

## How To Play

Pick two critters as your starting creatures. When you are in a combat, pick a critter to use. If you are the attacking critter, you may choose the trait to attack with. Otherwise the text will inform you how the opponent attacks.

Roll the appropriate sized die for the trait. The critter with the higher roll wins.

If you win but there are more critters to fight, your critter does a second round of combat. Who attacks or defends switches each round unless the text says otherwise.

### 1

It's taken a few days to reach the town of Nordboro. The trip wasn't bad but you looked forward to sleeping in a real bed. Last night the hard ground wasn't very comfortable in your sleeping bag.

The stay would only be a single night but even one night would be comforting. You had set out almost immediately after hearing the King's request. The King summoned skilled digital operators to the castle. The decry gave no reason for the summons. You knew that you might not be the most skilled digital operator but you had to try. The castle was only three more days from Nordboro.

You imagine walking into the grand castle. An image of your clothes covered in dirt from the days of travel flashes in your mind. Probably best to clean up when you get to the city of Solrul rather than rush to the King.

As you cross a bridge over the river to enter Norboro, a roar interrupts your thoughts. You turn to the sound and see a giant wave of water surging down the river. The water crests the

banks of the river. It threatening to crash into several buildings and the bridge you stand on.

You power up your pixel critter glove. You quickly grab a disk from a pouch and insert it into the drive on your belt. The green light flicks on. Energy surges up the cable to the glove. In an instant one of your pixel critters materializes where you point the palm of your hand.

The river banks have been built up to prevent flooding but that won't be enough. A breach away from the town may divert enough water to prevent most the worst effects of the flood. You might also be able to construct barriers to divert the water. Of course it might also me easiest to just get people out of the way. You only need to win with one of your critters against the flood. You are considered the attacking creature every round.



If you win go to 2

If you lose go to 3

### 2

Your pixel critters work quickly to save the town. As you help get people to safety and do what you can to divert the water another digital operator arrives. He summons an Occuphaser to help protect the town.

As the water recedes, he digitizes his Occuphaser and approaches you. He wears a hat and long coat despite the warm weather. His face is covered in wrinkles. For an old man, he certainly reacted quickly to the disaster.

He reaches out with his left hand. You accept his greeting with your own hand. As most digital

operators use their pixel critter glove on their right hand, they usually shake their left hands in greeting.

"Thank you for the assist. My name is Jericho," says the old man.

"Happy to help," you reply. "Are you responding to the King's summons as well?"

Go to 4

### 3

You misjudge the effectiveness of your work. As the water crests the barriers, it knocks you off your feet. You lose track of up and down as the water crashes into you. Something hits your side and you grab hold of it. You find it is a life preserver tied to a rope.

Your clothes are completely soaked. You check your pixel critter equipment. The water seals work and everything is in working order. Your pixel critter finds you and you recall him.

Looking around the town is not as damaged as you would have expected. You see another digital operator recalling his Occuphaser. It looks like he may have diverted enough of the flood to prevent serious damage. He walks over to you.

"Sometimes it's best to just get out of the way," says the man with a smile. He wears a hat and long coat. Some water drips from his clothes but not as much as yours. His face is covered in wrinkles. "I appreciate the attempt to help. My name is Jericho."

Your head sinks a little at your failure. "Sorry about that. Are you responding to the King's summons as well?"

Go to 4

### 4

Jericho laughs before coughing a bit. "No. I doubt I'm the kind of digital operator the King is after. My days of glory are in the past. Besides with the recent floods, I'm needed here."

"Floods? You mean there have been more than one?" you ask.

Jericho turns to look up the river. "For the last month, we have been having floods every week. Something upstream is causing the floods." He turns back around. "Down 5th Avenue is the Last Lantern. Miss Kard runs the inn. If you want a place to clean up and stay the night."

"Thanks." You look over the damage once more before proceeding down 5th Avenue. Jericho remains at the flood zone.

Now that you know about the previous flood, you see small signs of previous floods but they stop after you get far enough away from the river. The Last Lantern is four stories tall making it among the tallest buildings in the town. The paint is a little faded but the building seems to be in good shape. You push open one of the double doors into the building.

The first floor has many tables and chairs. A kitchen and bar sit to the right of the doors. It seems about a quarter full. A waitress and waiter run around serving people. Behind the bar is a woman with blue hair and dark skin. She is wearing an elegant dark red dress.

As you walk to the bar, her red eyes scan you over pausing a moment on your pixel critter glove. "Welcome traveler. How can the Last Lantern serve you today?" Her smile welcomes you as much as her words.

"Jericho suggested I could find a room for the night here," you reply.

She nods. Reaching under the bar, she pulls out a key. "Room 204. It is 2 gold a night and includes a meal." She slides the key across the bar but doesn't let go. "What does the King want with digital operators?"

"I don't know," you answer truthfully. You place the 2 gold on the bar. "Have there been other operators heading to the castle?"

Miss Kard shakes her head. "I haven't seen any but I imagine most would be coming from the east or south." She lifts her hand from the key and scoops up the gold. "A little young to be a skilled operator aren't you? Although I suppose you know Jericho so maybe you are more than you seem."

You take the key but before you can say anymore she is off serving another customer. You wonder what she means about Jericho but your stomach growing overrides your thoughts. You find a table and order some food. Satisfied you head off to your room for the night.

In the morning, you find the inn relatively quiet. The locals are out doing their daily tasks probably returning in the evening for a drink or perhaps a meal. You see Jericho seated at a table. He looks the same as he did yesterday even wearing the hat. He has his feet up on a second chair. You walk over to the table. Jericho nods acknowledging your presence.

"I didn't expect to see you again before I left," you respond. "I assumed you had your own place."

"I do," respond Jericho.

You pause waiting for him to explain why he was there but Jericho just stares at you. "Why are you here?" you ask.

"The floods are problematic. We need someone to travel up river and determine the cause," answers Jericho.

You think you understand where this is going. "I'm traveling to see the King. Isn't there a law enforcement official who could investigate?"

He shakes his head a little. "Journeying up river is difficult. The easiest method is go on the river itself but we don't have any boats capable of making that journey at the moment."

"Ok... I don't have any ability to travel upstream."

Jericho holds up a finger. "But you are a digital operator. Are you familiar with Ninjard?" When you don't answer he continues, "It is a water bird which can easily travel upstream. I know where there is one but I'm afraid it is impossible for me to make the journey."

If you refuse go to 5  
If you accept go to 6

## 5

You shake your head. "After I see the King I'll come back or maybe I can send another operator. If it is happening every week, you wouldn't have more than one more flood to mitigate."

Jericho takes his feet off the chair and stands up. "If you do this for me, I will write a letter of recommendation for you," he says.

A confused look comes over your face. You wonder what difference a recommendation from this old digital operator would make. Jericho clearly thinks it would be of value.

"I don't think he knows who you are?" interjects Miss Kard who joined the two of you. "You must have seen his Occuphaser when he battled the flood."

Of course you saw the Occuphaser but why would she mention that. You remember a news

story talking about the first digital operator taming an Occuphaser. His name was Jericho. Your jaw drops at the realization.

Miss Kard wanders back to the bar with a smile.

"Do we have a deal?" asks Jericho.

Go to 6

**6**

"Where do I find this Ninjard?" you ask.

"It usually is found a little further down the river from the bridge you crossed," answers Jericho. He walks towards the exit. "Good luck."

You eat a quick breakfast and head for the bridge. The river goes around a bend and you see the Ninjard sitting in the water near the shore. You pull out a disk. Before you can slot it into the drive, three shurikens rise into the air and point in your direction. They start spinning.

If you attack go to 7

If you try to talk go to 8

**7**

You jam the disk into the drive. The green light flashes. The energy courses through the cable and out the glove. Your pixel critter appears as the Ninjard attacks.

The Ninjard is the attacking creature. It uses your weakest trait. If you lose, you may attack again with another critter but the Ninjard is still the attacking creature.



If you win go to 9

If you lose go to 13

**8**

You hold off on putting the disk in the drive. You walk closer to the Ninjard trying to be as non threatening as possible. The spinning shurikens slow down but remain floating and pointing at you.

The intelligence of pixel critters vary. They generally understand speech but may or may not be able to respond. You wish you had asked Jericho for more information on the creature. Rookie mistake to head in blind.

Go to 10

**9**

After defeating the Ninjard, you scan it with your glove. The data size of the critter is too

large for any disk you have. You can still order it to take you up river but you would be unable to take it with you.

"You know about the floods," you call out. "I need you to take me up the river to the source."

The Ninjard moves to the shore to let you get on. You climb on and hang on as the critter moves effortlessly against the current.

Go to 15

## 10

The Ninjard begins to move downstream.

"The floods keep occurring. Jericho asked me to go up the river to find out why. I just need your help," you explain.

The Ninjard turns back to you. It holds there for a moment. An image appears in your mind. It is a furry six legged creature with a duck bill and a flat tail. You recognize it as a Digammatinus. The image is soon followed by an egg and Ninjard itself.

You puzzle over the images for a moment. "You want me to get you a Digammatinus egg. Why?"

The Ninjard gets an angry look. The image of the duck bill appears in your mind.

That can't be right. The Ninjard is jealous that the Digammatinus has a duck bill. Does it really matter? If you get him the egg, he may help you.

If you agree go to 11

If you decide to fight go to 7

## 11

"Ok. I'll get you the egg and then you will bring me upstream," you reply. "Do you know where I can find a Digammatinus?"

The Ninjard looks downstream.

This is turning into a bigger adventure than you planned. Luckily the river is fairly easy to follow. You know the Digammatinus constructs burrows on the banks of rivers. You keep an eye out for such a structure.

You notice a Digammatinus swimming in the water. The burrow is thankfully on the same side of the river as you are. With a little luck you might be able to grab an egg and get out of there without the Digammatinus noticing. Might be easier to just attack the Digammatinus first.

If you try to sneak, roll speed for one of your critters if you roll 7 or higher go to 12. If you roll less go to 14 and the Digammatinus is the attacking creature.

If you attack go to 14 and you are the attacking creature.

## 12

You sneak over to the burrow. There are two eggs in the nest. You grab one and leave. You don't get very far before you hear a low growl. Seems the Digammatinus has noticed the missing egg. You take off towards the Ninjard.

If the Digammatinus hadn't been going against the current, it would have easily caught you. You reached the Ninjard and realize you don't really have a plan after that.

You hold the egg out to the Ninjard. "I got the egg but there is an angry Digammatinus coming up fast."

The Ninjard turns to the Digammatinus. The Digammatinus stops growling and comes on shore next to you. Your instincts say to summon a pixel critter but you hold back. The Ninjard looks at the egg and then back to the Digammatinus.

You are confused but hold out the egg for the Digammatinus. It takes the egg carefully in two of its legs and returns to the water.

"What was the point of that?" you ask. "I got you the egg and I just hand it back."

The Ninjard approaches the shore and motions for you to get on. It seems clear it was not going to explain its actions. At least it honors the deal you made.

Go to 15

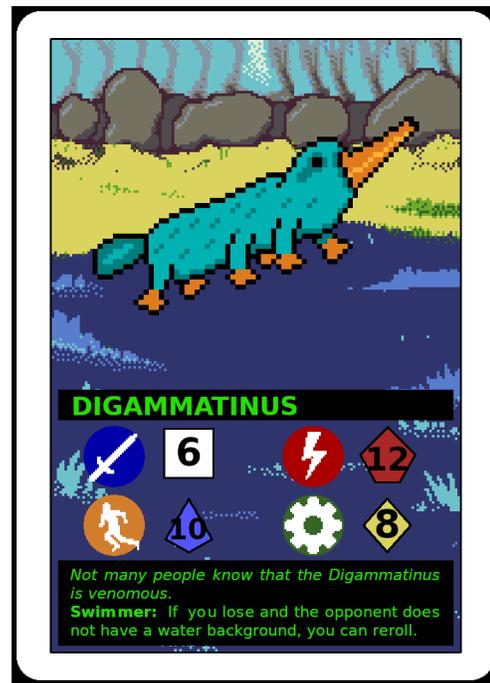
## 13

The Ninjard defeats your critters easily. The whole quest seems lost. You wonder why Jericho entrusted you with this task. Did he know how to defeat the Ninjard? Would have helped if he had provided that information.

Go to 10

## 14

If the Digammatinus is attacking it chooses Speed. You can battle with another critter if you lose the first time.



If you win, go to 16

If you lose, go to 21

## 15

The Ninjard navigates up the river with remarkable ease. You assume it is using the same telekinetic power to lift the shurikens to help. Maybe it is lifting itself slightly above the water or pushing itself from behind. Either way you might be able to solve this mystery quickly.

After about two hours traveling upstream, you find a dam. It spans the entire river but allows some water to flow. It looks like it can retract to either side allowing a torrent of water to flow down to the town. There seem to be some controls over on the right side.

"Thanks for your help," you say to the Ninjard. "Can you wait around to take me back downstream?"

The Ninjard nods.

Going around the dam you see that the water is not very high at the moment. No doubt it is depleted from the recent attack. The controls are pretty easy to understand. You open the dam but can't find any easy way to destroy the dam. Whoever controls it could easily block the river again.

There is a path that leads into the forest. Tracks suggest someone traveled that way recently.

If you travel down the path go to 17

If you try to destroy the dam, roll technology for one of your critters if you roll 5 or higher go to 18. If you roll less go to 20.

## 16

With the Digammatinus defeated, you find two eggs in the burrow. You take the one you need. Looking back at the Digammatinus, you could probably capture the creature but then who would care for the remaining egg. It seems surprising that the Digammatinus's burrow survived the flood. Maybe the creature repaired it. No point in dwelling on it, you head off to the Ninjard.

The Ninjard is still in the same spot. You hold out the egg. It comes close to the shore. The image of the Digammatinus appears in your mind. "Yes it is a Digammatinus egg," you reply.

The Ninjard shakes it's head. It nods it's head towards the egg before looking downstream. The image of the Digammatinus appears again in your mind.

"Wait. You want me to put the egg back. What about your anger at the Digammatinus? What was the point of this?" you ask.

The Ninjard moves out into the center of the river. You're tempted to throw the egg at the Ninjard but that wouldn't accomplish anything. Reluctantly you travel back to the Digammatinus's burrow.

The Digammatinus growls as you approach. You hold out the egg and place it on the ground. You step back. The Digammatinus rushes forward. It grabs the egg with the two front legs and retreats to the burrow.

"Sorry," you find yourself saying. "The Ninjard wanted me to get the egg. It appears we are both pawns in this game."

You walk back to the Ninjard. It swims over to the shore and let you mount up. Soon the Ninjard swims up the river.

Go to 15

## 17

The path doesn't seem to have cleared on purpose. The vegetation seems to have stamped down over time. Whatever came this way was rather big. It has broken many branches on nearby trees. Some much higher than the height of a person.

You hear a noise from your right. Without hesitation you load a critter and summon them to protect you.

Pick a critter and go to 24

## 18

Your critter damages the controls to prevent the dam from closing again. You are pretty confident it would be difficult to repair.

"What have you done?" screams a young woman.

She stands at the path entrance. Her hair is tied back in a ponytail. She has red shorts and black leggings. A blue jacket zips over a black long sleeve shirt. Most importantly she has pixel critter glove. She inserts a disk into her drive.

You start the fight with the critter you used to destroy the dam. Thumproot is the attacking critter for the first round. It uses Magic for its attack.



If you win, go to 26  
If you lose, go to 22

## 19

After defeating the Raptoloid, you scan the creature. It is small enough you can fit it on a disk if you want. Add the Raptoloid to your critter cards if you chose to keep it.

You are startled by a voice. "Who are you?"

You look down the path and see a young woman. Her hair is tied back in a ponytail. She has red shorts and black leggings. A blue jacket zips over a black long sleeve shirt. Most importantly she has a pixel critter glove and a Thumproot stands behind her.

Finally you think you have found the person behind the dam. "Why have you dammed the river and been flooding the town?"

She looks confused at your reply. "I'd ask what you are talking about but I don't have time for this. Thumproot smash him."

Thumproot is the attacking critter for the first round. It uses Magic for his attack.

If you win go to 31  
If you lose go to 28

## 20

Your critter doesn't seem to have much effect on the controls. Before you can decide what to do you hear a noise from the path.

"What do you think you are doing? asks a young woman standing at the entrance to the path. "My instructor would be displeased if you damage the dam." She frowns. "But it appears you have already opened it up."

Her hair is tied back in a ponytail. She has red shorts and black leggings. A blue jacket zips over a black long sleeve shirt. Most importantly she

has pixel critter glove. She inserts a disk into her drive.

You start the fight with the critter you used against the dam. Thumproot is the attacking critter for the first round. It uses Magic for his attack.

If you win, go to 27

If you lose, go to 28

## 21

You retreat after the Digammatinus defeats your pixel critters. It appears Miss Kard may have been right. You are not the skilled digital operator you thought you were. You wonder around town until you find Jericho. You relate the difficulties of your adventure. He listens carefully.

"Go back to the Last Lantern," replies Jericho. "Rest up and try again in the morning."

Go back to 6 or end your adventure.

## 22

After the Thumproot defeats your creatures, the critter grabs hold of you. The woman looks over the damaged controls. "Instructor Thannar is going to be angry at my failure."

"Who is Instructor Thannar?" you demand. "Who are you for that matter?"

"If you don't know who Instructor Thannar is, why did you destroy the dam?"

"Because it is flooding the town of Nordboro," you respond.

She hesitates and looks down the river as if she could spot the town. "That can't be right." She walks over to you. "Put him down."

The Thumproot releases you but she does not recall the critter and its presence looms behind you. You wait to see what she plans to do.

"My name is Ally. I had no idea there was a town down river," she explains. "I'll take you to Instructor Thannar. I'm sure we can find some way to continue his experiment without harming the town."

Ally turns and starts walking down the path expecting you to follow. When you don't move immediately the Thumproot gives you a little push. The Thumproot clearly has walked this path many times. Branches are broken from its previous journeys.

Go to 32

## 23

The Raptoloid defeats the last of your critters. Ally quickly summons her Thumproot. She clearly has faced these critters before. The Thumproot connects on a swing but doesn't knock out the Raptoloid. The creature retreats into the woods.

"More will be coming," says Ally. "We need to get out of here." She picks up the pace as she continues down the path.

"Thanks for the assist," you reply as you catch up to her.

Go to 32

## 24

At night the Raptoloid's dark coloring would have made it hard to see. Instead the blue scales stand in contrast to the greens and browns of the forest. It holds an electro staff. Realizing it lost the element of surprise, it hisses at your critter before attacking with the staff.

The Raptoloid attacks first. It uses the Technology trait.

(If you already have a Raptoloid, you can substitute a different creature.)



If you win, go to 19

If you lose, go to 29

## 25

The Raptoloid quickly jumped at you ignoring your critter. Ally pushes you aside. The Raptoloid hisses in anger but your critter quickly steps in between the two of you.

You attack first. If it makes it to a second round it uses the Technology trait.

(If you already have a Raptoloid, you can substitute a different creature.)

If you win, go to 30

If you lose, go to 23

## 26

The woman recalls her defeated Thumproot. She looks to be on the verge of tears.

"Who are you?" you ask.

She looks at you. Almost like she has forgotten you stood there. "I'm Ally. Instructor Thannar said the only thing I was good for was protecting the dam. I failed at even that simple task."

You feel a little sorry for the woman but she was trying to flood the town. You respond sternly, "Who is Instructor Thannar and why are you trying to flood the town?"

She looks confused. "What are you talking about?"

"The dam you built. It floods the town down river every time you open it."

Her eyes go wide. She seems to ponder the information. "Has anyone been hurt?"

"Not that I know of," you reply. "If you aren't trying to flood the town, what are you doing?"

Ally does not answer. After a moment she replies, "We need to tell Instructor Thannar. I'm sure he doesn't know about the town. Maybe we can figure out some way to prevent the flooding."

She starts to go towards the path before you step in her way. "Wait a second," you say. "Why should I believe you?"

An annoyed look crosses Ally's face. "Do you know where Instructor Thannar is? Do you want to wonder around and hope you stumble across him or do you want to resolve this?" When you don't reply right away, she pushes you aside and starts walking.

You decide to accept her help to close this investigation as quickly as possible. The path through the forest seems haphazard. The vegetation seems to have stamped down over time. Perhaps the Thumproot trundling through has cleared the route.

You hear a noise from your right. Without hesitation you load a critter and summon them to protect you.

Go to 25

## 27

The woman runs up to her critter as you defeat him and gets trapped underneath. With her pixel critter defeated, you turn back to the controls for the dam. This time you manage to smash the controls so that the dam is inoperable. Satisfied with your work, your attention returns to the woman.

Go to 26

## 28

After the Thumproot defeats your creatures, the woman looks at you. "Take him," she tells her critter. The Thumproot knocks you down and you lose consciousness.

You awake in a cavern with your hands attached to chains. The chains are attached to the

wall. Your pixel critter glove, drive, and disks are missing.

The cavern doesn't have much in it. About fifteen feet away, you see a table with your gear on it. The woman you were fighting stands in front of the table. She seems to be checking out the disks you have.

"Who are you?" you ask.

She jumps in surprise from your question. Her face hardens as she looks at you. "I've closed the dam again. You may have delayed Instructor Thannar from his experiment but you won't stop it."

You stand up but are stopped from approaching the woman by the restraints. "Who is Instructor Thannar? Why does he want to flood the town?" you demand.

The woman seems confused. "What are you talking about?"

You get angry at her denial. "What am I talking about! You have been flooding Nordboro for the last month."

The woman looks horrified. "That can't be right. I'll speak to Instructor Thannar immediately." She walks out of the sole tunnel in the room leaving you alone.

Without your critters there is no way to break free.

Go to 33

## 29

The Raptoloid defeats your last critter and looks at you. You hear loud crashing sounds behind the Raptoloid. A tree from the forest seems to reach out and crash into the creature.

The Raptoloid jumps back to its feet and retreats into the woods.

Before you stands a large mobile tree called a Thumproot. It looks at you questioningly.

"I think he has already been beat up. I don't think he is ready for another round," exclaims a young woman walking up from behind the Thumproot. Her hair is tied back in a ponytail. She has red shorts and black leggings. A blue jacket zips over a black long sleeve shirt. Most importantly she has a pixel critter glove. She doesn't seem particularly pleased to see you. "Go away. If you can't defeat a Raptoloid you won't be able to defeat me let alone my instructor."

The shock of the situation has finally subsided enough for you to respond. "I promised to find out the cause of the floods. If you and your instructor are causing them, they must stop."

She looks at you suspiciously. "Floods? From releasing the water from the dam?"

"The town of Nordboro is down river. Every time you release the pent up water, the river overflows its banks into the town," you respond.

The surprise is evident on her face. "I had no idea. Instructor Thannar must not know about the town. I can bring you to him. I'm sure we can find a way to continue his experiments without impacting the town. My name is Ally by the way."

Ally begins walking back along the path she was coming from. The Thumproot follows after her. You initially think about stopping her to ask more questions but realize you will probably need to start again when you meet Instructor Thannar. Easiest to just ask the questions once when everyone is together.

Go to 32

## 30

After you recall your critter, you scan the Raptoloid. It is small enough you can fit it on a disk if you want. Add the Raptoloid to your critter cards if you chose to keep it.

"You seem to be a better digital operator than I expected," says Ally. "More will come as it gets latter we need to hurry."

Go to 32

## 31

The woman recalls her defeated Thumproot. She stares at the ground shaking her head.

"Who are you?" you ask.

"I'm Ally," she replies. "You won't find Instructor Thannar as easy to defeat."

"You never answered my question on why you want to flood Nordboro."

Ally returns to the confused expression she had when you first asked. "What are you talking about?"

You explain, "There is a town down river. Every time you release the built up water, parts of the towns are flooded."

She looks horrified by the news. "Has anyone been hurt?" she asks.

"Not that I know of," you respond.

"I can take you to Instructor Thannar. He must not know about the town. I'm sure we can find a way to continue his experiment without impacting the town."

You decide to accept her offer. The faster you clear up the problem. The faster you will be on your way.

Go to 32

## 32

Instructor Thannar has taken up residence in a large cave. It is not very well lit. It has several passages out of the main chamber. Ally marches to a large one on the right which has brighter light than the other passages.

"Go away," shouts someone inside.

Ally stops instinctively. She closes her eyes for a moment before walking into the chamber.

Instructor Thannar wears a white lab coat with a shirt and slacks underneath. A tie hangs around his neck. He stands next to a table with various papers and books on it. His anger at Ally proceeding despite his exclamation is visible on his face. He seems to calm a little when he catches site of you.

"What is this?" he demands.

Ally is clearly intimidated by the man but manages to speak up. "Our experiments are flooding a town down river."

"My experiments," snapped Instructor Thannar.

Ally apologizes, "I'm sorry, I meant your experiments. I thought we could figure out a way to continue the experiments without causing any flooding."

Instructor Thannar shakes his head. "The experiments are already behind my expectations. I can't be delayed any further."

The young woman stops for moment. "People could die. We can't keep going."

The scientist shakes a finger at Ally. "We? We aren't continuing. I'm continuing. You just do what I tell you."

The conversation is not going well. It seems Instructor Thannar has no intention of stopping his plan. You need to stop him. You slap a disk into your drive and summon one of your critters. Instructor Thannar quickly summons his own critter to defend him.

Go to 34 and you are the attacking critter.

## 33

The young woman returns after a short period of time. She keeps her head low but it looks like she has been crying. She takes out some keys and begins to unlock your hands.

"He knew about the town this whole time. He didn't care if people got hurt." She finally looks at you. "I had no idea."

"What's your plan?" you ask.

She throws up her hand in disgust. "I don't know. We have to stop him. I've never done it in the past. Maybe the two of us can defeat him if we work together." She pauses for moment. "I'm Ally."

You agree to help her defeat her former teacher. She leads you to a large chamber. She points to the brightest passageway and walks towards it. As you walk you hear someone summon a pixel critter. You quickly do the same. It seems Instructor Thannar is not in a talking mood.

Go to 34 and you are the defending critter.

## 34

Instructor Thannar has two pixel critter. He will use the Drachtin first. If that fails, he will bring out the Whalercea. If he is attacking, the critter will use Strength.



If you win go to 35  
If you lose go to 36

## 35

Instructor Thannar's papers and books are thrown around the room due to the fight. He collapses to the ground muttering to himself. He can't understand how he could have lost.

Ally takes his pixel critter glove and disk drive. "Your going to face justice for your crime."

Go to 37

## 36

Instructor Thannar proves tougher than you expected. Your last pixel critter falls. Ally has been holding back but musters enough courage to summon her Thumproot and face her former instructor.

Ally's Thumproot defeats the rest of Instructor Thannar's critters. She looks exhausted by the fight. Stunned at his loss, the scientist stands mouth open. You approach him and pull his pixel critter glove off. "The town authorities will decide your punishment."

Go to 37

The trip back to town was uneventful. You learn that Instructor Thannar has a theory about increasing the strength of the Whalercea. You don't understand everything Ally says but you figure it doesn't matter as the experiments never worked.

You have no idea how Jericho knew you were back but he was waiting for you when you got off the Ninjard. He looks over the two people you have brought with you.

"This is Instructor Thannar," you explain. "He was damming the river and releasing it for an experiment to increase the strength of his Whalercea. Ally assisted him but didn't know the town was being flooded."

"Good job. I imagine you will want to continue on your way as soon as possible." He hands you a paper. "A letter of recommendations to the King for your troubles."

Ally looks unsure. "Am I going to be punished up as well?"

"No," responds Jericho. "Since you had no idea what was going on I don't see any reason to hold you." He pauses. "What are you going to do?"

"I don't know," she responds. "I've been following Instructor Thannar's travels for more than a year. I expected to keep doing that."

Jericho smiles, "Well the King has summoned digital operators to the castle. Perhaps the two of you could travel together. It can be dangerous out there."

THE END.

## Pixel Critters Rulebook

The Pixel Rulebook can be found at:

<http://identicalsoftware.com/pixelcritters/rulebook.pdf>

## Credits

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