

The Lone Wolf Poster Painting Book

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the creatures, characters, and locations referenced in *The Lone Wolf Poster Painting Book*.

Gary Chalk is the illustrator of *The Lone Wolf Poster Painting Book*.

Contributors for Project Aon Editions

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

Greg Fam, **Stuart Bradshaw**, and **Ishvar A Sheran** — for graciously providing scans of *The Lone Wolf Poster Painting Book*.

Simon Osborne — scanning and editing the images, and the layout and production of the PDF version.

Internet Edition published by **Project Aon**. This edition is intended to reflect the complete graphic and text content of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation, and grammar have been noted in the **Errata** section.

Note: (1) The original layout for the book is rather unusual in that it is literally a series of posters stapled together; the rear sides of the posters are blank. Rather than present this identically in this Project Aon edition, we have elected instead to present the posters on consecutive pages rather than recreate the original print layout, which would look confusing in an electronic format.

(2) Due to the size of the original book and illustrations, this file is presented using non-standard pages (310mm x 490mm), as close to the original size of the posters as the source document will allow. These will likely not print well on a home printer.

Also included as of 23 July 2005 is a copy of the competition form that originally came with the book. This A4-sized sheet of paper has been reproduced after the back cover of *The Lone Wolf Poster Painting Book*, with both sides of the form reproduced on one page.

Publication Date: 30 October 2015

Concept copyright © 1987 Joe Dever

Text and Illustrations © 1987 Gary Chalk

Distribution of this Internet Edition is restricted under the terms of the **Project Aon License**.



LONE WOLF

GARY CHALK



The Lone Wolf Poster Painting Book contains seven large fantasy pictures for you to colour and hang on your walls. Instructions are included to ensure the very best results.

Each superb poster shows a scene from the world of Lone Wolf in incredible detail. As you colour each one, Magnamund's characters and creatures come to life as never before.

This exciting painting book includes:

A scene from the famous Battle of Holmgard

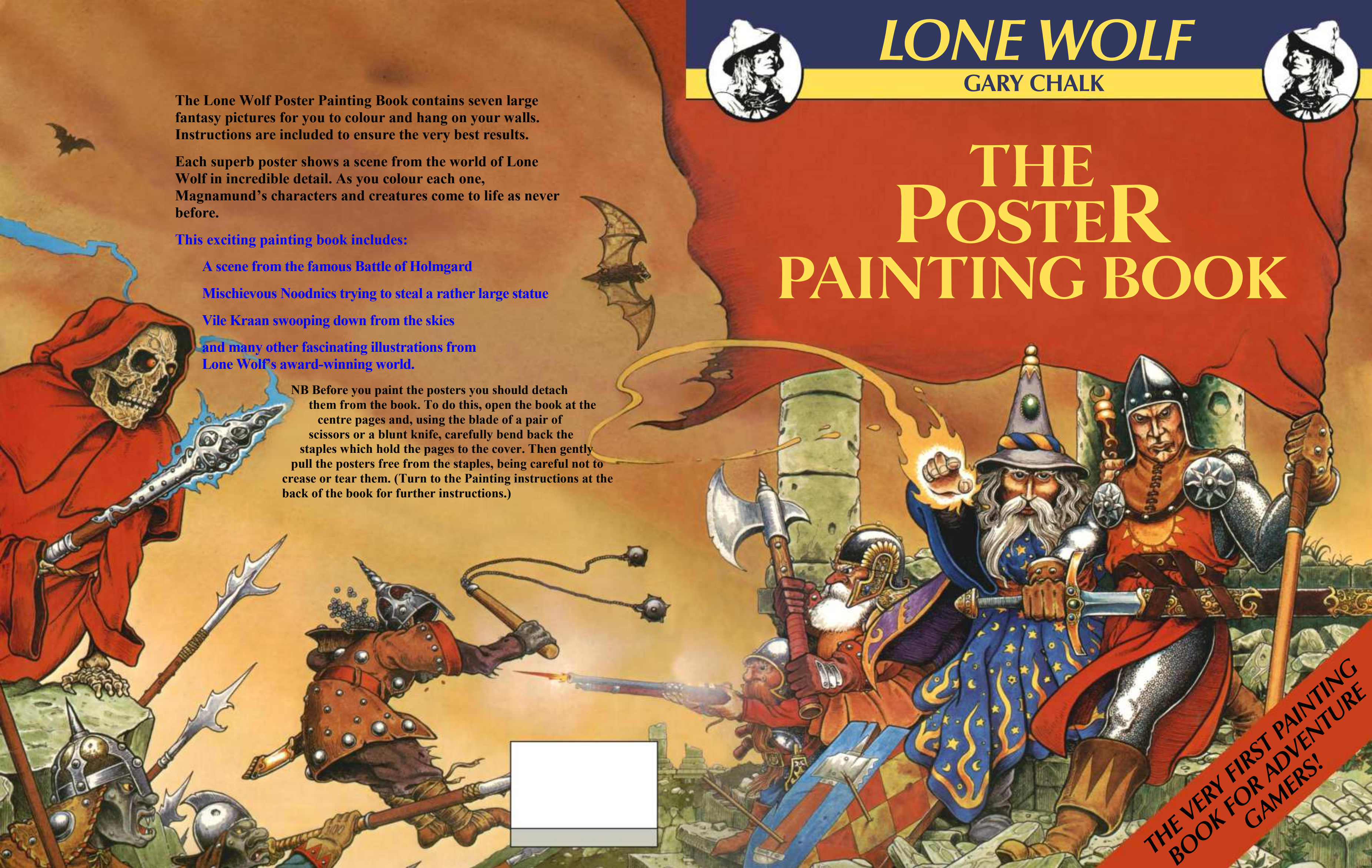
Mischievous Noodnies trying to steal a rather large statue

Vile Kraan swooping down from the skies

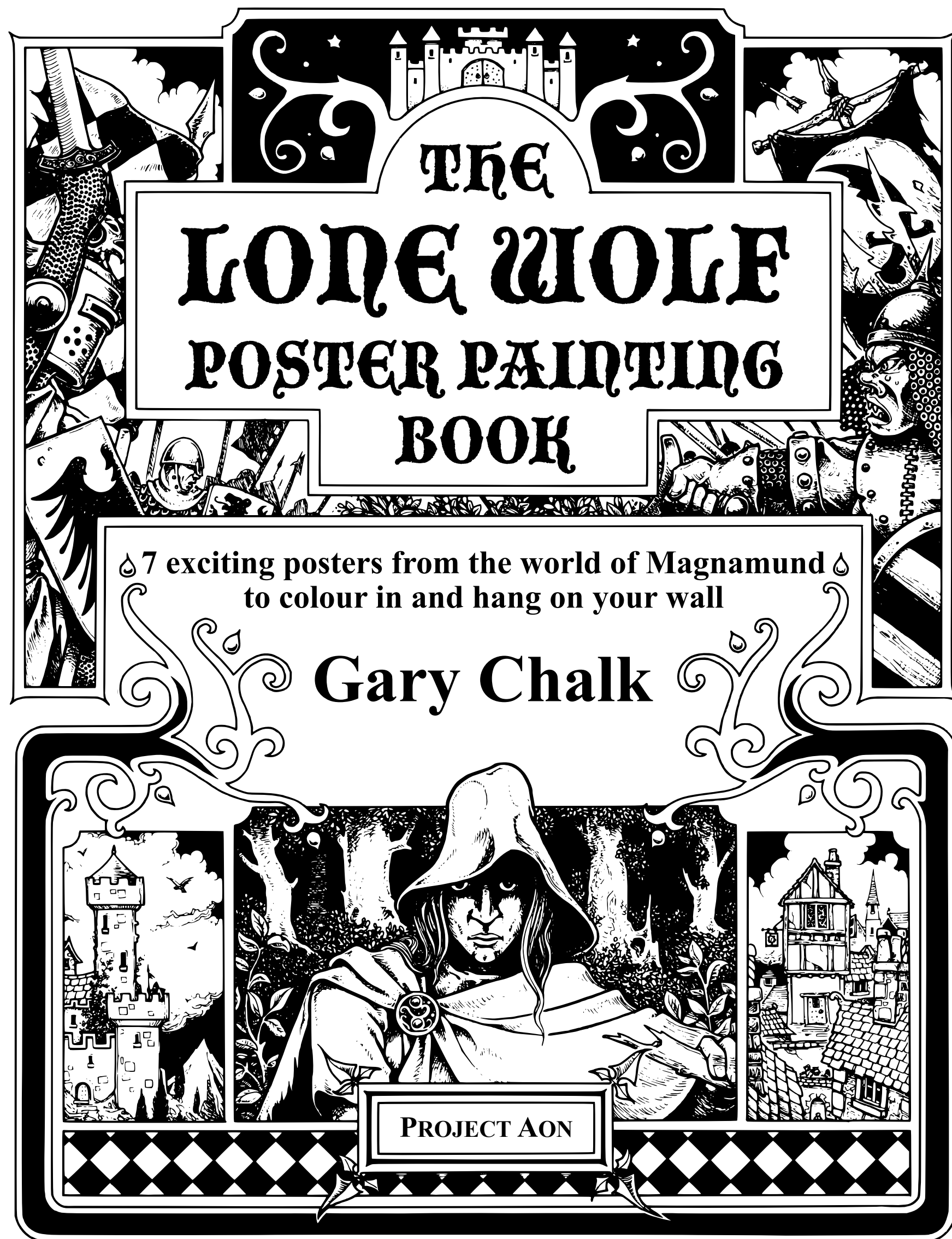
and many other fascinating illustrations from Lone Wolf's award-winning world.

NB Before you paint the posters you should detach them from the book. To do this, open the book at the centre pages and, using the blade of a pair of scissors or a blunt knife, carefully bend back the staples which hold the pages to the cover. Then gently pull the posters free from the staples, being careful not to crease or tear them. (Turn to the Painting instructions at the back of the book for further instructions.)

THE POSTER PAINTING BOOK



THE VERY FIRST PAINTING
BOOK FOR ADVENTURE
GAMERS!



PAINTING INSTRUCTIONS

Removing Your Posters from the Book

Before you start to colour in the posters, they must be detached from the book. Open the book at the centre pages and, using the blade of a pair of scissors or a blunt knife, carefully bend back the staples which hold the pages to the cover. Then gently pull the posters free from the staples, being careful not to crease or tear them.

Before You Start to Paint

If you want to make a particularly fine job of your posters, the central creases can be removed by ironing the posters flat on the unprinted side. Please ask before you borrow the iron.

Painting Hints

As you can see, the posters in this book are full of intricate detail. If you use the wrong sort of paint to colour them in, you can cover all this, ending up with a flat, uninteresting result. Poster colour and powder paint should both be avoided as they become opaque on drying and will totally cover all the black lines used in the pictures. The best colours to use are transparent. Crayons and *Caran D'Ache* pencils (the ones you wash over with water) are both suitable, as are coloured inks, water colour, and felt-tip pens, although the latter are probably not very good for colouring in large areas.

When you begin to colour in a poster, start with the large areas first. It's quite a good idea to use pale colours in the background and brighter colours in the foreground, allowing the contrast to increase the depth of the picture. As you are using transparent colours, you can always paint one layer over another to create a richer, darker colour. This is a better way to paint than putting down one heavy layer of colour, because you can change and modify colours as you go along.

When you are trying to decide what colours to use for shields, clothes, flags and so on, you will find that many of these items are mentioned in the Lone Wolf books and *The Magnamund Companion*. For natural objects such as rocks, tree trunks, and plants, go and have a look at the real thing. If this isn't possible, look for suitable colour photographs in magazines, or use the reference books in your local library to give you ideas.

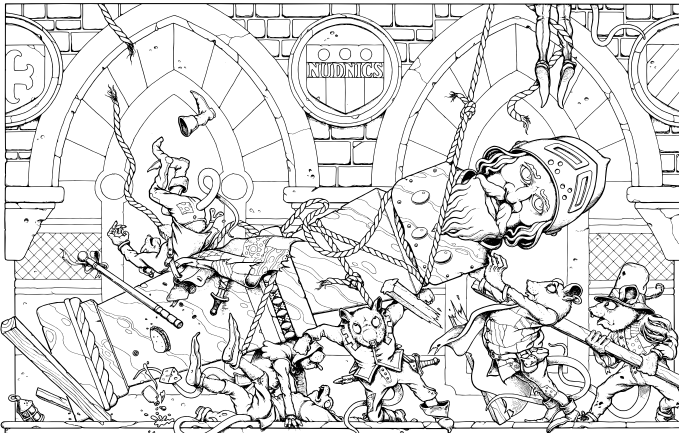


THE POSTERS



THE CONJURATION

Not all wizards are as expert as Banedon, the young wizard who has aided Lone Wolf in a number of his perilous adventures. In this case, the wizard appears to have summoned something a little unexpected with his latest spell. Members of Sommerlund’s Magicians Guild wear blue robes decorated with golden designs, the exact shade of blue denoting the rank of the wearer. Some of Magnamund’s wizards, however, prefer costumes of their own design in a variety of exotic colours.



NOODNICS

Noodnics are large intelligent rodents, about two feet in height, who appear in the Lone Wolf adventure *Fire on the Water*. They live in the tunnels which have been driven through the mountains surrounding Hammerdal, the capital of Durenor. Clad in multi-coloured scraps and patches, their numerous colonies survive by stealing anything they can lay their paws on, however large or unwieldy. Their fur varies from fawn and brown to light shades of grey, while their clothing is made from whatever bits and pieces they have been able to filch from passing travellers, with complete disregard for colour or pattern.



A DURENESE KNIGHT

The kingdom of Durenor is Sommerlund’s greatest ally in the fight against the evil forces of the Darklords. This Durenese knight is typical of the nobles of the Lastlands when dressed for battle. Over his armour the knight wears a surcoat which bears the arms of his family, as does the cloth trapper covering his warhorse. As these heraldic devices were used to identify the wearer in the heat of battle, bright, clear colours were used. If you have trouble deciding which colours to use, see if you can find a book on heraldry, or have a look at the examples shown on the maps in the Lone Wolf adventures or in the pictures in *The Magnamund Companion*.



A MOUNTED DRAKKAR

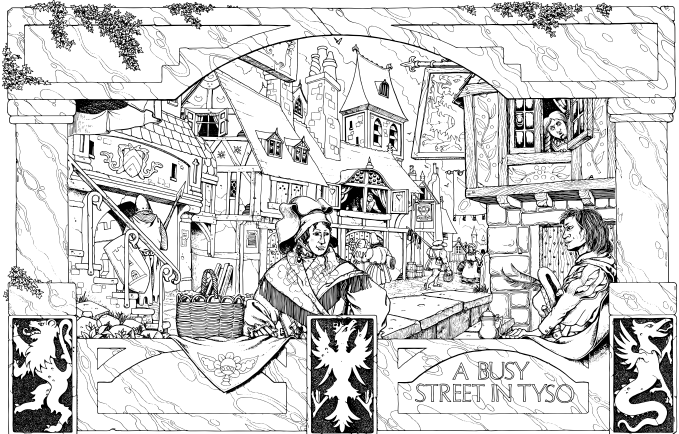
This mounted Drakkar is the Darklords’ answer to the chivalry of the Lastlands. The Drakkarim favour black steel weapons and clothing in harsh colours. If you plan to mount this and the previous poster as a pair, it would be a good idea to paint the frames of both using the same colours. The borders can be painted to resemble marble or onyx which comes in a wide variety of colours, not only white and grey, but different shades of pink and red too. Jade and jadeite occur naturally in many shades of green or even yellow, so it might be a good idea to paint the frames before starting on the pictures, so that the colours you use will go quite happily with those used on the figures.

THE POSTERS



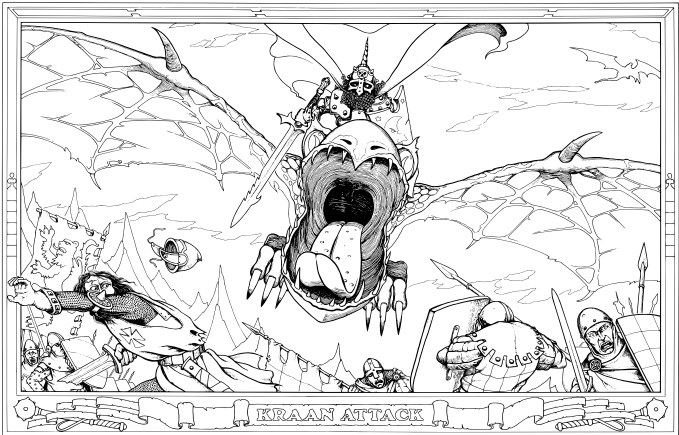
OGRONS IN AMBUSH

Ogrons come from the Free State of Caron, but are frequently found serving as mercenaries in the numerous armies that plague the Stornlands. Larger than humans, Ogrons have blue skins, often heavily tattooed, and love to wear bright barbaric colours. Their large size and great strength make them formidable opponents.



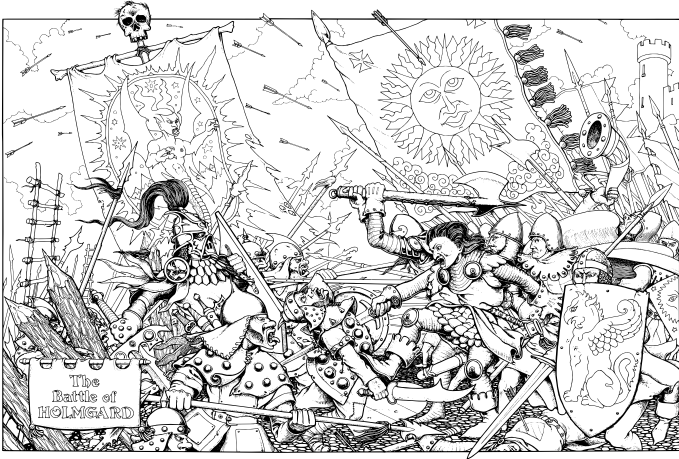
A BUSY STREET IN TYSO

Standing outside the Golden Griffin Inn, we can look down the bustling main street of this important port. Renowned for its fine ale, the Golden Griffin takes its name from the beast found on the city’s coat of arms. Many materials have been used in the construction of houses and shops, including stone, bricks, wood, tiles and slates. Some of the plasterwork has been left in its natural white finish, while some has been painted with pink or gold limewash and picked out with colourful pictures and patterns.



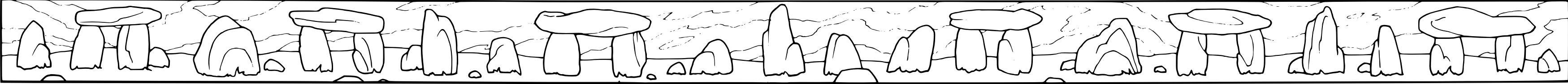
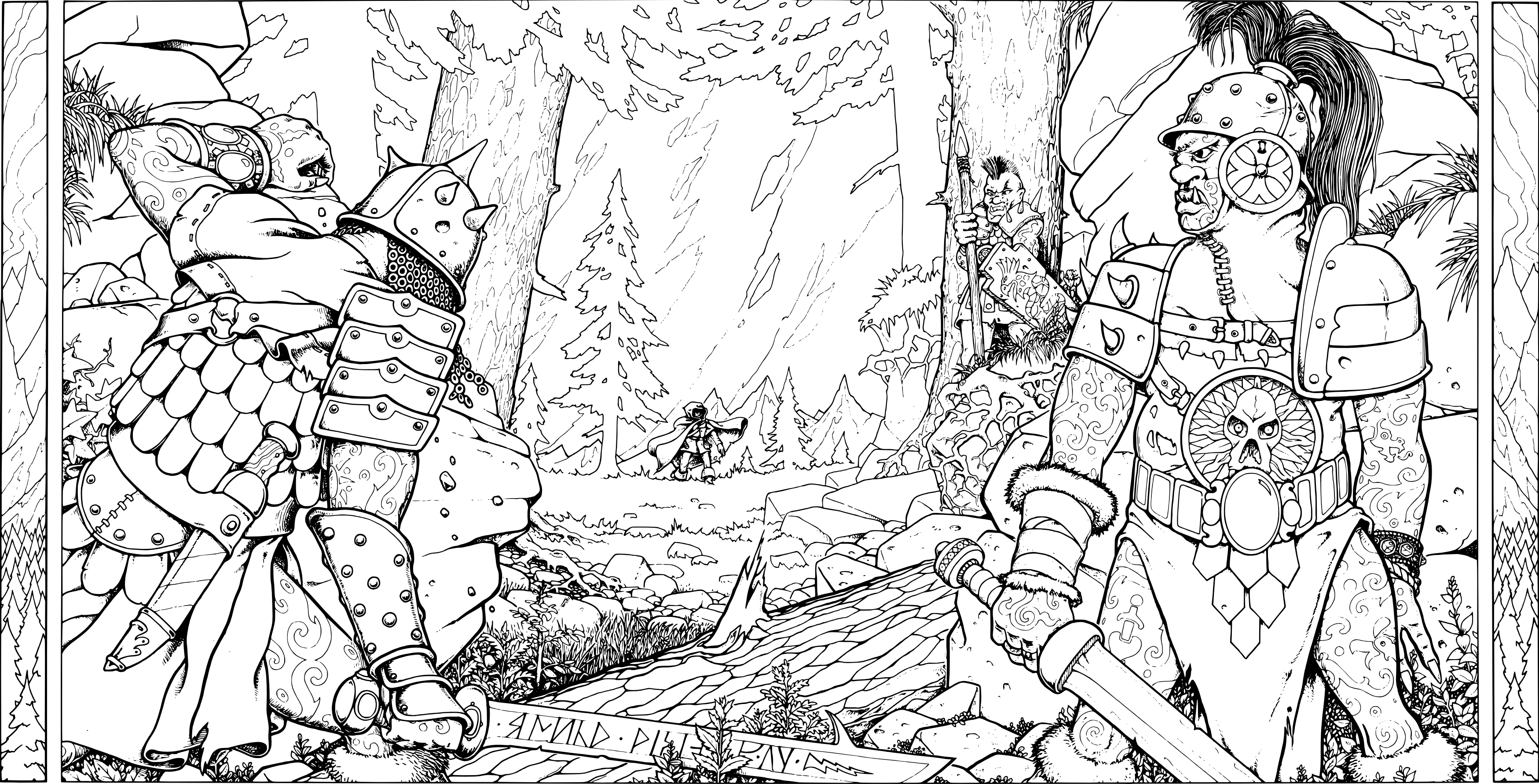
KRAAN ATTACK

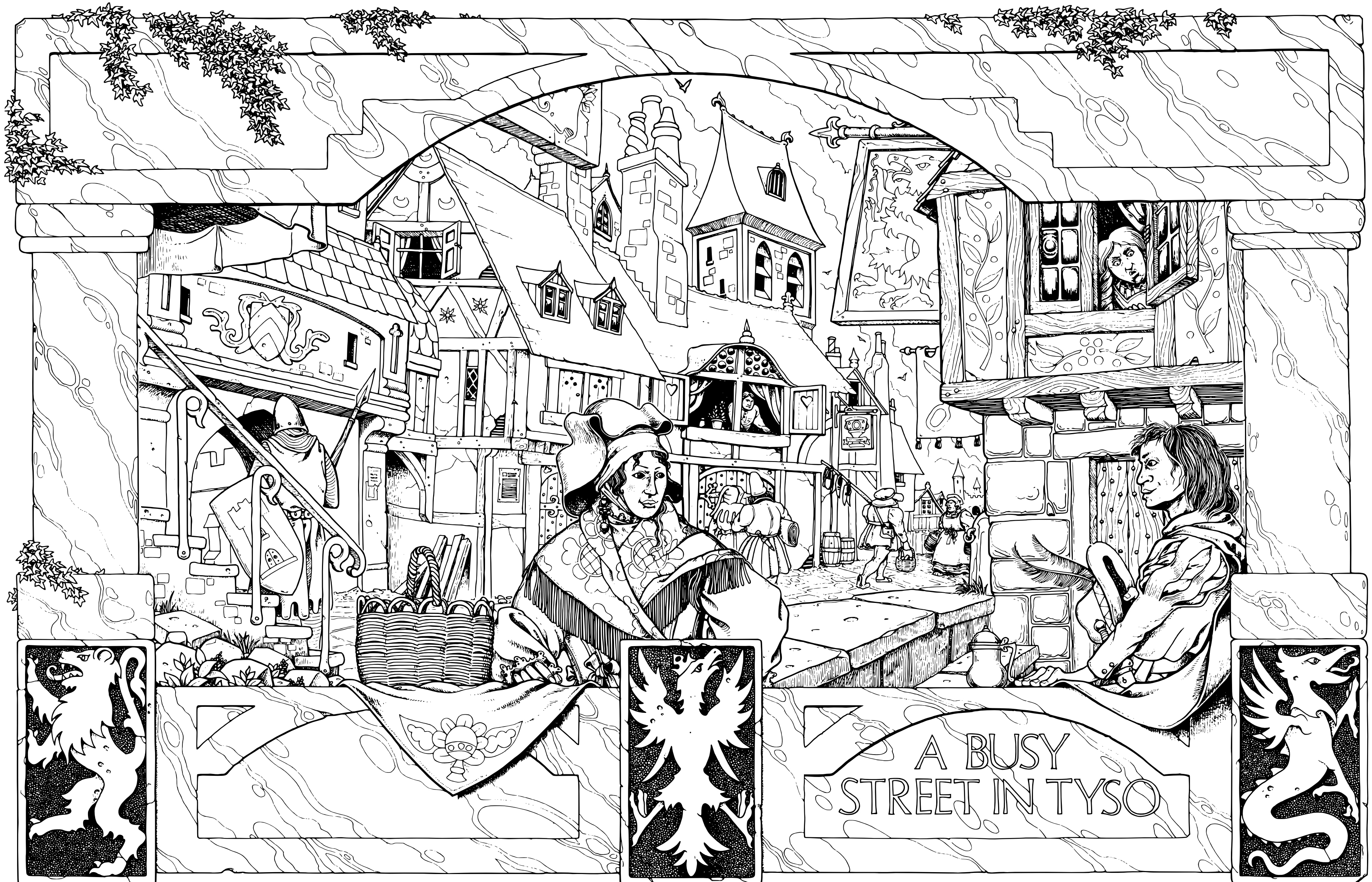
Kraan are vile, reptilian creatures whose speed in the air has made them popular with servants of the Darklords. Often appearing to be black against the sky, these creatures are, in fact, to be found in a number of colours, including grey and dark olive, while some have skins tinted with dirty mauve. The rider is a Drakkarim warrior, an evil human with weapons and armour of black steel.



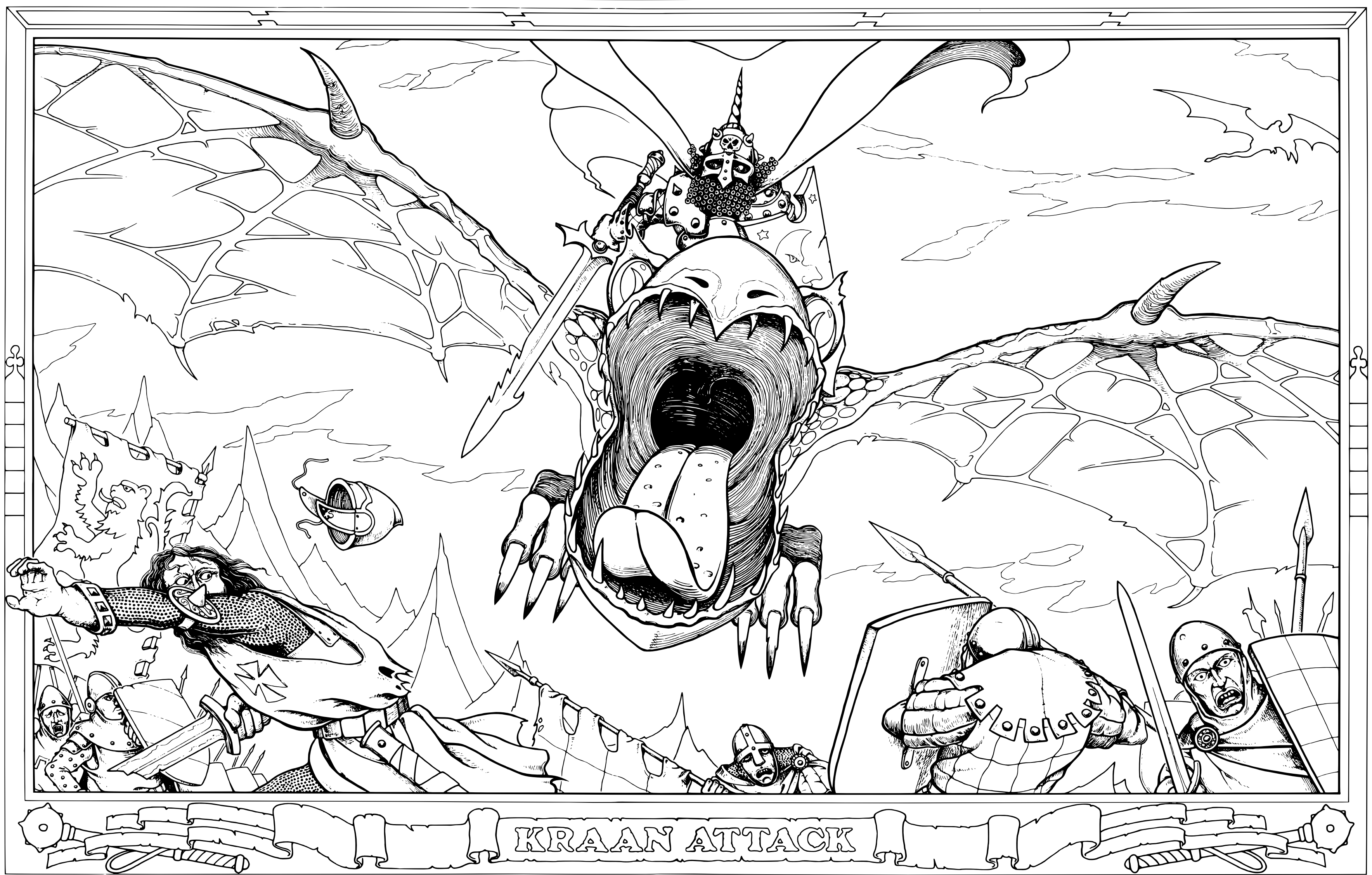
THE BATTLE OF HOLMGARD

When the forces of the Darklords invade Sommerlund in Books 1 and 2 of the Lone Wolf series, the city of Holmgard comes under attack. Remember that the royal arms are a golden sun on a scarlet background, so many of the city’s defenders will be wearing these colours. Giaks have grey skins and yellow eyes, details of their dress and weaponry can be found in ‘The Giak Army’ section of *The Magnamund Companion*.





A BUSY
STREET IN TYSO





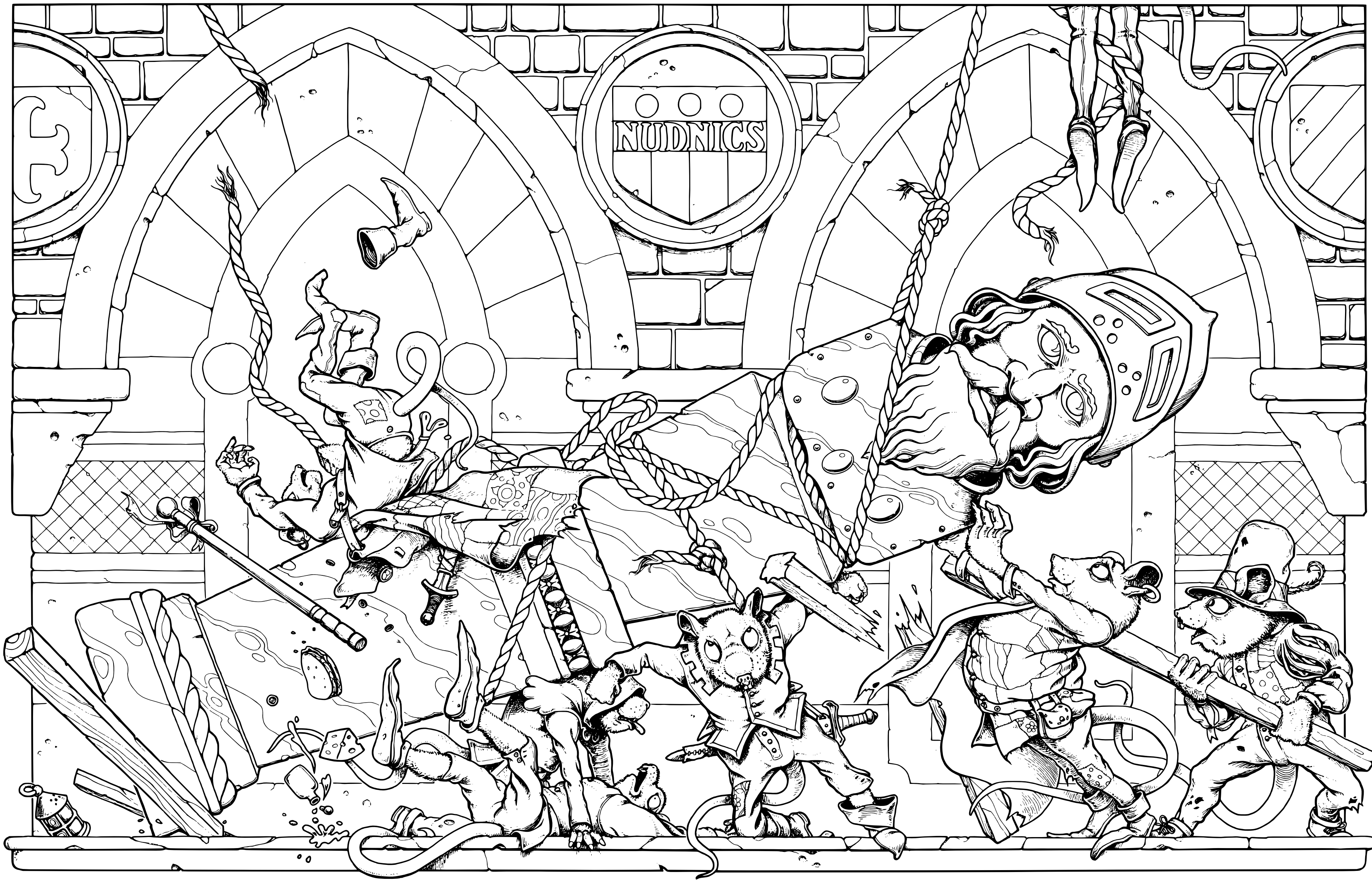
A DURENESE KNIGHT

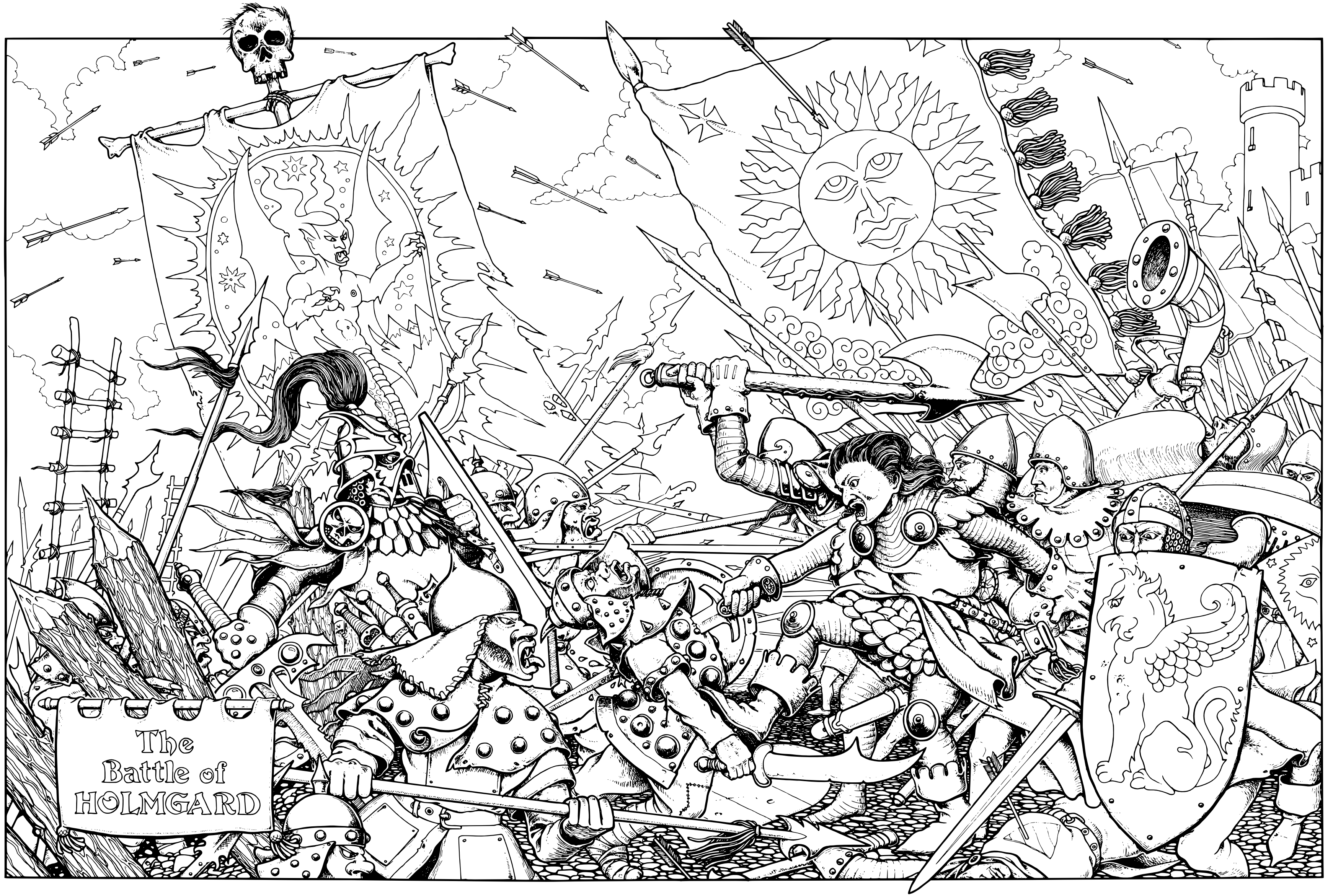


A MOUNTED DRAKKAR



The
CONJURATION





The
Battle of
HOLMGARD

ENTER THE LONE WOLF POSTER PAINTING COMPETITION—LOTS OF PRIZES AND LOTS OF FUN!

HOW TO ENTER:

On the reverse of this sheet you will find one of the drawings from Gary Chalk’s **THE LONE WOLF POSTER PAINTING BOOK**. All you have to do is colour it in and send it, along with the entry coupon you will find on the back page of **THE LONE WOLF POSTER PAINTING BOOK** to:

Department CC
Beaver Books
Brookmount House
62–65 Chandos Place
London WC2N 4NW

All entries must reach the above address no later than July 16th 1987.
The competition will be judged by Gary Chalk and his decision is final. The winners will be notified by post and prizes will be presented by Gary Chalk at a special winners’ party—date and time to be confirmed.

WHAT YOU WIN!

8–11 YEAR OLDS

- 1st prize – 6 HAND-PAINTED ROLE-PLAYING FIGURES
- 2nd prize – A COLOURING SET
- 3rd prizes – 4 THIRD PRIZES OF A LONE WOLF T-SHIRT

12–15 YEAR OLDS

- 1st prize – THE ORIGINAL PAINTING FROM THE COVER OF THE LONE WOLF POSTER PAINTING BOOK
- 2nd prize – A COLOURING SET
- 3rd prizes – 4 THIRD PRIZES OF A LONE WOLF T-SHIRT

DON’T DELAY—START PAINTING TODAY!

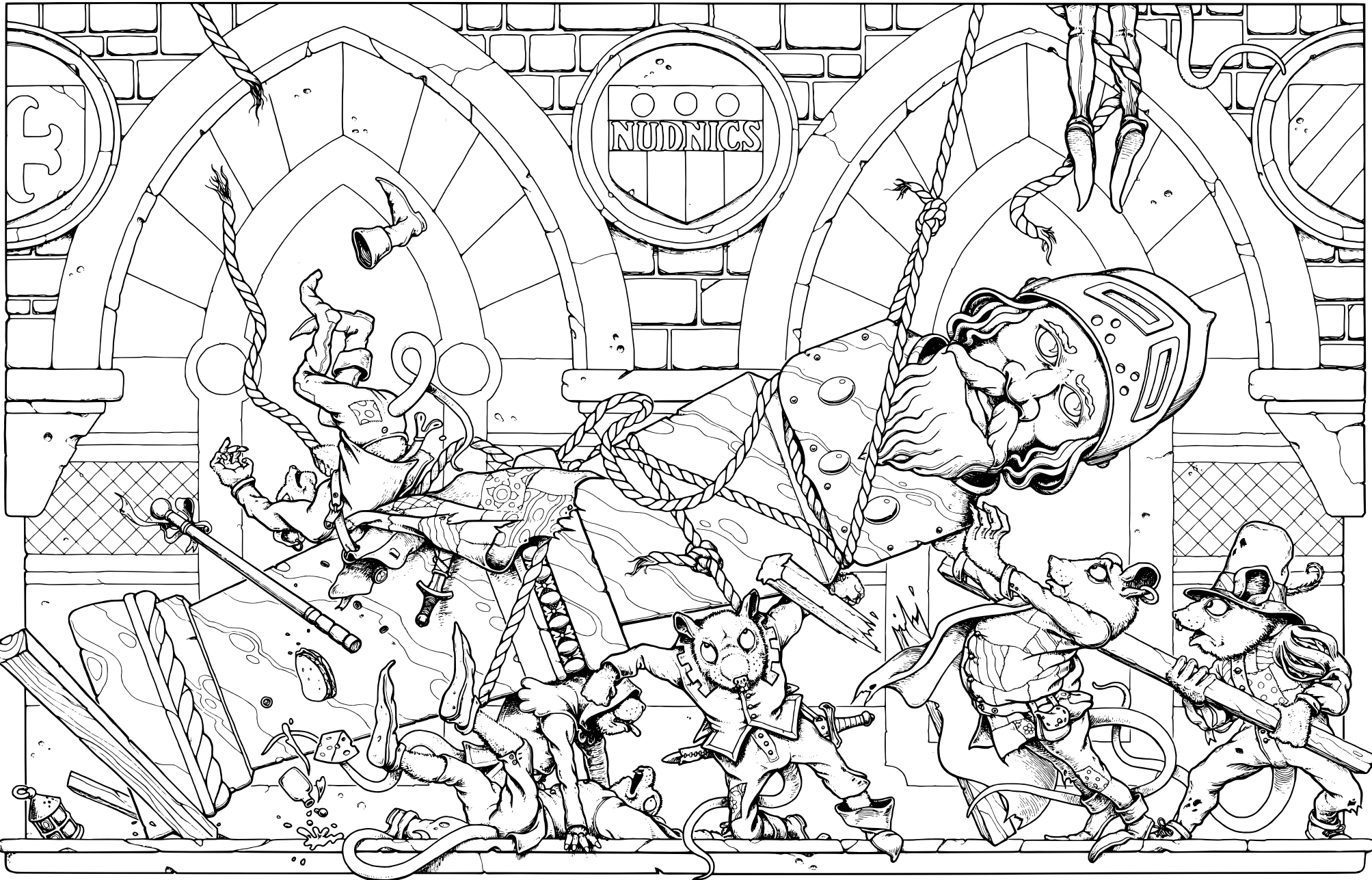
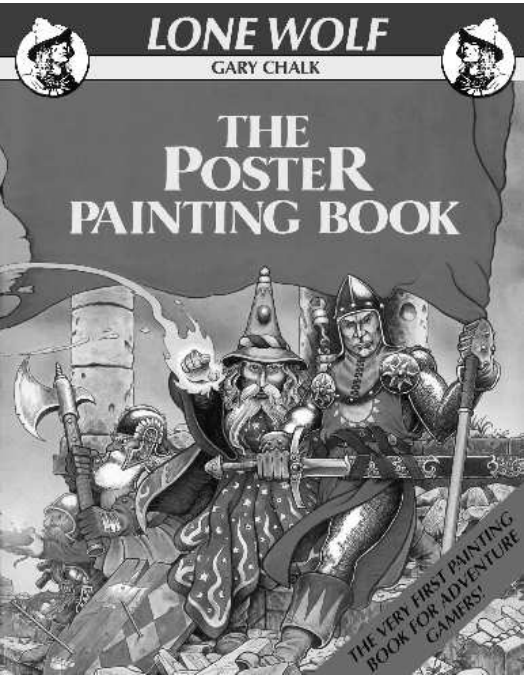
Name Age

Address

If I win a 3rd prize I would like a T-shirt sized Large / Medium / Small (please tick which size you would like).

Name of the bookshop where you picked up your competition entry form

PLEASE RETURN BY 6TH JULY 1987—AND DON’T FORGET TO ENCLOSE YOUR ENTRY COUPON FROM THE BACK PAGE OF THE LONE WOLF POSTER PAINTING BOOK.



LONE WOLF POSTER PAINTING COMPETITION



ERRATA

Front Cover Inlay: Replaced both instances of ‘Nudnics’ with ‘Noodnics’ and ‘jadite’ with ‘jadeite’.

Title Page: Removed ‘Beaver Books’ from cover illustration.

Painting Instructions: Replaced ‘Posters From’ with ‘Posters from’, and ‘tree-trunks’ with ‘tree trunks’,.

Removed Copyright and address for Beaver Books.

Rear Cover Inlay: Replaced ‘Drakkar warrior’ with ‘Drakkarim warrior’ to reflect standard usage.

Rear Cover: Replaced ‘eight large’ with ‘seven large’, and ‘Nudnics’ with ‘Noodnics’. Removed ISBN number and price.

Entry Form: Replaced ‘ROLE PLAYING’ with ‘ROLE-PLAYING’, and ‘like)’ with ‘like)’.

Project Aon License

17 June 2009

0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

By viewing or downloading the books or the illustrations, you agree to refrain from redistributing them in any format for any reason. This is intended to protect readers from getting poor quality, unofficial versions or from being asked for payment in exchange for the books by someone who is redistributing them unofficially.

Anyone who wishes to simply view or download the Internet Editions for their own personal use need not worry about running afoul of the terms of this License. These activities are within acceptable behaviour as defined by this License.

This section does not contain the legally binding terms of this license. Please read the precise terms and conditions of this license that follow.

The current version of this license can be found at the following URL:

<http://www.projectaon.org/en/Main/License>

1. Definitions

1.0
'License' shall hereafter refer to this document.

1.1
'Authors' shall hereafter refer to Joe Dever, Ian Page, and Gary Chalk, copyright holders for the literary works covered by this license. Where Joe Dever, Ian Page, or Gary Chalk is mentioned singly, they will be referred to by name.

1.2
'illustrators' shall hereafter refer to Rob Adams, copyright holder of portions of *The Magnamund Companion*; Paul Bonner, holder of the copyrights for the illustrations of the World of Lone Wolf books; Gary Chalk, holder of the copyrights for the illustrations of Lone Wolf books one through eight counted inclusively, holder of the copyrights of portions of *The Magnamund Companion*, and holder of the copyrights for *The Lone Wolf Poster Painting Book*; Melvyn Grant, holder of the copyrights for the illustrations of *Freeway Warrior 1: Highway Holocaust*; Richard Hook, copyright holder of portions of *The Magnamund Companion*; Peter Andrew Jones, copyright holder for the illustrations used in the *Lone Wolf 10th Anniversary Calendar*; Cyril Julien, copyright holder of portions of *The Skull of Agarash*; Peter Lyon, copyright holder of portions of *The Magnamund Companion*; Trevor Newton, copyright holder of the illustrations of *Voyage of the Moonstone*; Peter Parr, copyright holder of the illustrations of *Black Baron* and *White Warlord*, *Emerald Enchanter* and *Scarlet Sorcerer*; Graham Round, copyright holder of portions of *The Magnamund Companion*; and Brian Williams, holder of the copyrights for the illustrations of Lone Wolf books nine through twenty-eight counted inclusively with the exception of the illustrations for book twenty-one, *The Voyage of the Moonstone*, holder of the copyrights of portions of *The Skull of Agarash*, and holder of the copyrights for the illustrations of books two through four, counted inclusively, of the Freeway Warrior series. Where Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr Graham Round, or Brian Williams is mentioned singly, they will be referred to by name.

1.3
'Internet' shall hereafter refer to any means of transferring information electronically between two or more 'Licensees'. (The term 'Licensee' is defined in Section 1.5 of the License)

1.4
'Internet Editions' shall hereafter refer to the document or documents, any parts thereof or derivative works thereof (including translations) made available to the public under the terms of this License via the Internet. The term 'Internet Editions' is limited to the electronic transcription of certain text and illustrations by the Authors and Illustrators respectively as listed hereafter.

The following are the works written by Joe Dever which are being offered in English and Spanish under the terms of this license:

- *Flight from the Dark*; © 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*; © 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*; © 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*; © 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*; © 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*; © 1985 Joe Dever and Gary Chalk.
- *Castle Death*; © 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*; © 1987 Joe Dever and Gary Chalk.
- *The Cauldron of Fear*; © 1987 Joe Dever.
- *The Dungeons of Torgar*; © 1987 Joe Dever.
- *The Prisoners of Time*; © 1987 Joe Dever.
- *The Masters of Darkness*; © 1988 Joe Dever.
- *The Plague Lords of Ruel*; © 1990, 1992 Joe Dever.
- *The Captives of Kaag*; © 1991 Joe Dever.
- *The Darke Crusade*; © 1991, 1993 Joe Dever.
- *The Legacy of Vashna*; © 1991, 1993 Joe Dever.

- *The Deathlord of Ixia*; © 1992, 1994 Joe Dever.
- *Dawn of the Dragons*; © 1992 Joe Dever.
- *Wolf's Bane*; © 1993, 1995 Joe Dever.
- *The Curse of Naar*; © 1993, 1996 Joe Dever.
- *Voyage of the Moonstone*; © 1994 Joe Dever.
- *The Buccaneers of Shadaki*; © 1994 Joe Dever.
- *Midnight's Hero*; © 1995 Joe Dever.
- *Rune War*; © 1995 Joe Dever.
- *Trail of the Wolf*; © 1997 Joe Dever.
- *The Fall of Blood Mountain*; © 1997 Joe Dever.
- *Vampirium*; © 1998 Joe Dever.
- *The Hunger of Sejanoz*; © 1998 Joe Dever.
- *The Magnamund Companion*; © 1986 Joe Dever.
- *Freeway Warrior 1: Highway Holocaust*; © 1988 Joe Dever.
- *Freeway Warrior 2: Slaughter Mountain Run*; © 1988 Joe Dever.
- *Freeway Warrior 3: The Omega Zone*; © 1989 Joe Dever.
- *Freeway Warrior 4: California Countdown*; © 1989 Joe Dever.
- *Black Baron*; © 1986 Joe Dever.
- *White Warlord*; © 1986 Joe Dever.
- *Emerald Enchanter*; © 1986 Joe Dever.
- *Scarlet Sorcerer*; © 1986 Joe Dever.

The following are the works written by Ian Page which are being offered in English under the terms of this license:

- *Grey Star the Wizard*; © 1985 Ian Page.
- *The Forbidden City*; © 1986 Ian Page.
- *Beyond the Nightmare Gate*; © 1986 Ian Page.
- *War of the Wizards*; © 1986 Ian Page.

The illustrations created by Rob Adams for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*; Some illustrations © 1986 Rob Adams.

The illustrations created by Paul Bonner for the following books are part of the illustrations being offered under the terms of this License:

- *Grey Star the Wizard*; Illustrations © 1985 Paul Bonner.
- *The Forbidden City*; Illustrations © 1986 Paul Bonner.
- *Beyond the Nightmare Gate*; Illustrations © 1986 Paul Bonner.
- *War of the Wizards*; Illustrations © 1986 Paul Bonner.

The illustrations created by Gary Chalk for the following books are part of the illustrations being offered under the terms of this License:

- *Flight from the Dark*; Illustrations © 1984 Joe Dever and Gary Chalk.
- *Fire on the Water*; Illustrations © 1984 Joe Dever and Gary Chalk.
- *The Caverns of Kalte*; Illustrations © 1984 Joe Dever and Gary Chalk.
- *The Chasm of Doom*; Illustrations © 1985 Joe Dever and Gary Chalk.
- *Shadow on the Sand*; Illustrations © 1985 Joe Dever and Gary Chalk.
- *The Kingdoms of Terror*; Illustrations © 1985 Joe Dever and Gary Chalk.
- *Castle Death*; Illustrations © 1986 Joe Dever and Gary Chalk.
- *The Jungle of Horrors*; Illustrations © 1987 Joe Dever and Gary Chalk.
- *The Magnamund Companion*; Some illustrations © 1986 Gary Chalk.
- *The Lone Wolf Poster Painting Book*; © 1987 Gary Chalk.

The text written by Gary Chalk for the following book is being offered in English under the terms of this License:

- *The Lone Wolf Poster Painting Book*; © 1987 Gary Chalk.

The illustrations created by Melvyn Grant for the following book are part of the illustrations being offered under the terms of this License:

- *Freeway Warrior 1: Highway Holocaust*; Illustrations © 1988 Melvyn Grant.

The illustrations created by Richard Hook for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*;

Some illustrations © 1986 Richard Hook.

The illustrations created by Peter Andrew Jones for the following book are part of the illustrations being offered under the terms of this License:

- *Lone Wolf 10th Anniversary Calendar*; Illustrations © 1994 Peter Andrew Jones.

The illustrations created by Cyril Julien for the following book are part of the illustrations being offered under the terms of this License:

- *The Skull of Agarash*; Some illustrations © 1994 Cyril Julien.

The illustrations created by Peter Lyon for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*; Some illustrations © 1986 Peter Lyon.

The illustrations created by Trevor Newton for the following book are part of the illustrations being offered under the terms of this License:

- *Voyage of the Moonstone*; Illustrations © 1994 Trevor Newton.

The illustrations created by Peter Parr for the following books are part of the illustrations being offered under the terms of this License:

- *Black Baron*; Illustrations © 1986 Peter Parr.
- *White Warlord*; Illustrations © 1986 Peter Parr.
- *Emerald Enchanter*; Illustrations © 1986 Peter Parr.
- *Scarlet Sorcerer*; Illustrations © 1986 Peter Parr.

The illustrations created by Graham Round for the following book are part of the illustrations being offered under the terms of this License:

- *The Magnamund Companion*; Some illustrations © 1986 Graham Round.

The illustrations created by Brian Williams for the following books are part of the illustrations being offered under the terms of this License:

- *The Cauldron of Fear*; Illustrations © 1987 Brian Williams.
- *The Dungeons of Torgar*; Illustrations © 1987 Brian Williams.
- *The Prisoners of Time*; Illustrations © 1987 Brian Williams.
- *The Masters of Darkness*; Illustrations © 1988 Brian Williams.
- *The Plague Lords of Ruel*; Illustrations © 1990, 1992 Brian Williams.
- *The Captives of Kaag*; Illustrations © 1990, 1992 Brian Williams.
- *The Darke Crusade*; Illustrations © 1991, 1993 Brian Williams.
- *The Legacy of Vashna*; Illustrations © 1991, 1993 Brian Williams.
- *The Deathlord of Ixia*; Illustrations © 1992 Brian Williams.
- *Dawn of the Dragons*; Illustrations © 1992 Brian Williams.
- *Wolf's Bane*; Illustrations © 1993 Brian Williams.
- *The Curse of Naar*; Illustrations © 1993 Brian Williams.
- *The Buccaneers of Shadaki*; Illustrations © 1994 Brian Williams.
- *Midnight's Hero*; Illustrations © 1995 Brian Williams.
- *Rune War*; Illustrations © 1995 Brian Williams.
- *Trail of the Wolf*; Illustrations © 1997 Brian Williams.
- *The Fall of Blood Mountain*; Illustrations © 1997 Brian Williams.
- *Vampirium*; Illustrations © 1998 Brian Williams.
- *The Hunger of Sejanoz*; Illustrations © 1998 Brian Williams.
- *The Skull of Agarash*; Some illustrations © 1994 Brian Williams.
- *Freeway Warrior: Slaughter Mountain Run*; Illustrations © 1988 Brian Williams.
- *Freeway Warrior: The Omega Zone*; Illustrations © 1989 Brian Williams.
- *Freeway Warrior: California Countdown*; Illustrations © 1989 Brian Williams.

The works distributed under the collective title *Lone Wolf Club Newsletters*—which are composed of, in part, portions of the above named works—will also be distributed under the terms of this License.

'Internet Editions' shall not refer to any other works by the Authors, nor any other illustrations by the Illustrators unless the Authors or Illustrators amend this License. 'Internet Editions' shall refer solely to the text and illustrations of the above works when made available through the Internet.

1.5
'Licensee' shall hereafter refer to any person or electronic agent who receives some portion or all of the Internet Editions. The 'Licensee' shall hereinafter be referred to as 'Licensee' or 'you'.

1.6
'Distribution Point' shall hereafter refer to the specific Internet site or sites to which the Authors and Illustrators have granted rights to distribute the Internet Editions.

1.7
'Maintainer' shall hereafter refer to the person or persons who are responsible for the maintenance of the Distribution Point.

2. Terms of Distribution

2.0
The terms of this License are limited to the distribution of the Internet Editions. No other form of distribution is covered under the terms of this License.

2.1
The Authors and Illustrators grant you the right to receive a copy or copies of the Internet Editions from the Distribution Point at no charge provided that you agree to all of the terms and obligations of this License. If you do not agree to all of the terms and obligations of this License, you are not granted any rights by this License.

You agree to be bound by the terms and obligations of this License by the act of receiving or viewing a copy of any portion of the Internet Editions even though you have not signed a written document. Indeed, you have no right to receive or view a copy or copies without first accepting this License as legally valid and binding and agreeing to the terms and obligations of this License.

2.2
You agree to refrain from redistributing the Internet Editions in any form, electronic or otherwise, to any other person or persons for any reason by any means. You are granted the right to receive a copy or copies only for your own personal use.

This License does not collectively grant any rights to corporations or groups of individuals when regarded as one legal entity. This License exclusively grants rights to private individuals.

Redistribution includes but is not limited to displaying the Internet Editions within the graphical representation of an Internet site other than the Distribution Point. This prohibition includes but is not limited to the use of HTML 'frames'.

An exception to the restrictions on redistribution in this section is made in that you may send the Internet Editions or derivative works thereof to the Distribution Point by the consent of the Maintainer.

2.3
The Authors and Illustrators retain all other rights to their respective portions of the Internet Editions not covered by this License. The Authors or Illustrators may, at any time, without notice and without need to show due cause, revoke the rights granted to you by this License to their respective portions of the Internet Editions.

2.4
If a person is under the legal age to be able to enter into a contractual relationship as defined by the laws of the area in which that person resides, they may have a parent or legal guardian agree to be bound by the terms and obligations of this License. On condition of agreeing to be bound by the terms of the License, that same parent or legal guardian may thereafter give a copy or copies of the Internet Editions to that child. That parent or legal guardian is thereafter legally responsible to ensure that that child behaves in accordance with all of the terms and obligations of this License.

The authority of a parent or legal guardian to distribute the Internet Editions does not extend to the distribution of the Internet Editions to any other person or persons except his or her child or legal dependent.

3. Termination of the License

3.0
If for any reason you are unable to comply with any of the terms and obligations of this License, you agree to destroy all copies of the Internet Editions of which you have control within fourteen calendar days after the first violation.

3.1
If any of the Authors or the Illustrators revokes your rights granted under this License, you agree to destroy all copies of the Authors' or Illustrators' work which is a part of the Internet Editions of which you have control within fourteen calendar days of receiving notification in any form.

4. Jurisdiction

4.0
If, in consequence of court judgement or the laws of a particular area, any portion of the License is held as invalid or unenforceable in any particular circumstance, you are no longer granted any rights under the terms of this License in that circumstance. You agree to act in accordance with section 3.0 for all copies of the Internet Editions for which the License is held as invalid or unenforceable as if you had violated the terms and obligations of the License. The License is intended to remain in force in all other circumstances.

5. Revision of the License

5.0

The Authors and the Illustrators may publish revisions of this License in the future to address new concerns. Any further revisions will be legally binding at the time that you receive notification in any form of the revision.

6. NO WARRANTY

6.0
BECAUSE THE INTERNET EDITIONS ARE LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE INTERNET EDITIONS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS OR OTHER PARTIES PROVIDE THE INTERNET EDITIONS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY OF THE INTERNET EDITIONS IS WITH YOU. SHOULD THE INTERNET EDITIONS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY REPAIRS.

6.1
IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER OR MAINTAINER BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE INTERNET EDITIONS (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE INTERNET EDITIONS TO OPERATE WITH ANY PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.