

EXPLORATION

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KENYA

World of The

LOST

Can
you
Survive
it



Games-makers of imagination

For 2 or more

player Ages

11 and up

Dedication page

This Game

Is Dedicated

TO

MATT REA

AND

ALL OTHER Role-players

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Table of Contents

Name	Page	Name	Page
Dedications	I	How to G.M.	25
Introduction	2	1. Be a Judge	25
How to use the Dice	2	2. Be a Storyteller	25
Characters	3	deciding for your players	25
1. what to do	3	How to create adventures	26
Movement	4	1. 6 basic steps	26
Time	5	2. Theme	26
Combat Rules	5	3. Events	27
Skills	6	Maps	27
Skill uses	7	Payment	27
Using money points	10	Poison	28
Equipment	11	Disease	28
Ammunition	12	To The players	29
Weapons	13	map of Kenya	30
Vehicles	15	example Record sheet	32
Animals	16	To every one	33
Natives, Guides, and other people	23	End	34
1. Natives	23	Index of chartsheet	II
2. Guides	23		
3. Other people	24		
How to Game master	25		
1. Game Mastering	25		
How to prepare for play	25		
1. Know Rules	25		

Index of Charts & Lists

Chart or List Name	page
Die Roll chart	2
Friendship chart	3
Hand-to-Hand table	6
Skill list	6
Equipment list	11
Ammo charts	12
Weapon list	13-14
Vehicle list	15
Native chart	23
Guide chart	23
Other people chart	24
Poison chart	28
Illness, Sickness Disease chart	28
Kenya Map	30
Infection chart	28
Random Encounter chart	31

Introduction

Exploration is a role-playing game in which player create imaginary people and play them through out During EXPLORATION's in Kenya.

How to use the Dice

Kenya has 1 8 sided die in which is need thru out the game.

Ex: ok when you see a Number followed by a "d" and then another number it means to roll the Dice. The first number tells you how many times to roll the dice the second number tells you how to change the number Here is a chart to help you. Use this chart to help you until you clearly understand the system.

"Dice Roll Chart"

type	what to do
No. d 8	roll the dice the same as the first number / No change
Nad 80	roll the dice the same as the first number X's by 10
No. d 800	roll the dice the same as the first number X's by 100

CHARACTERS

you will need:

1 sheet of paper

1 Rule book

a pencil and eraser.

What to Do

First write "Name" on the left hand side of the paper. Then pick a Name for your character. Write the Name you picked beside Name.

Next write "Friendship" The rule 1d8 on the table below.

Die Roll	Result
1	Trust worthy
2	Loyal
3	Friendly
4	Non-trust worthy
5	Non-loyal
6	Non-Friendly
7	Neutral } can go either way
8	Neutral /

Now write the result beside friendship

Character continued

Now write "race" and pick from one of the races below.

1. American
2. Japanese
3. Indian (American)
4. Native (Kenyan)
5. Russian
6. French

write your choice beside race.

Now write down "Strength" below that "Dexterity" below that "Constitution" below that "Wisdom" and below that "Lite points or L.P.S." Now roll 1d80 4 times and arrange the number in the order you like them beside "Strength", "Dexterity", "Constitution", "Wisdom", roll 1d800, and put it beside "Lite points".

Now write down "Money" then roll 1d800 and write the result beside Money.

Move Merit

All people move 8 meters a turn and 30 miles a Day. other things such as Animals and vehicles are explained later.

Time

Turns are the form of time used
a turn is 30 seconds in game time, but
could take up to 10 min. in our time,
here is the order of a turn.

During a turn the character can do one of
the following.

1. move
2. fire a weapon
3. move and fire a weapon
4. reload a weapon
5. do nothing

order of a turn

1. players roll 1d8, retire rolls 1d8 highest rolls win
2. winner move
3. winner attack
4. loser move
5. loser Attack.

Combat Rules

here is what to do during combat

1. roll 1d8 on 1 and 2 Defender surprised
2. Attacker picks weapon he used and how many
3. roll 1d8 1-4 miss, 5-8 hit.
4. Attacker subtract Ammo points
5. roll for Damage
6. subtract Damage from Defender

only if
a hit was
rolled

Combat continued

The rules above are only for all weapons guns, Bow, throwing stars, swords, etc. This set of combat rules are for fist or hand-to-hand fighting

1. roll 1d8. 1 and 2 Defender surprised.

2. roll on table below

3. figure up Damage (1 half of strength)

4. subtract Damage from Defender

Hand-to-Hand Table

Die roll	result
1-2	hit
3-4	miss
5-6	hit
7-8	miss

SKILLS

AT THE START OF THE GAME every character gets to skills. on your character sheet write "Skills." Now pick 2 skills and write them beneath it.

1. Projectile skills

A. Automatic Gun (3)

B. Shotgun (4)

C. Rifle (4)

D. Automatic Pistol (4)

E. Antique Pistol (5)

F. Normal Pistol (3)

G. Bow (4)

H. Crossbow (4)

I. Sargon (throwing star) (4)

J. Throwing knife (4)

K. Musket (6)

L. Spear

Skills continued

Swords (5)

Daggers (4)

Club (2)

2. Medical

A. Barber (5)

B. Biologist (7)

C. Zoologist (5)

D. Dentist (7)

E. Doctor (7)

Technical (6)

Demolitions (8)

Computer (8)

Communications (8)

Physical Education (8)

Survival (2)

After you have gotten your 2 skills you can get more by paying as much money as the number in () points timesed by 1000.

skill uses.

This section tells what you can do if you have a skill.

1. Projectile skills, Swords, Daggers, Club

A. Use these weapons correctly and safely

B. +2 to hit

C. can clean and care for these weapons properly

Skills continued

1. Botanist - \$5,000

A. Name Plant - 1d8 1-5 successful 6-8 unsuccessful

B. Know use of plants - 1d8 1-7 successful 8 unsuccessful

2. Biologist

A. Name Microorganism - 1d8 1-4 successful 5-8 unsuccessful

B. Name Use - 1d8 1-4 successful 5-8 unsuccessful

3. Zoologist

A. Name Animal - 1d8 1-5 successful 6-8 unsuccessful

4. Dentist

A. examine teeth 100%

B. Drill tooth 100%

C. Make false teeth 100%

D. make filling 100%

E. Dental surgery - 1d8 1-7 successful 8 unsuccessful

5. Doctor

A. Administering Drugs 100%

B. Diagnose 1d8 1-6 successful 5-8 unsuccessful

C. First Aid 100%

D. Minor Surgery 1d8 1-4 successful 5-8 unsuccessful

E. Major surgery 1d8 1-3 successful 4-8 unsuccessful

F. Control Infection 1d8 1-4 successful 5-8 unsuccessful

G. Cure Disease 1d8 1-5 successful 6-8 unsuccessful

H. Neutralize toxins 1d8 1-4 successful 5-8 successful

Skills continued

1. Technical

A. Repair Vehicle or Motor 1d8, 1-4 unsuccessful 5-8 suc.

B. Build Vehicle or Motor 1d8, 1-4 successful 5-8 suc

2. Demolitions

A. Set bombs 1d8, 7-8 unsuccessful 5-8 successful

B. Make Bomb 1d8, 1-4 unsuccessful 5-8 successful

C. Deactivate Bomb 1d8, 1-4 unsuccessful 5-8 successful

D. Name Bomb 1d8, 1-4 unsuccessful 5-8 successful

3. Computer

A. Make Program 1d8 1-6 successful 7-8 unsuc

B. Operate computer 100%

C. Detecting Security 1d8 1-4 successful 5-8 unsuc

D. Secure Security 1d8 1-4 unsuccessful 5-8 suc

E. Display Information 1d8 1-6 successful 7-8 unsuc

F. Change or copy program 1d8 1-4 successful 5-8 unsuc

G. Link computers 1d8 1-5 unsuccessful 6-8 suc

H. Repair computer 1d8 1-3 successful 4-8 unsuc

I. Build computer 1d8 1 successful 2-8 unsuc

4. Communication

A. Operate Radio 100%

B. Build Radio 1d8 1-3 successful 4-8 unsuc

C. Receive and send Message 100%

D. Repair Radio 1d8 1-4 unsuccessful 5-8 suc.

5. Physical Education

A. Raise Strength +3 1d8 1-4 unsuccessful 5-8 successful

B. Raise Constitution +2 1d8 1-4 successful 5-8 unsuc

Skills continued

C. Raise Life points +3 1d8 1-4 successful 5-8 unsuccessful

1. Survival

A. Finding Directions 1d8 1-4 unsuccessful 5-8 successful

B. Find Food + Water 1d8 1-5 successful 6-10 unsuccessful

C. Set and Avoid traps 1d8 1-5 unsuccessful 6-10 successful

D. Make tools / weapons 100% if materials are available

E. Tracking + covering tracks 1d8 1-5 unsuccessful 6-10 successful

F. Moving without being seen/heard 1d8 1-3 successful 4-5 unsuccessful

G. Hiding in Natural cover 1d8 1-2 successful 3-5 unsuccessful

USING MONEY POINTS (M.P.s)

We have told you about Money points but not how you use them. Well money points are used the same as real money.

1 money point is the same as 1 American Dollar on the list of Items in this Book. If the column "Cost" is in the list. The Number under "Cost" is how many money points it will take to buy that Item. After the Item is purchased write it Down and subtract as many money points as under "Cost".

Equip ~~must~~

write "Equipment" on your character sheet. Now buy Items with your M.p.'s from the list below. Character do not need to buy clothes.

Equipment list.

Equipment	Cost	*Weight	
		Pounds	oz
1. Back pack (with gear)	20 m.p.s.	2	—
2. 1 quart water	2	—	8
3. Canteen	4	—	5 (100)
4. 10 pencils, 20 sheets of paper	4	—	6
5. 1 weeks Food	10	4	—
6. Flash light (waterproof)	5	—	8
7. Batteries	2	—	2
8. Lantern	20	2	3
9. 1 weeks oil	5	2	8
10. Binoculars	30	1	8
11. 35mm camera	100	1	—
12. Film	3	—	2
13. 50' rope	10	5	—
14. grappling hook	10	2	—
15. All wave radio	1000	10	—
16. walkie-talkie (2)	25	each	—
17. telescopic sight x 4	25	1	—
18. ↓ x 6	500	1	—
↓ x 9	100	1	—
↓ x 37	200	2	—
19. Intro Red add 100 to cost and 5 lbs 9oz			

*Note: character can not carry more than 200 Pounds in Equipment or Weapons. (unless vehicle used)

Ammunition

<u>Caliber</u>	<u>cost</u>	<u>Number Ammo Box</u>	<u>Weight per Box</u>	<u>oz.</u>
.001-.100	3	50	-	5
.101-.200	3	50	-	5
.201-.300	3	50	-	5
.301-.400	4	50	-	5
.401-.500	5	50	-	5
.501-.800	6	50	-	5

Add 1 more point per Box for Manganese

Shotgun Ammo

<u>Shot size</u>	<u>Gauge</u>					<u>1/0 cal.</u>	
	10	12	16	20	28		
1-2	12	10	8	6	4	2	cost
3-4	10	8	6	4	4	1	cost
5-8	8	7	5	4	3	1	cost
7-8	6	5	4	3	2	1	cost

* All shotgun Ammo weighs 8 oz. and goes in Boxes of 50

Before Buying Ammo write "Ammo" on your character sheet and write what Ammo you buy beside it. It is a good Idea to buy your gun first so you know what type of Ammo you need.

Weapons

Write "Weapons" on your character sheet. Buy items with your M.P.'s And write them beside weapons.

Weapon	Cost	Range	Weight pounds	Accuracy	Damage
20 gauge shot gun	150	6	2	6	4d800
9mm 11 Browning High Power self-load	200	13	3	7	4d800
9mm P-08 Luger self-load	175	8	2	8	4d800
9mm Walter PPK self-load	165	7	2	3	4d500
.357 Magnum	210	6	2	3	4d800
.45 Automatic	300	8	4	5	4d600
.44 Revolver	350	8	5	7	4d800
.44 Automatic	385	8	5	6	4d600 + 50
<u>Rifles</u>					
30 06	250	10	5	8	4d800 +
30/30	225	10	5	8	4d800 +
Browning High Power	300	10	8	3	4d800 +
Elephant Rifle	455	1	10	7	4d600 +
<u>Submachine gun</u>					
UZI	500	32	3	4	4d600 +
Mac-10	550	30	2	2	4d600 +
.45 tommyson	350	20 or 50	5	3	4d600 +
.45 M3	350	20	5	3	4d600 +
Mini-14	350	20	5	3	4d800 + 160
M-60 (M)	3000	250 or 750	80	3	4d800 + 4
<u>Assault Rifle</u>					
M-16	300	20	10	3	4d800 + 20
7.62 Fal	350	20	15	4	4d1000 + 20
AKM (AK-47)	350	20	12	5	4d800 + 200
CAR-15	300	20	10	7	4d800 + 200
AR-15	300	20	10	6	4d400 + 200

Weapons Cont.

<u>Weapon</u> <u>Shotguns</u>	<u>Cost</u>	<u>Ammo</u>	<u>rounds</u>	<u>22</u>	<u>Damage</u>
10 gauge, pump	350	5	7	-	4d800+200
12 gauge, "	300	5	7	-	4d800+250
11 gauge, "	275	5	7	-	4d800+200
20 gauge, "	250	5	7	-	4d800+150
28 gauge, "	225	5	7	-	4d800+100
.410 cal, " <u>other</u>	200	5	7	-	4d800+50
Sword		100	7	3	4d80
Machete		30	1	1	4d80-10
knife, throwing		10	-	2	4d8+5
star, throwing		1	-	1/4	4d8-1
Bow		30	1	3	4d80+20
30 Arrows + quiver		10	1	-	-
survival knife		20	1	6	4d80-20
hunting knife		20	1	4	4d60-15
Axe		20	2		4d80
Crowbar		150	3		4d800
30 quills + quiver		30	1		-
Billy club		10	-	3	4d8
*Blow gun		10	-	2	4d8+poison
*Dart gun		30	2	1	4d8+ ^{5/1d} poison
parts, steep (100pkts)		30	-	3	^{5/1d}
" poison (100pkts)		50	-	3	-
spear		10	1	-	4d8+5
* both fuck parts					

Vehicles

<u>Name</u>	<u>Cost</u>	<u>Speed</u> ^{top}	<u>mie</u>
Jeep	8000	65 mph	0 ^{op}
Truck, light	7000	95	0
truck, Heavy	10000	75	0
car	6000 +	155	0
Motorcycle	15000	100	0
Bicycle	125	35	0
Van	6000	90	0
Canoe	150	15	0
Rubber Ratt	200	5	0
Rowboat	300	12	0
Speed Boat	4000	65	0
Yacht	75000	55	0
Hydrofoil	25000	90	0
Mini-submarine	50000	40/50 [#]	0
Helicopter	30,000	120	0
Amphibious plane	25000	170	85
Cargo plane	150,000	170	100
Hand glider	2000	65	5
small jet	250000	500	100
private plane	20000	190	95

Buy vehicles just like you buy equipment.
Write "vehicles" on your record sheet then write
what you bought under it.
[#] First number underwater spd second surface speed

Animals

<u>Mamba - Green</u>	<u>black</u>
where lives - trees	ground
strength - 10	10
Dexterity - 70	65
Constitution - 50	50
life points - 30	30
Movement - 7 m./turn	7 1/2 m./turn
Damage - 1d8	1d8
special Attack or Defense - Poison type 5	Poison type 5
type - Reptile - snake	Reptile / snake

<u>Boomsnang</u>	<u>Spitting cobra</u>
where live - trees	ground
str. - 10	10
Dex. - 70	65
Con. - 70	70
Lp's - 25	35
move. - 6 m./turn	6 1/2 m./turn
Damage - 1d6	1d8
Special Attack/defense - Poison type 4	spit blind for 1d8 turns - poison type 4
type - Reptile / snake	Reptile / snake

Rhino Horns Viper	African Rock Python
Where live - ground	ground
Str. - 10	85
Dex. - 50	60
Con. - 45	45
Lps - 25	55
move - 5m/turn	3m/turn
Damage - 1d6.	1d6
Special Attack/Defense - poison type 4	squeeze - 1d60 Swallow small men tent
type - Reptile/snake	Reptile/snake
African Vine-Snake	Nile crocodile
Where live - trees	River sides
str - 10	80
Dex - 50	70
con - 50	70
Lps - 25	1000
move - 6m/turn	10m/turn.
Damage - 1d6.	1d800
Special Attack/Defense - poison type 3	-20 for Attacker to hit
type - Reptile/snake	Reptile/crocodile

Animals cont.

Anopheles Mosquito	tsetse Fly
Where live - around swamps mostly but can live anywhere	Any where
Str - 1	1
Dex - 80	80
Con - 1	1
hps - 1	1
move - 15 m/turn	10 m/turn
Damage - 1dB - 5	1dB - 6
Special Attack/Defense - malaria	Sleeping sickness
Type - Insect/mosquito	Insect Fly
Centipede	Silk Spider
where live - ground	Any where
Str - 1	1
Dex - 10	5
Con - 1	1
hps - 1	1
move - 11 m/turn	3 m/turn
Damage - 1dB - 5	1dB - 5
Special Attack/Defense - Poison type 2	Poison type 1
Type - Myriapoda/centipede	Arachnide/spider

Animals cards

Lion	Leopard
where live - plains	Anywhere except Desert
Str - 80	80
Dex - 65	80
Con - 80	80
Lps - 1000	1000
move - 12m/turn	15m/turn
Damage - 1d80 + 20	1d80 + 10
special Attack/defense - None	None
type - Mammal / large cat	Mammal / large cat
Hyena	Cheetah
where live - Plains	Plains
Str - 80	80
Dex - 70	80
Con - 80	80
Lps - 1000	1200
move - 16m/turn	25m/turn
Damage - 1d80	1d80
special attack/defense - None	None
type - Mammal / Large Dog	Mammal / Large cat

Animals cost

African wild cat	Black Rhinoceros
where live - Anywhere except Desert	Plains
Str - 75	100
Dex - 80	30
Con - 80	80
Lps - 1000	1500
move - 12m/turn	17m/turn
Damage - 1d80	1d800
Special Attack/Disease - None	Rom 1d800 as Above / -20 to hit
type - Mammal / Large cat	Mammal / R. rhinoceros
Giraffe	Gorilla
where live - Plains	Jungle
Str - 60	100
Dex - 30	70
Con - 50	80
Lps - 800	1300
move - 15m/turn	9m/turn
Damage - 1d8	1d800
Special Attack/Disease - None	None
type - Mammal / Giraffe	Mammal / Gorilla

Animals cont.

Rhesus Monkey
where live - Desert/plains/Jungle
str - 20
dex - 80
con - 30
lps - 600
move - 10m/turn
Damage - 1d8+20
Special Attack/Defense - None
type - mammal/monkey

Colobus Monkey
where live - Jungle
str - 30
dex - 80
con - 40
lps - 600
move - 9m/turn
Damage - 1d8
Special Attack/Defense - None
type - mammal/monkey

Chimpanzee
Jungle/plains
50
80
20
700
10m/turn
1d8+50
None
mammal/monkey

Zebra
Plains
20
30
35
1000
15m/turn
1d8
None
mammal/horse like animal

Animals cont.

African Elephant
where live - Plains
Str - 200
Dex - 30
Con - 80
Lps - 2000
move - 10m/turn
Damage - 1d800
Special Attack/Defense - -30 to hit
type - Mammal/Elephant

Ostrich
where live - Plains
Str - 30
Dex - 30
Con - 30
Lps - 600
move - 12m/turn - can be ridden
Damage - 1d10-10
Special Attack/Defense - Acts as above
type - Aves/Bird

Hippopotamus
River
150
10
80
2000
5m/turn
1d80 rarely Attacks
-30 to hit
Mammal/Hippopotamus

Arardwolf
Jungle
50
80
80
1000
15m/turn
1d80
- Rarely Attacks and is Rarely seen
Mammal/Day/like Animal

Arardwolves are one of the rarest animals in the world, they hunt only at night, during the day they stay in their dens. Arardwolves are a cross between a hyena, Jackal and badger. Arardwolves are Illegal to kill.

Natives, Guides, and other people

Natives can be encountered anywhere in Kenya from the deepest jungle to the most calm plains to the highest mountain. They are usually found in tribes or small-hunting villages.

Here are the average stats for a Native

	<u>Chief</u>	<u>Warrior</u>	<u>Witch Doctor</u>	<u>Women</u>
Friendship	Neutral	Neutral	Neutral	Neutral
str-	40	60	55	35
con-	25	80	80	40
dex-	30	80	80	55
wisdom-	80	50	80	60
hps-	400	800	500	300

Guides can be bought in most towns they can be either Native or Civilized man. The average guide cost 80 mps a day. here is the average guide's stats - Friendship - Neutral

str - 50

con - 65

dex - 65

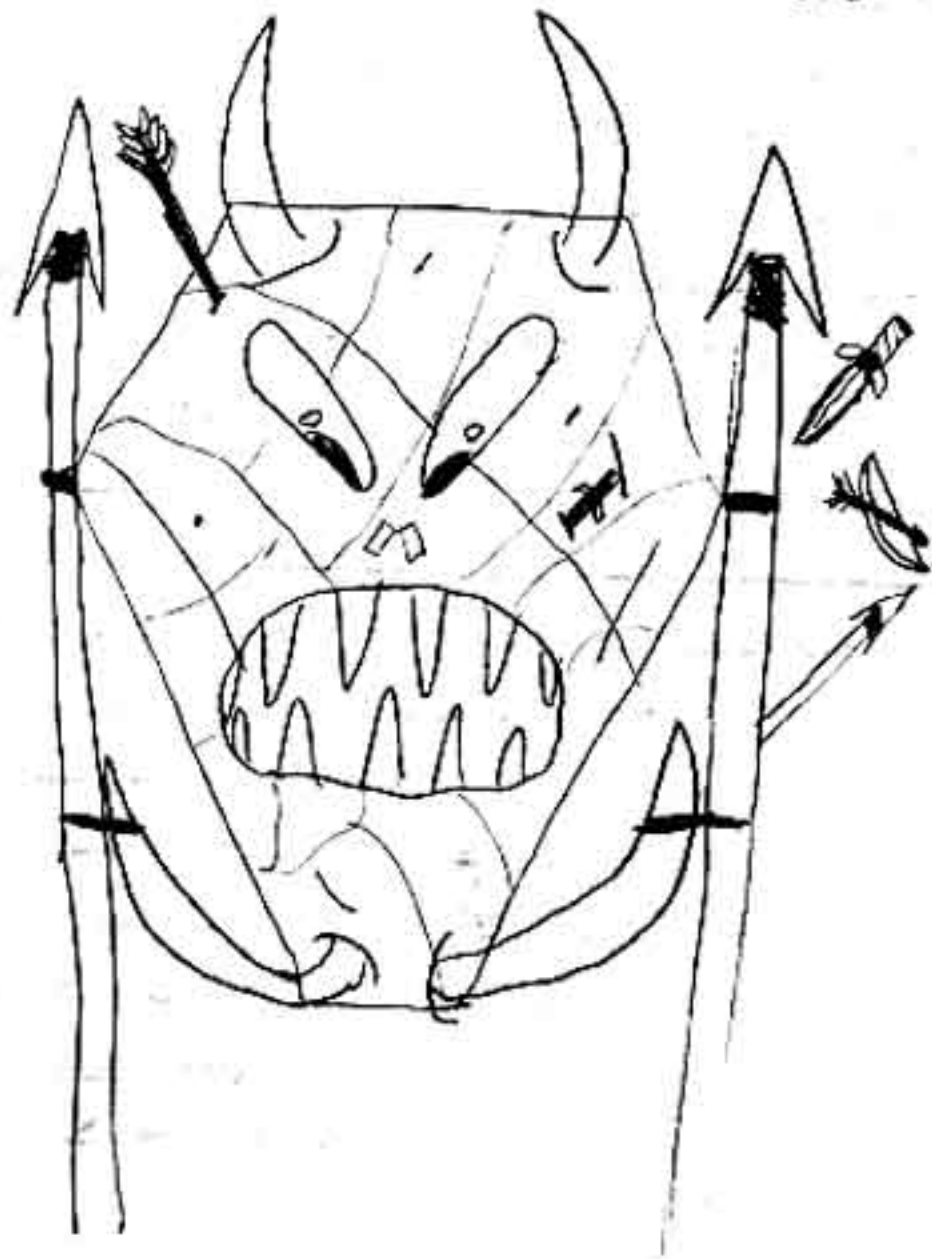
wisdom - 65

hps - 600..

knives, bows and other people cant.

other people can range from police to citizens have
are the average stratus for people -

Bar tender	Police or Game warden	Ranger	citizen
Str - 70	80	70	40
Friendship - Non trust worthy	Trust worthy	Friendly	Wries
Con - 65	60	65	50
Per - 60	50	50	40
Wis - 50	60	65	50
Lps - 400	500	600	300



How to Game Master

Game Mastering (G.M.) The Game master or G.M. is the most important person in the game for he controls most everything.

How to prepare for play

1. Know Rules - be familiar with explanation rules, you should be able to use them in play. and know where to look when players have questions

How to G.M.

1. Be a Judge - The G.M.'s job is to make sure the rules are followed and every one is treated fairly, settle questions and problems that come up during the game.

Do be a storyteller - you are the players eyes, ears, nose, and feeling describe as much and only as much as the players would know under normal circumstances. do not make decisions for your players!

make sure that the players as well as you are having fun above all else.



How to create a adventure

- There are 6 basic steps to creating a adventure they are -
1. Chose a theme and goal
 2. Select the setting
 3. Design events that lead to the goal and obstacles wich must be over come.
 4. Create Non-player characters, Animals that the characters will meet and how they will affect play.
 5. Write any special rules for unusual events
 6. write a find outline to guide G.M.

Theme - 3 things that should be considered while thing of a Theme

1. what has happen to lead to this where...
2. what must the characters do
3. what obstacles while the

Characters meet.

Some suggestion Themes are.

1. Explore New part of Jungle - players hired to explore and Map New part of The Jungle.
2. Capture some rare animal - players are hired to catch a rare animal.
3. find a lost tribe - players are hired to find a legendary lost tribe.
4. find a treasure or artifact - players are hired to find a certain treasure or artifact.
5. explore temple or building - players are hired to explore a old temple or building that was recently found.

Creating Adventures cont.

Events or challenges may be as plentiful or as few as when a crisis. The party which is search for the lost tribe of tabarka has just been attacked by 3 Gorillas.

G.M.s should follow these 3 steps when Design
1. Decide what purpose event has, is it a obstacle, puzzle to solve, a chance to gain something helpful, or just for excitement.

2. Decide what players will encounter in the event

3. Decide how Animals or Non-player characters will react to players.

Maps

Guide map - shows area players will be in does not show detail has a scale of 1-10km per square.

Combat map - shows ^{small} area in detail has a scale of 1-10m a square

Players map - should have no detail unless treasure map, etc. has a scale of 1-10km a square.

Payment - players should be paid from 100-1000



Poison + Disease

Poisons are measured in types 1-5 1 being the weakness the chart below helps telling Damage Antidote cost etc.

Poison Chart

Poison type	Antidote cost*	Poison cost	Affects
1	50	100	Slight sickness 1d80 Damage last 1 day
2	100	150	heavy sickness 1d80 Damage** last 2 days
3	150	200	Suber heavy sickness 1d800 Damage** last 1 day
4	175	250	Dudly 1d800 Damage** last 2 days
5	200	300	Fatal unless antidote given within 10 turns

* Per dose ** - per Day

sickness Are explained in the chart below

Sickness Chart

Name	medicine cost	How contagious	Affects
Murderia	100	Ver +	Delusion, after 5 days death
Sleeping sickness	100	Ver +	after 3 days death
Phosmona	50	Ver +	after 2 weeks roll 1d8 1-1 line 5-8 Death
Common cold	5	slightly	1d8 ⁵ per day / after 2d8 days last, could become Phosmona
Small pox	100	Ver +	after 3 days after rise Death
Flu, light	10	Slightly	1d8 ⁴ per Day / last 2d8 Days
Flu, heavy	40	medium	1d80 ⁷⁰ per Day / last 2d8 Days
Flu, super	60	Ver y	1d80 ⁷⁰ per Day / after 2 days becomes Phosmona

IF IF Not on lim character Die in 3 mps. Phosmona there is a 50% chance that infection will set in in 1-4 on the above roll 1d80 1-40 Dont 50-80 Roll on chart by 1d8

Name	medicine cost	Affects
1-4 Normal Infection	50**	causes 1d8 damage per day last 100 days or antidote given
I-8 Gangren	100**	same as Normal Infection only it stays 128 then 3 days last at Body must be removed

To The players

Do NOT try to Influence the G.M.
in any way.

Remember that the G.M. is the
boss the decisions he makes stand.

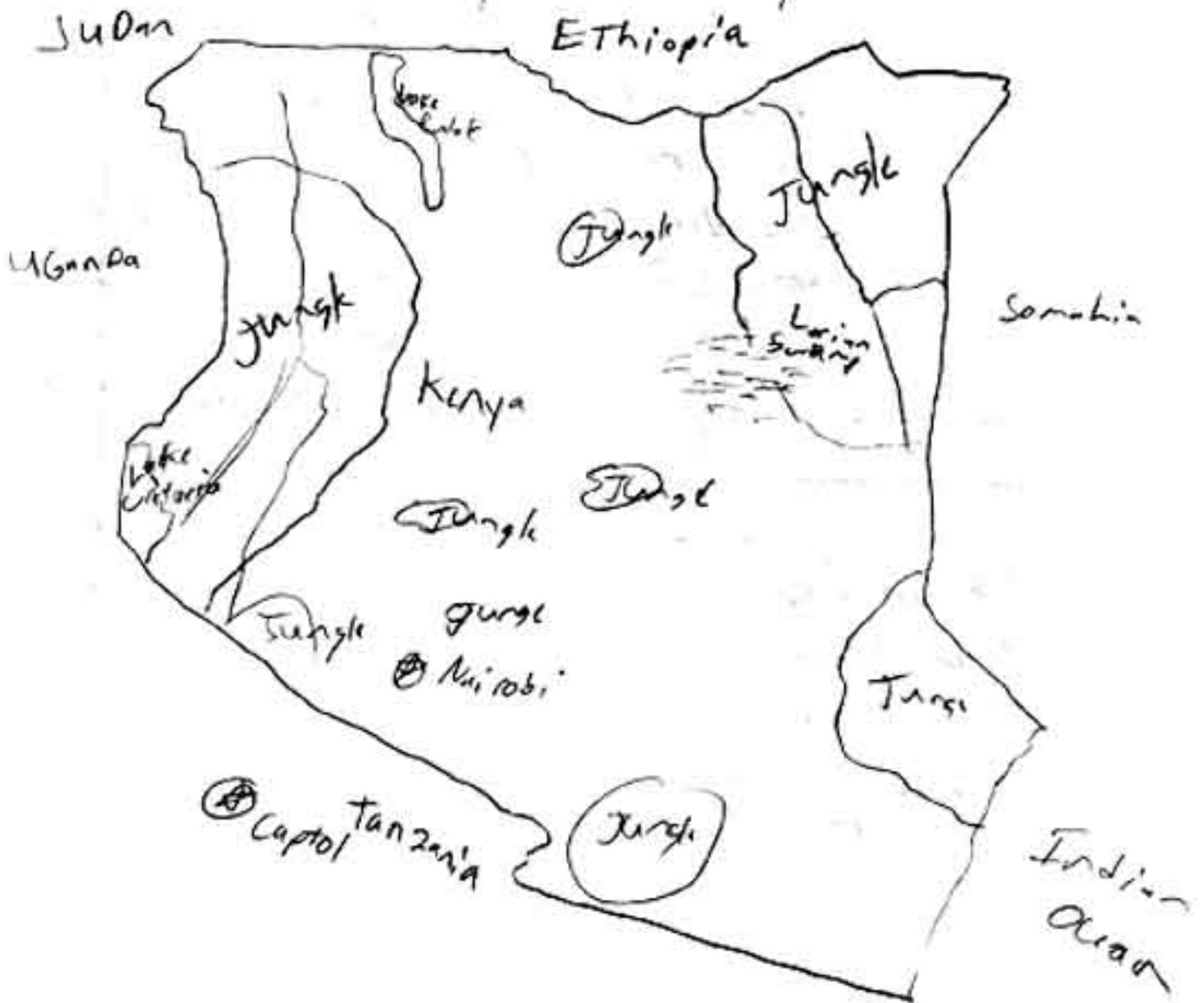
G.M.'s Do Not

Let Player's

INFLUENCE your

Decisions

Map of Kenya



G.M's send characters to
places on this
map please

Random Encounter Chart

When You don't know what Animal
to use roll yd8 Chart

Name	Die roll	Name	Die Roll
Black Mamba	1-2	Colobus Monkey	26
Green Mamba	3	Zebra	27-28
Boomslang	4	African Elephant	29
Spitting cobra	5	Hippopotamus	30
African Rattlesnake	6	Ostrich	31
Rhinoceros Viper	7	Aardvark	32
African Vine-snake	8		
Nile crocodile	9		
Anopheles Mosquito	10		
tsetse fly	11		
Centipede	12		
Silk spider	13		
Lion	14-15		
Leopard	16		
Hyena	17		
Cheetah	18		
African wildcat	19		
Black Rhinoceros	20		
Giraffe	21-22		
Gorilla	23		
Patas Monkey	24		
Chimpanzee	25		

example Record sheet

Name: Friendship
Race: Strength =
Dexterity =
Money: Constitution =
Wisdom =
Movement: 8m/turn Life points =

Skills: Equipment: Vehicle:

1.	1.	1.
2.	2.	2.

Armo:

1.	5.
2.	6.
3.	7.
4.	8.
	9.

Weapons:

1.	10.
2.	11.
3.	12.
4.	
5.	

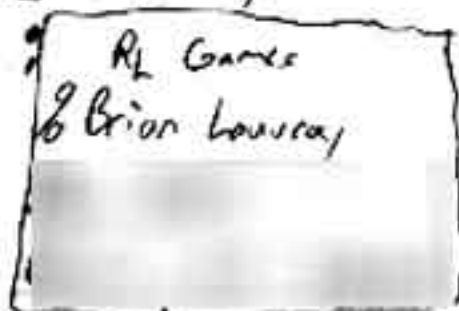
TO every one :

Thank you for Buying or/and
Reading exploration.


I hope you enjoy playing.

Author,
Brian
Lawson
Brian Lawson

IF you have any
questions write to



please enclose a self addressed, stamped
envelope.

This Game is
Owned by 

written finished on Sept. 8, 1985

Special Thanks to: Matt Rea

Thank End you for entering the

WORLD

OF

EXPLORATIONS

AND
By the
way

HAVE FUN

IN Kenya

HA! HA! HA!

EXPLORATION



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