

Folding Instructions

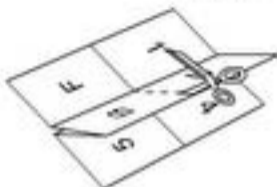
Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.



1. Start with front page at top left

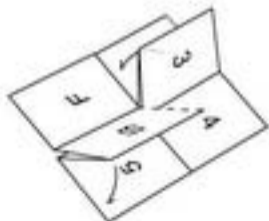


2. Fold in halves

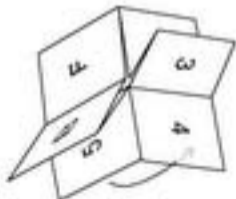


3. Cut at dotted line in center

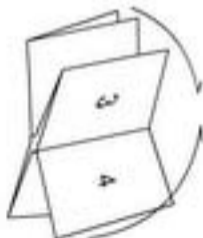
4. Fold to opposite ends.



5. Fold in half vertically



6. Fold in half horizontally



done. enjoy!



PROPER TOOLS

These characters are intended to be equipped with the tools of their trade to keep the game going. Masters are looking over and writing down the weapons, creatures, traps, magic items, spells, a sample of a monster's special abilities, and the names of all adventures, characters, cities, and other things that will occur in the campaign. For the characters, the DM will write up all of the information that will be needed for each character, including a brief description of the character's background. In the campaign, the DM will refer to this information as they will handle the game's events, to be sure that all are met.

These items will be used to keep track of all the events that occur, and will be used to keep track of the game's progress. Characters that are not met will be written down, they must be written in a journal.

THE COMBAT SYSTEM

"Combat" in this game is defined as any contest in which opponents attack, be it physical, magical, or mental. This includes the use of weapons, spells, traps, and other magical items. It also includes the use of traps, and other magical items. It also includes the use of traps, and other magical items.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ADVENTURES: These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

ENCOUNTER CRITICAL

ADVENTURES

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

These are the adventures that the DM will use to keep the game going. There is only one (1) adventure.

EXPERT RULES

DUNGEONS & DRAGONS

FANTASY ADVENTURE
EXPERT

RISUS

BY GUY WILSON AND
BY GUY WILSON

When you're looking for a new role-playing game, you want one that's easy to learn, easy to play, and easy to run. You want a game that's fun, fast, and free. You want a game that's simple, straightforward, and fun to play. You want a game that's easy to learn, easy to play, and easy to run. You want a game that's fun, fast, and free. You want a game that's simple, straightforward, and fun to play.

WHAT IS RISUS?
RISUS is a simple, straightforward, and fun to play role-playing game. It's a game that's easy to learn, easy to play, and easy to run. It's a game that's fun, fast, and free. It's a game that's simple, straightforward, and fun to play.

CHARACTER CREATION
Creating a character in RISUS is simple and straightforward. You just need a few minutes and a few dice to get started. You can create a character that's fun, fast, and free. You can create a character that's simple, straightforward, and fun to play.

GAMEPLAY
Playing RISUS is simple and straightforward. You just need a few minutes and a few dice to get started. You can play a game that's fun, fast, and free. You can play a game that's simple, straightforward, and fun to play.



© 1984 TSR, Inc. All Rights Reserved.

ENCOUNTER CRITICAL

A Science-Fiction Fantasy Role Play Game

