

LABYRINTHEUS

TOME OF KNOWLEDGE - BOOKLET DRAFT

BACK STORY

WE BEGIN OUR TALE INSIDE THE DIMLY LIT AND MUSTY WALLS OF THE DRAGONS RESPITE. NOT THE BEST PUB IN DOLSHINE, BUT ALSO NOT THE WORST.

A STOUT DWARF WITH A STEIN OF FROTHY ALE IN HAND, DANCES MAJESTICALLY ATOP A BAR. TWO SHEETS TO THE WIND, BLASTING FORTH SLURRED SONGS OF HIS YOUTH. BALLADS OF ADVENTURE, WAR AND LOVE BEING MIRRORED BY THE MANY PATRONS GATHERED AT HIS FEET, WITH MUGS RAISED AND SWAYING WITH THE MUSIC. MUSIC, EXPERTLY BEING STRUNG FROM A SMALL LUTE HELD BY A HALFLING SITTING ON THE EDGE OF A SEAT, CENTER STAGE FOR ALL TO HEAR. NIMBLE ARE THE FINGERS OF THIS CRAFTY MUSICAL MAGICIAN, DANCING FROM CORD TO CORD. LEADING THE DWARF AND CROWD IN A RHYTHMIC DANCE OF MELODY, JAREN SURVEYS THE CROWD LOOKING FOR A MARK. A MARK, SOMEWHAT INEBRIATED AND PLUMP WITH COIN, AND FINDS HIMSELF WANTING.

SITTING AT A TABLE NEAR THE CENTER OF THE DRAGONS RESPITE, SITS A BATTLE HARDENED AND TAN ELF. RED FEATHERED CAPTAIN'S HELM RESTING ON THE TABLE TO THE SIDE OF HIS STEW. BOW UNSTRUNG AND PROTECTED LAYING ACROSS HIS LAP. PAYING NO HEED TO THE ROWDY PATRONS ELIC SLOPS SPOONFUL AFTER SPOONFUL OF HARE STEW DOWN HIS THROAT. WITH THE FEROCITY AT WHICH HE DEVOURS THE STEAMING DISH YOU WOULD THINK HE'S BEEN WITHOUT FOR WEEKS.

WRAPPED IN BENT DARKNESS, HIDDEN FROM SIGHT. JENNIX QUIETLY STUDIES THE ARCHER CAPTAIN, DRUNKEN DWARF AND TRICKSTER FROM A DARK CORNER OF THE PUB. WATCHING HOW THEY INTERACT WITH EACH OTHER AND THEIR SURROUNDINGS, MAKING NOTES IN A TINY ILLUSIONARY BOOK AS IF PREPARING FOR AN ACADEMY EXAM.

JUST AS IAO STARTS ON ANOTHER STEIN OF ALE, THE FRONT DOOR FLIES OPEN. ON ITS THRESHOLD STANDS AN EXCITED LOOKING YOUNG MAN HOLDING A PROCLAMATION SCROLL, UNWOUND HIGH ABOVE HIS HEAD. "IT'S STARTED!", HE YELLS INTO THE NOW FULLY LIT PUB. "THE CHAMPIONS CHALLENGE HAS BEGUN!"

IN THE WORLD OF ELLIAN THE POWERS OF THE ANCIENTS STILL SURGE THROUGHOUT THE LANDS. TITANS, ONCE SLUMBERING, AWAKEN AND HUNGER FOR POWER AND DOMINATION. ONLY THOSE THAT ARE STRONG OF HEART AND MIND CAN CONFRONT THE RISING THREAT AND SURVIVE. YOU ARE AN ADVENTURER, ANSWERING THE CALL OF THE HIGH KING. HIS RANKS OF CHAMPIONS NEED FILLING, AND YOU NEED A JOB. YOU AND YOUR FELLOW APPLICANTS WILL FIGHT TO SURVIVE THE LABYRINTHEUS, A VAST MAGICAL CATACOMB SPRAWLING DEEP BELOW THE ROYAL PALACE. HERE YOU WILL FACE ADVERSARIES NOT ONLY OF YOUR HOMELAND, BUT ALSO OF THOSE OF YOUR PARTY MEMBERS. DEADLY TRAPS RIDDLE THE DAMP HALLS. OUTSMART YOUR FELLOW APPLICANTS AND BE THE ONE TO SURVIVE AND TO BE WELCOMED INTO THE ORDER OF THE KINGS CHAMPIONS.

GAME CONTENTS

- 4 PERSONA CARDS
- 40 TREASURE CARDS
- 40 ENCOUNTER CARDS
- 10 KINGS FOLLIES CARDS
- 12 GATE STONES
- 1 MINOTAUR MARKER
- 60 HEALTH / HARDNESS COUNTERS
- 6 ENCOUNTER DIFFICULTY INCREASE CARDS
- 4 SIX-SIDED COMBAT DICE



HOW TO WIN

THE OBJECTIVE OF LANYRINTHEUS IS TO BE THE FIRST PLAYER TO ESCAPE THE DUNGEON BY DOING THE FOLLOWING.

- COLLECT GATESTONES BY DEFEATING TITANS.
- SPEND THREE GATESTONES TO SUMMON A TITAN FROM YOUR HOMELAND TO DEFEAT.
- USE THE FOURTH GATE STONE FROM YOUR TITAN TO COMPLETE THE PORTAL ACTIVATION

ALTERNATIVELY, YOU WIN IF YOU ARE THE LAST REMAINING PLAYER THAT IS NOT UNDEAD.

GAME SETUP

EACH PLAYER MUST CHOOSE A PERSONA TO BECOME. EACH WILL HAVE A PERSONA CARD, TREASURE CARDS AND ENCOUNTER CARDS SPECIFICALLY FOR THEM. YOU CAN TELL WHAT PERSONA THE CARDS BELONG TO BY MATCHING THE SYMBOL OF THE TREASURE AND ENCOUNTER CARDS WITH THE SYMBOL ON THE PERSONA CARD.

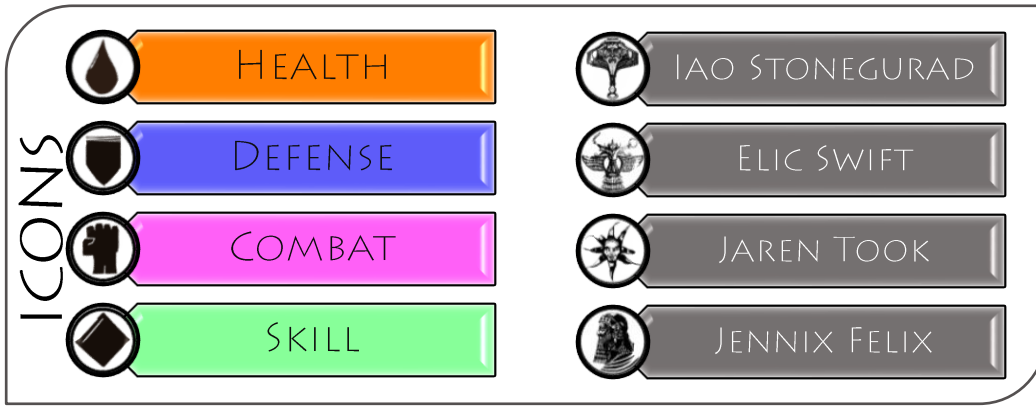
ALL PLAYERS WILL COMBINE THEIR TREASURE CARDS INTO ONE COMMUNITY TREASURE DECK. SHUFFLE AND PLACE THIS DECK IN THE CENTER OF THE TABLE ACCESSIBLE BY EVERYONE. THEN COMBINE ALL PLAYER ENCOUNTER CARDS INTO ONE COMMUNITY ENCOUNTER DECK. NOW TAKE 3 ENCOUNTER DIFFICULTY INCREASE CARDS AND SHUFFLE THEM INTO THE COMMUNITY ENCOUNTER DECK. PLACE THIS DECK TO THE LEFT OF THE TREASURE DECK.

TAKE YOUR PERSONA CARD AND PLACE IT ON THE PLAY SPACE IN FRONT OF YOU. MAKE SURE YOU HAVE ENOUGH ROOM TO PLACE CARDS ALL ALONG THE OUTSIDE OF THE PERSONA CARD.

PLACE AS MANY HEALTH TOKENS/MARKERS ON YOUR PERSONA CARD FOR HEALTH THAT YOU HAVE.

EACH PLAYER DRAWS 3 TREASURE CARDS FROM THE COMBINES TREASURE DECK.

EVERY PLAYER STARTS WITH 3 TREASURE CARDS HIDDEN AWAY IN THEIR HAND. YOU CAN NEVER HAVE MORE THAN 5 TREASURE CARDS IN YOUR HAND UNLESS ANOTHER CARD SAYS DIFFERENTLY.



ENCOUNTER CARD



PERSONA
ATTRIBUTES

FUNGI MASTER
ON SKILL CHECK FAIL SEARCH THE ENCOUNTER DECK FOR FUNGI NINJA AND PUT HIM INTO PLAY. FIGHT THE NINJA FIRST, THEN FIGHT THE MASTER.

NAME OF CARD

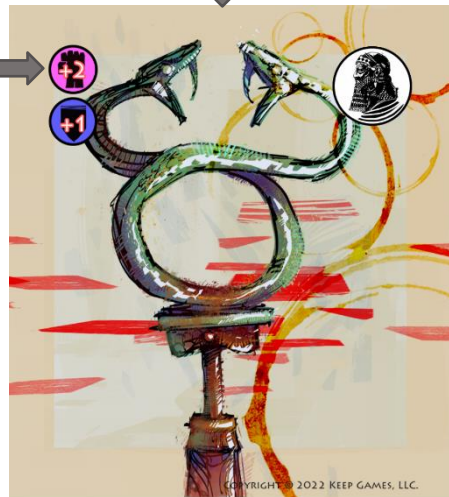
RULES OF WHAT TO DO DURING THIS ENCOUNTER

LIVING PERSONA CARD



SPECIAL ABILITIES

ENCOUNTER CARD

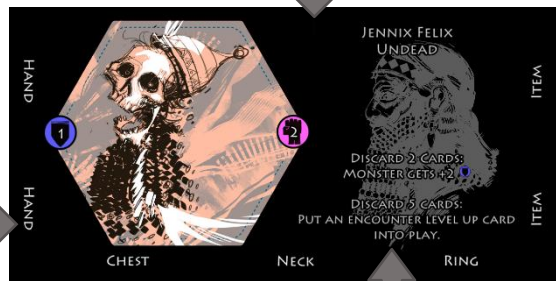


MODIFIERS

STAFF OF LAKOBAINN
2-HANDED MELEE
HARDNESS 2

DESCRIPTION OF WHAT THIS TREASURE GRANTS YOU ON USE

UNDEAD PERSONA CARD



SPECIAL ABILITIES

EQUIPPED TREASURES

GAME PLAY

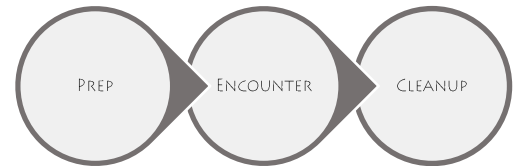
EVERYONE ROLLS THEIR COMBAT DIE; THE HIGHEST ROLL GOES FIRST.

THERE ARE TWO CLASSIFICATIONS OF PLAYERS, LIVING AND UNDEAD. THE UNDEAD ARE PERSONA WHO HAVE LOST ALL THEIR HEALTH AND HAVE BECOME UNDEAD PAWNS OF THE MAD HIGH KING!

THERE ARE THREE PHASES DURING A PLAYER'S TURN: **PREP, ENCOUNTER AND CLEANUP.**

PREP PHASE: DURING THE PREP PHASE YOU MAY EQUIP ANY ITEM YOU HOLD IN YOUR HAND. YOU MAY ALSO DRINK ANY NUMBER OF POTIONS IN YOUR HAND OR EQUIPPED. YOU MUST DISCARD THE CURRENTLY EQUIPPED ITEM IN A SLOT BEFORE YOU CAN EQUIP THE NEW ITEM IN ITS PLACE.

PLAYER TURN PHASES



ENCOUNTER PHASE (LIVING PLAYER): AT THE START OF THE ENCOUNTER PHASE, DRAW 1 ENCOUNTER CARD FACE UP FOR ALL TO SEE.

- **ENCOUNTER DIFFICULTY INCREASE CARD:** THIS CARD INCREASES THE DIFFICULTY OF LABYRINTHEUS. PLACE THIS CARD OFF TO THE SIDE IN VIEW OF ALL PLAYERS FACE UP. ADD +1 TO EVERY SKILL, DEFENSE OR COMBAT CHECK FOR ANY MONSTER THAT IS REVEALED FROM THE ENCOUNTER DECK, FOR EACH ENCOUNTER DIFFICULTY INCREASE CARD IN PLAY.
- **MONSTER:** YOU MUST DEFEAT THE MONSTER IN COMBAT OR TAKE THE AMOUNT OF DAMAGE MARKED ON THE MONSTER CARD. MODIFY THE MONSTER'S DAMAGE BY ADDING ANY BONUSES FROM OTHER PLAYERS ABILITY CARDS OR ENCOUNTER DIFFICULTY INCREASE CARDS.

TO RESOLVE COMBAT, ROLL YOUR COMBAT DIE. IF THE RESULT IS EQUAL TO OR GREATER THAN THE MONSTER'S DEFENSE SCORE YOU WIN. AT ANY TIME DURING COMBAT, YOU CAN ACTIVATE EQUIPPED ITEMS, ITEMS HELD IN INVENTORY OR BOTH AND ADD THEIR DEFENSIVE OR OFFENSIVE BONUSES TO YOUR COMBAT ROLL. THE ITEM IS THEN DISCARDED. IF THE ITEM HAS A HARNESS (HARDNESS?), YOU CAN ACTIVATE THE ITEM WITHOUT DISCARDING IT. BUT EVERY TIME YOU DO YOU MUST PLACE A HARDNESS COUNTER ON THE CARD. ONCE YOUR HARDNESS COUNTERS EQUAL THE HARDNESS SCORE OF THE ITEM, THE ITEM IS DISCARDED. EVERY MONSTER YOU DEFEAT IN COMBAT WILL REWARD YOU WITH 1 TREASURE CARD FROM THE DECK. IF YOU DEFEAT A MONSTER THAT SHARES THE SAME PERSONA HOMELAND SYMBOL AS YOU, COLLECT A GATE STONE. YOU MAY DISCARD ANY ITEM THAT GIVES A BONUS TO DEFENSE TO SOAK UP SOME OF THE DAMAGE YOU ARE ABOUT TO TAKE. TO DO THIS, TAKE THE AMOUNT OF DAMAGE BEING DEALT, AND SUBTRACT THE AMOUNT OF DAMAGE BEING SOAKED BY THE ITEM. THE REMAINING DAMAGE IS THEN DEALT DIRECTLY TO YOUR PERSONA. REMOVE A HEALTH COUNTER FROM YOUR PERSONA CARD FOR EVERY POINT OF DAMAGE YOU TAKE. WHEN YOU RUN OUT OF HEALTH COUNTERS, WELL THEN, YOU'RE DEAD. BUT DON'T WALK AWAY, YOU STILL HAVE A ROLE TO PLAY IN THE TORMENT OF THE OTHER "LIVING" PLAYERS. MORE ON THAT LATER.

ALWAYS RE-ROLL THE COMBAT DIE IF YOU LAND ON A 6 AND ADD THE TWO SCORES TOGETHER FOR YOUR REAL SCORE.

A ROLL OF A 1 ON THE COMBAT DIE IS ALWAYS A FAILURE, NO MATTER WHAT BONUSES YOU HAVE YOU WILL ALWAYS FAIL.

- **TRAP.** YOU MUST AVOID THE TRAP OR TAKE THE AMOUNT OF DAMAGE MARKED ON THE CARD (PLUS ANY BONUSES THE TRAP MAY HAVE FROM OTHER PLAYER CARDS OR ENCOUNTER DIFFICULTY INCREASE CARDS). TO SEE IF YOU AVOID THE TRAP, YOU MUST PERFORM A SKILL CHECK ROLL YOUR COMBAT DIE. YOU CAN ACTIVATE EQUIPPED ITEMS TO ADD THEIR BONUSES TO YOUR SKILL CHECK ROLL. ROLL YOUR COMBAT DIE, IF IT IS GREATER THAN THE TRAP'S SKILL CHECK SCORE (NOT EQUAL TO) YOU AVOID IT. AVOIDED TRAPS DON'T GIVE TREASURE CARDS, SO DON'T DRAW ONE. IF FOR SOME REASON YOU FAIL TO AVOID THE TRAP, YOU MUST TAKE THE AMOUNT OF DAMAGE LISTED ON THE CARD. ITEMS CANNOT BE USED TO SOAK UP DAMAGE FROM TRAPS (AN ACID PIT DOESN'T CARE IF YOU HAVE A SHIELD, IT'LL STILL EAT YOUR FEET).
- **TREASURE CHEST:** FOLLOW THE INSTRUCTIONS ON THE CARD.
- **DURING THIS PHASE THE ONLY POTIONS YOU CAN DRINK ARE THE ONES EQUIPPED IN YOUR ITEM SLOTS.**

THE ENCOUNTER PHASE (UNDEAD PLAYER): AT THE START OF THIS PHASE, YOU DRAW 1 ENCOUNTER CARD FACE UP FOR ALL TO SEE.

- **ENCOUNTER DIFFICULTY INCREASE CARD** THIS CARD INCREASES THE DIFFICULTY OF LABYRINTHEUS. PLACE THIS CARD OFF TO THE SIDE IN VIEW OF ALL PLAYERS FACE UP. ADD +1 TO EVERY SKILL, DEFENSE OR COMBAT CHECK FOR ANY MONSTER THAT IS REVELED FROM THE ENCOUNTER DECK, FOR EACH ENCOUNTER DIFFICULTY INCREASE CARD IN PLAY.
- **MONSTER,** YOU MAY USE THIS MONSTER AS A BUFF TO YOUR CURRENT ABILITIES. YOU ASSUME THE MONSTER'S DAMAGE AS A BONUS TO YOUR CURRENT DAMAGE. YOU CAN ALSO ASSUME THE MONSTER'S SPECIAL ABILITY IF YOU WANT. AN UNDEAD PERSONA CAN ONLY HAVE ONE SPECIAL ABILITY AT ONE TIME. USING THIS YOU MAY ATTACK A LIVING PLAYER, OR USE YOUR SPECIAL ABILITY BY PAYING ITS COST, DIRECTING IT AT A LIVING PLAYER. ONCE COMBAT IS OVER, PLACE THIS MONSTER IN THE DISCARD PILE.
- **TRAP,** IGNORE IT. YOU DON'T CARE ABOUT TRAPS! SADLY THOUGH, IT DID SLOW YOU DOWN. NO ATTACKING OR USING SPECIAL ABILITIES THIS TURN.
- **TREASURE CHEST,** PLACE THIS CARD IN YOUR HAND AND USE IT TO FUEL YOUR SPECIAL ABILITIES. UNDEAD PLAYERS HAVE A MAXIMUM HAND SIZE OF 5. IF YOU HAVE ENOUGH TREASURE TO PAY THE COST OF AN ABILITY, YOU MAY USE IT THE SAME ROUND YOU DRAW A TREASURE CARD.

THE CLEANUP PHASE: DURING THIS PHASE YOU MAY EQUIP ANY ITEM YOU HOLD IN YOUR HAND. YOU MAY ALSO DRINK ANY POTIONS IN YOUR HAND OR EQUIPPED. IF YOU EQUIP AN ITEM IN A SLOT THAT ALREADY HAS AN ITEM, YOU MUST DISCARD THE CURRENTLY EQUIPPED ITEM BEFORE YOU CAN EQUIP THE NEW ITEM.

NOW THAT YOUR TURN IS OVER, THE PERSON TO THE LEFT OF YOU GOES NEXT UNLESS A CARD HAS BEEN PLAYED THAT ALTERS THIS PLAY ORDER.

SPECIAL CONDITIONS

ABILITY CARDS: ABILITY CARDS ARE SPECIAL ABILITIES YOUR PERSONA CAN PERFORM ABOVE AND BEYOND WHAT IS INCLUDED ON YOUR PERSONA CARD. THESE CARDS CAN BE PLAYED IN ANY PHASE OF OTHER PLAYERS TURN AND CAN TARGET ANY PLAYER, MONSTER, OR TRAP.

NO MORE ENCOUNTER CARDS: IF YOU CAN'T DRAW ANY MORE ENCOUNTER CARDS BECAUSE THE DECK IS EMPTY, THEN SHUFFLE THE ENCOUNTER DISCARD PILE AND ADD IN 2 MORE ENCOUNTER DIFFICULTY INCREASED CARDS TO THE MIX.

NO MORE TREASURE CARDS: IF YOU CAN'T DRAW ANY MORE TREASURE CARDS BECAUSE THE DECK IS EMPTY, THEN SHUFFLE ANY TREASURE CARDS THAT ARE IN THE DISCARD PILE TO MAKE A NEW TREASURE CARD DECK.

COMBAT – MONSTER CARDS: TO RESOLVE COMBAT, ROLL YOUR COMBAT DIE. IF THE RESULT IS EQUAL TO OR GREATER THAN THE MONSTERS DEFENSE SCORE, YOU WIN. AT ANY TIME DURING COMBAT, YOU CAN DISCARD ITEMS TO ACTIVATE THEIR DEFENSIVE OR OFFENSIVE BONUSES.

COMBAT – OTHER PLAYERS: TO RESOLVE PLAYER VERSUS PLAYER COMBAT, THE ATTACKER WILL ROLL THEIR COMBAT DIE. IF IT IS EQUAL TO OR GREATER THAN THE DEFENDING PLAYERS DEFENSE (AFTER BONUSES), YOU HAVE SCORED A HIT, NOW DEAL DAMAGE.

CHAOS ORB: SURE, THE CHAOS ORB MIGHT NOT LOOK LIKE AN ORB, BUT ISN'T THAT CHAOTIC? THE CHAOS ORB IS A SPECIAL ITEM IN THE WORLD OF ELIAN. THE CHAOS ORB IS SAID TO ALTER SPACE AND TIME. USING THE CHAOS ORB, YOU CAN ALTER THE DIRECTION OF PLAY. SO INSTEAD OF THE DIRECTION GOING TO THE PLAYER ON THE LEFT, IT WILL GO TO THE PLAYER ON THE RIGHT. ANOTHER SPECIAL THING ABOUT THIS ITEM IS THAT IT HAS TWO USES. THE ABILITY WILL TRIGGER WHEN YOU EQUIP THE ORB, AND AGAIN WHEN YOU DISCARD THE ORB. EQUIP IT DURING YOUR PREP PHASE TO FORCE THE PLAYER THAT LAST WENT TO GO AGAIN. OR PLACE IT DURING YOUR CLEAN UP PHASE TO DRAW ANOTHER ENCOUNTER CARD FOR YOURSELF BEFORE REVERSING THE DIRECTION OF PLAY. IT IS BEST PRACTICE TO USE THE ORB AT THE BEGINNING OF YOUR PREP PHASE. THAT WAY YOU DON'T GET STUCK WITH SOME NASTY MONSTER OR TRAP CARD.

MINOTAUR KING: THERE CAN BE ONLY ONE MINOTAUR IN LABYRINTHEUS. IF YOU ARE THE FIRST PLAYER TO BE CHANGED INTO A MINOTAUR, PLACE THE MINOTAUR KING ON OR NEAR YOUR PERSONA CARD TO REMIND YOU OF ITS AFFECT.

HARDNESS: WHEN AN ITEM HAS A HARDNESS INDICATOR, THAT REPRESENTS ITS DURABILITY. MOST ITEMS ARE ONE TIME USE. WITH A HARDNESS ITEM, EACH TIME IT IS USED YOU LOWER ITS HARDNESS VALUE BY ONE. ONCE THE ITEMS HARDNESS BECOMES ZERO, IT BECOMES UNUSABLE AND IS DISCARDED.

I'M DEAD...

JUST BECAUSE YOU FAILED THE KING IN LIFE DOESN'T MEAN YOU WILL FAIL HIM IN UN-LIFE. ONCE YOU DIE, FLIP YOUR PERSONA CARD OVER TO REVEAL YOUR UNDEAD SELF. SOME OF YOUR STATS AND ABILITIES MAY BE DIFFERENT SO KEEP THAT IN MIND. NOW YOUR SOLE PURPOSE IN UN-LIFE IS TO STOP THE OTHER PLAYERS FROM LEAVING LABYRINTHEUS ALIVE. HOLD ON TO POWERFUL ITEMS, STEAL GATE STONES IF YOU CAN OR OUTRIGHT ATTACK THE OTHER LIVING PLAYERS. IT'S YOUR CHOICE. SURE, YOU CAN'T TECHNICALLY "WIN" THE GAME, BUT YOU CAN STILL HAVE FUN HELPING YOUR ONCE FELLOW PARTY MEMBERS PROVE THEY HAVE WHAT IT TAKES.

I HAVE 3 GATE STONES, NOW WHAT?

NOW THAT YOU HAVE COLLECTED 3 GATE STONES, YOU CAN ATTEMPT TO LEAVE. ON YOUR NEXT ENCOUNTER PHASE, YOU CAN ANNOUNCE THAT YOU ARE ATTEMPTING TO LEAVE LABYRINTHEUS. TO DO SO, START FLIPPING OVER ANY REMAINING ENCOUNTER

CARDS IN THE DECK. REVEALING EACH ONE UNTIL YOU GET TO A TITAN. IF ANY ENCOUNTER DIFFICULTY INCREASED CARDS ARE REVEALED, MAKE SURE TO PUT THESE INTO PLAY. IF NO TITAN COMES UP, THEN SHUFFLE THE ENCOUNTER DISCARD PILE. ADD 2 ENCOUNTER DIFFICULTY INCREASED CARDS TO THE DECK BEFORE SHUFFLING. DRAW CARDS FROM THE DECK UNTIL A TITAN CARD IS REVEALED. FIGHT THIS TITAN. IF YOU FAIL THE COMBAT, TAKE DAMAGE AND LOSE ALL A GATE STONE. IF YOU WIN, YOU USE THE GATE STONES TO START OPENING THE PORTAL HOME. WHILE YOU PREPARE THE SPELL TO OPEN THE PORTAL, EACH PLAYER GETS ONE MORE TURN. IF ANY PLAYERS CAN GET TO 3 GATE STONES DURING THIS TIME, THEY CAN CHALLENGE YOU, BY STOPPING THE SPELL AND ATTACKING YOU ON YOUR NEXT ENCOUNTER PHASE. IF YOU WIN THIS COMBAT, YOU SUCCESSFULLY LEAVE LABYRINTHEUS. IF YOU DON'T, THEN YOU LOSE A GATE STONE AND MUST TRY AGAIN. THEN THE ATTACKING PLAYER CAN ANNOUNCE ON THEIR NEXT ENCOUNTER PHASE THAT THEY ARE ATTEMPTING TO OPEN A PORTAL.

WHAT IF I'M THE LAST ONE ALIVE?

CONGRATULATIONS, YOU WIN! YOU WILL BE WELCOMED INTO THE ORDER OF THE KINGS CHAMPIONS! BE SURE TO BRAG ABOUT IT ON TWITTER TO ALL YOUR FRIENDS AND INCLUDE US @KEEPGAMES. OR SEND US A POST ON FACEBOOK AT WWW.FACEBOOK.COM/KEEPGAMESLLC.

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A SPECIAL THANKS TO OUR PLAY TESTERS!