

MONSTER ISLAND

MONSTER# 8489 DAY CYCLE# 8 This turn was processed on MAY 19 at 9:52 AM
ACCT# 12067 CREDITS = 6 Your WEEK# 12 will be from MAY 29 to JUNE 9
TURN# 8 WEEK# 11 Your next turn may be run IMMEDIATELY (a make-up turn is due)

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LITTLE TUNA'S RESULTS

'TWEEN

It's been 6 days since you made camp. You're still alive on Monster Island. [+2 Toughness.] Resting 'Tween turns restores some of your Health. [+11 Health.] You spend 15 Action Pts repairing your Haversuit. What fun. You break camp.

RESULTS OF THIS TURN'S ORDERS

F - 48 FRIENDLINESS/RISKINESS: Change level
Your Friendliness level is now at 4, guarded. Your Riskiness level is now at 8, somewhat risky (0 Action Pts used, 135 left.)

T - 33 TRAVEL: Move East, then East again
CROSSING INTO NEXT SQUARE(6,31): Still more Jungle.

CROSSING INTO NEXT SQUARE(6,32): Still more Jungle. You chow down. (-1 Food.) (20 Action Pts used, 115 left.)

J - 15 JAZZERCIZE AEROBICS: For 15 Action Pts
You do stretching exercises until you can't stand it anymore. The exercising pays off. [+11 Health, +1 Muscle.] (15 Action Pts used, 100 left.)

T - 45 TRAVEL: Move Southeast, then South
CROSSING INTO NEXT SQUARE(5,33): The terrain continues to be Jungle. You take a break and chew down a tasty meal. (-1 Food.)

CROSSING INTO NEXT SQUARE(4,33): The terrain continues to be Jungle. Uh, oh! A strange smell alerts you to the presence of a Creature nearby. Silently, you squat until all is quiet again. Unfortunately, the Creature keeps coming toward you. It's a Jungle Rattler. (See blurb.) Battle ensues...

**** BATTLE: LITTLE TUNA vs. a Jungle Rattler **** With sweaty palms, you fire one rock toward the Jungle Rattler and connect with it in its upper section. [1 Hit reduces its Health by 4.] Taking a deep breath, you become one with your weapon. You hammered your Driftclub at the Jungle Rattler's tail and midsection. [2 Hits reduces its Health by 12.] The Jungle Rattler moves forward, penetrating your stomach. [1 Hit reduces your Health by 8.] You move forward, your Driftclub banging the midsection and upper section of the Jungle Rattler. [2 Hits reduces its Health by 13.] You are penetrated in the right thigh in a moment of lost concentration. [1 Hit reduces your Health by 6.] The Jungle Rattler falls on its side and squirming death greets it. You've killed it! You examine the carcass carefully. You collect two Rattler Darts. You collect 1 Food.

You move on. (20 Action Pts used, 80 left.)

W - 3 - 25 WEAPON PRACTICE: Item# 3 for 25 Action Pts
You practice with your Crude Spear. You squat with your back to some bushes and eat a meal.

-1 Food.) [+1 Health.] You somewhat succeeded in improving your skill with Pole Weapons. You're not even one-third of the way to the next Skill Level. (25 Action Pts used, 55 left.)

T - 7 TRAVEL: Move West

CROSSING INTO NEXT SQUARE(4,32): Still more Jungle. Drawing near to a large palm, you sense something nearby. You duck into a small crevice (attempting not to be noticed). But you blew it! You made a noise, alerting the Creature. It's a Porqubeast. Battle ensues...

**** BATTLE: LITTLE TUNA vs. a Porqubeast **** With care thrown to the wind, you let loose one rock at the Porqubeast and hit it in its neck. [1 Hit reduces its Health by 5.] All of a sudden, you leap toward your foe. You surge forward, your Driftclub buffeting the left side and right hind leg of the Porqubeast. [2 Hits reduces its Health by 12.] The Porqubeast bounds forward, pitifully jabbing your right calf and left arm. [3 Hits reduces your Health by 5.] Clenching your dependable Driftclub, you smacked the Porqubeast with a tiny blow to its right side. [1 Hit reduces its Health by 4.] Your left thigh suffered a penetrating from its quills. [1 Hit reduces your Health by 1.] The Porqubeast is extremely dazed. You poke one last time and find it to be dead. You've killed it! You examine the carcass carefully. You collect four Porququills. You collect 1 Food.

You move on. You see a Purple Lotus shrub. Unfortunately its leaves have yet to change color. (10 Action Pts used, 45 left.)

Q - 25 QUEST FOR KNOWLEDGE: For 25 Action Pts

With tremendous forethought, you have a go at a Quest for Knowledge. Hunting success: You leap from your hidden perch on a tall tree and kill a frilled gibbon - oh yeah! (+1 Food.) You rest against a shrub and eat a meal. (-1 Food.) [+1 Health.] Hunting success: You pellet a soaring ferret with rocks until it falls dead. (+1 Food.) You find a Small Round Rock. Your brain fails you in your quest for new knowledge. (25 Action Pts used, 20 left.)

T - 88 TRAVEL: Move Northwest, then Northwest again

CROSSING INTO NEXT SQUARE(5,31): Still more Jungle. Some rustling in the underbrush seems to be converging on you. Silently, you squat to escape the danger. But you blew it! You made a noise, alerting the Creature. It's a Porqubeast. Battle ensues...

**** BATTLE: LITTLE TUNA vs. a Porqubeast **** Swiftly anticipating the target's movement, you fire one rock at the Porqubeast and hit it in its bare belly. [1 Hit reduces its Health by 4.] Quicker than the blink of an eye, you become one with your weapon. Grasping your nasty looking Driftclub, you walloped the Porqubeast with blows to its right side and bare belly. [2 Hits reduces its Health by 12.] The Porqubeast moves forward, pitifully jabbing your left thigh. [1 Hit reduces your Health by 2.] The Porqubeast accepts its fate and dies. You've killed it! You examine the carcass carefully. You collect two Porququills. You collect 1 Food.

You move on.

CROSSING INTO NEXT SQUARE(6,30): The terrain remains Jungle. You stop to eat a meal. (-1 Food. Some Creature is stirring ahead, just out of sight. You use some nearby bushes as a hiding place and hopefully avoid the Creature. You poke your head out to see and are spotted. It's a Porqubeast. Battle ensues...

**** BATTLE: LITTLE TUNA vs. a Porqubeast **** With a rush of adrenalin, you fling one rock toward the Porqubeast and damage it in its left side. [1 Hit reduces its Health by 6.] With lightning-fast reflexes, you begin exchanging blows. Using your Driftclub, you thumped the Porqubeast's head. [1 Hit reduces its Health by 4.] The Porqubeast lightly jabbed its quills at your ribs and left knee. [2 Hits reduces your Health by 4.] You charge forward, popping the Porqubeast in its right hind leg and ribs. [2 Hits reduces its Health by 7.] You are pitifully jabbed in the stomach and belly after being outwitted by a clever feint. [2 Hits reduces your Health by 5.] The Porqubeast has had enough and flees. It has escaped!

Ugh - you almost killed it! You move on. (20 Action Pts used, 0 left.)

Y - 23 YELL: Yell# 23

You stick your index fingers in your ears, open your big mouth, and yell at the top of your lungs: "I'm waiting here!" (0 Action Pts used, 0 left.)

F - 56 FRIENDLINESS/RISKINESS: Change level

Your Friendliness level is now at 5, slightly friendly. Your Riskiness level is now at 6, minimal. (0 Action Pts used, 0 left.)

MAP OF THE TRUNK TRAVELS

MAKE CAMP

You select a campsite and check out the surrounding area. You hunt for a bit. No luck hunting. The rigors of this week's travels have been of benefit to you. [+1 Toughness.] It's been too long since you last had some water. This lack of water is making you weaker. [-2 Health.] You can fart anytime now. (See blurb.) You're no longer able to keep your eyes open. You fall asleep.

From the square you washed ashore, you've travelled 30 squares East and 6 squares North.

Sightings from squares visited this turn:

Square(4,33): Jungle Rattlers(2114).

Square(4,32): Porqubeasts(4178), and Purple Lotus shrub.

Square(5,34): Porqubeasts(4178).

Square(6,30): Porqubeasts(4126).

STATS AND STUFF

WILHE PUMA is a male of Race: 1, Normal.
Overall Healthiness = 22 (How's 15?)

Stats

71 Toughness (+1) 3 Friendliness
33 Mucous (+1) 4 Sickness
15 Sadness 118 Monsterliness (+12)
4 Stealth 40 Knowledge Blurb (+2)
30 Health (+2)
1 Food eaten this turn.

History: Total of 13 Creatures killed (+3)

Capture Creature set up: 1000000 (150)

Woodling: 3 Offense, 3 Defense

Equipped Items

Primary Weapon: Driftclub, Class 1.
Miscellaneous: Sling, Class 1

Person Skills

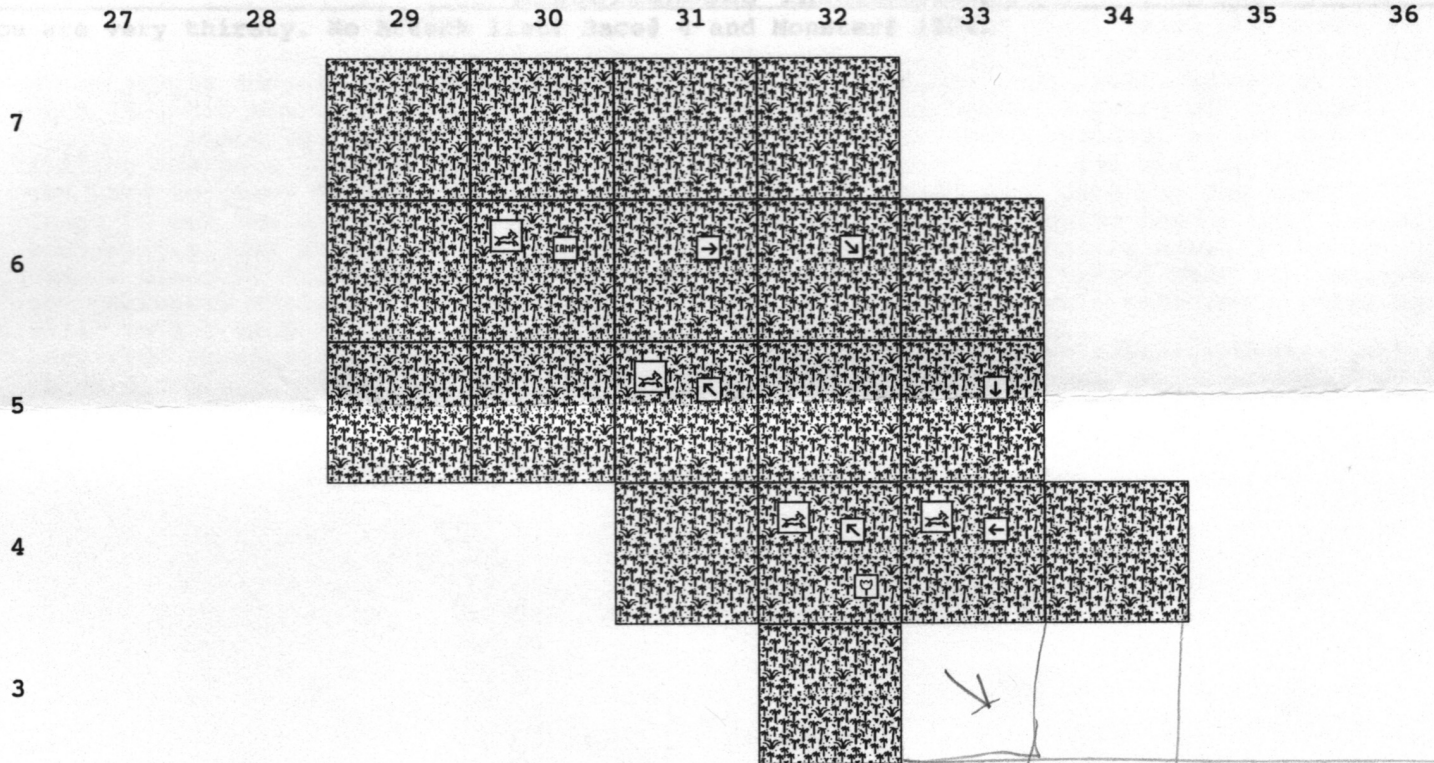
Swimming: Level 2 Polar: Level 1 Napping: Level 1 1000000 Action Pts are 100 available for next turn

Possessions

1 Driftclub (43) 1 Crude Axe (20) 1 Small Round Rock (36)
1 Sling (40) 1 Rubber Ducky (50)

MAP OF THIS TURN'S TRAVELS

Turn# 8 for LITTLE TUNA, ending in the Southern Westlands region.



Sightings from squares visited this turn:

- Square(4,33): Jungle Rattlers(#114).
- Square(4,32): Porqubeasts(#126), and Purple Lotus shrub.
- Square(5,31): Porqubeasts(#126).
- Square(6,30): Porqubeasts(#126).

STATS AND STUFF

LITTLE TUNA is a male of Race# 4, Norman
Overall Healthiness = 42% (Down 15%)

Stats

71 Toughness (+3)	5 Friendliness
42 Muscle (+1)	6 Riskiness
18 Badness	219 Monsterliness (+12)
9 Stealth	40 Knowledge Blurbs (+2)
30 Health (-9)	
5 Food eaten this turn	

History: Total of 13 Creatures killed (+3)
Capture Creature set to: Stemtoad (150)
Wrestling: 3 Offense 5 Defense

Equipped Items

Primary Weapon: Driftclub, Class 1
Missile Weapon: Sling, Class 1

Weapon Skills

Missile: Level 2 Pole: Level 1 Bashing: Level 2

>>> 152 Action Pts are <<<
available for next turn

Possessions

-1 Driftclub (43)
-1 Sling (46)

Weaponry
-1 Crude Spear (3)
2 Rattler Darts (50)

~ 3 Small Round Rocks (36)

Camp

BLURBS

Other

- 1 Jute Rope (28)
- 1 Stench Gland (129)
- 1 Large Clam Shell (27)
- 15 Porququills (53)
- 2 Funnel Snakeskins (29)
- 3 Food (99)

Miscellaneous Information

You are very thirsty. No Attack list: Race# 4 and Monster# 1504.

heavy jungle terrain with a smoothness that is a bit scary.

Item 50: RATTLES DART

- * Killing one gets you two Rattler Darts.
- * You have to (very carefully) remove its fangs to get the darts. They are excellent projectiles when shot from a Blow Pipe - Damage Class 5. However, because they are not perfectly straight, it takes more skill to hit with one than with a Zinki Dart (for example). You may carry 6 of these Darts.

** order: SP. It takes no Action Pts. Tailors to issue the order will, sooner or later, result in the fart going off by itself - something to be avoided, as you may take damage from this. You will be warned by spring MAKE CAMP when you can successfully fart. Farts are quite loud - they can be heard up to one square away. Although there's more to farting than its imagined humor value, it will take you a while to learn exactly what.

BLURBS

* Creature# 114: JUNGLE RATTLER *
 * Jungle Rattlers are one of the deadliest *
 * snakes on the island. Luckily for you they *
 * are also the noisiest. Sometimes a Monster *
 * will attack one just to end the annoying *
 * rattle. They slither in and out of the *
 * heavy jungle terrain with a smoothness *
 * that is a bit scary. *
 * Item# 50: RATTLER DART *
 * Killing one gets you two Rattler Darts. *
 * You have to (very carefully) remove its *
 * fangs to get the darts. They are excellent *
 * projectiles when shot from a Blow Pipe - *
 * Damage Class 5. However, because they are *
 * not perfectly straight, it takes more *
 * skill to hit with one than with a Zinki *
 * Dart (for example). You may carry 6 of *
 * these darts. *

NASTY FART *
 ** Every six or so turns, a male Monster will *
 ** have built up too much internal gas and *
 ** will want to release it in spectacular *
 ** fashion. To do this, issue the NASTY FART *
 ** order: NF. It takes no Action Pts. Failure *
 ** to issue the order will, sooner or later, *
 ** result in the fart going off by itself - *
 ** something to be avoided, as you may take *
 ** damage from this. You will be warned *
 ** during MAKE CAMP when you can successfully *
 ** fart. Farts are quite loud - they can be *
 ** heard up to one square away. Although *
 ** there's more to farting than its imagined *
 ** humor value, it will take you a while to *
 ** learn exactly what. *

Item#	Name	Identified	Item#	Name	Identified
#105	Gator		#107	Landmark	
#114	Jungle Rattler		#116	Warty	
#121	Poison Snake		#118	Poisonant	
#128	Shovel Nosed		#129	Waiador	
#134	Skink Dangler		#139	Three-Legged Rattler	
#150	Stomach		#141	Warrior	

Item#	Name	Qty	Item#	Name	Qty
Crude Food (10)	10		Gator Hide (11)	1	
Crude Lotus Leaf (10)	10		Large Clay Shell (11)	1	
Poison Antidote (10)	10		Driftwood (11)	1	
Rattler Dart (10)	10		Raw String (11)	1	
Snake Trap (10)	10		Stomach Gland (11)	1	

Name	Tracked	Tells what is Told
Put the Juice in the Coconut and drink it all up	Yes	
	Yes	
	Yes	

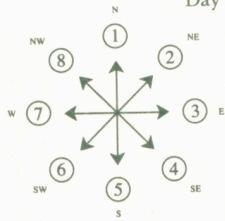
If your address has changed, PRINT it below

Monster# _____

Acct# _____

Special	_____
Codes	_____
Area	_____

Day Cycle# _____



Monster Island Turn Card

Use this shaded area to keep track of Action Pts. allocated.

Order# 1 _____

Order# 2 _____

Order# 3 _____

Order# 4 _____

Order# 5 _____

Order# 6 _____

Order# 7 _____

Order# 8 _____

Order# 9 _____

Order# 10 _____

Order# 11 _____

Order# 12 _____

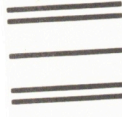
Order# 13 _____

Order# 14 _____

Order# 15 _____

Examples: NF 46 11
 W 24
 T

Use
29¢
Stamp



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