

How to play Fighting Fantasy: Crystal of Storms

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. Record your Skill, Stamina and Luck scores in our downloadable Adventure Sheet.

SKILL, STAMINA AND LUCK

SKILL reflects your swordsmanship and fighting expertise; the higher the better

STAMINA represents your strength;

the higher your **STAMINA**, the longer you will survive

LUCK represents how lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

To determine your Initial **SKILL**, **STAMINA** and **LUCK** scores:

- Roll one die. Add 6 to this number and enter this total in the **SKILL** box on the Adventure Sheet.
- Roll both dice. Add 12 to the number rolled and enter this total in the **STAMINA** box.
- Roll one die, add 6 to this number and enter this total in the **LUCK** box.

SKILL, **STAMINA** and **LUCK** scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores. But never rub out your Initial scores. Although you may receive additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your Initial scores, except on very rare occasions, when instructed on a particular page.

BATTLES

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's **SKILL** and **STAMINA** scores in the first vacant Monster Encounter Box on your Adventure Sheet. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its **SKILL** score.

This total is the creature's Attack Strength.

2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.

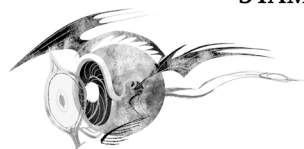
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.

4. You have wounded the creature, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to do additional damage (see over).

5. The creature has wounded you, so subtract 2 points from your own **STAMINA** score. Again, you may use **LUCK** at this stage (see over).

6. Make the appropriate adjustments to either the creature's or your own **STAMINA** scores (and your **LUCK** score if you used **LUCK** – see over).

7. Begin the next Attack Round by returning to your current **SKILL** score and repeating steps 1–6. This sequence continues until the **STAMINA** score of either you or the creature you are fighting has been reduced to zero (death).



FIGHTING MORE THAN ONE CREATURE

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

LUCK

At various times during your adventure, either in battles or when you come across situations in which you could be either lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour.

If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as Testing your Luck. Each time you Test your Luck, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to Test your Luck and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.



If you have just wounded the creature, you may Test your Luck as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may Test your Luck to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point. Remember that you must subtract 1 point from your LUCK score every time you Test your Luck.

RESTORING SKILL, STAMINA AND LUCK

Skill

Your SKILL score will not change much during your adventure. Occasionally, a paragraph may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL – but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying 2 Magic Swords. Your SKILL score can never exceed its Initial value unless you are specifically instructed otherwise.



Stamina

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may become dangerously low and battles may be particularly risky, so be careful!

Unlike other Fighting Fantasy Gamebooks, in this adventure you do not begin with any Provisions. However, during the course of the adventure, you will have opportunities to regain STAMINA points in various ways. Remember also that your STAMINA score may never exceed its Initial value unless you are instructed to the contrary in a specific paragraph.

Luck

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky. Details are given in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its Initial value unless you are specifically instructed otherwise.

EQUIPMENT

You start your adventure with the basic tools of your trade: a fine sword; clothes suitable for travelling; a backpack to hold any treasure you may come across; and a lantern to light your way.

START YOUR JOURNEY NOW.

