

ADVENTURE MAXIMUS!



Roleplaying Game

Basic Rulebook



It's time for ADVENTURE MAXIMUS!



This guide explains the game in detail. There's a lot of stuff in these pages and in *Ex-Machina*, the world of Adventure MAXIMUS. Don't worry—you decide how much and what to use. In the end, only two rules are really important.

RULE 1: Everyone have fun!

Adventure MAXIMUS is all about fun. Be silly, be brave, save the world . . . whatever you do, have fun.

RULE 2: Make it up!

If you get confused or are not sure what to do, use your imagination and make something up. As long as what you make up doesn't ignore RULE 1, you're good. Keep playing and see what happens.

GETTING STARTED

First, gather several friends to be *players*. A group of three to six works best.

Second, decide who is going to be the *MAXIMUS Master*. Anyone can be a MAXIMUS Master. As a MAXIMUS Master, it's your job to keep the game moving and make sure everyone remembers *RULE 1*. Maybe start with the person who owns the game as MAXIMUS Master the first time, then another player takes over the job for the next game! The MAXIMUS Master should have a copy of the adventure sheet and a pencil and eraser. You can print more copies of the adventure sheet at adventuremaximus.com.

The rest of the players will need hero sheets, pencils, and erasers. If you need more hero sheets, visit adventuremaximus.com. Everyone will be drawing and writing on their sheets.

Each player picks a group of colored MAXIMUS cards and mixes them up (if you know how to shuffle, show off for your friends). When you are done, stack each color of cards in a pile. You should have a pile of race cards, class cards, action cards, equipment cards, spell cards, creature cards, and map cards.

Divide the tokens into piles by color. Roll the dice a couple times (just to warm them up). We'll get to those later.

You're now good to go.

LET'S PLAY!

HEROES

All players, but the MAXIMUS Master, play *heroes*. Heroes each have a *race*. Draw three  Race cards, pick one, and put it in the Race card box on your hero sheet.

MAXIMUS WORDS

If you see a *word* that looks funky, it means that word is defined later in the big old list of terms at the end of this rulebook. If you want, look it up later. Not now. Later.

RACE CARD



1. Race Name
2. Ability
3. Description
4. Action Points
5. Card Number

PLAYER RULES

Two important rules for players are:

1. Have FUN!
2. The MAXIMUS Master is always right. If you want to argue about the way the game is going, save it until the adventure is over.

ACTION POINTS

Each round, a player takes a number of *action point*  tokens equal to the number of  on the hero's race card. The dwarf's player takes 3 tokens. A hero can have, at most, a number of action points equal to the  and . The dwarf's player can have no more than 4 tokens a round. Action points are spent during a player's turn to do stuff. Your hero sheet lists some common actions and their  cost. Lots of others aren't listed (remember RULE 2 - make it up). Declare your action, hand the MAXIMUS Master the proper number of tokens, and do it. If you are out of  tokens, your turn is over.

ADVENTURE MAXIMUS

Each hero has special training. Draw three green  class cards, choose one, and put it in the class card box on your hero sheet.

CLASS CARD



1. Class Name
2. Description
3. Skills
4. Health Track
5. Close Attack
6. Far Attack
7. Armor
8. Starting Action Cards
9. Starting Equipment Cards
10. Starting Spell Cards
11. Class Power
12. Card Number

Match your class card to the *health track* on the hero sheet to complete your Health track. You can take one wound for each whole . The more wounds you get, the fewer dice you roll for any test. The wound token is used to mark where your hero is on the health track.



Wound Token

Place Race Card Here

Place Class Card Here



Action Point Tokens



SKILLS

Skills are things your hero does well. When you want to use a skill, ask the MAXIMUS Master. If he or she approves, hand over 1  token (all skills cost , unless the MAXIMUS Master says otherwise). *Test* the skill by rolling a number of MAXIMUS dice equal to your skill bonuses. Each  counts as a *success*. The  counts as two successes. The  counts as two successes and you get to roll that dice again. Add up all your successes to see how well you did!

SKILL EXAMPLE

The dwarf sawbones knows First Aid. If you want him to tend to an injured friend, you test the skill by rolling four dice (sawbones has First Aid +4). If the roll results are     you count 5 successes. Also, you get to yell “MAXIMUS” and roll that dice again. If it shows , add 1 more success to your total (6). You’ve healed your friend for 1 wound (First Aid is good, but it ain’t magic). You are a good friend.



MAXIMUS!

When you roll the  , something awesome happens. You or the MAXIMUS Master can describe just how awesome it is. Also, you get to roll the  dice again, adding whatever successes you roll on that second roll to your total. If you roll  again, keep rolling.

If you really need a good roll, ask your friends to yell “MAX-I-MUS, MAX-I-MUS, MAX-I-MUS.” That’s bound to give you good luck.

MAXIMUS DICE



ADVENTURE MAXIMUS

Your class card shows one or more Action Card  icons and Equipment Card  icons. It might also show some Spell Card  icons. Draw those cards and place them on the Action Card section or along the side of your sheet.

The dwarf sawbones gets 1 , 2 , and 1 .

ACTION CARD



1. Action Card Name
2. Action Point Cost
3. Action Description
4. Card Number

1. Equipment Name
2. Action Point Cost
3. Description
4. Flavor Text
5. Card Number

SPELL CARD



EQUIPMENT CARD



1. Spell Name
2. Action Point Cost
3. Range, Duration and Description
4. Flavor Text
5. Card Number

Each hero begins with a *Willpower* of 2. Write 2 next to the  on your hero sheet.

Look over your cards and add up all the *armor* bonuses. Write that number next to the .

Make up a name for your hero and sketch a picture.

Each player should take a few minutes to describe his or her character to the group.

ADVENTURE MAXIMUS!



FIGHTING

When monsters threaten, your hero may have to fight. Make an attack by grabbing a number of dice equal to your (if the bad guy is near) or (if the bad guy is far) and rolling them. Anything but blanks means you *hit*. Each counts as a point of *damage*. Compare damage to the target's armor . If damage is greater, the target takes *wounds* equal to the difference. Mark the target's health track with a wound token.

Instead of attacking, you could cast a *spell*. In that case, roll a number of dice equal to the cost of the spell. No matter the number of successes on the test, the spell happens. Successes just make it harder to resist.

What happens next depends on the spell.

FIGHTING EXAMPLE

When your dwarf sawbones healed your friend, you made Hogzilla mad. (Then again, Hogzilla is always mad.) Hogzilla thunders toward you. At the beginning of your turn, you collect . Since you started the turn with left over, you are now at your maximum . You spend (hand one token to your MAXIMUS Master) to trigger the Living Weapon power (+2). You then spend to swing Fondwix Axe of Returning! Your total is +2 (Living Weapon) +1 (Fondwix Axe of Returning) +2 (Sawbones) = 5 dice! If the results below come up, your dice show 7 points of damage.



Hogzilla has . The big pig's tough hide decreases the damage by 6. Hogzilla suffers 1 wound.

Figuring that Hogzilla is even madder now, you spend your last on the Iron Fist Power, increasing your +2. Time to stand tough dwarf!

YOU ARE GETTING SLEEPY . . .

Instead of swinging Fondwix Axe of Returning, your dwarf sawbones could have cast Lullaby. Hogzilla is clearly close enough to attack (Lullaby has). You spend to cast the spell, roll 1 dice, but get a result. The spell still works, but it's easier to resist. Hogzilla takes no penalties to its resistance test.

Is Hogzilla mad enough to ignore your magical crooning? The monster tests . The MAXIMUS Master rolls 2 dice (Hogzilla's 2) and gets a measly 1 success. Still, that's better than your casting roll, so it's enough to keep Hogzilla awake. Your dwarf still has left. Should you try another Lullaby spell or is it time to bring on Fondwix Axe of Returning? That's up to you.



ADVENTURE

Now it's time for the MAXIMUS Master to create an *adventure*. An adventure is made up of three *quests*.

Every adventure ends with a Showdown quest against a big bad *boss*. We'll start by creating that quest.

Take the boss creature cards out of the creature card deck. Mix the boss cards up and draw one. Place that card in the Boss space of the adventure sheet.



1. Creature Name
2. Monster Type
3. Action Points
4. Health
5. Close Attack
6. Far Attack
7. Armor
8. Power
9. Flavor Text
10. Willpower
11. Action Cards
12. Equipment Cards
13. Spell Cards
14. Card Number

Draw whatever , , and  are needed for the boss and slip them underneath the boss creature card. You'll get to those later—when the heroes face off against the big bad boss!

Write the creature's name on the "Boss" line of the adventure introduction.

Draw one and put it on the Showdown Treasure space of the adventure sheet. That's the object of the quest.

Write the object's name on the "Treasure" line of the adventure introduction.

Draw one  and put it on the Showdown Place  space of the adventure sheet. That's where the heroes have to go to find the Boss and the treasure.

Write the map name on the “Place” line of the adventure introduction.





MAXIMUS MASTER RULES

Two important rules for MAXIMUS Masters are:

1. Have FUN!
2. Listen to the players and use “YES AND . . .” Players will want to do things that aren’t on the cards. If they can come up with a cool reason why they should be able to do something, let them. Just make sure you add something extra to the action. For example, when a player wants to bank a shot off the statue with a priceless jewel and land the jewel in the hands of his friend in the waiting airship, don’t say “No way!” Instead, use the “YES AND . . .” “YES you can, AND as the gem is flying through the air a rare magical falcon grabs it and flies off!” Suddenly, the chase is on! The adventure just took an exciting turn because you said “YES AND . . .”

You want to tell a great story. The players are the stars of that story. Great stories never come from saying “NO”. They come from saying “YES AND . . .”

ADVENTURE MAXIMUS.

Ask the players for (1) the name of a fairy tale character, (2) a past tense verb, (3) an adjective, and (4) a feature on a map. If you get stuck, check out the Courageous Maxi-Libs List on the next page.

Fill in the rest of the lines on the adventure introduction and read it to the players. If it's silly, you've done it right.

ADVENTURE INTRODUCTION

Here's an example of an introduction to an adventure.



COURAGEOUS MAXI-LIBS LIST

Fairytales Characters

Alice, Big Bad Wolf, Cinderella, Dorothy, Wicked Stepsister, Fairy Godmother, Fanny Bacon the Good Witch, Frandalf the Wizard, Gretel, Hamburger Herald, Hansel, Jack B. Nimble, King Fry of the Takeout Kingdom, Little Red Riding Hood, Mayor Hamlin, Pinocchio, Rapunzel, Rebecca Revenge, Snow White, Tinkerbell, Ugly Duckling, Woodcutter, The Leprechaun King

Verbs

Awoke, beat, bent, bet, bit, bled, broke, brought, burned, burst, caught, cut, dreamed, drank, ate, fought, found, flung, forgot, froze, got, hid, hit, hurt, kept, lost, sawed, shook, shaved, shrank, sank, spilled, stole, stung, stank, took, tore, threw, upset, won

Adjectives

Bewitched, armed, entranced, magic, magical, spellbound, cursed, jinxed, possessed, dreamy, fairy, fairylike, fantastic, miraculous, utopian, wondrous, hypnotized, mesmerized, bedazzled, captivated, fascinated, smart, talking

Map Features

Swamp, stream, sands, cave, pond, lake, hills, trail, ruins, patio, road, tower, lighthouse, house, glade, glen, meadow, bramble, the dark abandoned castle, the haunted house



ADVENTURE MAXIMUS!

Now it's time to learn what threats the heroes will face on their way to the boss. An adventure includes two quests before the boss challenge. Let's work on quest #2.

When creating any quest, the MAXIMUS Master first draws a  creature card. This time, make sure no boss creatures are in the stack. Mix up the  and draw one. Place it in the Creature #2  space on the adventure sheet. Equip the creature with any , , and  that it gets.

Draw a  and put it in the Treasure #2  space. That's the payoff from the second quest.

Draw a  and put it in the Place #2  space. That's the "where" of the second quest.

Repeat the same steps for the quest #1.



AND THEY'RE OFF . . .

- You're ready for quest #1. The MAXIMUS Master sets the scene. You can be quick about this if you want to get straight to the action. Just tell the players where they are, that the creature sees them, and they are in for a fight.

If you want to tell a longer story, however, describe the scene a bit more. Tell the heroes how they got to the  Place #1. Describe the area. What's the weather like? What can the heroes see? Is Creature #1 visible?

Maybe Creature #1 is not so angry at first. What if it's just misunderstood and wants to talk? In that case, you should act out the creature's reactions to the heroes. Does it call out and welcome them? Does it sneak around and spy on them? Is it greedy—if the heroes give it something, will it go away?

MAXIMUS Masters describe Ex-Machina, the world of Adventure MAXIUS. Feel free to tell as much or as little as you want.

THINGS TO TELL THE PLAYERS

TO MAKE THE GAME MORE INTERESTING

- If the players are outside, what's the weather like?
- If the players are inside, what kind of room are they in? How brightly lit is the room?
- If a player asks “what's in the room?”, let him or her tell you (don't forget to use YES AND . . . when the player is done). Players love to have rooms filled with stuff so they can make up awesome stunts and attacks using the things in the room. If a player says the room is full of treasure, it doesn't mean they are rich if they defeat the creature. That's what the YES AND . . . is for. “YES, the room is filled with treasure AND it's all cursed.” See how that works?
- Is the creature's weapon and armor rusty? Old? Nicked? Filthy? Colored? Decorated with skulls?
- What does the creature smell like?
- What noises does the creature make when it walks, slithers, or flies?
- Where did the attack land? Was it a solid hit or a glancing blow? Was there a loud CRUNCH or a wet SPLAT? Or did the hero's sword send a shower of sparks as the creature blocked the blow?

Remember, the more detail you give the more the players feel they know what's going on.

Giving answers to questions like these can make a huge difference in how much you and the players enjoy the game.

SETTING THE FUNGUS SCENE

Imagine Sally is the MAXIMUS Master and the players are Jason (a dwarf sawbones), Ethan (a giant-kin goon), and Emily (a goblin sparklemancer). Using the filled-out adventure sheet example from the previous pages, here's how you might begin quest #1.

You heard from a wandering pixie that Sweet & Sour/Sweet & Spicy sometimes hire Egg Beaters to be mean to people. She also told you that Egg Beaters hang out in the Foothills of Fungus, making the place smell just awful. You have just entered the Foothills . . . and the place IS kind of stinky. You're not sure if that's normal though.

Trying to ignore the smell, you soldier on into the Foothills.

At this point, Sally might ask the players if they are doing anything special while they walk. Let's say the dwarf sawbones says he wants to look for mushrooms that help with First Aid. Have him test

First Aid and see if he gets any successes. Let's say the goblin sparklemancer wants to keep a sharp lookout for danger. She tests Notice but gets no successes. Sally tells her that, try as she might, she keeps getting distracted by shiny puff balls floating through the air.



Just as you pass around a remarkably foot-like hill, you enter a glade filled with human-sized toadstools. Suddenly, the smell gets stronger. Several Egg Beaters step out from behind the toadstools. The biggest Beater shakes his fist at you—a fist holding Brass Knuckles .

He snarls at you, “Whad are ya doing in our turf? Ya lookin’ for a bruisin’?”

Ask the players what they want to say or do.

FIRST CONTACT

After the set up is done, the heroes have wandered through the  map, and the creature has appeared, an *encounter* begins. Now, we really have to pay attention to who does what and when.

You, as MAXIMUS Master, speak for the creature and decide what it does. The players describe their heroes' reactions. Skill tests, speeches, negotiation, even groveling might happen. Make this last as long as you and the players want. If the players are clever or inspiring, they might be able to get a creature's treasure without ever drawing a sword or casting a spell. In that case, go to the end of the quest and hand out experience points.

Sooner or later, however, the players are going to fail a Fast Talk or Persuasion test. Or you might decide that an enemy doesn't want to talk—it just wants to attack. Some enemies, like Ghouls, have a limited vocabulary. They never talk. Now it's time for a *courageous situation*. Ask everyone to test *initiative*.

INITIATIVE

First, check your cards to see if you get an initiative bonus. Most of the time, you won't. Then roll three dice (plus one die for each initiative bonus). Count your successes.

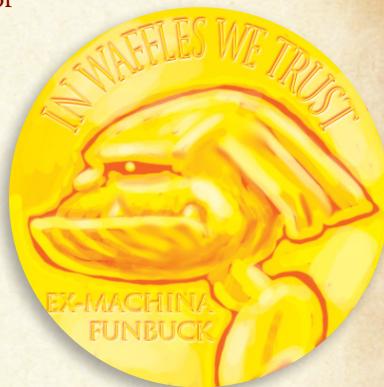
The MAXIMUS Master tests once for the creature, even if the encounter has more than one creature.

For example, lackeys nearly always travel in packs. No matter how many there are, the lackeys all have the same initiative.

After counting the test successes, whoever has the highest total goes first. In the case of a tie, the tied players test again until a winner is determined.

Hand the initiative token to the person (player or MAXIMUS Master) who goes first. Then the person to his or her left goes, and so on around the table. When the person who went first is reached, the round ends.

Initiative tests don't cost any action points.



Initiative Token

SPRINGING TO ACTION

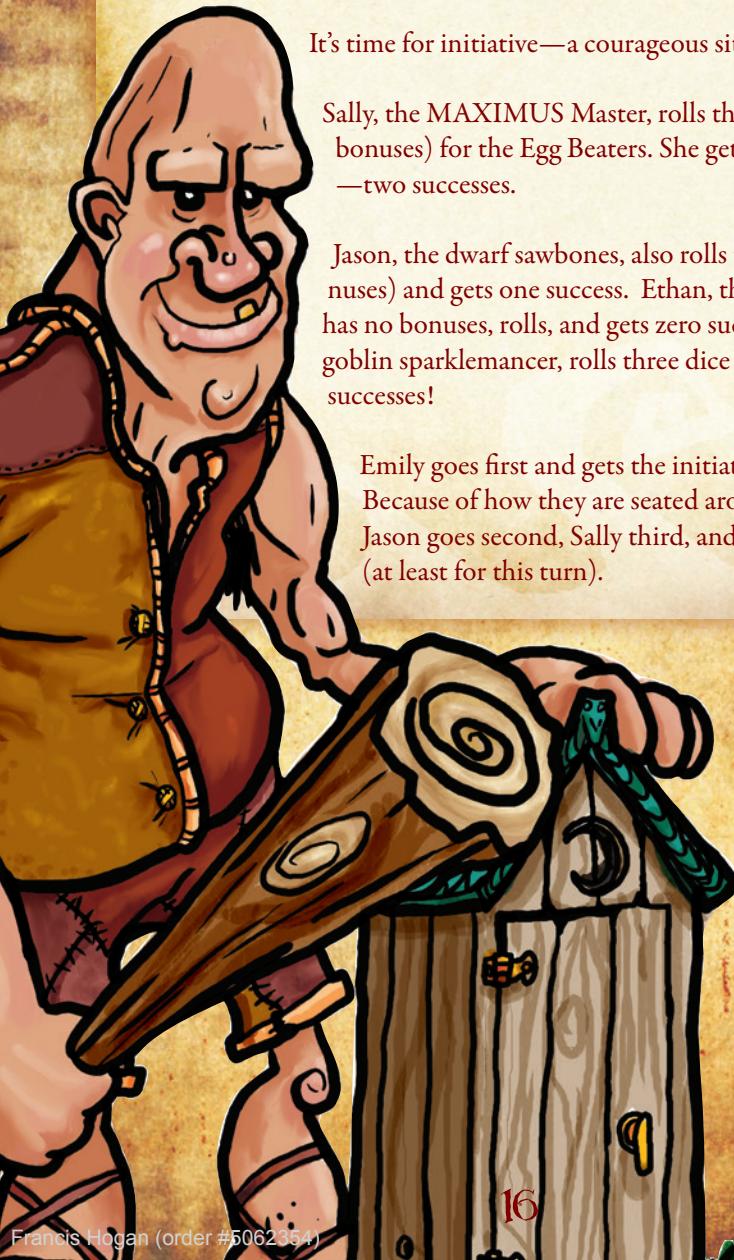
As MAXIMUS Master, you decide that the Egg Beaters are so mean that the players will have to be very, very, very convincing or generous with gifts to avoid a fight. As it turns out, no one is that glib (poor Fast Talk or Persuasion tests) or that giving. When the giant-kin goon tries to be Scary, but rolls no successes, Sally decides that the Egg Beaters have heard enough. They take out their clubs and move to attack.

It's time for initiative—a courageous situation has begun.

Sally, the MAXIMUS Master, rolls three dice (no bonuses) for the Egg Beaters. She gets , , and —two successes.

Jason, the dwarf sawbones, also rolls three dice (no bonuses) and gets one success. Ethan, the giant-kin goon, has no bonuses, rolls, and gets zero successes. Emily, the goblin sparklemancer, rolls three dice too and gets five successes!

Emily goes first and gets the initiative token. Because of how they are seated around the table, Jason goes second, Sally third, and Ethan last (at least for this turn).



OPENING MOVE

After initiative is rolled, the first *round* begins. A round is done when everyone around the table has taken his or her *turn*. A turn combines all of a single player's actions within a round. The person with the initiative token goes first.

SPARKLES GETS BUSY

Emily has the initiative token so she takes her turn first. Sally hands her three  tokens (goblins generate  a turn).

Emily asks Sally to describe what's going on. Sally tells her that nine Egg Beaters (3-per-player lackeys) are spread out in the glade. The big one with the brass knuckles is in the middle of four other Egg Beaters who are walking distance from the heroes. Another four Egg Beaters are near the toadstools at running distance. The far Egg Beaters are trying to look tough but they seem like bullies—mean when things are going their way but ready to run if things go bad.

Emily has the Jazz Hands power, which is very sparkly, but only affects one target. She decides to go with a spell instead. She has Cold Snap, Wizard Wall, and Right Back Atcha. Emily doesn't think the Egg Beaters are going to be tossing spells around (Right Back Atcha is out), so she can go attack (Cold Snap) or defense (Wizard Wall). She asks Sally if any Egg Beaters are close together. Sally tells her the Egg Beaters are pretty spread out. Emily can only get two with Cold Snap.

Emily decides to go defensive and raise a wall of dirt between the Egg Beaters and her friends. She hands all three  tokens back to Sally (Wizard Wall costs ).

Emily tests her magic, rolling three dice (one for each action point spent on the spell). She gets two successes. Emily tells the group that a solid, dirt wall rises into the air, blocking the stinky Egg Beaters.



YEARNIN' FOR A TURNIN'

The person to the left of the person with the initiative token goes second. Don't pass the initiative token yet. That happens later on. The second player thinks about what's happening now that one player has acted, and decides what to do in response.

SAWBONES PLANS

Jason is next. Sally hands him  tokens.

He wants to be impressive like Emily but his spell is Unbreak. Not very helpful.

He could run around the wall and attack one of the Egg Beaters with his short sword. Even if he's great and takes out one of the rotten eggs, he will be on the other side of the wall with eight angry Beaters. That sounds bad.

Jason decides to think for a bit. He asks Sally what he knows about Egg Beaters. Sally looks at his skills and asks for a Nature test. Jason hands her  token and rolls three dice. He gets three successes!

Sally tells Jason that Egg Beaters can create a stinky cloud that makes people choke, losing all their action points.

Jason thinks fast and tells Sally that he wants to mix the mushrooms he found with his First Aid skill (when the players were traipsing through the Foothills of Fungus) into a paste that will keep the smell from choking them. Sally rewards this clever thinking with a +2 bonus and asks for an Alchemy test.

Jason passes over  token, rolls five dice (+3 sawbones Alchemy +2 bonus from Sally) and gets three successes. Sally tells him not only has he created a paste that should work, but he has enough for all three heroes.



Jason spends his last  token walking the paste over to Emily and Ethan.



THE BAD GUYS

When it's time for the MAXIMUS Master's turn, the bad guy goes. When the bad guys are lackeys, more than one creature acts. Each one gets its own action points, but only one has the equipment or spell card.

EGGS-CITEMENT

Sally is next. She's got lots of Egg Beaters to play with. Each of them gets .

First, she deals with the four at running distance. They don't have any [far attack icon] weapons so they can't attack. She decides that they just run to close range. That costs all their .

They are now close, but a big wall still stands between them and the heroes.



Next, Sally says that two of the closer Egg Beaters walk (costs ) around the wall. They save their remaining  so they can create stink clouds next round. Sally tells the players that these two Egg Beaters grit their teeth, push out their chests, and squeeze their fists. They look like they are about to poop.

The last three Egg Beaters, including the one with the brass knuckles, run around the wall, and close to the heroes. Two Egg Beaters ready their clubs to attack Emily and Jason. The big Egg Beater smacks the brass knuckles against its palm in front of Ethan. None of them can attack because they have run out of .

Emily's wall kept the heroes safe . . . at least for now.



ENDINGS

After every person around the table gets one turn, the round ends. Something might happen at the end of the round—a spell might fizzle out, a new event might happen, or a new bad guy might pop up. Heck, the weather could change. That's up to the MAXIMUS Master.

At the beginning of the next round, the initiative token is passed to the person to the left. That person goes first in the new round. On the next round, the initiative token gets passed to the next person on the left and so on until the encounter ends.

SCRAMBLE EGGS

Finally, it's Ethan's turn. He has a brass-knuckle-wielding Egg Beater in front of him. Time for butt-kicking. Sally hands him three  tokens.

Ethan spends  token to trigger his Tooth Tussler power. Now he gets two , each at a +1 bonus.

Ethan uses one of his  on the big Egg Beater. He rolls five dice (+4 Goon +1 tooth Tussler) and gets four successes or damage. Sally subtracts two for the Egg Beater's armor and two damage remain. Sally marks down two wounds on the big Egg Beater.

Ethan uses his second  on the same Egg Beater. Again, five dice are rolled and this time, five successes result. Again, Sally subtracts two for the creature's armor, but that's not enough to save him. Three wounds get through and the Egg Beater is scrambled. The brass knuckles fall to the ground covered in yolk.

Ethan still has two  tokens. The giant-kin says "Who's next?" to the suddenly less confident Egg Beater gang.



The round is over. Emily passes the initiative token to Jason, who begins the next round.

THE LARGE LADY LA-LAS

Once the creatures in an encounter are defeated, out-talked, or out-maneuvered, the encounter is almost over.

If the creatures have been out-battled or otherwise overcome in a way that leaves them incapacitated (tricked, caused to sleep, gassed, or something similar), any  equipment or  spells they held are handed to the heroes. If the creatures were outrun or otherwise avoided, their  and  are discarded instead. Any  action cards are always discarded.

Now, the heroes get to find the quest treasure. Take the  from the adventure sheet and hand it to the players. Describe how they found the item, if you like. That's the end of the encounter.

An encounter could also end if the heroes have to run away. Creatures don't always lose in Adventure MAXIMUS. In that case, no treasure gets handed out.

BOOTY

Once the last Egg Beater has been poached or driven off, the heroes grab the Brass Knuckles. They decide to give the weapon to Jason's dwarf sawbones. Emily's sparklemancer isn't going to use it and Ethan's giant-kin does fine with his club.

Sally then asks all the players to test Notice. The one who gets the most successes spies a well-worn cavity high up on a fungus tree. Climbing up, the heroes find some Leather Armor! Emily has only a gown (armor icon +0), so she gets added protection (armor icon +2)

Sally tells the players that the encounter is over.



TRANSITIONS

With the encounter over, the MAXIMUS Master should decide whether to end the quest as well. New discoveries, new people, new exploration, or any sort of other event could happen before the heroes leave the current quest location and move to the next one. That's for the MAXIMUS Master to decide.

Once it's time to move to the next map card, the MAXIMUS Master ends the current quest by handing out *experience* tokens. Experience tokens show how much the heroes learned. One token should be given to each hero who helped in the encounter, whether they were successful or not. Another might be given if a player says something funny or does something exciting or special.

The players can then spend experience tokens to improve their heroes (see Experience in the Glossary later in these rules).



Experience Tokens



WELL, HELLO THERE ...
Sally notices that the Place #2  map is Candy Bear Corners. It shows a walled town on the coast with several paths leading to it. She also knows that the heroes are going to encounter Bunny Mummy. She creates a transition.

In the same cubby hole in which you found the leather armor, you find a letter. Reading it through, you discover that it's signed by "Dread Hoppity" and demands that the Egg Beaters come to Teddy Bear Junction for a "job."

Sally decides that nothing else is going to happen in quest #1 so she gives each player an experience point token for helping out in the encounter. She gives Jason a second one for thinking up the anti-stink paste idea.

Now that the first quest is over, it's time to move onto the next part of the story. The second quest (#2) has already been created. It sits in the middle of the adventure sheet.

The MAXIMUS Master may want to talk the heroes through any events that happen on the way to Place #2. Make the description as detailed or quick as you wish. You could describe the new terrain, the way the group travels, and any folk they meet on the way. You could ask for skill tests, such as Survival, Navigation, or Stealth (if the heroes want to be sneaky).

CHUGGING ALONG

Sally describes the trip to Candy Bear Corners.

As you pass out of the Foothills of Fungus, you come across a well-trod path. You travel for an hour and find a food-kin farmer with a broken wagon. The wagon is partially full of puff balls, but many more have escaped! The farmer is having a terrible time rounding up the floaty stuff and getting it back in the wagon. Emily, you think this is wonderful—puff balls flying everywhere.

If the heroes help the poor farmer, he gladly tells them news. Sally adopts a squeaky voice.

“Thank you kindly, strangers. You look like the types who do good deeds regular-like. You should head on down the road to Candy Bear Corners. A frightening Bunny Mummy has taken over the place. Calls himself ‘Dread Hoppity.’ He’s been busy sticking poor folks to the city walls, using a jar of wondrous Super Glue. Those folks could sure use some help.”

Ask the players what they want to say or do.



SHOWDOWN

Once quest #2 is done (and the treasures, spells, and experience points handed out), it's time for the Showdown with the big bad boss.

Again, the MAXIMUS Master should describe how the heroes get from Place #2 to the Showdown Place. Set up the final Showdown and don't spare the adjectives. It should be exciting.

The Showdown is going to really challenge the heroes. Bosses have lots of powers, spells, and equipment. If the players have to retreat, let them. They can always come back later and try again.

Once the heroes finally defeat the boss, they get lots of treasure, spells, and experience. They also get to celebrate an adventure well done!

Clearly, it's time to start a new Adventure MAXIMUS game!

ICONS

You probably noticed all the funky icons in Adventure MAXIMUS. As a reminder, here is a rundown.

 : 0 action point cost

 : 1 action point, 1 action point cost, or just an action point

 : 2 action point cost

 : 3 action point cost

 : 4 action point cost

 : 0 successes (dice result)

 : 1 success (dice result)

 : 2 successes (dice result)

 : 2 successes and reroll the dice, adding the new result (dice result)

 : Action card

 : Armor

 : Class card

 : Close attack

 : Creature card

 : Equipment card

 : Far attack

 : Health

 : Map card

 : Poison attack

 : Race card

 : Spell card

 : Willpower

 : Wound token

 : Action token

 : Experience token

WHAT IS A ROLEPLAYING GAME?

In a roleplaying game, the players take on the roles of heroes, like the characters in your favorite books, movies, and television shows. A MAXIMUS Master runs the game. MAXIMUS Masters tell the heroes about the world they live in and describes encounters with the creatures, things, and places in that world. The MAXIMUS Master is like the director of your favorite show, but players get to decide what their heroes do in the crazy situations the MAXIMUS Master puts them in.

GLOSSARY

As you play, check the list in this section to learn all about Adventure MAXIMUS. The terms repeat stuff you may already know and add new stuff. Use what you like; ignore the rest.

Action Cards (): Each action card lists special abilities or powers. Each power has an action point cost. An  means that the ability costs zero action points to use. One or more  with a plus sign (+) next to them means the cost varies. The player chooses how many action points to spend (as long as spend the minimum amount).

Action Costs: The hero sheet lists several common actions and their  costs. There's a rundown on page 26.

Action Point (): A character's energy supply is measured in action points. You spend action points to do stuff. If a hero doesn't have enough action points to perform an action, the action cannot be performed.

Every  race card has dots at the top. These represent the total maximum number of action points a hero can have during one round of game play. The blue-colored dots represent the number of action points a hero regains every round. Heroes can never regain more than the total maximum number of action points on their race card.

NO HALF ACTIONS!

No one can start an action on one turn and finish it on another one. For example, Thag the Goon can't declare a charge and spend  , then tell the MAXIMUS Master that he'll hand over two more  s next turn.

Adventure: A session of

Adventure MAXIMUS plays out the story of the heroes during one adventure. An adventure is composed of three quests. The last quest includes a battle against a big bad boss.

The rules describe a card-based method for creating adventures. We call it the Who-What-Where adventure system. MAXIMUS Masters don't need to use the Who-What-Where system to make adventures, but it does help new

ACTIONS

Initiative Test 	Rolled at the beginning of a courageous situation.
Talk 	A word, phrase, or sentence. No long speeches here (that's a skill test)
Look 	A quick glance around. Searching requires a Notice skill test.
Contested Test 	A reaction to an enemy's skill test. The enemy's skill test costs  , as usual.
Resist Spell 	A  or other test against a spell. The spell lists its cost.
Walk 	A hero or creatures regular movement.
Regular Attack 	This attack is made without using a  or  . If an equipment or action card is used, you only have to spend the  s printed on the card.
Skill Test 	Making a skill test, such as Climbing, Notice, Scary, Tracking, or many others.
Run 	Double a hero or creatures regular movement.
Climbing 	Moving up using hands and feet.
Leaving  Range 	When you leave close fighting, you have to be extra careful not to turn your back on the enemy.
Loot 	You want to be careful not to miss any  equipment and treasure.
Charge 	Run toward an enemy and attack.
Climb & Attack 	Attacking while climbing is hard to do.

MAXIMUS Masters run games on their own. If you feel like you are a pro MAXIMUS Master, try creating an adventure picking cards as you like. Maybe you pick a monster and several lackeys with varying treasure and spells. Maybe you don't include a creature, but ask the heroes to run through an obstacle course with moving walls, flying rocks, and spurts of fire rushing from the ground. Use RULE 2-Make it up! to its MAXIMUM!

Armor (Armor): Armor blocks damage. If a character is hit by an attack, each point of armor subtracts one point of damage.

Armor comes from the protective items a hero or creature is wearing. Add all  values together—from the  class card, from  race cards, from  equipment. Spells and other game effects can temporarily affect a character's armor score, too.

Only one armor can be worn at a time. Armor listed on the  class can be taken off if a  armor is better.

Boss: A type of creature—the most dangerous.

Class: Each hero has special training. Cleric, Goon, and Sparklemancer are all classes.

Close Attack (Close): Close attacks happen when a hero or a creature attacks something close. When making a close attack, the player rolls a number of dice equal to the  value on the  class card, plus the  value of any weapon being used to make the attack, plus any bonuses from  spells or  action cards.

Courageous Situation: This event could be a battle, a bake-off, or an attempt to steal the magic harp from the dreaded Trimera. Any time heroes roll an initiative test or spend action points, they have entered a courageous situation.

Damage: When a character attacks, each success result from his or her dice roll counts as a point of damage. Armor blocks damage.

Dice Pool: The total number of dice a player rolls for any kind of test.

Encounter: Once a quest's creature or creatures have shown themselves and the heroes begin to interact with them, an encounter starts. Encounters end when the last creature or hero has been vanquished or run away, and any loot has been divided up.

Equipment Cards (Equipment): Some equipment, such as basic clothing, class weapons, food, water, and shoes, have no cards. Everyone gets these items for free. Equipment cards are special items that heroes or creatures own. The action point cost for using an equipment card is listed at the bottom.

Ex-Machina: Adventure MAXIMUS could take place in any world, even one you make up yourselves. If you'd like to just use the world we made up for Adventure MAXIMUS, it's called Ex-Machina. Before the world was broken it was known as Magisterica, but when the Reign of the Wise Wizard Kings ended, people began calling it Ex-Machina. Ex-Machina is a fantastic, post-apocalyptic world where mythical creatures roam, and food and trees can talk. Ex-Machina is ruled by several nations, including the Woodland Realm of The Elves, the Goblin Council of Tinkers, the Verte Republic, the Take-Out

Kingdom, and the Dwarven Underground Empire. You can learn more about Ex-Machina in *Frandalf's Adventure Guide: The Realms of Ex-Machina*.

Experience: During the game, heroes accumulate experience by completing quests, and by being good roleplayers. When they do, the MAXIMUS Master hands them a number of experience tokens. Players can spend their experience tokens to improve their heroes' skills and abilities. Once an experience token is spent, it is handed back to the MAXIMUS Master.

SPENDING EXPERIENCE POINTS	
EXPERIENCE TOKENS SPENT	IMPROVEMENT
1	Gain 1 new skill at +1 Increase a skill by 2
2	Increase  ,  ,  , or  by 1
3	Gain 1 new  action card

Far Attack (): Far attacks happen when a hero or creature attacks from a distance. When making a far attack, the player rolls a number of dice equal to the  value on the  class card, plus the  value of any weapon being used to make the attack, plus any bonuses from  spells or 

Flying: If a hero, creature, or vehicle is able to fly, it can be at ground level (standing on the ground), flying low (in  range of the ground), or flying high (in  range of the ground). A flier cannot move up or down more than one height category in a single turn. For example, if Trimera is on the ground, it must first spend one turn flying low before it can fly high (no matter how many  it spends). Falling from flying low to the ground moves the wound token half way down (round up) a hero, creature, or vehicle's maximum health track. For example, the sparklemancer has five complete s—low falling imposes two wounds. Falling from flying high to the ground moves the wound token to the end of the health track and knocks the flier out.

Health (): A measure of your hero's toughness. Everyone gets a certain amount of health, that's marked on the hero sheet. Each class adds more health. How much depends on how many complete s are created when you place your  class card on your hero sheet.

Health Track: A combination of  class card and hero sheet, this track shows a number of s. Your wound token shows where you are on the health track. If your wound token points to a  with a negative number in it, you decrease your attack or test dice pool by that many dice.

Hero: A player's character. Heroes are bold, brave, and . . . heroic. Unless they are being bad. Then, they are heroically bad.

Hit: During combat, any success on a dice roll means that you hit your target.

Initiative: The order that heroes and their enemies act during a round. The player who goes first that round gets the initiative token.

Knocked Down: When a hero or creature is knocked down, it costs 1 blue to stand up. Taking an action without standing imposes a -2 dice modifier.

Knocked Out: When a hero or creature's wound token points to the last 1 red on its health track, it is knocked out. It is knocked down and cannot perform any actions until it is healed.

Lackey: A type of creature. Usually pretty puny, lackeys often travel in packs. The lackey card tells how many show up per hero. For example, two Ghouls show up for each hero.

MAXIMUS Master: The player whose job it is to keep the game moving and make sure everyone remembers *RULE 1*. A MAXIMUS Master runs adventures and awards experience points and treasure cards. The MAXIMUS Master tells the players where they are, what they are questing for, who the bad guys are, and the results of tests. For each adventure, a different player can be the MAXIMUS Master. The abilities of the MAXIMUS Master can only be used by the current MAXIMUS Master.

KEEP THE STORY GOING

If a creature (especially a boss) seems too tough for your players, MAXIMUS Masters should feel free to make it less tough. Take away an action point or decrease its health track (maybe it's been sick). On the other hand, if an encounter seems too easy, add more of the creatures to give your players a challenge (maybe the creature has brothers and sisters). The MAXIMUS Master's job isn't to knock out the heroes. It's to tell a story where the heroes are the stars. Just remember—keep things moving and keep it fun.

Miniatures: Adventure
MAXIMUS games don't normally use a grid, board, map, or miniatures. Still, some players might like to use them to help clarify where heroes are in relation to themselves, creatures, and other features of the encounter.

If you want to use a map and miniatures, one inch (1") on the map equals five feet (5'). All heroes can move six inches (30') when walking and 12 inches (60') when running. All vehicles can travel up to 24 inches (120') in a round.



Monster: A type of creature. Monsters aren't as serious as bosses, but they mop the floor with lackeys.

Negative Dice Modifier: Some actions (like acting without standing first) and conditions (like wounds) keep a hero or creature from doing their best. In those cases, negative dice modifiers are applied. When you take a test, gather the normal number of dice, but then remove one for each modifier.

Player: Someone playing the role of a hero during an Adventure MAXIMUS game. Only a player can tell the Maximus Master what his character is doing. Not even the Maximus Master can tell a player what his or her hero is doing.

Poison (●): Poison damage

is handled differently from normal wounds. An attack with a poison effect (such as the Trimer's poison breath) must produce one wound result (damage exceeds armor) or the poison doesn't matter. If that wound result occurs, then the poison wounds are added in (regardless of armor).

OHH, THAT STINGS

Hamburger Herald the Explorer makes a  against a Skeleton using the  Black Arrow. Herald rolls three successes on his attack dice. The Skeleton's +3  eliminates all those successes. No wound happens, so the poison doesn't matter.

If Hamburger Herald was fighting a Devil Dog of Ho-Ho, with  of +2, one of his three gets through. That means the poison affects the creature. The Devil Dog would take one wound from the attack, and three more from the poison, for a total of four wounds.

Race: Each character is a special type of person. Dwarf, Elf, Minotaur, and Food-kin are all races. Race details are shown on  cards.

Round: A round begins with the first player's turn (the player who holds the initiative token), proceeds to the player to the left, and ends once every player has had a turn. The initiative token then gets passed to the left.

HOUSTON,

WE'VE GOT A PROBLEM

Buster, the human guard, has been fighting for a while. He's taken six wounds, been knocked down, and is down to one action point. He's got a bag of rocks and wants to throw one. He spends his last action point and gathers five dice (+4 guard far attack +1 bag of rocks). He then takes away three dice (-1 for wounds, -2 for knocked down). Buster only has two dice for this rock throw. Hope for the best.

Quest: A combination of creature, treasure, and location. A quest begins when the heroes enter a map card and ends when they leave that map card and get experience points.

Range: The distance between two things, such as from heroes to targets. The two range categories are close attack  and far attack .

Skill: Something a hero or creature does well. Fast Talk, Nature Lore, Repair, and Scary are all skills.

All skills cost one action point to use. When the MAXIMUS Master asks a player to roll a skill test, the player looks for the skill on his or her  class card. If it's there, the player rolls a number of dice equal to the number next to the skill. If it's not there, no dice are rolled. The MAXIMUS Master decides what happens.

For most tests, one success is enough. On a contested skill test, however, a player must roll more successes than hero's or creature's skill test. In the event of a tie, the contesting hero or creature loses the test.

Spell: A magical effect represented by a  spell card. Each spell costs a number of s to cast. When casting, the hero or creature rolls a number of dice equal to the cost. Even if no successes are rolled, the spell is cast. Successes increase the difficulty of any resistance test by the target. A target must roll a number of successes greater than the spell casting successes to resist the spell.

SNEAKY . . . OR NOT?

Thag the Goon is trying to sneak past a guard. That's a contested skill test. Sally, the MAXIMUS Master, asks for a Stealth test from Thag. Sally also rolls the guard's Notice test. If the guard's successes are greater than or equal to Thag's, the guard spots or hears Thag. If the guard's successes are fewer than Thag's, the guard fails to notice Thag.

SKILLS AND CREATURES

Creatures have Notice +2. On occasion, the MAXIMUS Master may give a creature another skill. For example, Bunny Mummy might have Scary. Creature skills should not be higher than +1 for an animal, +2 for a lackey, +3 for a monster, and +4 for a boss.

LEARNING NEW SPELLS

Whenever a spell-casting creature is defeated, a hero with spell casting abilities can add the defeated creature's spells to his or her spell cards. Spell cards should be treated like item cards when dividing up treasure.

Success: A non-blank result on a dice roll.

Test: Rolling the dice.

Turn: One player's portion of a round, during which he or she collects and spends action points, takes tests, makes attacks, or does other things.

Vehicles: A vehicle can be used by any hero without a skill test. Special stunts, like chasing or escaping, can only be made by a hero with the Piloting skill.

Every vehicle has a repair track and  printed on the card. The repair track works just like a hero or creature's health track, except that once a vehicle's wound token reaches the end, it breaks down and will not move again until it is repaired. The vehicle's armor works just like a hero or creature's , except armor on a vehicle cannot be upgraded.

Willpower (): A hero or creature's mental toughness. High Willpower lets you ignore bad effects.

Willpower tests are the only dice rolls in Adventure MAXIMUS that gain a bonus for action points spent. For each  spent, the player gains +1 dice. Action points must be spent before the dice are rolled. Bosses and heroes are the only creatures that can spend Action Points on Will Power rolls.

Willpower tests often occur during another player's turn. If so, players who test  can only add action points that they have left over from their turn.

Wounds: In combat, each point of damage that exceeds a target's armor becomes a wound. Mark wounds by moving the wound token up or down on the hero or creature's health track. After a certain number of wounds, the hero or creature starts suffering negative penalties to dice.

Always remember, your current health is the dot below or to the right of the wound token. Once knocked out, a hero or creature is knocked down and remains unable to do anything for the rest of the day, unless healed.

Wound Token: The token is used to mark wounds on your health track.



OUCH!

Thag the Goon takes three wounds in a fight. Her player moves her wound token three  down. In the next battle, Thag takes two more wounds. Her wound token slides to the right one and then down one to the -1 modifier . From now on, she must subtract one die from her dice pool before rolling a test. If Thag takes two more wounds, her wound token moves down to the last dot on her health track. She's knocked out and knocked down. Better get some healing!

SKILLS LIST

Adventure MAXIMUS has plenty of skills. You and your MAXIMUS Master can make up new ones as you wish (see RULE 2-Make it up!). Here are some skills and their descriptions.

Aggro: This skill pulls attackers off of friends by making the hero with the Aggro skill look like a more appealing target to attack. Aggro works on one creature per turn. The player using this skill must act out injury or illness or deliciousness to trick the target into attacking the hero.

Alchemy: Alchemy allows heroes to brew potions and identify magical substances. Potions can be brewed one at a time, and only from spells known by the alchemist. Once a potion has been brewed, it can be given to another player for use later (costs one ). If the alchemist makes another potion, the first potion loses its powers.

Arcana: A study of all things magical. Test this skill to find out information about anything magical.

Art: Use this skill to create an object of beauty. The object can be in any art form or any craft. The greater the number of successes, the greater the beauty of the item created. Players must doodle or act out what their heroes are creating or appreciating.

Brave: Points in this skill grant bonus dice in any Willpower test against Scary effects. One bonus die is gained for every point the character has in the Brave skill.

Climbing: From time to time, heroes need to climb things. This skill allows them to climb without using equipment, and to help unskilled climbers with a rope. If rope is unavailable, players may suggest another item that may work as well.

Cooking: With this skill, a character can turn even the most boring dish into a feast—a truly handy skill when being pursued by hungry creatures.

Crime: This skill includes any petty criminal activity, such as picking pockets, opening locks, and fencing stolen goods. This skill also gives the hero insight about gangs and criminals in the area.

Engineering: A successful Engineering test allows a hero to detect the weaknesses in any constructed device. Once the weakness has been detected, the engineer gains an extra die in attacking or disabling the device.

Escape Artist: Heroes with this skill can slip the bonds that hold them. Tests can be made against physical and magical effects that restrict movement. The test is opposed by the attack that landed the grapple or the spell casting roll that caused the hero to be held.

Fast Talk: Sometimes it helps to have the gift of gab. Heroes with this skill can lie convincingly to anyone who can hear them. This skill is opposed by a Willpower test. If the hero succeeds, the creature being lied to believes the lie. The more successes, the better the lie.

First Aid: Heroes with this skill can restore health to an injured character. After rolling a successful test, move the patient's wound token one  up the

health track. This aid must be given right away at the end of the encounter and cannot be used to heal old wounds. First Aid can only be attempted once on a hero unless that hero becomes wounded again.

Forgery: The hero can create false documents and artworks. This skill can be contested by an Investigation test. Players using this skill must doodle the thing they are forging on a piece of scratch paper.

Gambling: Heroes with this skill are great at sizing up betting opportunities. This skill is always a contested roll. Untrained heroes use Willpower in a test. Heroes with this skill add one die to the  test for every point of Gambling they have.

History: The hero with this skill has expertise in the history of Ex-Machina. For each success, the hero knows one fact about the past of a certain area, people, or item.

Inspire: This skill grants one hero a bonus die to be used on any test during the rest of the round. Heroes with this skill cannot inspire themselves, but they can inspire their animal companions. Players must act out whatever their hero is doing to Inspire—it can be a speech, a song, a cheer, or anything that inspires.

Intimidation: A hero with this skill has the ability to frighten others into doing something with just words. This test is contested by Willpower. Intimidated creatures perform one task for the intimidator. A task can be anything not life threatening, that can be asked without using the words “and,” “but,” “or,” “neither,” and “either.”

Investigation: This skill aids players in finding lost items or looking for clues. Investigation can be used to contest a Crime test.

Local: The skill covers extensive knowledge of the local area. Myths, legends, gossip, rumors, and the occasional fact can all be uncovered using this skill.

Nature Lore: This skill permits the hero to remember something about the natural features and creatures of Ex-Machina. For every success, the player learns one fact.

Nobility: This skill permits the hero to remember something about the nobility of Ex-Machina. For every success, the player learns one fact.

Notice: A hero with this skill can notice hidden creatures and objects. Notice contests the Stealth skill.

Persuasion: Heroes with this skill can sweet talk their way into and out of tough situations. Players attempting to use this skill must flash their best smile, or puppy-dog-eyes, at the MAXIMUS Master. This skill is contested by Willpower.

Piloting: Airships, boats, steam cars don’t drive themselves. That takes the Piloting skill. Everyone can make one of these wondrous devices move from one place to another, but only a character with the Piloting skill can weave between obstacles and pull off the death defying stunts that make for great adventures and fast getaways.

Religion: This skill permits the hero to remember something about the religions of Ex-Machina. For every success, the player learns one fact.

Repair: Heroes with this skill can fix almost anything, including Constructs. Repairs are only temporary, lasting as many quests as the test's successes.

Research: Characters with this skill can discover an interesting fact about anything. Every two successes translates into a separate fact that they learn. When asking about creatures, the hero might learn about invulnerabilities or weaknesses. When asking about a place, the hero might learn about what creatures live there, or what's the safest way to travel there.

Riding: A character with this skill can ride all manner of beasts and perform actions normally while riding. Anyone without the Riding skill must spend + to perform an action while riding.

Streetwise: You know your way around the streets of the cities and towns of Ex-Machina. You can make a test to determine if a place or a situation in a city is dangerous, or if you know what the local gossip has to say about a particular subject or person.

Stealth: Sometimes it's better to sneak into a place than to run in, guns blazing. Stealth tests are made when a character is trying not to be seen and heard. Stealth is contested by Notice.

Scary: A hero with this skill has an almost supernatural spookiness to their presence. Players must act out how their character is being Scary.

Survival: You can survive, and even thrive, in the wild. A successful Survival test allows you to find shelter, drinkable water, and food while in the wild. When you are being tracked, you may contest it by testing Survival to cover your tracks.

Swimming: Heroes with this skill can swim well in normal conditions. They can also swim in strong currents or in armor without drowning.

Taunt: This skill pulls attackers off of friends by making the attackers angry at the taunter. Taunt works on up to three creatures a round, but they must be able to understand spoken language. Players using this skill must say whatever their heroes say. "Your Momma's so ugly . . ." or "You know why your nostrils are so wide? Because your fingers are FAT!" are just a couple of ways to taunt creatures in Ex-Machina.



Tracking: Finding where someone or something has gone is what this skill is about. Tests for this skill can be made anywhere, but in certain circumstances modifiers should be used. Apply only one kind of modifier to a Tracking test. If multiple modifiers can be used, the MAXIMUS Master should pick the one that fits the situation best. Modifiers add or subtract successes (not dice) after the dice are rolled.

If a hero is trying to track a creature that is hiding its tracks, the tracker must make a contested Tracking test against the tracked creature's Survival test.

TRACKING MODIFIER TABLE

+1	Muddy, sandy, or snowy terrain
-1	Snowing hard enough to quickly cover tracks
-1	Trail runs into area with many different tracks
-2	Trail runs into area with bare stones or streets
-2	Trail runs into watery area

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Talk	1	A word, phrase, or sentence. No long speeches here (that's a skill test)
Look	1	A quick glance around. Searching requires a Notice skill test.
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Resist Spell	1	A 1 or other test against a spell. The spell lists its cost.
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Regular Attack	1	This attack is made without using a 1 or 2. If an equipment or action card is used, you only have to spend the 1s printed on the card.
Skill Test	1	Making a skill test, such as Climbing, Notice, Scary, Tracking, or many others.
Run	2	Double a hero or creatures regular movement.
Climbing	3	Moving up using hands and feet.
Leaving Range	3	When you leave close fighting, you have to be extra careful not to turn your back on the enemy.
Loot	2	You want to be careful not to miss any 2 equipment and treasure.
Charge	3	Run toward an enemy and attack.
Climb & Attack	4	Attacking while climbing is hard to do.