



Curly                  Snowy                  Hairy                  Mucky                  Ginger

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Curly Toenayles, a famous film maker, to save your movie you must rescue Sue Flaye your beautiful blond leading lady. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Curly Toenayles 2 Gas bombs	Hero	Mo6", Fa 2/3/5, Ag 1, Me 1	Rifle 36"; Shots 1-3=1, 4-6=2 SDD-1 2" 2+, 4" 3+, 8", 4+, 12 5+, 18" 6+, 24" 7+, 36" 8+ Pistol 12": Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12" 6+
Snowy White	Brave	Mo6", Fa 2/3/5, Ag 1, Me 1	Tommy Gun 24"; Shots 1=jam, 2=2, 3=4, 4=6,5=8 6=10 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Hairy Greene	Normal	Mo6", Fa 2/3/5, Ag 1, Me 2	Heavy Rifle 36"; Shots 1-4=1, 5,6=2 SDD-2 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Mucky Synglet 2 Dynamite	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pump Shotgun 18"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 2+, 4" 3+, 8", 4+, 12 5+18" 6+,
Ginger Bier	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pistol 12"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+ Camera First Aid Kit

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point **D6** (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6" 3+ to hit burst diameter 3" roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6" fail on 1** create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**



Noah Rhett Pipzi Lenny Strawberry

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Noah Peele, a famous actor, to save your career (and the movie) you must rescue Sue Flaye your beautiful blond leading lady. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Noah Peele 2 Gas Bombs	Hero	Mo6", Fa 2/3/5, Ag 1, Me 1	Rifle 36"; Shots 1-3=1, 4-6=2 SDD-1 2" 2+, 4" 3+, 8", 4+, 12 5+, 18" 6+, 24" 7+, 36" 8+ Pistol 12": Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12" 6+
Rhett Bulle	Brave	Mo6", Fa 2/3/5, Ag 1, Me 1	Tommy Gun 24"; Shots 1=jam, 2=2, 3=4, 4=6,5=8 6=10 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Pipzi Kohlar	Normal	Mo6", Fa 2/3/5, Ag 1, Me 2	Heavy Rifle 36"; Shots 1-4=1, 5,6=2 SDD-2 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Lenny Monade 2 Dynamite	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pump Shotgun 18"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 2+, 4" 3+, 8", 4+, 12 5+18" 6+,
Strawberry Kordialle	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pistol 12"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+ Camera First Aid Kit

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point **D6** (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6" 3+ to hit burst diameter 3" roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6" fail on 1** create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**



Scrawl                  Hari                  Mal                  Crunchie                  Hazel

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Scrawl Doodle, a famous script writer, to save your career (and the movie) you must rescue Sue Flaye your beautiful blond leading lady and new love. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Scrawl Doodle 2 Gas Bombs	Hero	Mo6", Fa 2/3/5, Ag 1, Me 1	Rifle 36"; Shots 1-3=1, 4-6=2 SDD-1 2" 2+, 4" 3+, 8", 4+, 12 5+, 18" 6+, 24" 7+, 36" 8+ Pistol 12": Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12" 6+
Hari Beau	Brave	Mo6", Fa 2/3/5, Ag 1, Me 1	Tommy Gun 24"; Shots 1=jam, 2=2, 3=4, 4=6,5=8 6=10 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Mal Teezar	Normal	Mo6", Fa 2/3/5, Ag 1, Me 2	Heavy Rifle 36"; Shots 1-3=1, 4,5=2 6=3 SDD-2 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Crunchie Barre 2 Dynamite	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Double Shotgun 24"; Shots 1-3=1, 4,5,6=2 SDD 0 2" 2+, 4" 3+, 8", 4+, 12 5+18" 6+, 24" 7+
Hazel Spredde	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pistol 12"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+ Camera First Aid Kit

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point D6 (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6" 3+ to hit burst diameter 3" roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6" fail on 1** create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**

**PARTY 4 - HARDY PORT – First Officer**

**START IN BALLOON**



Hardy Ally Rowan Starre

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Hardy Port, the First Officer, to save your career you must rescue Sue Flaye the beautiful blond leading lady. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Hardy Port 2 Gas Bombs	Hero	Mo6", Fa 2/3/5, Ag 1, Me 1	Rifle 36"; Shots 1-3=1, 4-6=2 SDD-1 2" 2+, 4" 3+, 8", 4+, 12 5+, 18" 6+, 24" 7+, 36" 8+ Pistol 12": Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12" 6+
Ally Stern	Brave	Mo6", Fa 2/3/5, Ag 1, Me 1	BAR 36"; Shots D6-1 but a 1=jam, 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Rowan Bote 2 Dynamite	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Double Shotgun 24"; Shots 1-3=1, 4,5,6=2 SDD 0 2" 2+, 4" 3+, 8", 4+, 12 5+18" 6+, 24" 7+
Starre Borde	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pistol 12"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+ Camera First Aid Kit

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point **D6** (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6" 3+ to hit burst diameter 3" roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6" fail on 1** create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**



Al Derek Hal Lee

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Al Ashoar, the Excursions Officer, to save your career you must rescue Sue Flaye the beautiful blond leading lady. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Al Ashoar 2 Gas Bombs	Hero	Mo6", Fa 2/3/5, Ag 1, Me 1	Rifle 36"; Shots 1-3=1, 4-6=2 SDD-1 2" 2+, 4" 3+, 8", 4+, 12 5+, 18" 6+, 24" 7+, 36" 8+ Pistol 12": Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12" 6+
Derek Crane	Brave	Mo6", Fa 2/3/5, Ag 1, Me 1	BAR 36"; Shots D6-1 but a 1=jam, 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Hal Yard 2 Dynamite	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Double Shotgun 24"; Shots 1-3=1, 4,5,6=2 SDD 0 2" 2+, 4" 3+, 8", 4+, 12 5+18" 6+, 24" 7+
Lee Ward	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pistol 12"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+ Camera First Aid Kit

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point **D6** (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6" 3+ to hit burst diameter 3" roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6" fail on 1** create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**



**Bermuda**

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Bermuda Rigg, the Excursions Officer, to save your career you must rescue Sue Flaye the beautiful blond leading lady. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Bermuda Rigg 2 Gas Bombs	Hero	Mo6", Fa 2/3/5, Ag 1, Me 1	Rifle 36"; Shots 1-3=1, 4-6=2 SDD-1 2" 2+, 4" 3+, 8", 4+, 12 5+, 18" 6+, 24" 7+, 36" 8+ Pistol 12": Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12" 6+
Reefer Coat	Brave	Mo6", Fa 2/3/5, Ag 1, Me 1	BAR 36"; Shots D6-1 but a 1=jam, 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9
Breton Smock 2 Dynamite	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Double Shotgun 24"; Shots 1-3=1, 4,5,6=2 SDD 0 2" 2+, 4" 3+, 8", 4+, 12 5+18" 6+, 24" 7+
Pea Jaquette	Normal	Mo6", Fa 2/3/5, Ag 2, Me 1	Pistol 12"; Shots 1-3=1, 4,5=2 6=3 SDD 0 2" 3+, 4" 4+, 8", 5+, 12 6+ Camera First Aid Kit

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point D6 (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6" 3+ to hit burst diameter 3" roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6" fail on 1** create a gas cloud 6" in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**

**PARTY 7 - TINTIN –Youthful Investigator**

**START IN LAUNCH**



Tintin & Snowy    Capt Haddock    Thompson Twins    Bianca

Many years before the film “King Kong” was made the great fim maker, Curly Toanayles needs to finish his movie and has found the perfect location; Skull Island. He found an unknown singer and dancer as his leading lady to play opposite the star Noah Peele. This 'soon-to-be-unfortunate' soul is Sue Flaye. No one knows what they will encounter on this island and why it is so mysterious, but once they reach it, they will soon find out. Living on this hidden island is a giant gorilla and this beast now has Sue in its grasp. You must travel through the jungle looking for Kong and Sue , whilst avoiding all sorts of dangers, creatures and beasts.

You are Tintin, the Famous Belgian Investigator, to preserve your career you must rescue Sue Flaye the beautiful blond leading lady. You may also gain prestige points for naming unknown creatures, bringing home evidence of dinosaurs and bringing back native or ancient treasures.

Name		Stats	Weapon
Tintin	Hero	Mo6”, Fa 2/3/5, Ag 1, Me 1	Pistol 12”; Shots 1-2=1, 3-4=2, 5-6=3 SDD 0 2” 2+, 4” 3+, 8”, 4+, 12 5+
Captain Haddock	Brave	Mo6”, Fa 2/3/5, Ag 1, Me 1	Self Loading Rifle 36”; 1-2=1, 3-4=2, 5-6=3 SDD -1 2” 3+, 4” 4+, 8”, 5+, 12 6+18” 7+, 24” 8+, 36” 9 Pistol 12”; Shots 1-3=1, 4,5=2 6=3 SDD 0 2” 3+, 4” 4+, 8”, 5+, 12 6+
Thompson Twin (blue bow tie)	Normal	Mo6”, Fa 2/3/5, Ag 2, Me 1	Rifle 36”; Shots 1-3=1, 4-6=2 SDD-1 2” 2+, 4” 3+, 8”, 4+, 12 5+, 18” 6+, 24” 7+, 36” 8+
Thompson Twin (yellow bow tie)			Rifle 36”; Shots 1-3=1, 4-6=2 SDD-1 2” 2+, 4” 3+, 8”, 4+, 12 5+, 18” 6+, 24” 7+, 36” 8+
Bianca Castafiore	Normal	Mo6”, Fa 2/3/5, Ag 2, Me 1	Unarmed Camera First Aid Kit
Snowy	Hero	Mo 10”, Fa 4/5/6, Ag 0, Me 0	Very intelligent – scout, follow trail etc

**Weapon Exploding Point** – select aiming point if hit bomb explodes there. If roll failed roll arrow dice and move impact ½ D6 inches.

For exploding point **D6** (-1 FR) 5+ on spot, 3+ 0.75" away, 2- 1.5" away. Use 6 sided dice with arrows on it for direction from aim point.

**Dynamite** range 6” 3+ to hit burst diameter 3” roll to hit every creature in burst area. If it is a large creature then roll d6 for number of hits scored.

**Gas Bombs range 6” fail on 1** create a gas cloud 6” in diameter roll a D6 for any creature whose head is within the cloud -1 if small, 0 if standard, +1 if large, +2 if very large and +3 if Gigantic. If result is 3 or less then creature unconscious.

**Camera:** Score Prestige points for each photo of a dinosaur or unknown creature (including Kong). May be used instead of shooting. Roll D6 1-2 worthless photo, 3-4 shaky photo = 1 prestige point, 5 good photo = 2 prestige points, 6 excellent photo = 3 prestige points.

**First Aid Kit:** Spend a turn bandaging to improve a wound one level.

**Once in the game you may make a “double move” at no penalty. You can make another “double move” again in the game but this deducts 1 from your die rolls.**

## KONG

## START AT SACRIFICE POST

You have been called by the puny humans to the usual ritual. Every so often they put one of their females out as a plaything and call you. Exactly why they do this is not clear to you at all as the toys make an awful screeching noise, go limp and break quite easily. They are always the same - dark skinned with fake gold hair. Oh for something different! Well today they have given you something different. A pale skinned female with golden hair that does not fall off. Much better. But it does still scream an awful lot.

You have decided to take the toy back to your lair and you will not let anything take it from you. You start the game at the sacrificial post with Sue.

**Your first move is to release her - roll a D6 – if it is a 1 try again next turn. You always release her on move 2.**

Fright Value +3

Kong moves at 8" on his own and 7" carrying Sue Flaye. Wound Value 12 plus stars

ROAR forces morale test with extra -2. May roar alternate turns. Range 9".

Fight: Teeth, Grapple; Shooting: Throw stone.

He has a fighting value of +8 and can throw boulders at his enemies. The boulder has a range of 12"

Weapon	Range	SSD	6"	12"	Other	To hit special
Kong's Stone	12"	+1	4+	5+	4 boulders may be placed anywhere. 2 additional boulders in each ruin. 6 boulders on Skull Mountain	Target on ground - Roll D6: 1-2 One hit SDD-3; 3-4 two hits SDD-2; 5-6 three hits SDD -1. Balloon: Roll d6: 1 = bounces off, 2 loses 4" height 3 loses 6" height, 4 = loses 8" height, 5, 6 = crashes If balloon loses more height than it has then it crashes.



**Kong**, large teeth  
SDD-1, Fists SDD -2

Hits on Kong		Hits on Sue (carried)
1-3	Flinch	Ignored
4-5	Stagger	Flinch
6	Downed	Stagger

<b>Flinches</b>	4+ superficial, 2+ lightly injured (LI) -1" move -1 melee or firing & MT 1- Roars badly injured -2" move -2 melee & MT
<b>Staggers</b>	4+ lightly injured (LI) -1" move -1 melee or firing & MT 2+ roars badly injured -2" move -2 melee & MT 1- Dangerously injured -3" move -3 melee & MT
<b>Downed</b>	4+roars badly injured -2" move -2 melee & MT 2+ Dangerously injured -3" move -3 melee & MT 1- Collapse - apparently dead.



## SUE FLAYE

Actress, dancer and singer

Screams if frightened

**Mo6", Fa 2/3/5, Ag 2, Me -2**

Wounds – Kong starts with 4 Stars per enemy (max 24). When he is injured take a saving throw 1-3 remove the number of stars for the wound value in the table. There is no other effect until all 8 stars are used then the wounds take effect.

When you are shot at from the front any 0 rolled by the shooter counts as a hit on Sue Flaye. If she is killed then you may capture another female from any party to replace her.

STARS – Kong loses 2 stars if downed and 1 if staggered (ignores flinches)

Kong can jump 9" and grabs hold (e.g. a balloon) on a d6 roll of 7" 4+, 8" 5+ and 9" 6. Carrying a figure -1.

Kong can reach a balloon within 2" of his head at 6" height without jumping but needs a 5 or 6.

**If Sue escapes or is killed or you just fancy another female human toy then you can always get another one from one of the little groups of people invading your land and disturbing your peace and quiet.**

# PYGMIES



Chief; Hero - Mo5", Fa 2/3/5, Ag 2, Me 0,  
 Witch Doctor; Brave - Mo5", Fa 2/3/5, Ag 2, Me -1 Causes MT 2 if within 4" -1 in fighting but 2 off saving throw if he wins  
 Standard Bearer; Brave - Mo5", Fa 2/3/5, Ag 2, Me -1  
 Daughter; Normal -Mo5", Fa 2/3/5, Ag 2, Me 0 -1 in fighting but 2 off saving throw if she wins  
 Blowpipe: Normal -Mo5", Fa 2/3/5, Ag 2, Me -1; 12", Shots 1-4=1, 5-6=2 to hit 2"=3+, 4"=4+, 8"=5+  
 Anyone hit is poisoned on 5+ and takes an extra hit.  
 Javelin: Normal -Mo5", Fa 2/3/5, Ag 2, Me -1 0-3" 3+ 3-6" 5+  
 Spear: Normal -Mo5", Fa 2/3/5, Ag 2, Me -1+2 first round of fighting  
 Club: Normal - Mo5", Fa 2/3/5, Ag 2, Me -1 -1 in fighting but 2 off saving throw if he wins.



Palm Catapult – 4 crew shoots every second turn:

Basic Hits	4"	8"	16"	24"	36"	48"
	3	4	5	6	7	8

Shoots a volley of stones. Roll a d6 for each member in target 2" diameter zone and on a 1-3 they are hit by a stone.

D6 1,2=Flinch, 3,4=stagger, 5,6=downed

Take saving throw at +1

# THE TRIBE



The natives will not cross the wall while Kong is within 12". Place the Chief and Queen with bodyguards, the Witchdoctor, the Drummer and Dancers with the warriors and natives on or behind the wall. Roll a D6 for the number of natives that can shoot or throw a spear in a turn. The natives take a terror test the first time they are shot at. Any that run away hide in the huts. Never seen white men or faced guns. White men cause MT at -1 if within 6". If fired at take MT at -3. The tribes men worship Kong – they will be neutral towards the players to start with but will become hostile only after shooting at Kong begins. They are very hostile if Kong is killed where they can see.

Name	Status	TR	Move	Melee	Fight Weapon	Shooting Weapon	Special	Fatigue
Chief	Hero	2	6"	+1	Spear			Fa 2/3/5
Queen	Heroine	3	6"	0				Fa 2/3/5
Witch Doctor	Brave	1	6"	-1	-			Fa 2/3/5
Warrior	Normal	1	6"	0	Spear	Spear		Fa 2/3/5
Warrior	Normal	1	6"	0	Knife	Bow		Fa 2/3/5
Female Dancer	Brave	3	6"	-1	Knife		Hard to hit +1 to saving throw	Fa 2/3/5
Female	Cautious	0	5"	-2	-			Fa 2/3/5

Weapon	Range	SSD	Rounds Fired							Rounds	To hit						
			1	2	3	4	5	6	2"		4"	8"	12"	18"	24"	36"	
Bow	18"	+1	1	1	1	2	2	3	12	3	4	5	6	7			

**Throwing Weapons** Simple hits are as for bludgeoning weapons. The given throwing ranges are modified by characters melee factor HR= Half Range FR= Full Range

Weapon	Range	SSD	HR	FR	Other	To hit special
Stone	8"	-1	4+	5+		
Spear	6"	0	3+	5+		

## BALLOON RULES

- Movement:
  - The player may decide to use 1D6 or 2D6" per turn but must use all of the score as movement or changing altitude. Turning 45° -2"; Ascending or descending 1" uses 1" of movement. In game terms the maximum altitude is 9". Any higher and the photo subjects and shooting is too poor to be of any use.
  - Double 1 – if a double 1 is rolled for movement the engine stops and the balloon drifts towards the volcano at d6 inches per move. The pilot may repair it in any turn he rolls 4+.
- Hits on the balloon:
  - The fabric has 10 hits. Once this total is reached then the balloon may lift only half of its load.
  - When 20 is reached the envelope is burst and the balloon crashes. Each hit drops the altitude 1"
- Capacity
  - Each balloon is capable of carrying the aeronaut plus up to 4 passengers with luggage or about 1500lb of cargo.
- Shooting from the balloon:
  - -1 to shooting above 6" height, -3 above 9". Only 2 shooters for each 90° segment of the basket.
- The operating height is measured in inches. This is marked by the card placed beside the balloon.
- Landed is considered as being at virtually ground level with the basket on just above the surface. Any movement is normally controlled by a ground party on ropes. If free movement within 1" of the ground is attempted there is a risk of spilling. This occurs if a 1 is rolled on any of the movement dice. If the basket is spilled all occupants fall out on a d6 roll of 1, all items not secured are lost overboard on a d6 roll of 1, 2.
- Landing a Balloon: Balloons are landed by slipping earthward and turning into the wind at the last minute to lose speed. Timing is all important. The pilot rolls D6 needing a score of 2+ to make a safe landing. Otherwise it spills. If the basket is spilled all occupants fall out on a d6 roll of 1, all items not secured are lost overboard on a d6 roll of 1, 2.
- Forced Landing (Crash): If a balloon strikes the ground because of a card, damage or running out of height then it must roll a D6 1-3 it spills. In this case roll a d6 for each of the occupants who fall out on a d6 roll of 1 or 2 if they are braced for impact or 1-3 if they are not, all items not secured are lost overboard on a d6 roll of 1-3.
- The Net: The net may be used to capture a creature. One net is large enough to capture any of the creatures on the island. The net is stowed under the balloon and needs 2 or 4 people to deploy it. It may be dropped from any height above the target. With 2 crew it needs 5+ to score a hit, with 3 crew it needs 3+ to hit. Subtract 1 from die roll if the balloon is 6" or more above the creature being captured. Measure height at the shoulder of the creature.
- EQUIPMENT: Each balloon is equipped with
  - a large net, patches,
  - spare gas cylinder,
  - hot air burner
  - 10 ballast bags.
  - Ballast bags may be dropped to counteract any damage at one bag per point to keep 1" altitude). Each crew member may drop up to 2 bags in a turn.
  - Anchor on 12" rope,
  - grapnel with 6" rope,
  - Rope ladder 6" long,
  - 3 coils of rope each 6" long,
  - repair kit,
  - 3 x electric torches

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