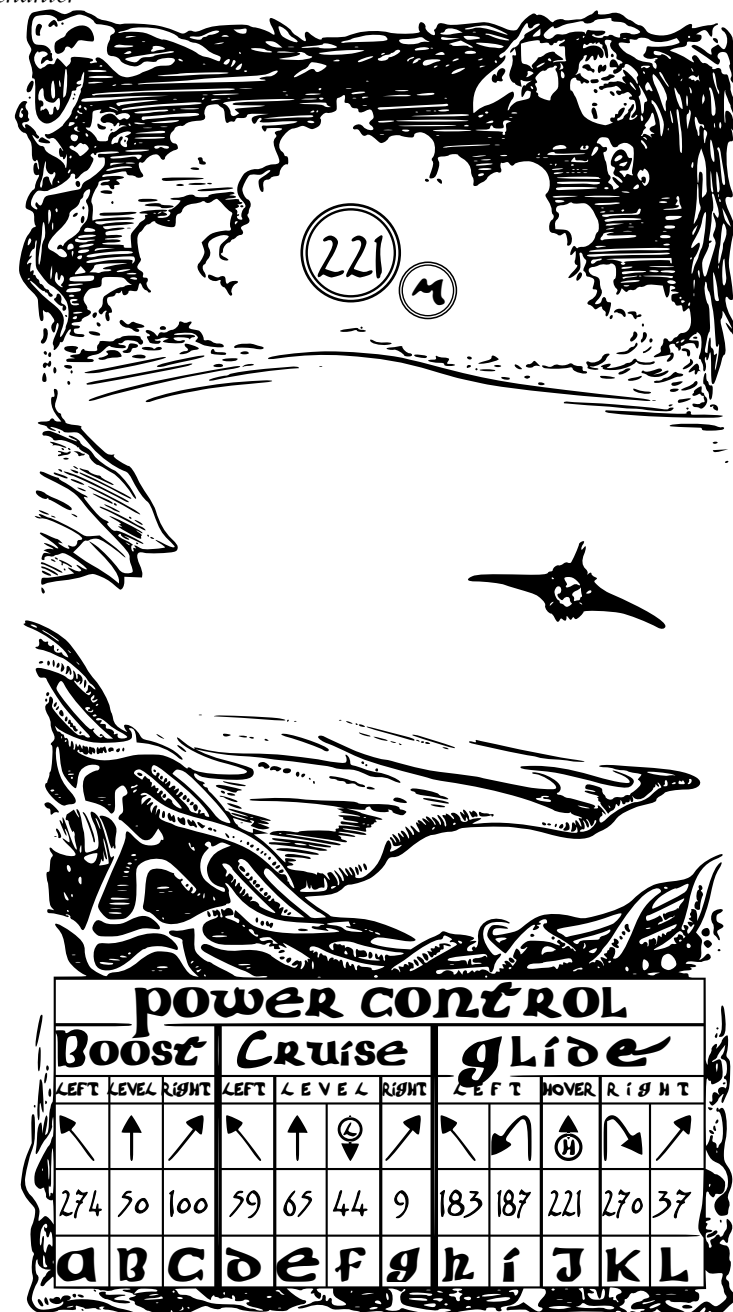
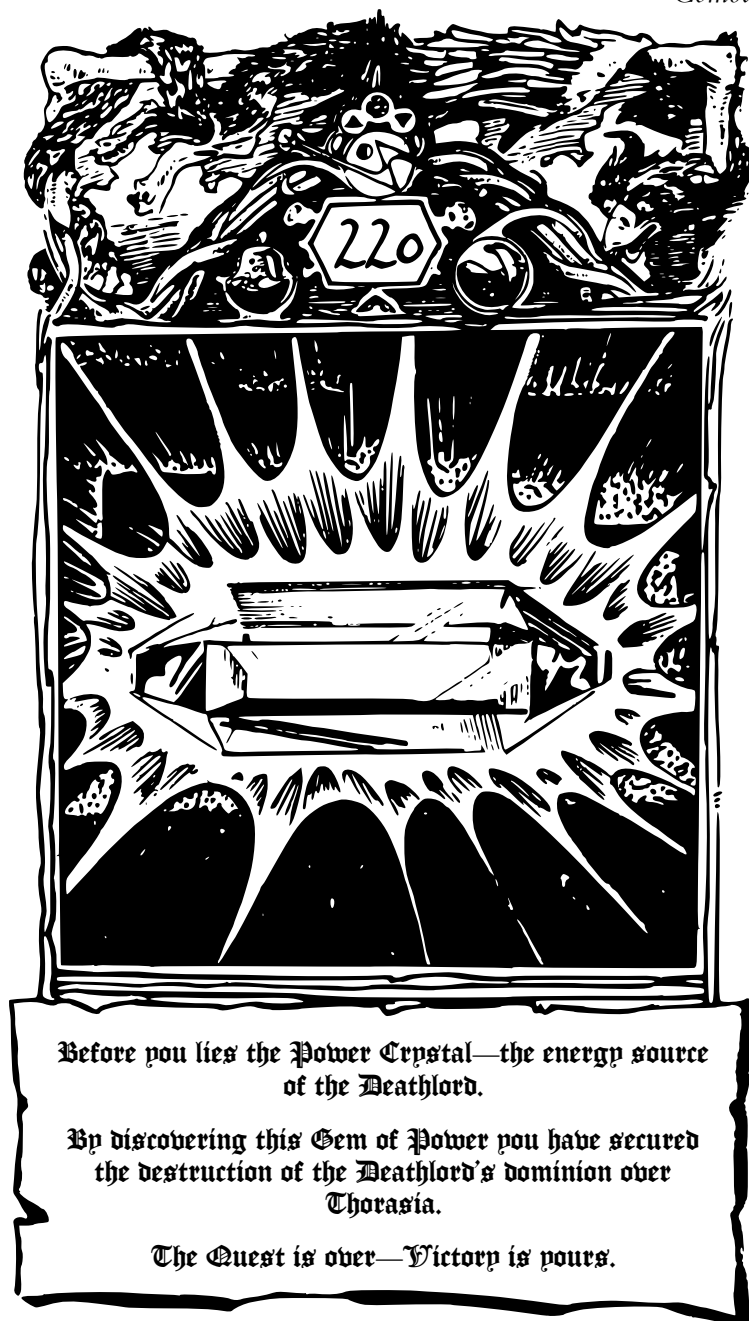
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↻	⌚	↖	↗	↗
25	76	14	246	194	171	53	269	180	216	256	4
a	b	c	d	e	f	g	h	i	j	k	l

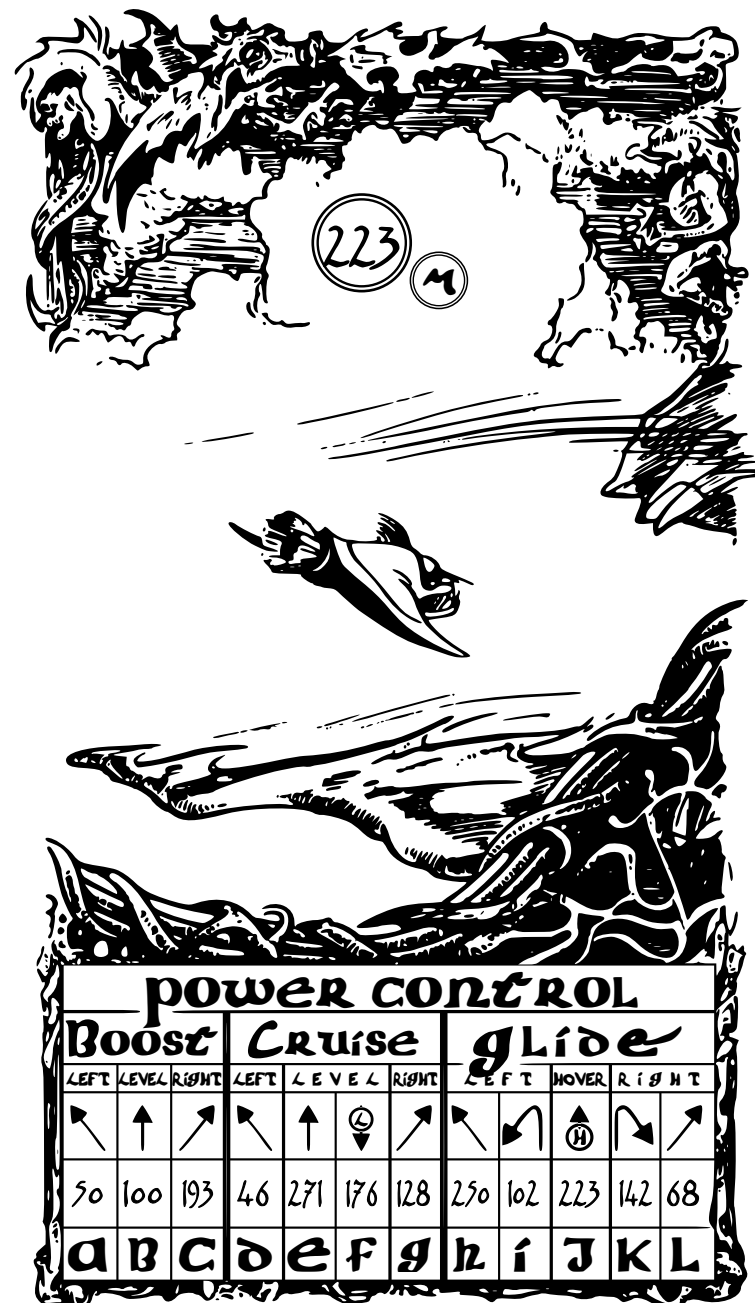
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↻	⌚	↖	↗	↗
34	179	162	197	160	244	15	133	85	217	206	147
a	b	c	d	e	f	g	h	i	j	k	l



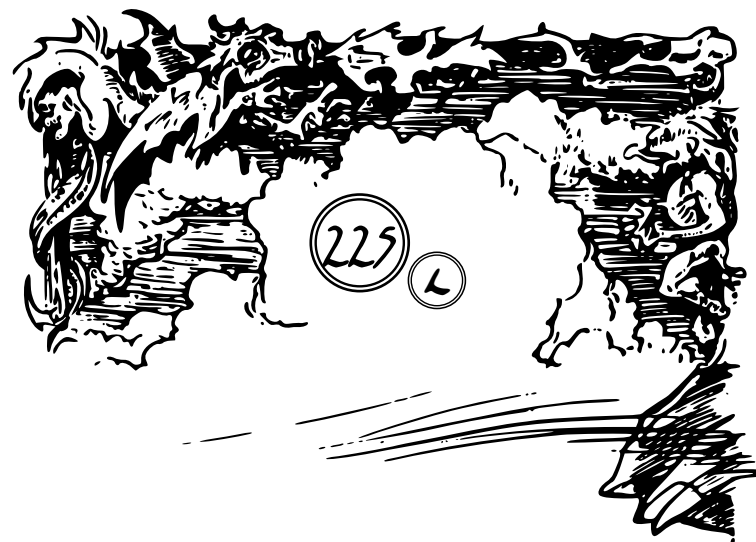
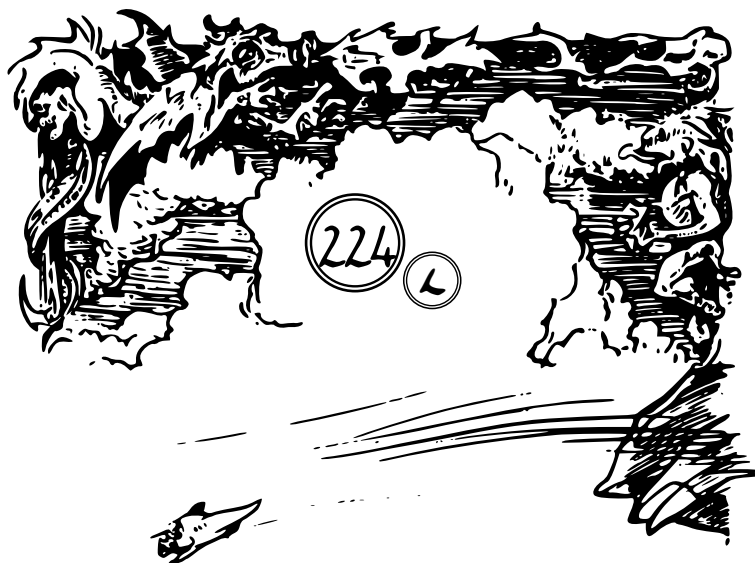
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	236	50	88	99	74	179	100	218	5	118
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT		LEFT	HOVER	RIGHT		
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
119	203	200	79	243	158	35	198	147	219	135	85
a	b	c	d	e	f	g	h	i	j	k	l



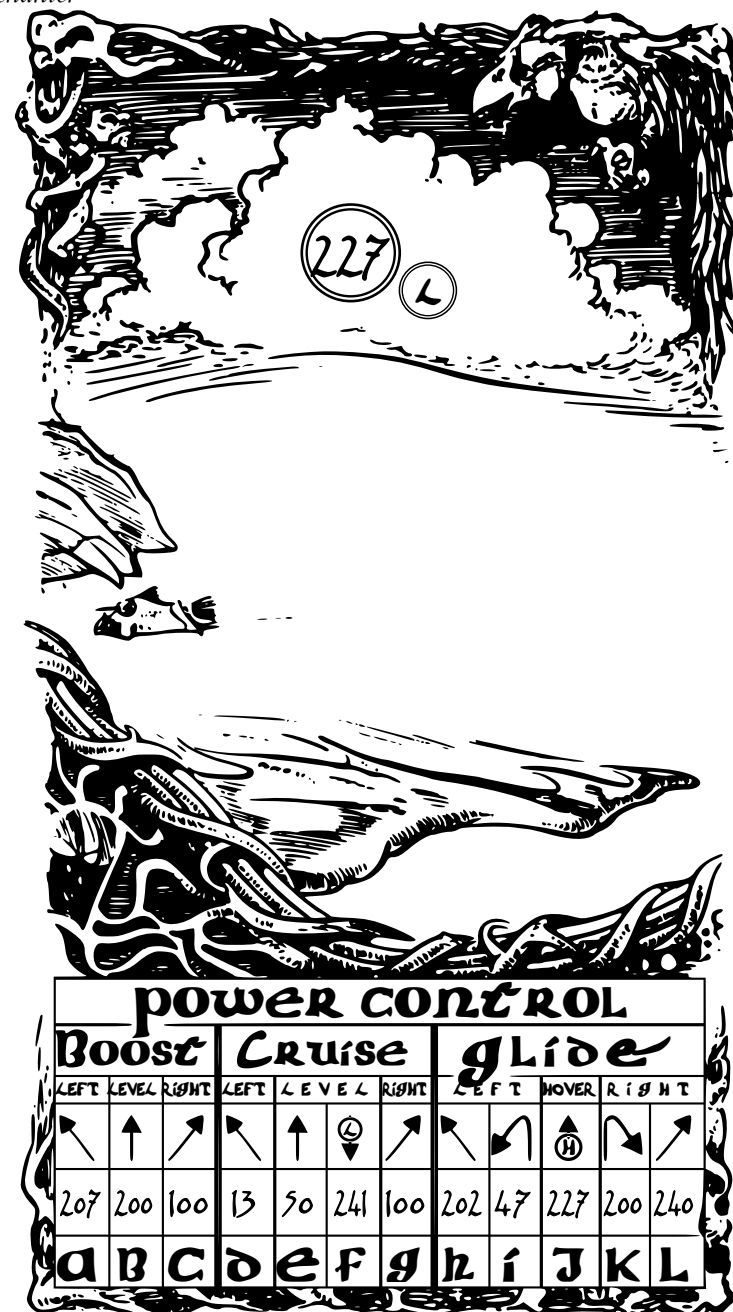


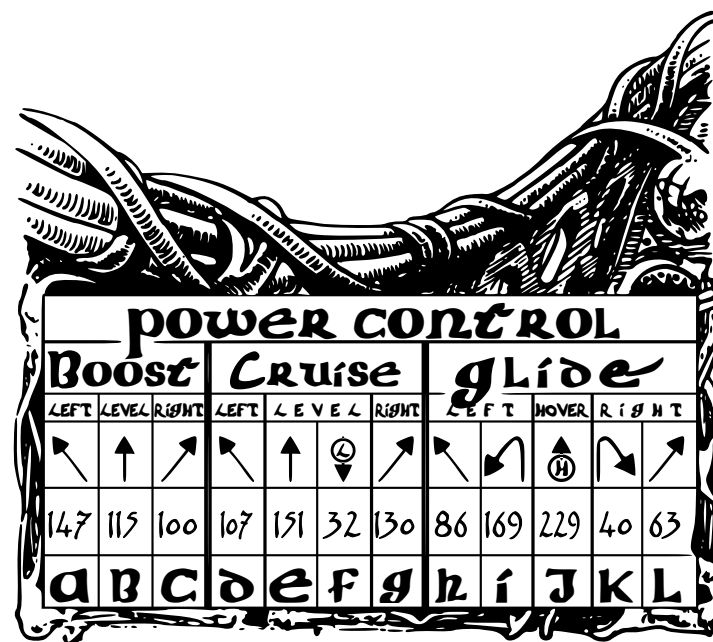
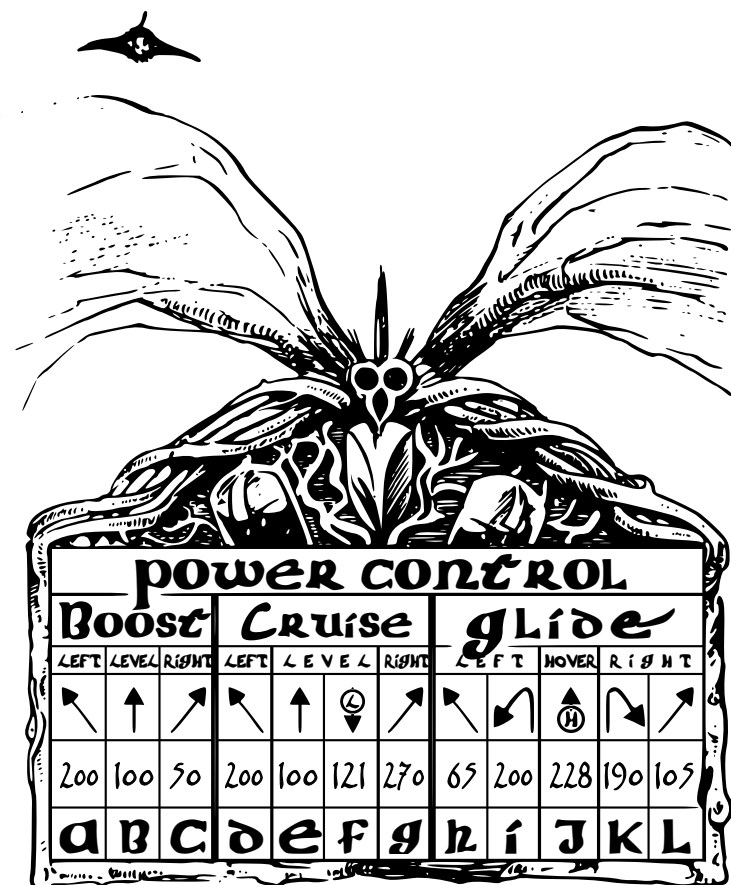
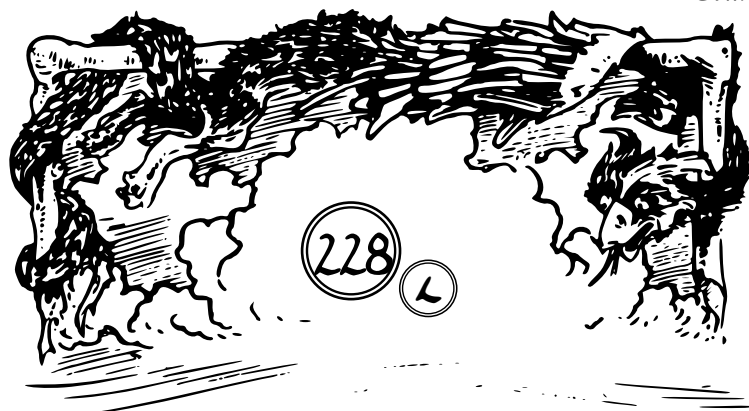
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
50	100	193	46	271	176	128	250	102	223	142	68
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	182	100	276	77	103	135	100	224	198	260
a	b	c	d	e	f	g	h	i	j	k	l

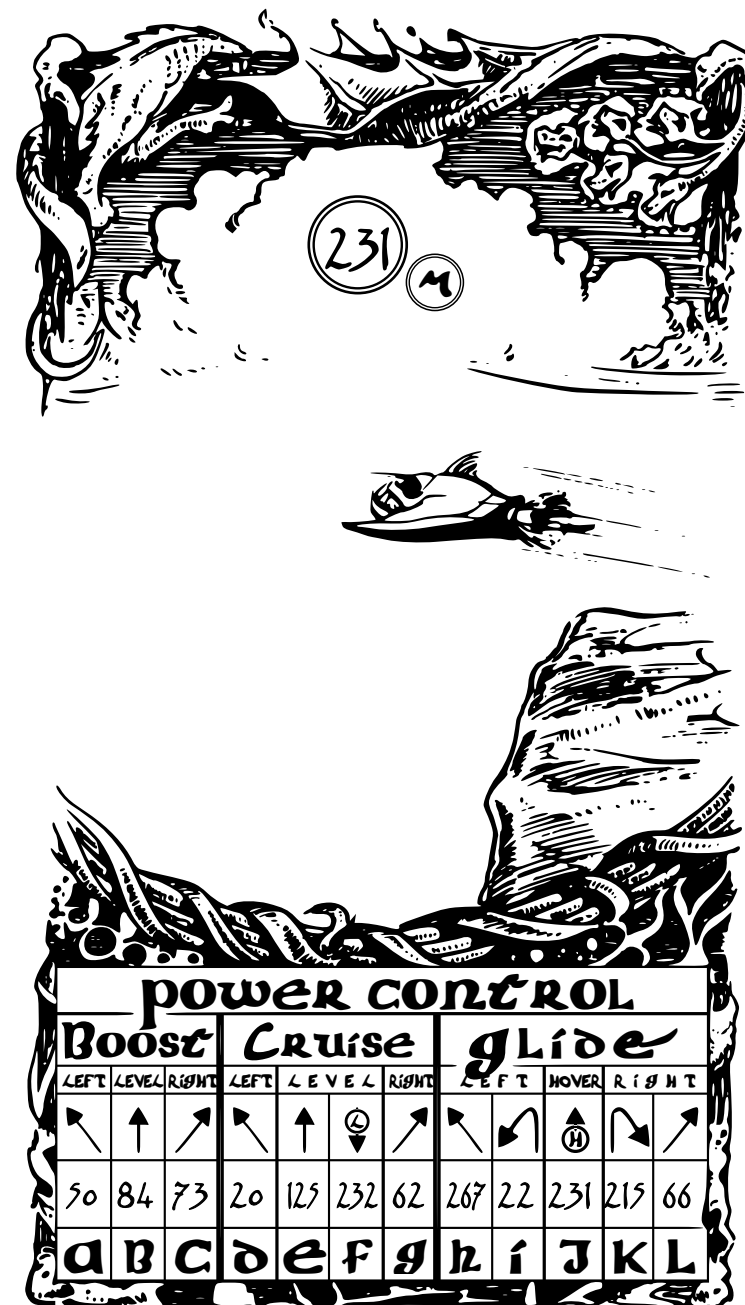
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	235	50	136	137	72	20	100	225	209	124
a	b	c	d	e	f	g	h	i	j	k	l





power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↗	⌚	↖	↗
200	100	50	200	100	121	270	65	200	228	190	105
A	B	C	D	E	F	G	H	I	J	K	L

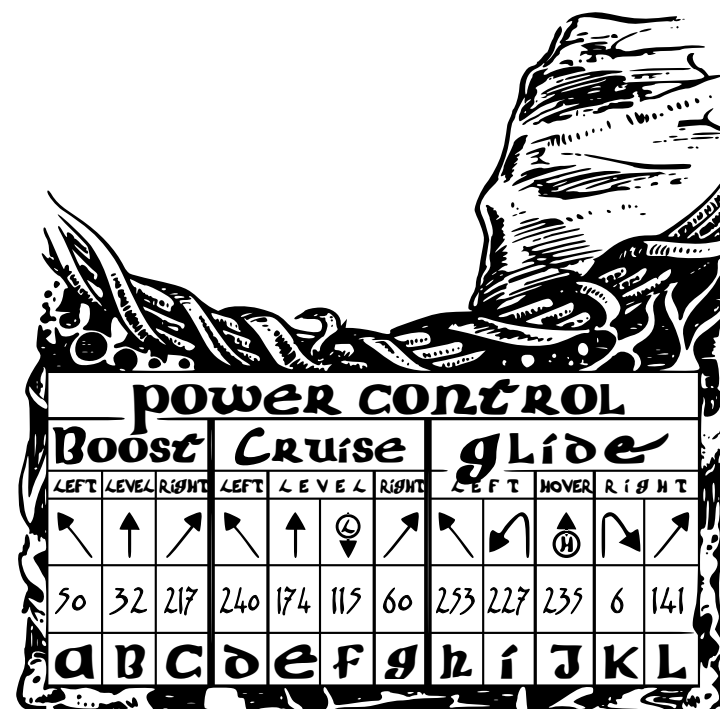
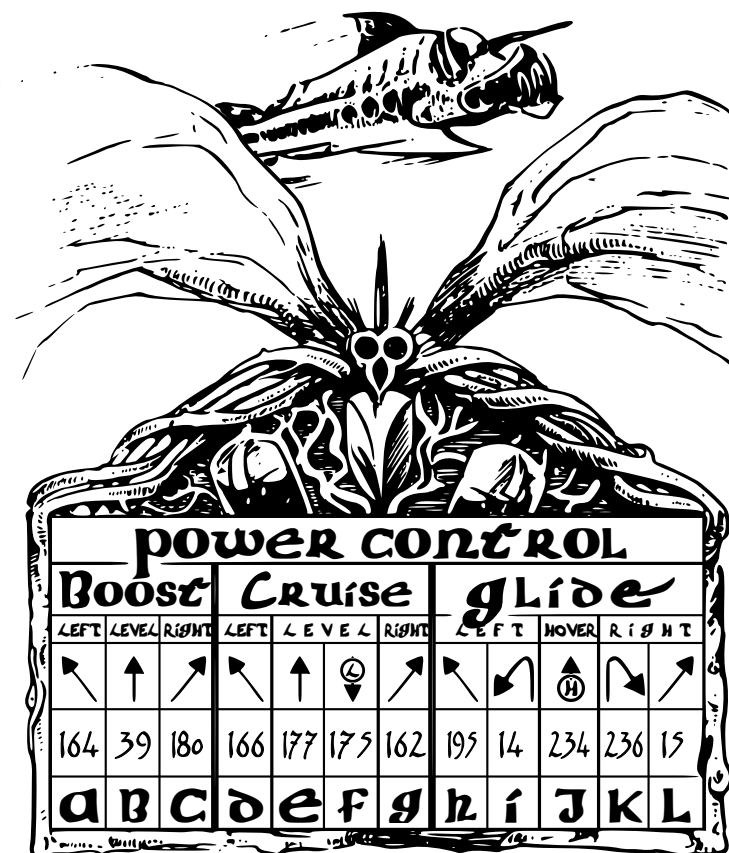
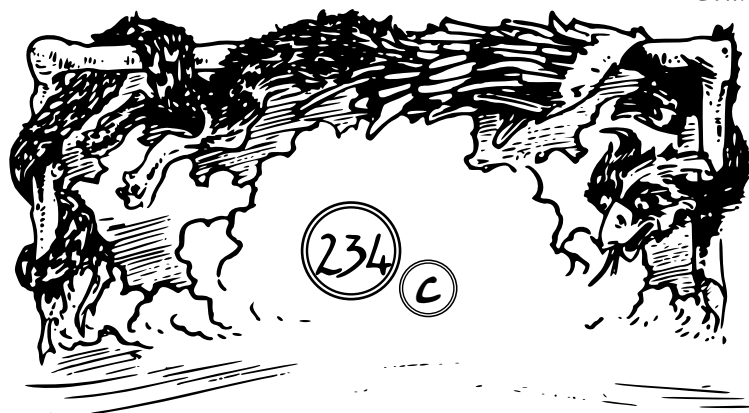
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↗	⌚	↖	↗
147	115	100	107	151	32	130	86	169	229	40	63
A	B	C	D	E	F	G	H	I	J	K	L

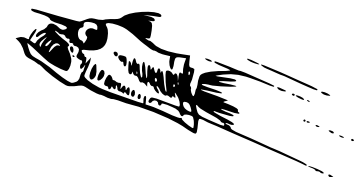
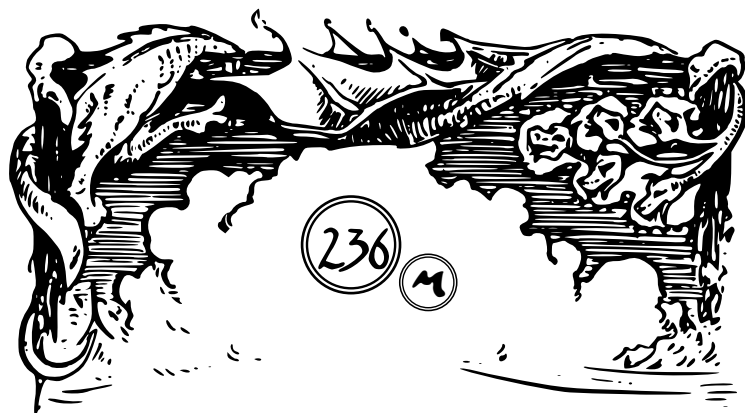




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	⬆	↗	↘	↗
42	65	50	120	221	231	181	23	89	232	82	91
a	b	c	d	e	f	g	h	i	j	k	l

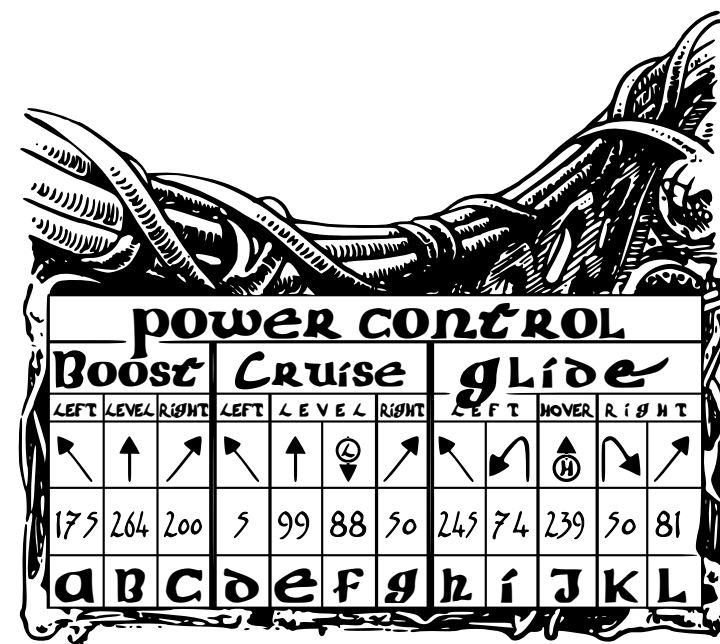


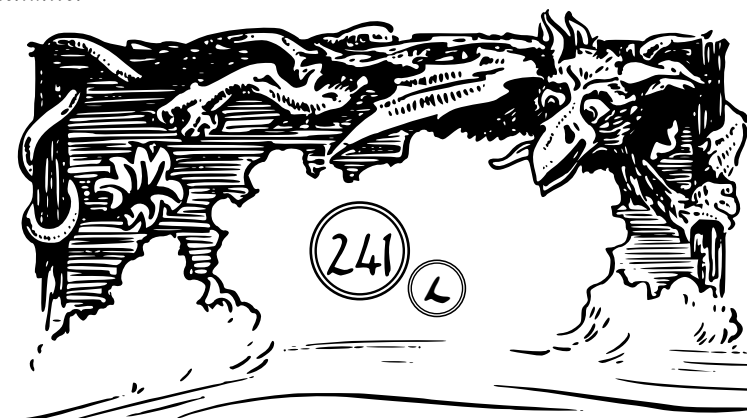
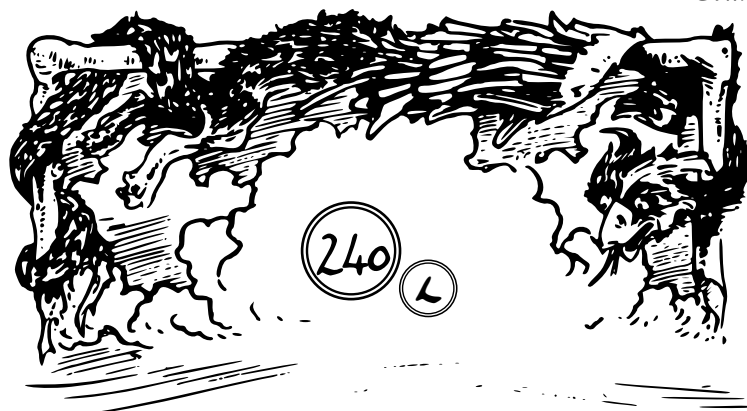




power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
50	271	54	180	223	132	76	162	157	236	21	194
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	↗	↗
168	221	200	215	232	125	22	209	62	237	20	78
a	b	c	d	e	f	g	h	i	j	k	l





power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
100	50	200	100	50	28	127	227	200	240	185	261
A	B	C	D	E	F	G	H	I	J	K	L

power control

Boost

Cruise

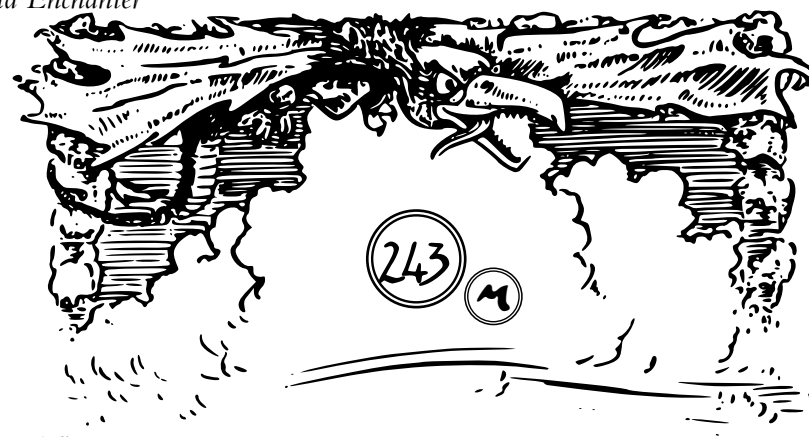
glide

LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT
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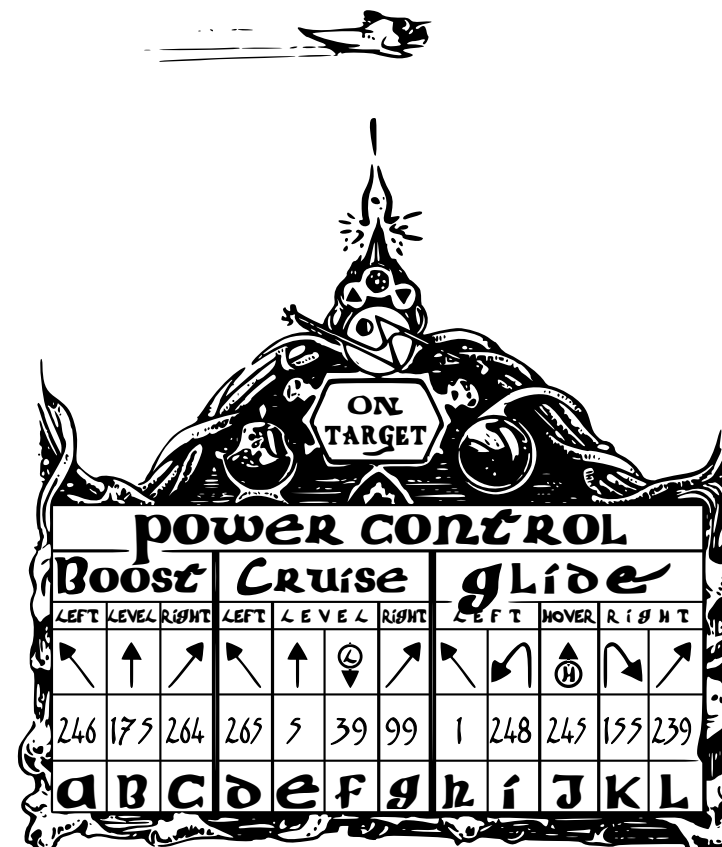
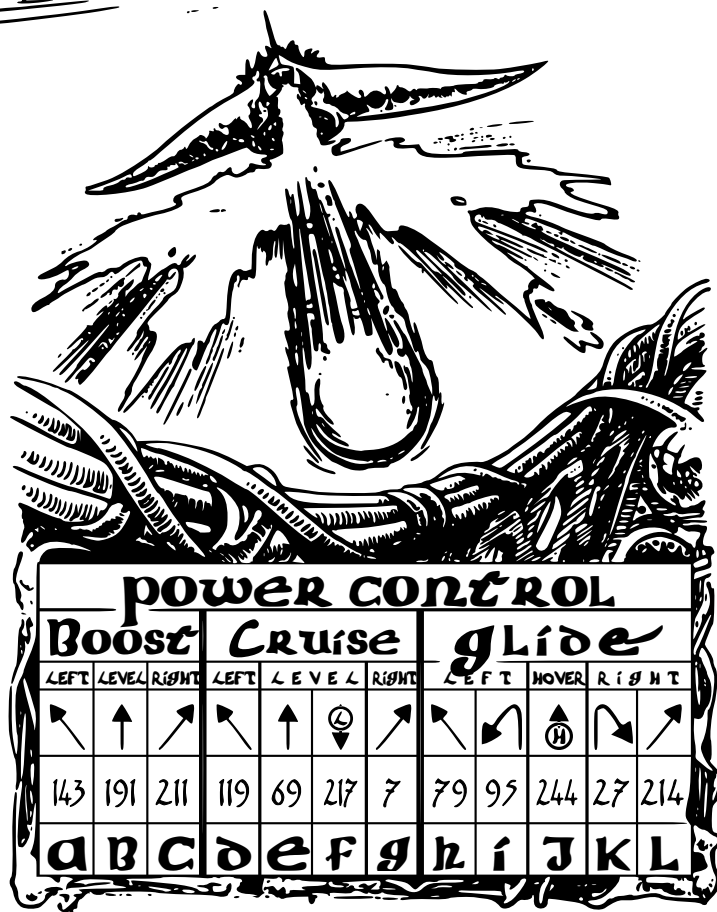
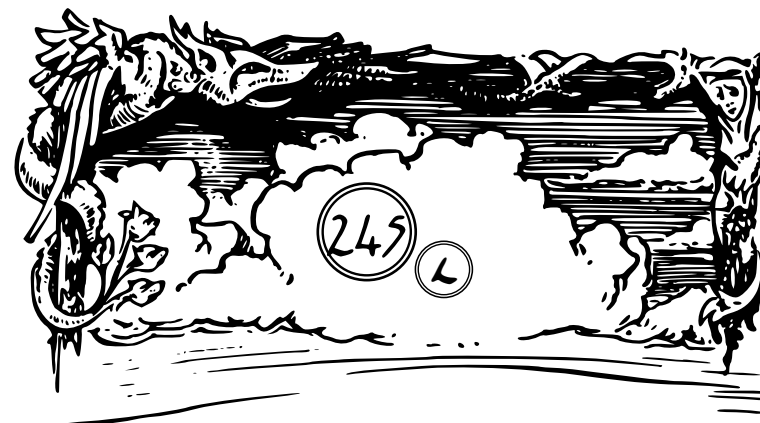
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗
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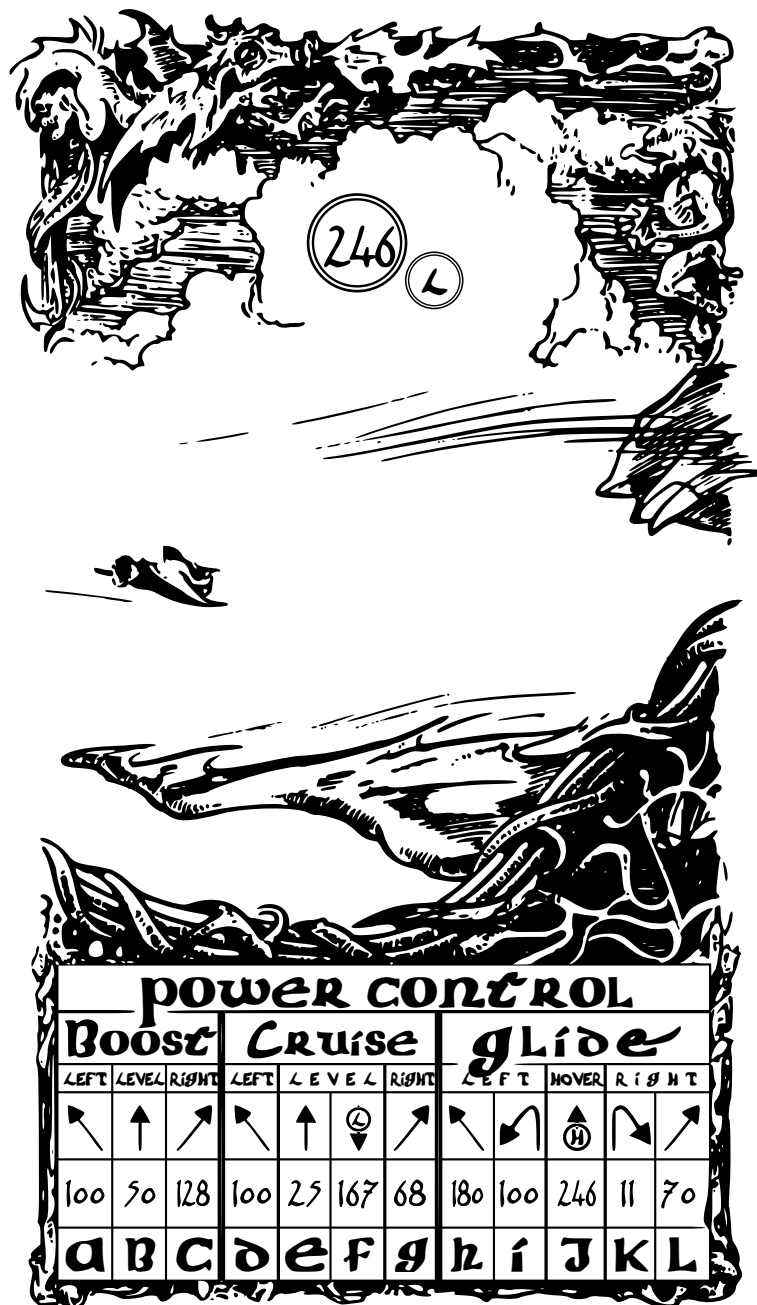
50	169	93	127	114	227	259	261	40	241	115	28
----	-----	----	-----	-----	-----	-----	-----	----	-----	-----	----

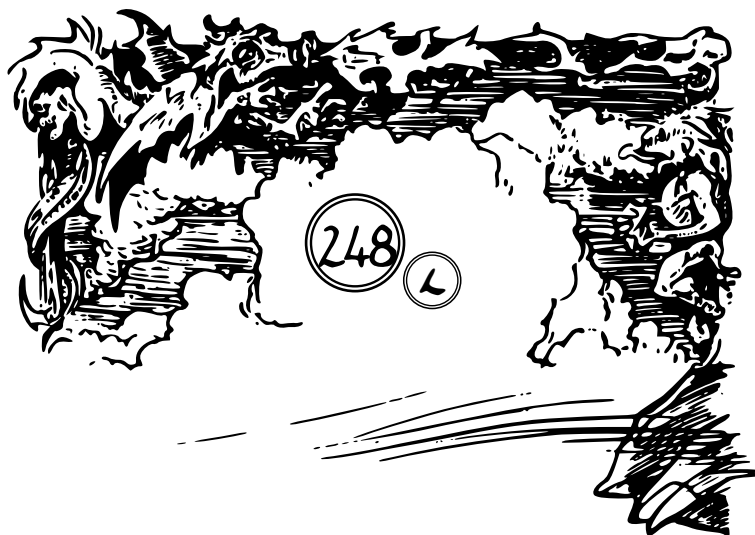

a	b	c	d	e	f	g	h	i	j	k	l
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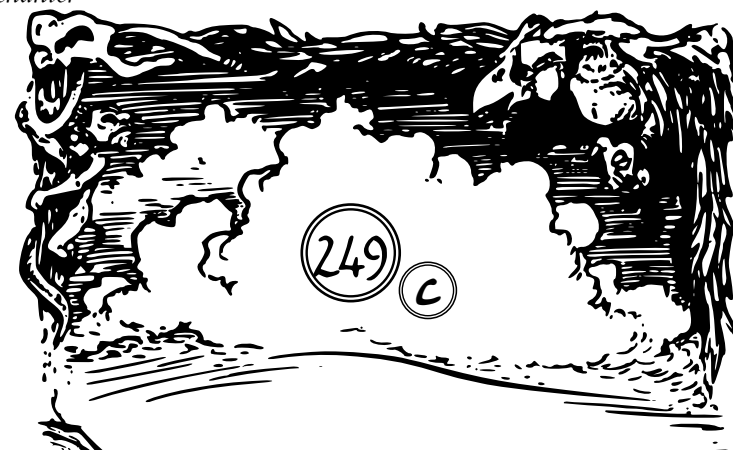
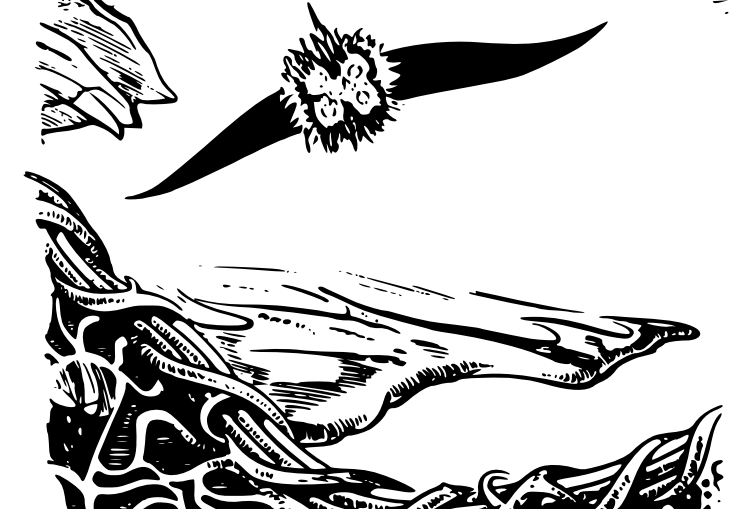
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
153	227	200	154	203	169	211	101	6	243	32	7
a	b	c	d	e	f	g	h	i	j	k	l



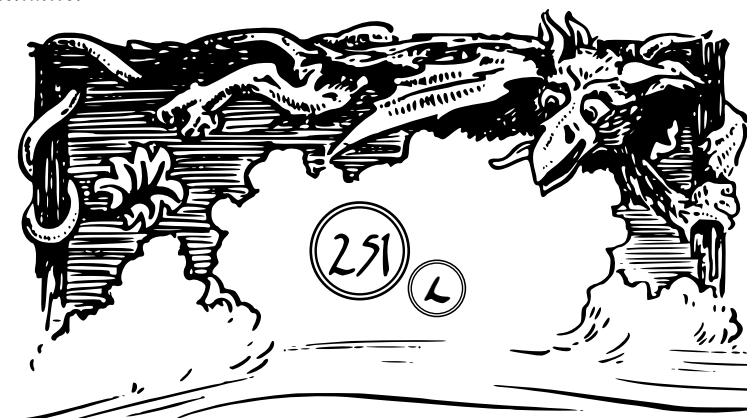
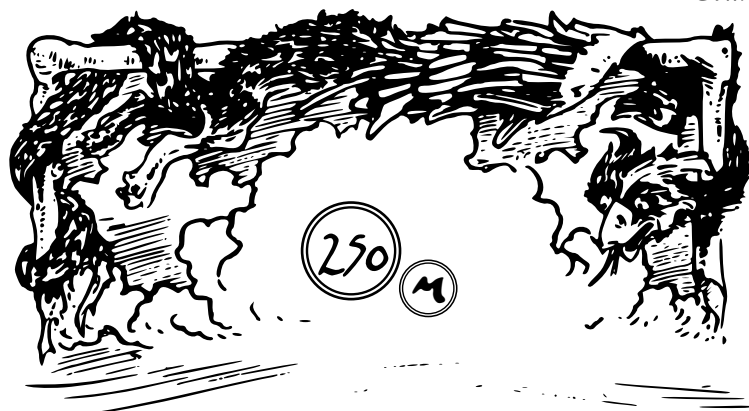




power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
50	100	25	50	100	4	246	171	100	248	70	265
a	b	c	d	e	f	g	h	i	j	k	l

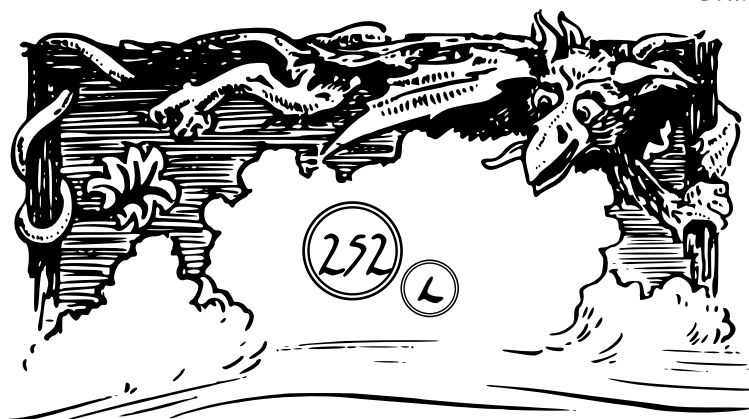
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	
16	208	9	42	110	123	37	120	212	249	193	143
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	200	157	46	11	271	274	167	250	252	223
A	B	C	D	E	F	G	H	I	J	K	L

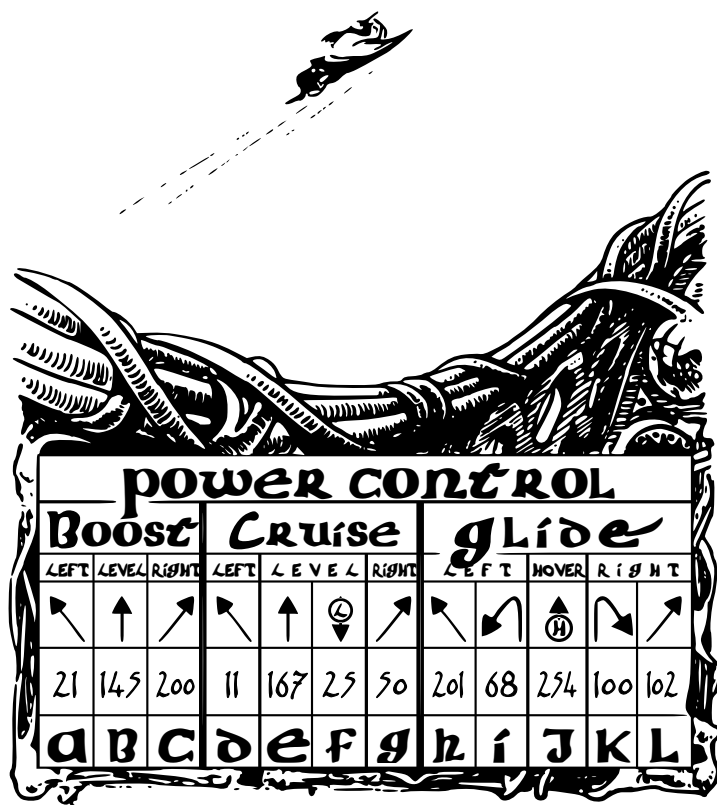
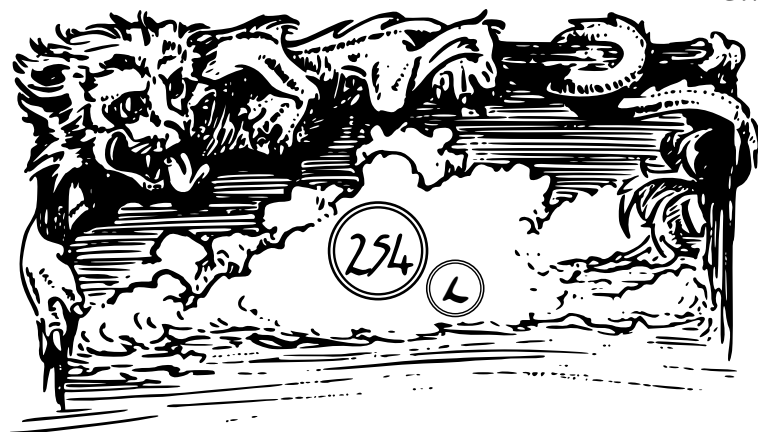


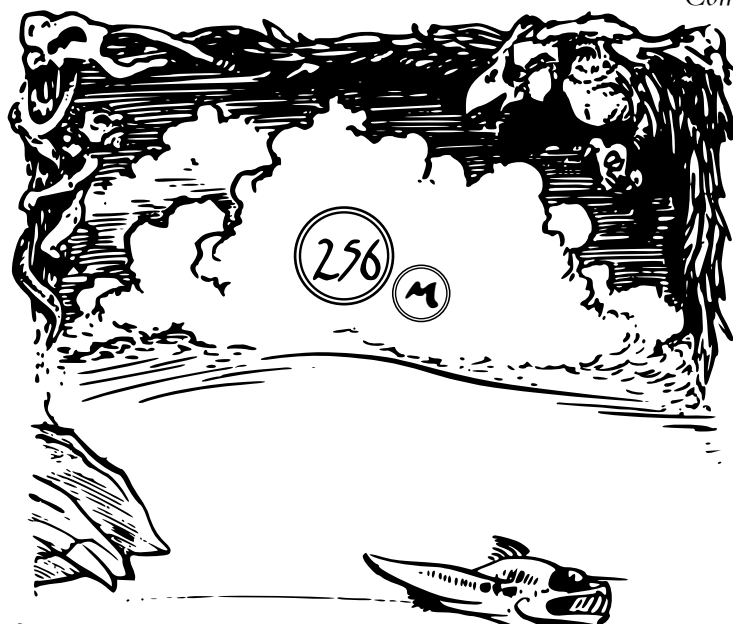
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
100	218	79	200	49	210	198	276	200	251	219	204
A	B	C	D	E	F	G	H	I	J	K	L



power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
50	270	123	50	105	26	142	271	200	252	187	104
a	b	c	d	e	f	g	h	i	j	k	l

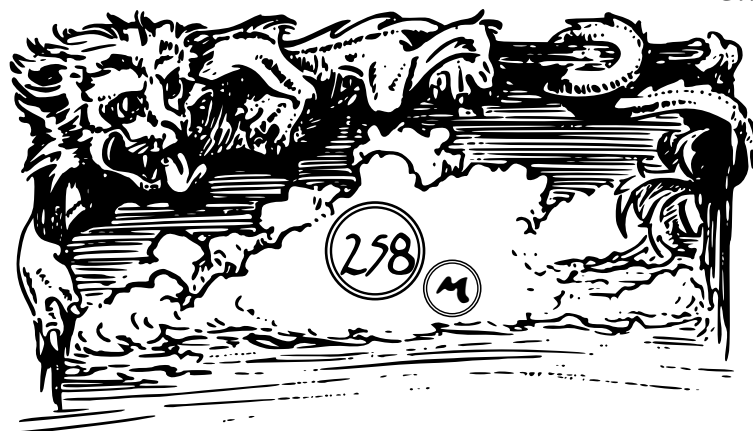
power control											
Boost			Cruise				glide				
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↗	↖	↗	⬆	↖	↗
50	100	32	144	240	259	174	191	13	253	114	235
a	b	c	d	e	f	g	h	i	j	k	l





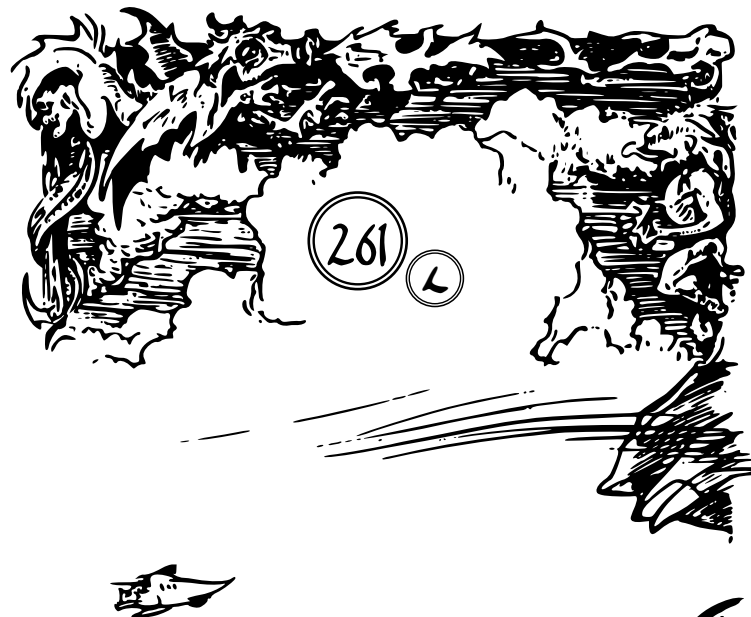
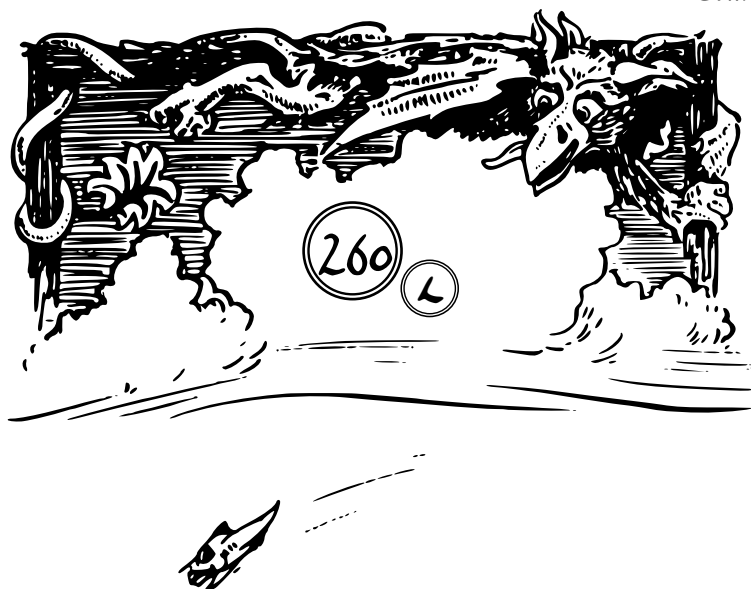
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↖	↻	↗
85	50	100	14	155	74	39	53	258	256	88	177
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↖	↻	↗
109	7	164	278	214	15	166	175	119	257	160	195
a	b	c	d	e	f	g	h	i	j	k	l



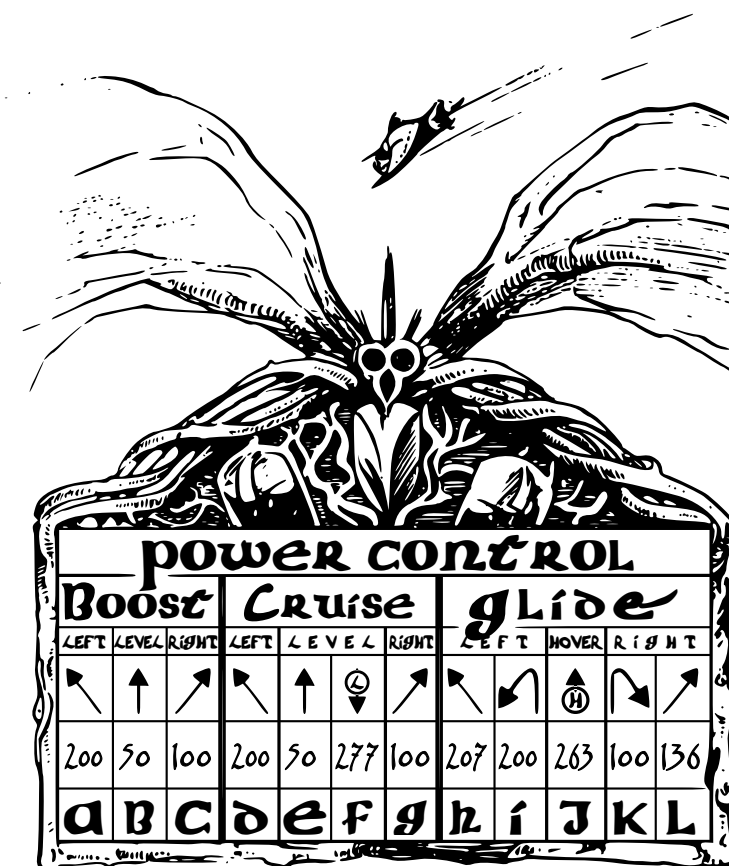
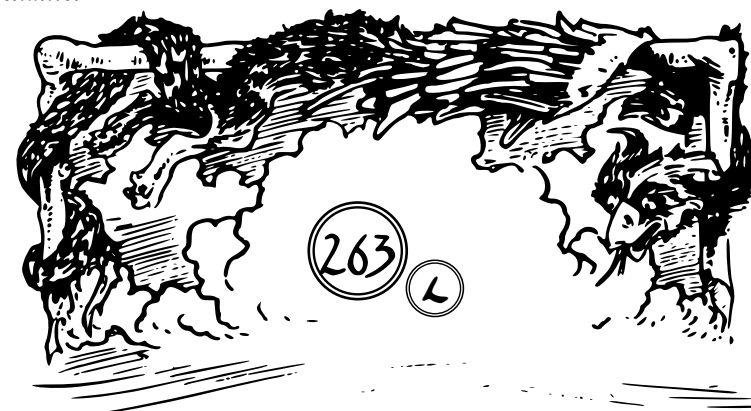
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
98	69	35	206	244	160	85	189	15	258	197	14
a	b	c	d	e	f	g	h	i	j	k	l

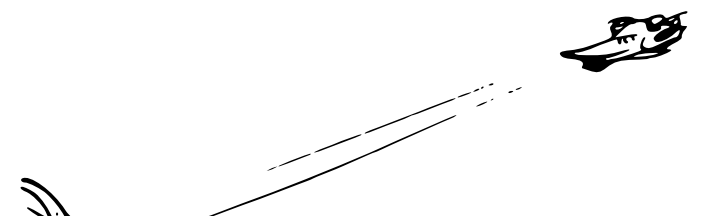
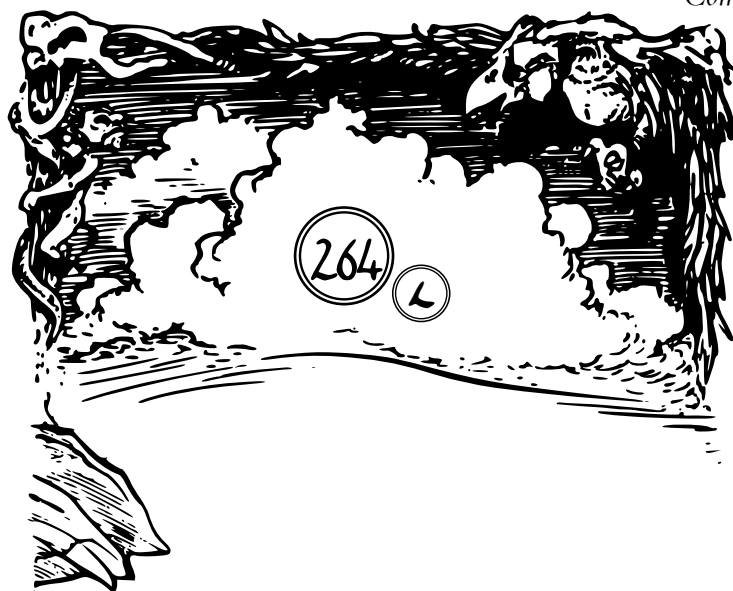
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
217	249	22	60	93	253	78	141	73	259	41	115
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	182	154	276	103	35	101	224	34	260	243	10
A	B	C	D	E	F	G	H	I	J	K	L

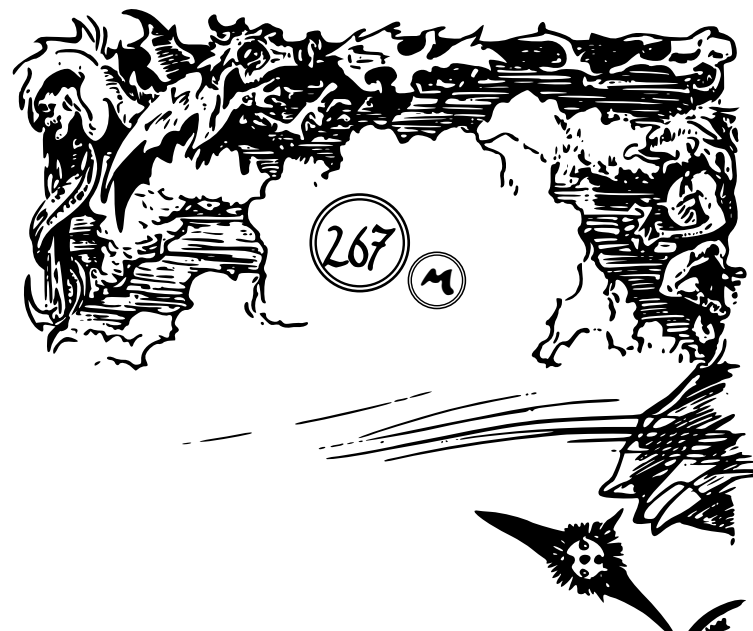
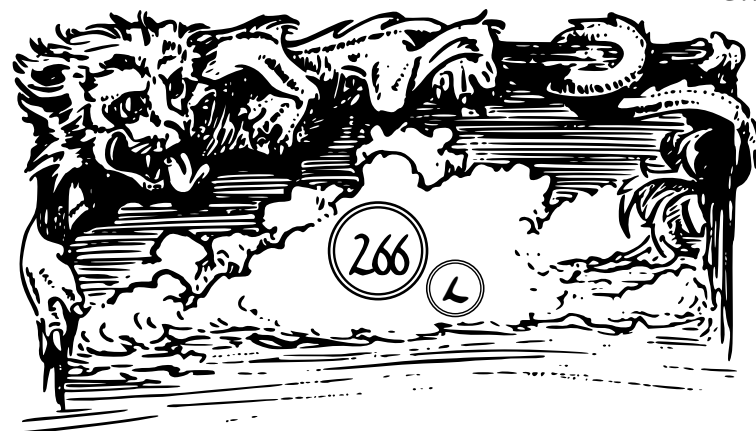
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	169	200	127	202	114	240	200	261	55	241
A	B	C	D	E	F	G	H	I	J	K	L





power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
243	200	100	219	210	49	50	138	198	264	50	164
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↗	↖	⌚	↗
50	25	76	50	246	145	194	248	200	265	161	216
a	b	c	d	e	f	g	h	i	j	k	l

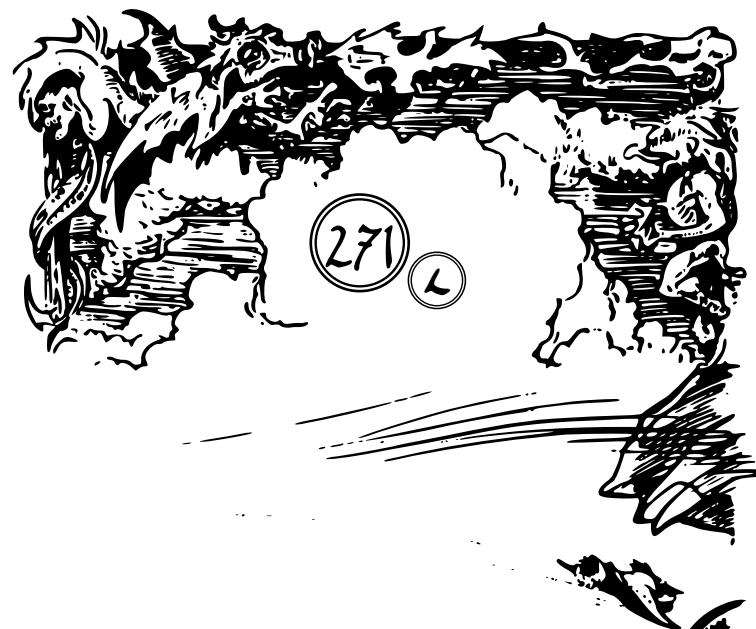
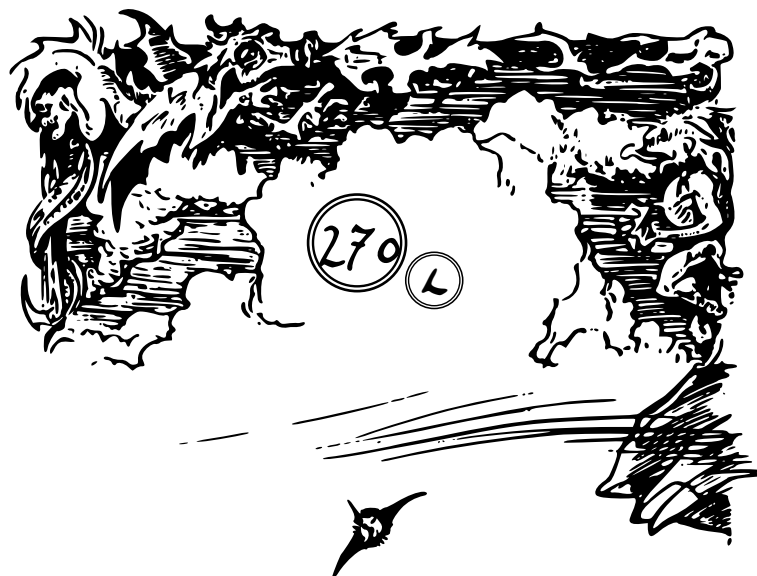


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
89	26	50	149	58	270	200	2	44	266	200	188
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	⌚	↗	↗
50	100	84	181	20	23	125	91	112	267	72	231
a	b	c	d	e	f	g	h	i	j	k	l

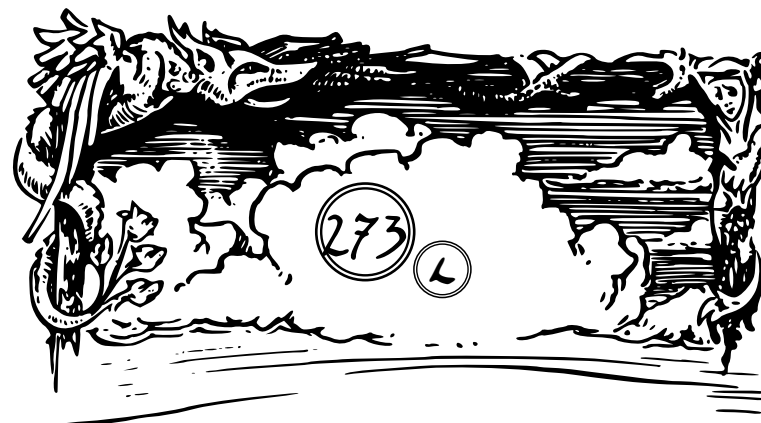
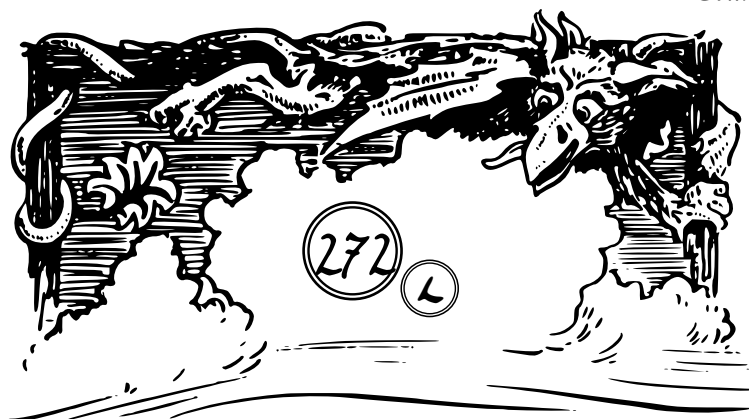


power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⊙	↗	↖	↗	⊙	↖	↗
215	112	100	209	137	136	100	277	72	269	200	207
a	b	c	d	e	f	g	h	i	j	k	l



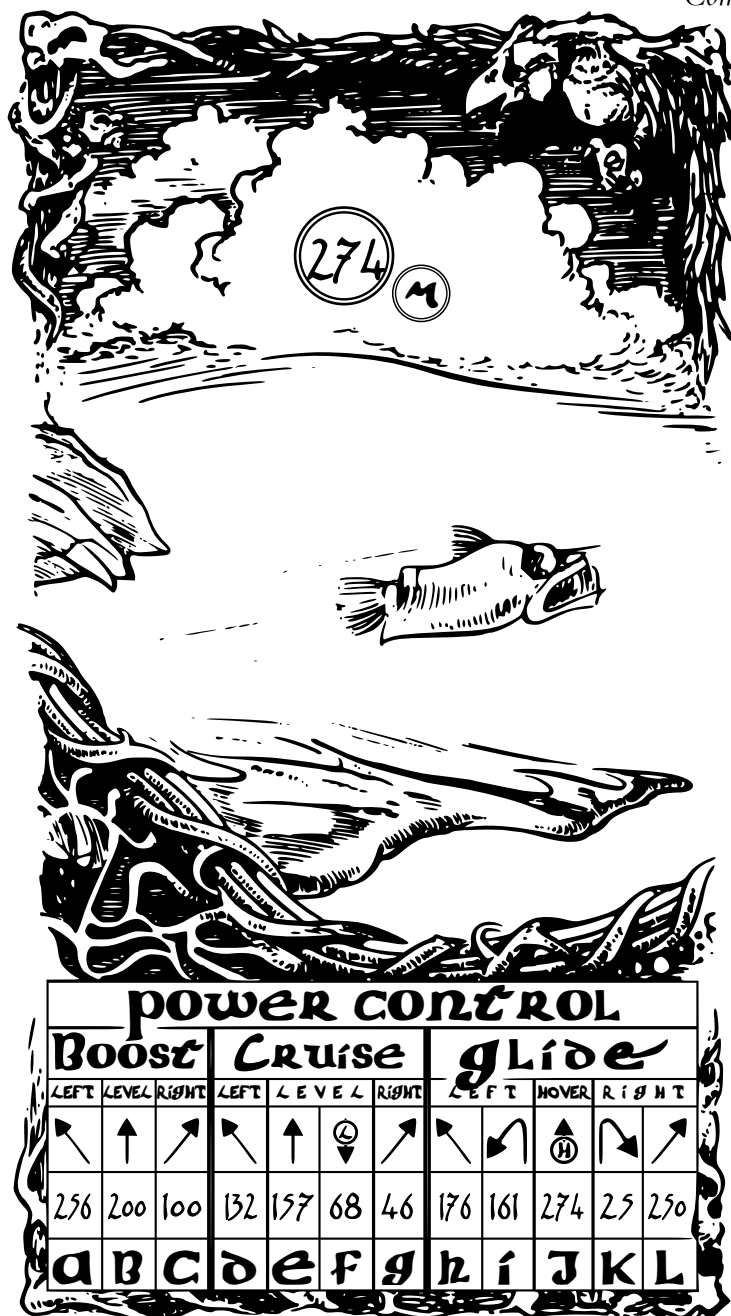
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
50	100	225	50	100	266	19	9	50	270	139	190
a	b	c	d	e	f	g	h	i	j	k	l

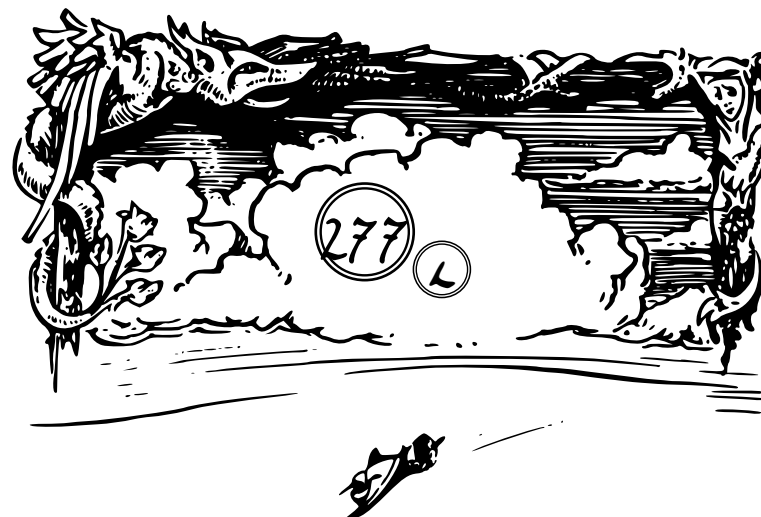
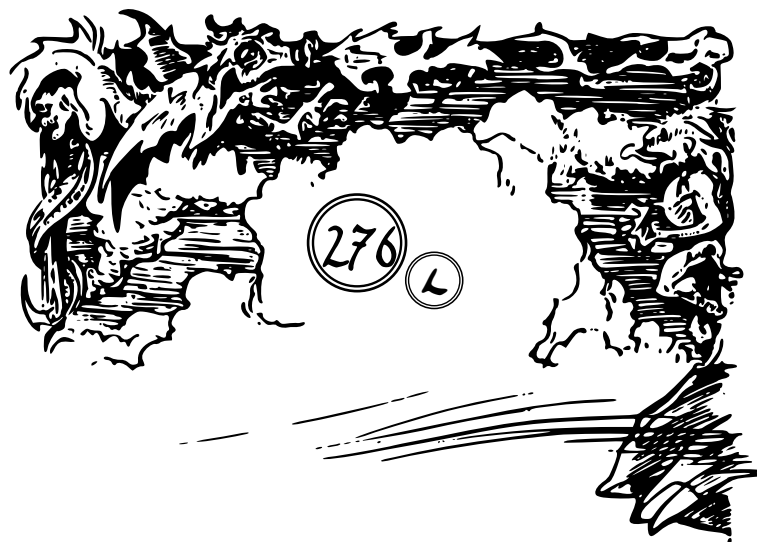
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⌚	↗	↖	⌚	↗	↖	↗
100	200	270	100	50	18	105	208	200	271	106	252
a	b	c	d	e	f	g	h	i	j	k	l



power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↖	↻	↗
50	105	21	50	252	102	11	25	50	272	176	201
a	b	c	d	e	f	g	h	i	j	k	l

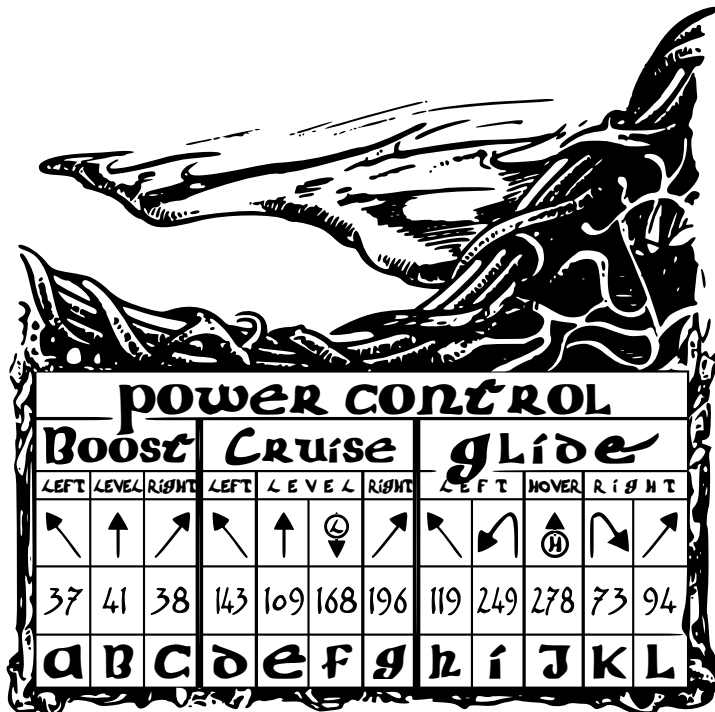
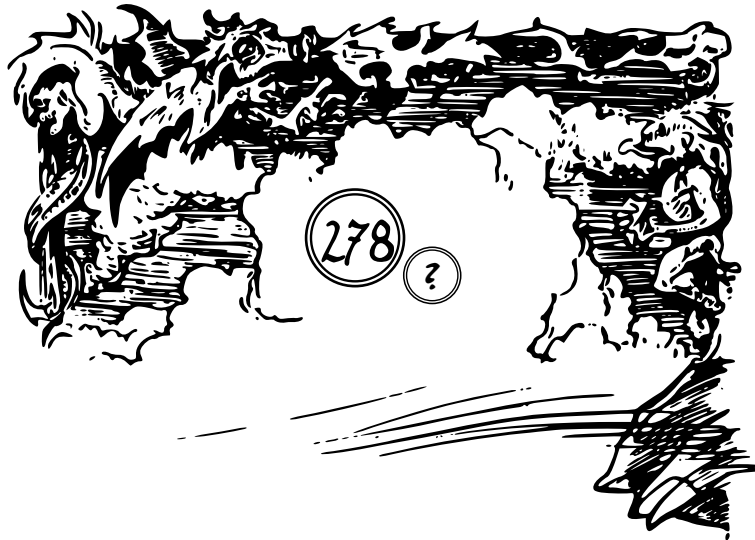
power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT	LEFT	HOVER	RIGHT
↖	↑	↗	↖	↑	⌚	↗	↖	↻	↖	↻	↗
236	244	210	74	258	179	264	118	150	273	164	99
a	b	c	d	e	f	g	h	i	j	k	l





power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↻	↗
50	100	218	50	100	163	49	34	50	276	117	291
a	b	c	d	e	f	g	h	i	j	k	l

power control											
Boost			Cruise			glide					
LEFT	LEVEL	RIGHT	LEFT	LEVEL	RIGHT	LEFT	HOVER	RIGHT			
↖	↑	↗	↖	↑	⬇	↖	↻	⬆	↖	↻	↗
261	215	112	90	209	263	137	111	84	277	22	269
a	b	c	d	e	f	g	h	i	j	k	l



SPECIAL INFORMATION ENTRIES

Y1: At the ruins of an old sea fort you discover a hermit who, like you, once studied in Ludos under Silverarion the Great. In return for one Special Item, he will tell you all he knows.

If you wish to agree to his terms, *turn to Y125*.

If you decide to leave the fort and continue your quest, turn back to *page 51*.

Y2: The villagers of Thistlefield are delighted to receive you in their humble hamlet and they insist that you stay for a banquet held in your honour—restore 1 ENDURANCE point but lose one day.

To continue your quest, turn back to *page 242*.

Y3: You encounter a merchant caravan at the border. The bodyguards do not take kindly to your questions and force you away at the point of their swords. Lose 2 ENDURANCE points and one day.

To continue your quest, turn back to *page 199*.

Y4: The caves along the coast of Fearland Bay are the notorious haunt of smugglers and buccaneers. A sympathetic pirate captain advises you to go to the Dragonmist Marshes, where you will find the Altar of the Silver Dragon. There your wishes may be fulfilled.

To continue your quest, turn back to *page 36*.

Y5: Lorianna the Prophetess lives here, high upon a peak of the Greymarsh Mountains. She agrees to help you only if you possess the Orb of Visions.

If you have this Special Item, *turn to Y126*.

If you do not possess this Special Item, or do not wish to show it to her, continue your quest by turning back to *page 205*.

Y6: All access to Castle Chol is banned due to an outbreak of Devil Plague—lose one day.

To resume your quest, turn back to *page 152*.

Y7: You stop to investigate a hilltop shrine and encounter a gang of bandits. They try to rob you and you lose either one Special Item or 2 ENDURANCE points before escaping.

Adjust your **Solo Sheet** before continuing your quest by turning to *page 75*.

Y8: The hamlet of Blackbridge is deserted—the townsfolk have fled to the safety of Ludos. You decide to search the cottages and discover some healing herbs (restore 2 ENDURANCE points) and a Scarab (Special Item).

To continue your quest, turn back to *page 71*.

Y9: The ruins of Castle Bulzan now house a legion of the Deathlord's soldiers. To try to land here would be suicidal.

To continue your quest, turn back to *page 230*.

Y10: The town of Lancy is preparing for war. Barricades are erected on the roads and the citizens are preparing to defend their homes. You wait several hours for the chance to question the town mayor but he knows nothing that can aid your quest—lose one day.

To continue, turn back to *page 213*.

Y11: Streams of molten lava and poisonous fumes greet your arrival at Mount Zaxar. Your skyship is damaged as you fly across the erupting volcano, and you are forced to land to carry out emergency repairs—lose two days.

To continue, turn back to *page 17*.

Y12: This is the Blessed Shrine of the Wood Sprites, a place of goodness and healing. Many of the Deathlord's scouts are encamped in the surrounding trees but none dare approach the sacred shrine. Restore 3 ENDURANCE points for every day you stay here.

To continue your quest, turn back to *page 64*.

Y13: The people of the village of Greenmeadow are wary of strangers, especially strangers who arrive out of the sky. Before you can explain yourself, you are chased out of the village at the point of many pitchforks! Lose 2 ENDURANCE points.

To continue your quest, turn back to *page 92*.

Y14: You encounter a group of Kalkorian soldiers hiding in the woods. They escaped from the Deathlord's armies in the forest south of Ashwood. One of the men says he heard that Silvarion was killed in Zersis.

To continue your quest, turn back to *page 268*.

Y15: The Temple of the Evil Beholder contains a powerful Seeing Stone. You gaze into this magical device and your mind is immediately filled with the images of a prophetess, a ruined watchtower, and a platinum key. These clues can aid your quest, but the knowledge costs you 4 ENDURANCE points and two days.

Adjust your **Solo Sheet** and turn back to *page 87*.

Y16: You investigate a huge chasm that splits the wasteland for several miles. Unfortunately, it is the lair of a Giant Dustworm, which swallows both you and your skyship whole!

Your quest and your life end here.

Y17: Electrical storms cause you to crash your skyship into the side of an erupting volcano. You do not survive the impact.

Your life and your quest end here.

Y18: The guardian of this stronghold offers you some friendly advice—do not venture into the Plain of Nightmares. He also offers you food and lodging if you care to stay and rest. If you accept his offer, restore 1 ENDURANCE point and lose one day.

To continue your quest, turn back to *page 238*.

Y19: You visit the Shrine of the Holy Fathers, a sect of Druids who worship the gods of the sea. Restore 2 ENDURANCE points for every day you stay here.

To continue your quest, turn back to *page 24*.

Y20: On the outskirts of the village of Stoneplough you meet an old tinker pushing a handcart full of wares. He offers you a mirror that is shaped in the likeness of a winged horse. If you choose to accept this Magic Mirror, mark it on your **Solo Sheet** as a Special Item.

To continue your quest, turn back to *page 29*.

Y21: This is the Tower of the Skylords. There are no clues to be found here—lose one day.

To continue your quest, turn back to *page 247*.

Y22: The town of Rushberry is run by a guild of craftsmen. They marvel at the construction of your skyship and offer

their help in return for being allowed to study its design.

If you accept their request, *turn to Y127*.

If you decide to continue with your quest, turn back to *page 12*.

Y23: The village of Whitewater has been razed to the ground by the Deathlord's troops. The appearance of an enemy skyship patrol forces you to land and take cover for fear of being spotted—lose one day.

To continue your quest, turn back to *page 178*.

Y24: As soon as you land your skyship, you are attacked by a patrol of goblin warriors that storms out of the watchtower. Their leader wields a wand that counters your magic and his soldiers are soon able to capture you and take you to the Deathlord's fortress for interrogation. You do not survive the ordeal.

Your life and your quest end here.

Y25: You hover above the ruins of an ancient city, where hordes of the Deathlord's warriors are encamped. They are reserves of the armies that have invaded Kalkor. You dare not make a landing here—lose one day.

To continue your quest, turn back to *page 255*.

Y26: A fierce battle is raging around the city of Lemons, and the castle at Blizzard Pass to the north has been cut off for days. You learn that Silvarion was sighted flying over the city of Ashwood after making his escape from the Fortress of the Deathlord. He was heading south.

Lose one day and return to *page 140* to continue your quest.

Y27: This is the city of Zersis. It was here that Silvarion was born and here that he died, murdered by agents of the Deathlord. After two days of intensive searching, you find Silvarion's brother in hiding in the catacombs beneath the city streets. He tells you that Silvarion entered the city on foot and was badly injured when he arrived. Within minutes, he was cut down by assassins, who had been waiting in ambush for him for many days. He says that everyone in the city now fears for their lives and many blame Silvarion for their country's plight. He pledges his help in return for one Special Item.

If you possess a Special Item and wish to give it to him, **turn to Y121.**

If you choose to continue your quest, turn back to **page 186.**

Y28: An old friend of Silvarion lives here in the village of Fiveforks. He will tell you all he knows in exchange for one Special Item.

If you have a Special Item and wish to give it to him, **turn to Y112.**

If you do not wish to agree to his request, continue your quest by turning to **page 165.**

Y29: Your skyship is engulfed by a fierce electrical storm as you fly across the Blackpeak Mountains, and you are forced to make an emergency landing. Lose two days while repairing your damaged craft.

To continue, turn back to **page 116.**

Y30: This is the elven town of Corien. Every treehouse is deserted except for one. Its occupant claims to be Ladorath, the elf leader's son. He says he knows where Silvarion was killed and will tell you in exchange for one Special Item.

If you have a Special Item and wish to give it to the elf erase it from your **Solo Sheet** and **turn to Y117.**

If you wish to leave the town and continue your quest, turn back to **page 108.**

Y31: The lord of Fearland Castle welcomes you and offers what help he can. He tells you that Silvarion often worshipped at a hidden temple or tomb somewhere deep in the Red Wolf Forest.

Restore 1 **ENDURANCE** point and continue your quest by turning back to **page 56.**

Y32: Here, at the Temple of the Wood Sprites, you encounter the Wise Dragon of Greymarsh. He is taking refuge from the Deathlord's soldiers, who have attacked and destroyed his lair. Patiently, he listens to your story, and when you have finished he advises you to travel to Ludos and search the Guildhall Arcania, the place where Silvarion taught you your skills.

Lose one day and return to **page 199.**

Y33: This is the village of Owlaron. It was attacked during the night by scouts from a Deathlord army corps. The villagers warn you to avoid going north for fear of capture—lose one day.

To continue, turn back to **page 233.**

Y34: This tiny village has been ransacked by the Deathlord's troops. A frightened woman tells you how they came from the north and attacked during the night. She says they were searching for something and killed anyone who dared to stand in their way. She believes they headed east after leaving the village.

To continue your quest, turn back to **page 122.**

Y35: Storms in the mountains damage your skyship—lose two days while you make good your repairs.

To continue your quest, turn back to *page 129*.

Y36: You stop to search the ruins of a derelict monastery and are attacked by a pack of wild dogs—lose 4 ENDURANCE points. If your ENDURANCE score is now below 20, you must rest before continuing your quest—lose one day.

To resume the quest, turn back to *page 116*.

Y37: You discover a secret tomb hidden deep in the Red Wolf Forest.

If you wish to search the tomb, *turn to Y114*.

If you decide to leave the tomb and continue your quest, turn back to *page 8*.

Y38: The little town of Clovercutt has been abandoned. Ravaging wolf-riders from the Deathlord's armies launched a midnight raid that destroyed most of the crops and livestock.

If you wish to search the ghost town, *turn to Y119*.

If you wish to continue your quest, turn back to *page 213*.

Y39: You land at the site of a ruined watchtower. The smouldering ashes of a large campfire indicate that it was used recently as a shelter by a border patrol.

If you wish to search the ruins, *turn to Y110*.

If you choose to leave the ruins and continue your quest, turn back to *page 48*.

Y40: You fly straight into an ambush. Deathlord skyships emerge from the Volcon Mountains, their cannons blazing. Their energy pulses rip into your craft and blast it out of the sky.

Your life and your quest end here.

Y41: You encounter a Deathlord skyship above the Great Kalkor Plain. In the ensuing battle, you lose 4 ENDURANCE points before shooting it out of the sky.

Adjust your **Solo Sheet** and return to *page 192* to continue your quest.

Y42: Here lives the Giant of Greymarsh, a benign creature who is friendly to all who come in peace. Silverion once visited him and gave him a Crystal Ring. He offers the ring to you now if you will stay as his guest for three days. If you accept, mark the ring as a Special Item on your **Solo Sheet**.

To resume the quest, turn back to *page 43*.

Y43: The village of Marshpike is famed for its healing herbs. You may restore 5 ENDURANCE points for every Special Item you exchange for a handful of these herbs.

To continue, turn back to *page 156*.

Y44: You attempt a landing in Castle Rahad but the inhabitants mistake it for an attack. Your skyship is damaged by their engines of war and you are forced to land on the opposite side of the river at Castle Vela.

Lose 3 ENDURANCE points and *turn to Y51*.

Y45: In the grand city port of Elephon, you learn that Silverion was murdered by agents of the Deathlord in the city of Zersis. You may restore 2 ENDURANCE points for every day you stay here in this city.

To continue your quest, turn to *page 113*.

Y46: This place of worship has been derelict for many hundreds of years—there are no clues to be found here.

Lose one day and turn back to *page 205* to continue your quest.

Y47: An old hermit lives high in the mountain here at Eagle Crag Pass. He once met Silverion many years ago at a tavern in the city of Ashwood.

To continue your quest, turn back to *page 96*.

Y48: On a rocky slope rising out of the Dragonmist Marshes stands the Altar of the Silver Dragon. Legend says that he who places a treasure upon the altar will have his wish granted.

If you have a Special Item and wish to place it on the altar, *turn to Y113*.

If you choose to leave the altar and continue your quest, turn back to *page 126*.

Y49: This is the site of a holy shrine, where wise men from all over Thorasia come to pray for guidance.

If you wish to stop here and pray, *turn to Y106*.

If you wish to continue your quest, turn back to *page 134*.

Y50: This is the Fortress of the Deathlord.

If you dare to attempt to enter, *turn to Y118*.

If you choose to run away, continue your quest by returning to *page 159*.

Y51: The commander of Castle Vela warns you to be on your guard if you decide to fly north or west. The Deathlord's troops have been spotted in the Great Kalkor Plain, and the Estalonians are more hostile than usual—they fear that an invasion is imminent.

Lose one day and return to *page 3* to continue your quest.

Y52: The village of Battle Flats belongs to a rich man named Shusta. He demands one Special Item before he will tell you what he knows about Silverion the Great.

If you wish to give him a Special Item, adjust your **Solo Sheet** and *turn to Y123*.

If you do not, resume your quest by turning back to *page 152*.

Y53: Bad weather forces you to make an emergency landing here in the Starbane Mountains—lose three days.

To continue your quest, turn back to *page 222*.

Y54: You are caught in a storm and crash in the Starbane Mountains.

Your life and your quest end here.

Y55: The ruins of this ancient castle have long been deserted. There are no clues to be found here—lose one day.

To resume your quest, turn back to *page 238*.

Y56: You discover a ranger's hut in the middle of the forest. The woodman insists that you stay at his home for a meal and conversation.

Lose one day before continuing your quest. Turn back to *page 29*.

Y57: As you fly over the ruins of this old border fort, you discover that it contains a regiment of the Deathlord's goblin warriors preparing to march south. You choose not to make a landing.

To continue your quest, turn back to *page 80*.

Y58: You encounter a flock of Giant Vultures, which attack your craft. You lose 3 ENDURANCE points and are forced to land to repair your damaged skyship—lose three days.

To resume the quest, turn back to *page 67*.

Y59: The city of Ashwood is in chaos. The goblin hordes of the Deathlord have sealed off all the roads and taken

command of the bridge over the River Chol. Patrols of enemy skyships make it impossible to land here—lose one day.

Continue your quest by turning back to *page 178*.

Y60: The Druids of the temple advise you to go to the Dragonmist Marshes and seek the Altar of the Silver Dragon.

To continue the quest, turn back to *page 226*.

Y61: This is Castle Defiant, home of Baron Veladorn, one of Estalon's bravest warlords. He says he knows of someone in the city of Crownguard who can help you in your quest.

If you wish to accompany the Baron to Crownguard, lose one day and *turn to Y122*.

If you do not wish to accept his offer, continue your quest by turning back to *page 262*.

Y62: The heat and dust thrown up by the volcanic eruptions in this desolate region force you to abandon all hope of a safe landing—lose one day.

To continue, turn back to *page 230*.

Y63: The sages of the city of Korn are famous for their wisdom and boundless knowledge.

If you wish to seek an audience with them, *turn to Y109*.

Continue your quest by turning back to *page 126*.

Y64: A battle is raging in Slatewood. The Deathlord's troops have captured half the town and hand-to-hand fighting rages along the main street.

If you wish to land here, *turn to Y116*.

If you choose to avoid Slatewood, turn back to *page 8* and continue the quest.

Y65: This river fort is occupied by a band of travelling minstrels. They tell you that Castle Chol, a fortress on the river further south, is suffering from an epidemic of Devil Plague and should be avoided at all costs. They invite you to stay for a meal and give you healing herbs that restore 3 ENDURANCE points.

To continue, turn back to *page 122*.

Y66: You disturb the keeper of the tower—a gigantic Black Dragon. His fiery breath causes extensive damage to your skyship. Unless you possess Dragon Bones, you lose 3 ENDURANCE points and four days while repairing your craft.

To continue, turn to *page 173*.

Y67: Greymarsh is a dangerous place to land in a skyship. Your craft becomes trapped in the mud and it takes you a week to free it—lose seven days.

To resume your quest, turn back to *page 205*.

Y68: You discover the wreckage of Silvarion's skyship. There is no sign of his body, but there is evidence that the craft has already been discovered and searched. The front of the skyship is buried deep in the earth, pointing towards the north.

To continue, turn back to *page 3*.

Y69: As soon as you set foot in the town of Eagle Crag, you are arrested and thrown in jail. You manage to escape and reach your skyship, but you lose four valuable days.

To continue, turn back to *page 96*.

Y70: The Temple of Chaos stands in the barren wastes of the Wildreach. The High Priest agrees to an audience and, after hearing your quest, he offers you the choice of the following Special Items: a Wand of Power, some Dragon

Bones, or a Brass Key. You may keep only *one* of these items.

Make the necessary adjustment to your **Solo Sheet** and continue your quest by turning back to **page 275**.

Y71: You are in Torsh, the city of your birth. Every time you return to this city you may restore 5 ENDURANCE points for every day that you stay.

To continue your quest, turn to **page 12**.

Y72: A violent dust storm rages across the wasteland as you bring your skyship to rest. Before you looms a huge pyramid of black stone—it is the Temple of Darkness, a place of worship for the followers of the Deathlord.

If you wish to enter the temple, **turn to Y104**.

If you choose to leave this place and continue the quest, turn back to **page 17**.

Y73: This is the tiny hamlet of Cruethollow, where the sheriff's wife is reputed to have the power of prophecy.

If you wish to seek an audience with her, **turn to Y111**.

If you decide to leave the village and continue your quest, turn back to **page 146**.

Y74: In the town of Silverfield lives Ilion the Illusionist. He listens avidly to your story and tells you that he knows of someone who can help you in your quest.

If you wish to go with Ilion to meet this person, **turn to Y122**.

If you decide to decline this offer, turn back to **page 134** and continue your quest.

Y75: You seek an audience with Count Rotiart, the lord of Castle Shieldhaven. He will see you only if you make an offering to his chapel of at least one Special Item.

If you wish to donate a Special Item and speak with the Count, **turn to Y108**.

If you do not, turn back to **page 71** and continue your quest.

Y76: The Shrine of Uldan the Brave marks the place where this fearless warrior-king fell in battle. You enter and search the shrine, and beneath its canopy you discover a Tome of Spells (Special Item).

If you wish to keep this magic book, record it on your **Solo Sheet**.

To leave the shrine and continue the quest, turn back to **page 268**.

Y77: You discover a shrine hidden in the forest. The Druids who once lived here have been massacred by the Deathlord's armies. There are no clues to be found here—lose one day.

To continue, turn back to **page 192**.

Y78: High above the Watchtower of the Southern Plain you encounter your rival—the Scarlet Sorcerer.

If you wish to resolve this encounter by playing a COMBAT HEROES two-player game, **turn to Y105**.

If no opponent is available, resolve the encounter by **turning to Y124**.

Y79: The city of Vardor is besieged by armies of the Deathlord. It is impossible to make a landing here—lose one day.

To continue the quest, turn back to **page 247**.

Y80: The people of Ridgedown are hostile to all Arnians. You are attacked immediately and forced to flee for your life—lose 2 ENDURANCE points and one day.

To continue your quest, turn back to **page 36**.

Y81: The fishermen of the village offer you a draught of their special healing brew—restore 2 ENDURANCE points.

To continue, turn back to **page 113**.

Y82: You encounter a group of elves who have escaped from Ashwood Forest. They tell you that Silvarion was seen flying towards a ruined watchtower to the east of Eagle Crag, shortly after his escape from the Fortress of The Deathlord. The leader of the elves gives you a Pouch of Herbs (Special Item). When eaten, the herbs restore 5 ENDURANCE points. Record the pouch on your **Solo Sheet** but remember to tick it off when you use the herbs.

To continue, turn back to **page 140**.

Y83: This is the town of Oakfurrow. Here you learn from an old magician that Silvarion the Great was born in the city of Zersis.

To continue your quest, turn back to **page 146**.

Y84: You discover the entrance to an old mine shaft, which is now the home of a fierce Cave Troll. As you enter, it pounces on you, causing 4 ENDURANCE points' worth of wounds before you render it unconscious with a sleep spell. A search shows the mine to be empty of clues.

To continue the quest, turn back to **page 108**.

Y85: Castle Black, the forest stronghold of Lord Rondell of Ashwood, has been razed to the ground by the might of the Deathlord's armies. There are no clues to be found in

the smouldering ashes of this castle.

To continue, turn back to **page 33**.

Y86: The town of Blackriver is plagued by a swarm of soldier ants. You use your magic to rid the villagers of these pests and in return they promise to help you as best they can. You learn that Silvarion was born in the city of Zersis and his brother still lives there.

To continue the quest, turn back to **page 116**.

Y87: The Sacred Shrine of Ashwood has been destroyed by the Deathlord's armies. There are no clues to be found here.

To continue, turn back to **page 71**.

Y88: This is the Holy Ground of Thark, an ancient Druidic place of worship. Here you discover the remnants of an army encampment. You find the remains of a parchment in the ashes of a fire. The words yield an important clue:

. . . the wizard went to Greymarsh . . . find what was stolen . . . your life if you fail . . .

To continue the quest, turn back to **page 129**.

Y89: This is the hamlet of Flatfield. All that remains of this tiny village are the soot-blackened ruins of shops and cottages. The Deathlord's armies have laid all to waste and the place is now deserted.

If you wish to search the ruins, **turn to Y101**.

If wish to continue your quest, turn back to **page 83**.

Y90: Here, at the site of an ancient temple, you encounter a gang of bandits. You defeat them but lose 3 ENDURANCE points in the battle.

To continue the quest, turn back to **page 233**.

Y91: You enter the city port of Belezar and seek an audience with the High Wizard of the City Guild. After considering your request for a week, your application is turned down because you are an Arnian.

Lose seven days and turn back to **page 36**.

Y92: You encounter a group of monks praying at a small shrine. They are from Kalkor and have been driven out of their monastery by soldiers of the Deathlord. They will tell you all they know of Silvarion in exchange for one Special Item.

If you wish to agree to their terms, **turn to Y102**.

If you choose to bid them farewell and continue on your way, turn to **page 222**.

Y93: Close to a bend in the Blackbark River is a circle of standing stones. At their centre stands a small granite tomb known as the Temple of the Sun Druids. On the ground in front of the tomb you find a Brass Key (Special Item).

If you wish to keep this Special Item, adjust your **Solo Sheet** before turning back to **page 242** and continuing the quest.

Y94: The inhabitants of Spiderton know nothing of Silvarion the Great: lose one day.

Continue the quest by turning back to **page 51**.

Y95: As you land in the city square of Ludos you recall the years spent here as a student of Silvarion the Great. You revisit the Guildhall Arcania, the place where you learnt your magic skills, but now it lies empty and abandoned. In Silvarion's study you find a hastily scribbled note hidden behind his books of spells. It says simply, 'Red Wolf Forest'. The populace speak nervously of the Deathlord's armies that occupy the Ashwood Forest and

have attacked the town of Slatewood. For every day you spend here at Ludos you may restore 3 ENDURANCE points.

To continue the quest, turn back to **page 8**.

Y96: This is the Shrine of Lunor the Healer. If you choose to worship at this place for one day you may restore 2 ENDURANCE points.

To continue the quest, turn back to **page 178**.

Y97: You land your skyship at a clearing in the trees, where the elven temple of Clarion once stood. Some human soldiers have made a campsite at the centre of the moors.

If you wish to question them, **turn to Y128**.

If you choose to leave this place and continue the quest, turn back to **page 108**.

Y98: The city of Crownguard is the home of your rival—the Scarlet Sorcerer. You can expect no help here—lose one day.

To continue, turn back to **page 226**.

Y99: The town is full of soldiers preparing to march west. The city of Vardor is under threat by armies of the Deathlord, and the soldiers are on their way to the border to prevent an invasion.

If you wish to question the soldiers, **turn to Y107**.

If you wish to continue on your quest, turn back to **page 222**.

Y100: You are intercepted by a patrol of Deathlord sky-fighters as you approach the castle at Blizzard Pass. You are wounded, your skyship is damaged, and you are forced to make a crash landing. Lose 5 ENDURANCE points and four days in which you make good your repairs.

To continue, turn back to **page 140**.

Y101: You discover an old man hiding in the cellar of a burnt-out tavern. He says his name is Kasa and he fears that he is the sole survivor of the attack that destroyed his village.

If you have a Special Item and wish to give it to him, *turn to Y115*.

If you wish to leave the cellar and continue your quest, turn back to *page 83*.

Y102: You learn that Silvarion was seen emerging from a hidden tomb at the heart of the Red Wolf Forest two days after his escape from the Fortress of the Deathlord.

To continue your quest, turn back to *page 222*.

Y103: As the key enters the lock, a massive charge of energy engulfs your entire body. You scream in agony as the powerful force lifts you from the floor and dashes you against the far wall—lose 6 ENDURANCE points.

If you are still alive, continue the quest by returning to *page 48*.

Y104: As soon as you step from your skyship, a dozen figures cloaked in black emerge from the storm and attack you. In the ensuing battle, you lose 6 ENDURANCE points before you are able to climb back into your craft and escape.

To continue, turn back to *page 17*.

Y105: To resolve your encounter, play one game of two-player COMBAT HEROES. You begin with your current ENDURANCE score and all ENDURANCE point losses that you sustain count against you in the current solo game. If you escape from combat, you lose one day. If you are shot down, you are dead and the game is over.

When you have finished your two-player game, turn back to *page 43* to continue your solo quest.

Y106: The images of a ruined watchtower and a platinum key form slowly in your mind's eye as you finish your prayers.

To continue, you must turn back to *page 134*.

Y107: You question the soldiers about Silvarion the Great, but learn nothing that you did not already know—lose one day.

To continue, turn back to *page 222*.

Y108: The Count tells you that Silvarion hid the Deathlord's Crystal in the ruins of a watchtower a few miles to the north.

To continue the quest, turn back to *page 71*.

Y109: Three days pass before you are invited before the Council of Sages. They listen to your request and advise you to journey south to the Altar of the Silver Dragon.

If you wish to take their advice, *turn to Y48*.

If you wish to continue your quest, turn back to *page 126*.

Y110: A spiral stone staircase leads down to a chamber located far below the surface. Set into the rough-hewn wall is a steel portal that gleams as if it were new. It is smooth and featureless save for a keyhole.

If you have a Brass Key and wish to use it, *turn to Y103*.

If you have a Platinum Key and wish to use it, *turn to Y120*.

If you decide to leave the chamber and continue your quest, turn back to *page 48*.

Y111: The sheriff's wife senses that the Deathlord's Power Crystal is hidden somewhere in the land of Kalkor.

To continue the quest, turn to **page 146**.

Y112: He advises you to go to the Dragonmist Marshes and search for the Altar of the Silver Dragon.

To continue the quest, turn back to **page 165**.

Y113: The object slowly fades and disappears from the altar. You voice your wish, asking for the location of the Deathlord's Power Crystal to be made known to you. Three images form upon the altar: a priestess, a ruined watchtower and a platinum key.

To continue the quest, turn back to **page 126**.

Y114: Hidden among the bones that litter the tomb, you discover a small stone sphere. The instant you touch its milky-white surface it shimmers and becomes as clear as glass. At its core you see the image of a woman dressed in the robes of a High Priestess. She is standing on a windswept mountain ledge and spread out below her is a vast grey marshland fed by a mighty river. Gradually the image fades and in its place the following verse appears:

*Find Lorianna the Prophetess,
She is pledged to aid your quest.*

If you wish to keep the Orb of Visions, mark it on your **Solo Sheet** as a Special Item.

To leave the tomb and continue, turn back to **page 8**.

Y115: His eyes light up when you offer him the gift of a Special Item. He tells you that he was once a friend of Silvarion, and the great wizard visited him only recently during his escape from the Deathlord's fortress, Silvarion hid a clue to the location of the Power Crystal in a tomb

beneath the Red Wolf Forest. He suggests that you go there as quickly as possible.

To continue, turn back to **page 83**.

Y116: The hard-pressed town militia cheer your arrival as the sight of your skyship throws the enemy into confusion. The citizens inform you that Silvarion is rumoured to have been murdered at the city of Zersis.

To continue, turn back to **page 8**.

Y117: He tells you that Silvarion was killed at the Temple of Darkness in the wastelands to the north of the city of Lemnos.

To continue, turn back to **page 108**.

Y118: Only the uncommonly brave or foolhardy would dare to enter here. Your presence is detected within minutes of your arrival and you are swiftly captured and taken before the Deathlord himself for interrogation. You do not survive the experience!

Your life and your quest end here.

Y119: In the taproom of the tavern, you discover a painting of the *Skymaster*, the first skyship created by Silvarion the Great. It depicts the craft flying over the city of Ashwood.

To continue the quest, turn to **page 213**.

Y120: The Platinum Key fits. You twist it and the great steel door glides silently open.

Turn to **page 220**.

Y121: You learn that Silvarion's closest friend lives in the hamlet of Flatfield to the northwest of the city of Zersis.

If Silvarion revealed his plans to anyone, it would be his old friend Kasa.

Lose one day and turn back to *page 186*.

Y122: You have been tricked. The man takes you to your rival the Scarlet Sorcerer—who imprisons you in a magical sphere. He is now free to search for the Deathlord's Power Crystal, while you contemplate your fate in solitary confinement.

Your quest ends here.

Y123: He tells you that Silvarion was seen in the Greymarsh Mountains a week before his death.

To continue your quest, turn back to *page 152*.

Y124: A desperate aerial battle ensues in which you lose 4 ENDURANCE points before losing sight of your opponent.

Adjust your **Solo Sheet** and turn back to *page 43* to continue your quest.

Y125: The old hermit tells you that Silvarion often visited a friend of his called Kasa, who lives in a hamlet called Flatfield in the middle of the Great Kalkor Plain.

To continue the quest, turn back to *page 51*.

Y126: She takes the Orb and in exchange she gives you a Platinum Key (Special Item). 'Silvarion instructed me to give this key to the bearer of the Orb of Visions,' she says. 'It will open the portal of a chamber where the Deathlord's Power Crystal is hidden. The chamber lies deep below the ruins of a watchtower in the hills south-east of Eagle Crag.'

You thank the Prophetess and bid her farewell.

To continue your quest, turn back to *page 205*.

Y127: The guildsmen inform you that Silvarion was seen less than a month ago in the mountains west of Greymarsh. You must spend one day here at Rushberry before you can continue your quest.

Turn to *page 12*.

Y128: Without warning, the soldiers grab their weapons and attack. They are mercenaries in the service of the Deathlord. You defeat them with your magical skills but you are wounded by an arrow, a parting shot, as they melt away into the forest—lose 4 ENDURANCE points.

One of the soldiers drops a Brass Key. If you wish to keep this, mark it on your **Solo Sheet** as a Special Item.

To continue the quest, turn back to *page 108*.

CRITICAL HIT CHART

FRONT

<i>Critical Hit Number</i>	<i>Effect of Critical Hit on Opponent</i>
2	Scarlet Sorcerer Wounded —Lose 8 ENDURANCE points.
3	Instrument damage —No firing or change of speed for 3 game rounds.
4	Power Surge —Overload; Boost moves only for 3 game rounds.
5	Energy Cannon Damaged —No firing at medium or long ranges for rest of game.
6	Energy Drain —No firing or Boost moves for 5 game rounds.
7	Screen Shatters —No Boost or Cruise moves for rest of game.
8	Scarlet Sorcerer Killed —Game over.
9	Smoke in Cockpit —Scarlet Sorcerer loses 3 ENDURANCE points; no turns or half-loops for 3 game rounds.
10	Energy Cannon Destroyed —No firing for rest of game.

CRITICAL HIT CHART

SIDE

<i>Critical Hit Number</i>	<i>Effect of Critical Hit on Opponent</i>
2	Energy Crystals Damaged —No Boost moves for rest of game.
3	Wing Controls Damaged —No right or left turns for 10 game rounds.
4	Hull on Fire —Skyship will explode unless an escape is made within 10 game rounds.
5	Wing Damage —No half-loops for rest of game.
6	Scarlet Sorcerer Stunned —Lose 5 COMBAT SKILL points for 5 game rounds.
7	Hull Splits in Two —Skyship destroyed, game over.
8	Wing on Fire —Must Boost for 3 game rounds to extinguish the flames, or skyship explodes.
9	Split in Fuselage —No Boost moves for rest of game.
10	Hull Fracture —No Boost moves for rest of game.

CRITICAL HIT CHART

REAR

Critical Hit

Number Effect of Critical Hit on Opponent

- 2 **Propulsion Unit Damaged**—No Boost moves for rest of game.
- 3 **Rudder Jammed**—Continue in present direction (left/straight/right) for 3 game rounds.
- 4 **Tail Fire**—Lose 5 damage boxes from rear.
- 5 **Rudder Destroyed**—Continue in present direction (left/straight/right) for rest of game.
- 6 **Tail Blown Off**—Skyship crashes; game over.
- 7 **Energy Crystals Cracked**—No Boost or Cruise moves for rest of game.
- 8 **Shattered cables**—No turns for rest of game.
- 9 **Rudder Obstruction**—No bank-overs for rest of game.
- 10 **Perforated Tail Fin**—No Boost turns for rest of game.

FIRING GRID

COMBAT SKILL of Firer

	5 or less	6 to 10	11 to 14	15 to 17	18 to 20	21 to 23	24 to 26	27 to 29	30 to 35	36 to 39	40 +
2	M	M	M	2	M	★	M	2	M	2	★
3	1	2	★	M	2	3	1	1	★	2	M
4	M	M	3	1	2	2	★	M	M	3	2
5	2	M	M	M	M	1	1	★	3	★	1
6	M	2	2	★	1	M	3	2	1	1	4
7	1	M	2	M	M	★	2	2	2	★	3
8	★	2	M	3	M	3	1	1	★	3	★
9	M	1	1	1	3	2	2	M	3	4	2
10	2	M	M	2	2	M	2	2	1	2	1
11	M	2	2	★	1	1	3	★	1	1	★
12	M	M	2	2	★	1	★	3	2	2	4
13	M	1	M	M	1	M	M	3	1	M	3
14	1	M	1	1	M	★	1	M	3	★	1
15	M	2	M	M	3	M	2	★	M	2	4
16	1	★	2	2	M	M	M	3	★	M	2
17	M	1	M	M	★	1	3	2	3	1	★
18	2	M	★	1	★	M	2	M	2	★	1
19	M	M	1	2	M	2	M	1	3	1	2
20	2	2	M	M	3	3	★	2	2	2	3

Shot Modifiers

CLOSE RANGE:.....Move two columns to the right.
 LONG RANGE:.....Move two columns to the left.
 ENDURANCE below 20:.....Move one column to the left.
 ENDURANCE below 10:.....Move two columns to the left.

M = MISS ★ = CRITICAL HIT

COMBAT HEROES 2 EMERALD ENCHANTER

COMBAT LOG

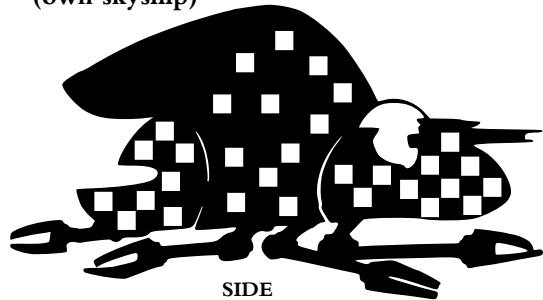
COMBAT
SKILL

☐

ENDURANCE

☐

DAMAGE RECORD
(own skyship)

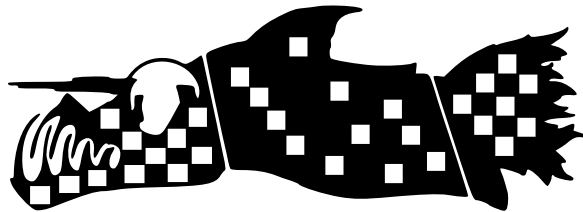


REAR

SIDE

FRONT

DAMAGE RECORD
(Enemy skyship)



FRONT

SIDE

REAR

Emerald Enchanter contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **Scarlet Sorcerer**, and a friend.

Solo adventure

You need: **Emerald Enchanter** only

You are the **Emerald Enchanter**, star pupil of the mighty wizard Silvarion. You helped your master steal the evil Deathlord's most treasured possession—his Power Crystal. Unluckily, the theft was discovered almost immediately and your master murdered by Deathlord assassins. So where is the Power Crystal now? Can you unravel the cryptic clues left by your wizard master and reach the precious stone before the cruel Deathlord?

Dual adventure

You need:

Emerald Enchanter
Scarlet Sorcerer
and a friend!

High above the grasslands and plains of Thorasia, you desperately battle against your arch-rival—the **Scarlet Sorcerer**—for he too seeks the Power Crystal. Skilfully manoeuvring your magical skyship, you strive to shoot him down. But the **Scarlet Sorcerer** is a wily assailant and you'll need every ounce of your strength to defeat him.

Errata

Introduction: Replaced ‘board and’ with ‘board, and’ and ‘pencil and’ with ‘pencil, and’.

Silvarion and the Deathlord: Replaced ‘warrior kings’ with ‘warrior-kings’, ‘new-found’ with ‘newfound’, and ‘agree to co-operate’ with ‘agreed to cooperate’.

Solo Game Rules: Italicised rhyme. Replaced ‘Endurance’ with ‘*ENDURANCE*’, ‘circle some’ with ‘circle, some’, ‘lost from’ with ‘lost in moving from’, ‘villages and’ with ‘villages, and’, ‘Special Information entries’ with ‘Special Information Entries’, and three instances of ‘picture-view’ with ‘page-view’.

The Two-player game: Replaced ‘TWO PLAYER’ with ‘TWO-PLAYER’, ‘page 346’ with ‘page 173’, ‘**Combat Skill**’ with ‘**COMBAT SKILL**’, ‘**Endurance**’ with ‘*ENDURANCE*’, five instances of ‘fusilage’ with ‘fuselage’, three instances of ‘100 and 200’ with ‘100, and 200’, ‘relation to the’ with ‘relation to the’, ‘Half loop’ with ‘Half-loop’, ‘firing’ with ‘Firing’, added ‘If both players have an On Target picture-view, firing occurs simultaneously.’ to point 3 of the **Actions** list, replaced ‘action 2 of a game round’ with ‘action 3 of a game round’, ‘page 345’ with ‘page 172’, ‘Hit proceed’ with ‘Hit, proceed’, ‘pages 342, 343 and 344’ with ‘pages 171 and 172’, ‘FRONT, REAR and SIDE’ with ‘FRONT, SIDE, and REAR’, ‘FRONT, REAR or SIDE’ with ‘FRONT, SIDE, or REAR’, ‘page one’ with ‘page 1’, ‘ie’ with ‘i.e.’, ‘chooses’ with ‘chooses’, ‘Damage boxes’ with ‘damage boxes’, added ‘If only one player’s MID-ACTION page shows out of sight, the other player’s MID-ACTION page will give the correct END-ACTION page for both players.’, replaced ‘**Combat Heroes**’ with ‘COMBAT HEROES’, ‘*Combat Skill*’ with ‘*COMBAT SKILL*’, and ‘shown on that page’ with ‘shown under that heading in these instructions’.

Section 96: Replaced ‘Y99’ with ‘Y69’ as this is the town of Eagle Crag.

Section 220: Replaced ‘_’ with ‘—’, ‘The’ with ‘the’, ‘Dominion’ with ‘dominion’, and ‘Yours’ with ‘yours’.

Section Y12: Replaced ‘blessed shrine’ with ‘Blessed Shrine’.

Section Y13: Replaced ‘espially’ with ‘especially’, and ‘pitchforks!—lose’ with ‘pitchforks! Lose’.

Section Y15: Replaced ‘prohetess’ with ‘prophetess’ and ‘watchtower and’ with ‘watchtower, and’.

Section Y38: Replaced ‘wolfriders’ with ‘wolf-riders’.

Section Y42: Replaced ‘giant’ with ‘Giant’.

Section Y63: Replaced ‘see an’ with ‘seek an’.

Section Y69: Replaced ‘page 222’ with ‘page 96’ as this is the town of Eagle Crag.

Section Y76: Replaced ‘shrine’ with ‘Shrine’.

Section Y78: Replaced ‘COMBAT HEROES’ with ‘COMBAT HEROES’.

Section Y82: Replaced ‘Ashwood forest’ with ‘Ashwood Forest’.

Section Y84: Replaced ‘enter it’ with ‘enter, it’, and ‘4 *ENDURANCE* points worth of damage’ with ‘4 *ENDURANCE* points’ worth of damage’.

Section Y87: Replaced ‘sacred shrine’ with ‘Sacred Shrine’.

Section Y88: Italicised message.

Section Y89: Replaced ‘laid’ with ‘lain’.

Section Y93: Replaced ‘Blackbark river’ with ‘Blackbark River’.

Section Y95: replaced ‘Ashwood forest’ with ‘Ashwood Forest’.

Section Y96: Replaced ‘shrine’ with ‘Shrine’.

Section Y100: Replaced ‘damaged and’ with ‘damaged, and’.

Section Y105: Replaced ‘COMBAT HEROES’ with ‘COMBAT HEROES’.

Section Y110: Replaced ‘skyfighters’ with ‘sky-fighters’.

Section Y113: Replaced ‘disapperas’ with ‘disappears’.

Section Y114: Italicised rhyme.

Section Y118: Replaced ‘foolhardly’ with ‘foolhardy’.

Section Y120: Replaced ‘platinum key’ with ‘Platinum Key’.

Section Y121: Replaced ‘north-west’ with ‘northwest’.

Critical Hit Chart—Side: replaced ‘COMBAT SKILL’ with ‘COMBAT SKILL’ and ‘fusilage’ with ‘fuselage’.

Critical Hit Chart—Rear: Replaced ‘continue present’ with ‘continue in present’, and ‘high-speed turns’ with ‘Boost turns’.

Firing Grid: Replaced ‘Combat Skill’ with ‘COMBAT SKILL’.

Combat Log: Replaced both instances of ‘Skyship’ with ‘skyship’ and added an extra damage box to the Scarlet Sorcerer's ship's front section.

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17 June 2009

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