



Insert 3X5  
Ruled White  
Index Library  
Card Pocket  
Here...

3X5 Ruled White Index Library Card  
Pocket glued here is required for using  
the save feature for this book.

Characters, Story, and Music  
created and performed by J.N  
Pickee.

Game Rules written and designed  
by J.N Pickee.

Characters and Art, Copyright  
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**Bookmark Key: VTP Basic Preview**

Like any other book, you use bookmarks to remember where you  
last left off in a book, but in gamebooks, if is a bit different, to  
learn how to bookmark in this game, go to page 5.

You have to use the bookmark key above (sentence in red) to use  
a bookmark, to create a bookmark, and to edit a bookmark for this  
game, take this bookmark key above to do either of those.

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Revision 7. © MMXVII

# Table Of Contents

Page:004 - Learn How to Play (Tutorial)

Page:006 - Start Playing (Game Start)

Page:188 - Extra

## Warning! Before you go to "Start Playing (Game Start)"

When you go to the page labeled as "Start Playing (Game Start)" after you learn what a "Spot Brace" is on that  
page, you are moved onto the "Spot" that contains that spot brace once you learn what a "Spot" is.

## Hub

Page: 107/Spot: A

When you start over, you can instead of starting over, use this box to return to the Hub World, if you desire to  
go to the hub instead, your stage numbers are speared (you keep them in your imagination), then go to a page  
with a page number that is the same as the number found above near the word "Page" , there, you are moved  
onto a spot with a "spot brace" that has a locator that matches the letter above after the word "Spot" above.

# Gamebook Start Guide

Welcome, Friend! To play this type of gamebook, you need to learn how rules are taught in this type of gamebook, rules are taught through objects which is called a "Note", a note is a blue ring with a small blue colored phrase wrapped around it, and a black letter or number in its center, see example below...



A example of a note, see the object on the left.

So how it works is, When you do something that matches the blue phrase wrapped around a note, and you did that action to a element of the game that is near or contacting that note (or a element with no note but looks the same or close like the one that matching note is contacting/close to), that note is acted.

The blue phrase around a note is read clockwise, also a letter or number within parentheses that is in a blue phrase of a note pertains to another note with that letter or number in that note's ring. Now when you act a note or a note is acted, on the acted note will be a black letter or number within the center of the ring that makes up that note, if it is a letter.

Compare that letter to one of the letters underlaid in the tutorial box on the same page (except G, which is at the beginning, not underlaid) as that note, but what is a tutorial box? See below...

A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.
A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.
A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.

So, on the section of the letter underlaid or in front (the whole dotted box around that letter) matching the letter of the acted note, read everything in that section to understand the element. Now, if it is a number within the center of the ring that makes up that acted note.

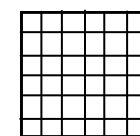
Go to the page with a page number that matches that black number and read everything in that page to understand the element, after its read, you are returned to the page and position before being taken to that page. It is recommended to pause your game session and test the newly learned feature as soon as it is learned by you so you can get used to it then continue your gameplay session after, as soon as a element is known, it can take effect immediately if it take effect at/before knowing it.

Now if you come to a page and need to understand something, You can choose to act a note anytime (regardless of situation) in order to resolve this misunderstanding. Also, you can choose to ignore any notes that teach features or elements of the game that you already know of unless they are "Red" colored notes as those hint at features which contain slight changes and must be read when they are acted (every once per entry of page). You are done, please go back to the page that take you here.

## Bookmarking

You will learn how to bookmark for this game, it is the same as normal bookmarking, but you need to also write down what you did in this game on the bookmark itself, so first upon your bookmark's creation, write the taken bookmark key from this game on the top part of the bookmark then cut it off from the rest of the bookmark with a dotted line.

Now write small notes about everything you did during your play session at the time you are "book marking" on the rest of the bookmark as well as its backside, the side with the written bookmark key is the front side, it is recommend that the notes are phrases which are around 3 words long so you can fit as much as you can. Also consider writing the Level counters, and the stage numbers separately from the written notes.



You must also draw this diagram (on the left) on the bottom part of the backside of the bookmark and call it the drawn "Playfield", looking at the spot you are on at the time of "book marking" color in the square on the drawn playfield in the grid position that is the same as the grid position of the spot you are on.

---

When you want to change or read a currently existing bookmark, first compare bookmark keys by comparing the taken bookmark key with the one written on top of the bookmark of its front side, if it is a match, that book mark can be used for changing or reading, if not, then attempt to use another or do not use a bookmark.

When you want to change a currently existing bookmark, after checking that it can be used, just erase notes that do not match your situation at the time of "Bookmarking" and add notes that do not already exist on that bookmark that match your situation at the time of "Bookmarking", do the same for any written level counters and stage numbers, if the colored square of the drawn playfield does not match the grid position of the spot you are on, erase the color of that square and color in the square on the drawn playfield in the grid position that is the same as the grid position of the spot you are on at the time of bookmarking.

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When you want to read from a currently existing bookmark and continue where you last left off, after checking that it can be used, just remember what your notes meant and form your situation from all the notes you wrote on both the front and back sides of that bookmark, then read all level counters and add them into your imagination, then read all stage numbers and add them into your imagination, finally looking at the drawn playfield, move onto the spot of the page you are on that is of the same grid position as the square colored on that drawn playfield.

Remember to go to the actor pages of the tokens paired to character to have them re-become to their character, this should be considered when writing down the notes (like page number references). Please return back to the page (and position) that take you here when done with this page.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A  
D

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

B  
E

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this. Nothing Here.

C  
F

Nothing Here.

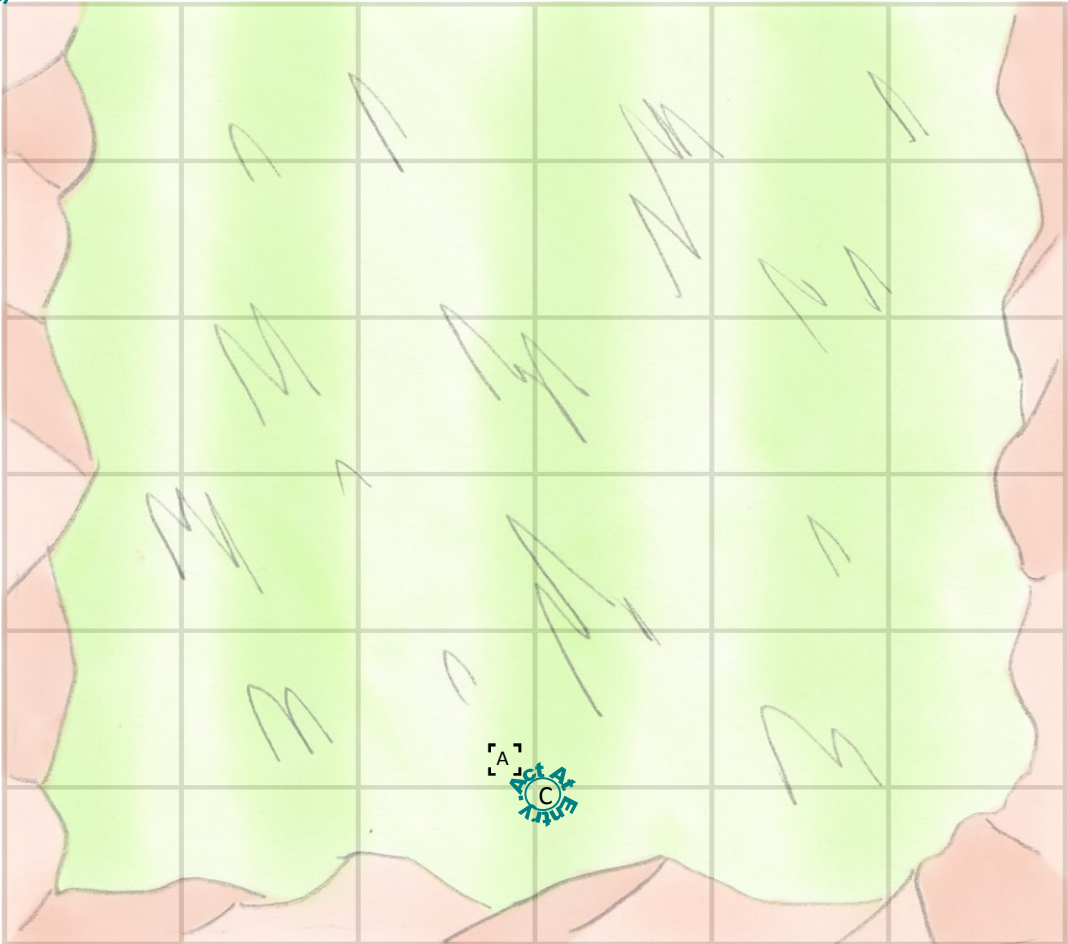
PAGE: 007

PAGE: 007

182

B

A



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A  
D

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

B  
E

Nothing Here.

C  
F

Nothing Here.

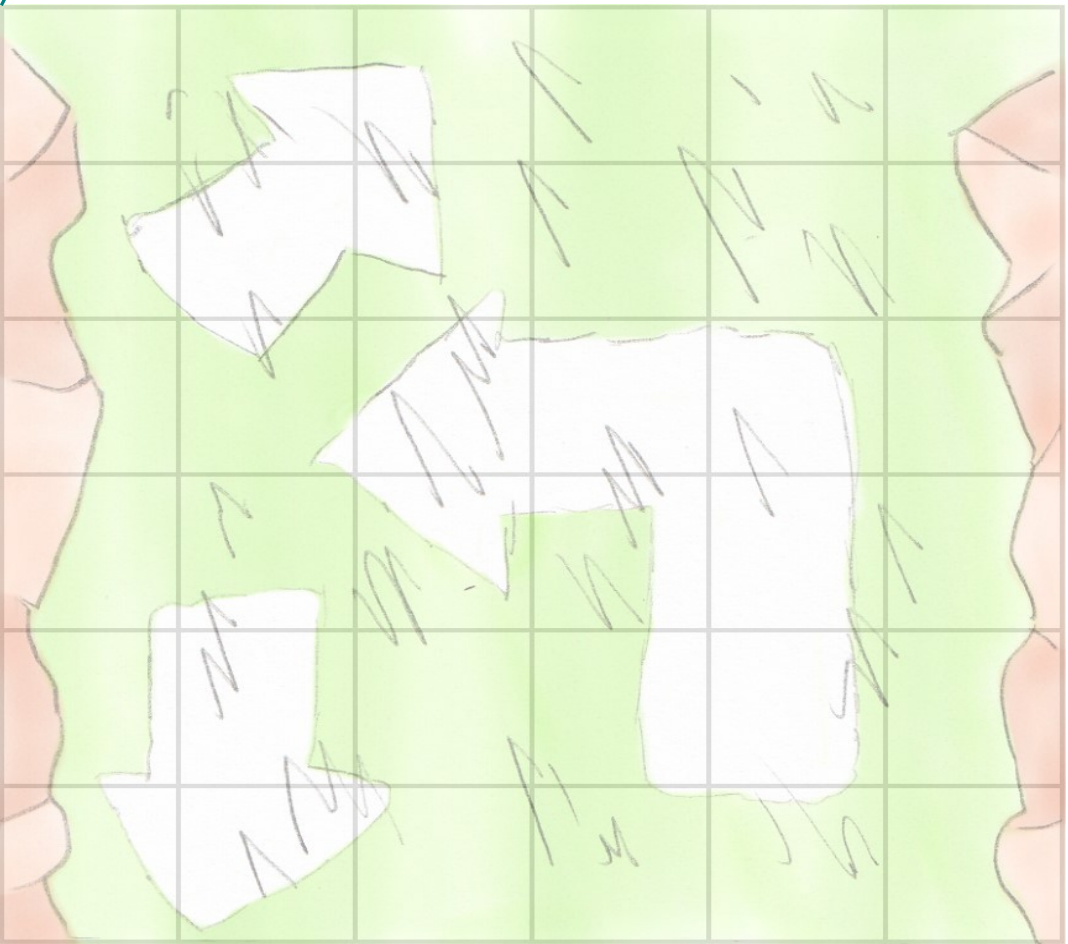
PAGE: 008

PAGE: 008

182

B

A



PAGE: 006

PAGE: 006

168

186

A

168

186

6

Ignore This

Ignore this.

Play Music: 01  
To use go to page 174

Ignore This

Ignore this.

Play Music: 01  
To use go to page 174

7



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control. Nothing Here.

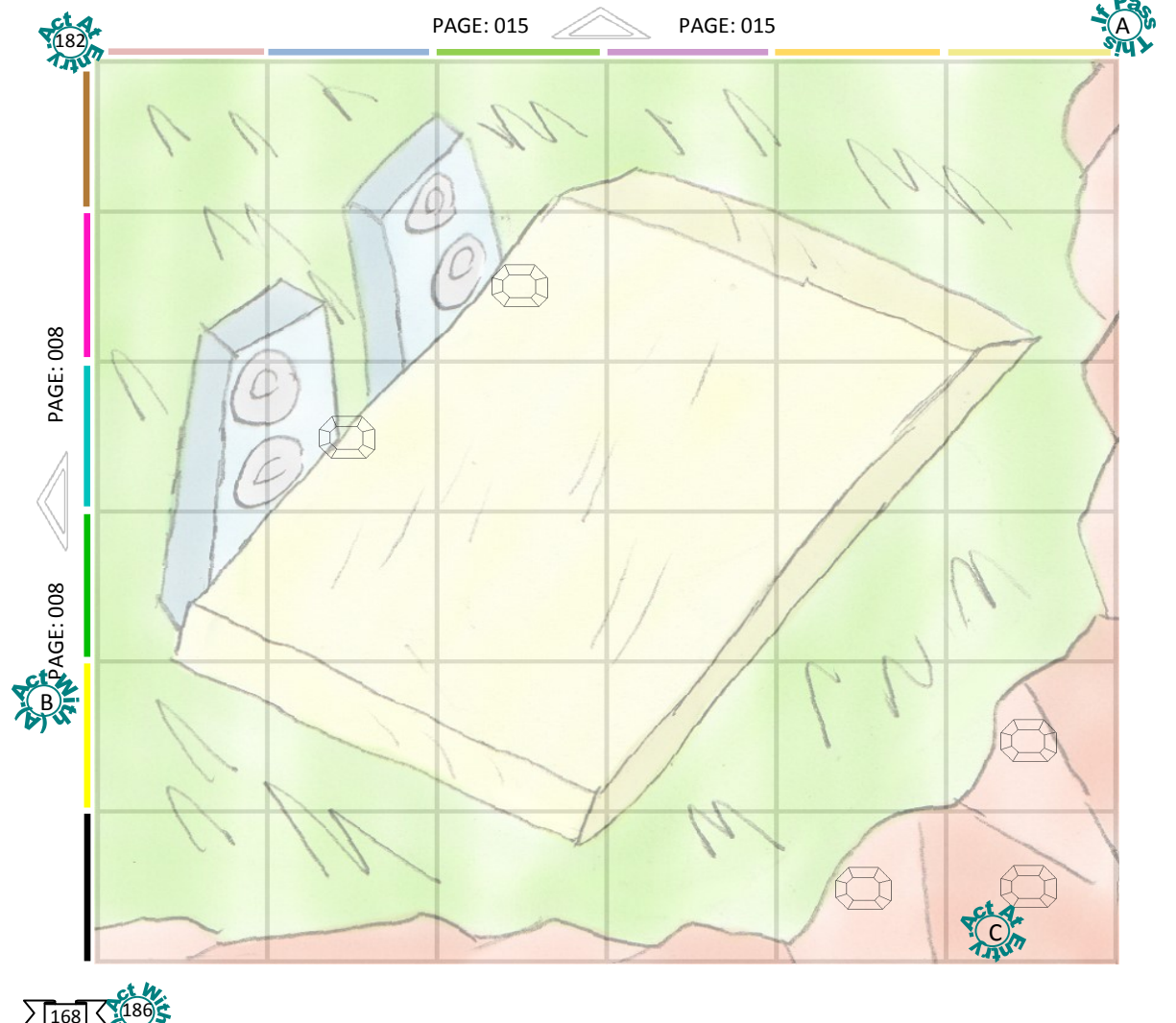
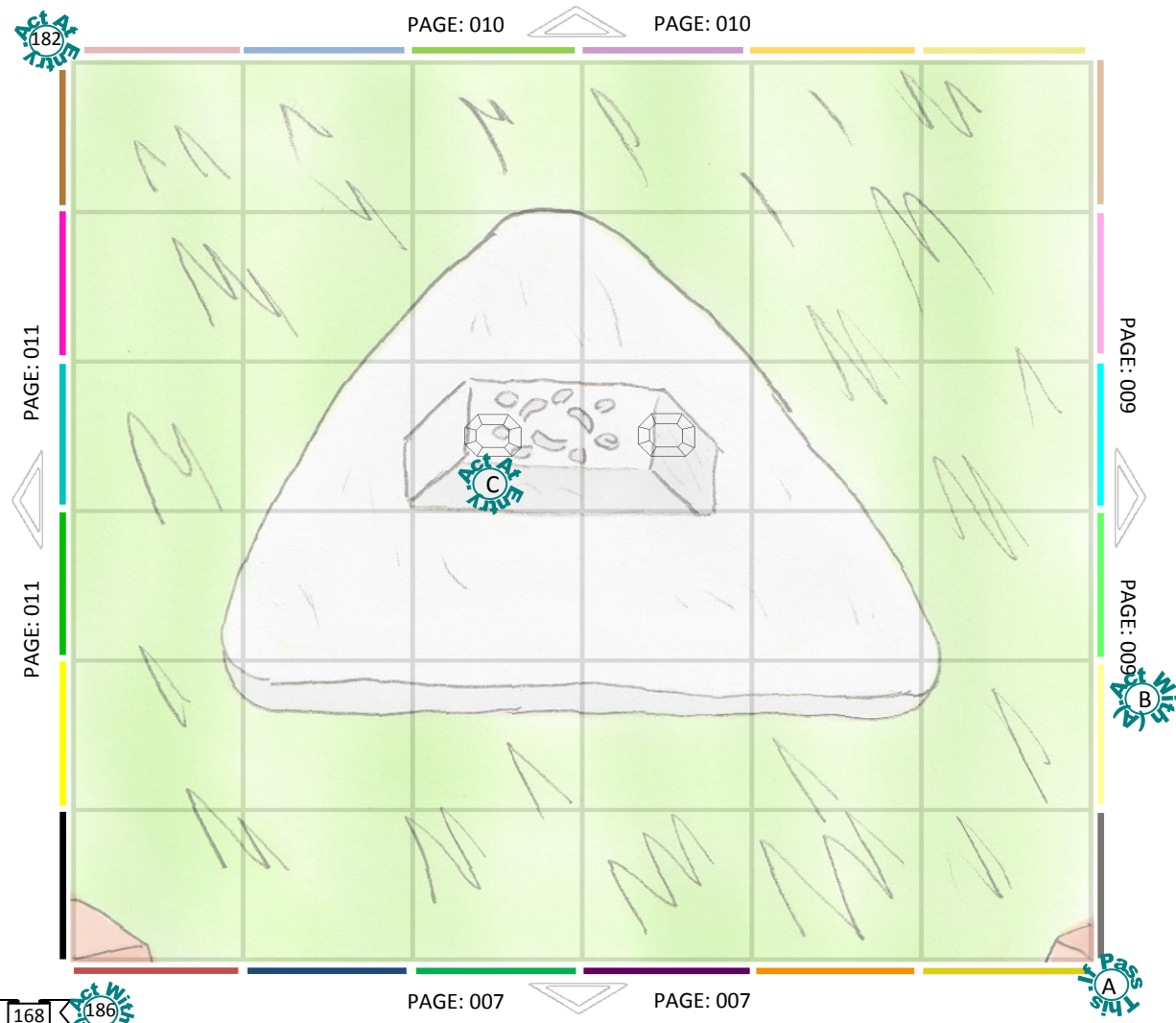
This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control. Nothing Here.

Nothing Here.

Nothing Here.



8 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174

8 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174 9



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

Nothing Here.

A  
D

B  
E

C  
F

Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

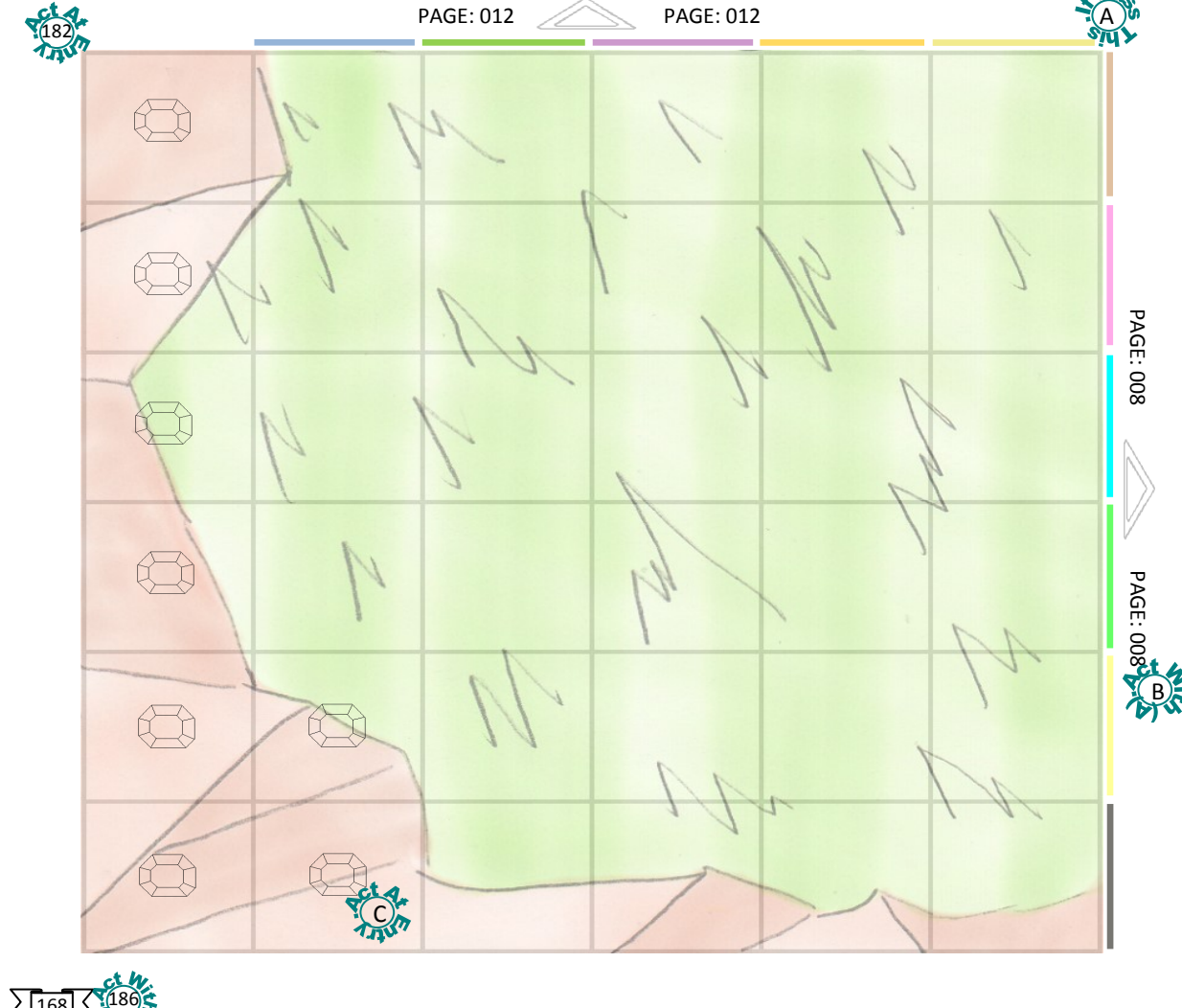
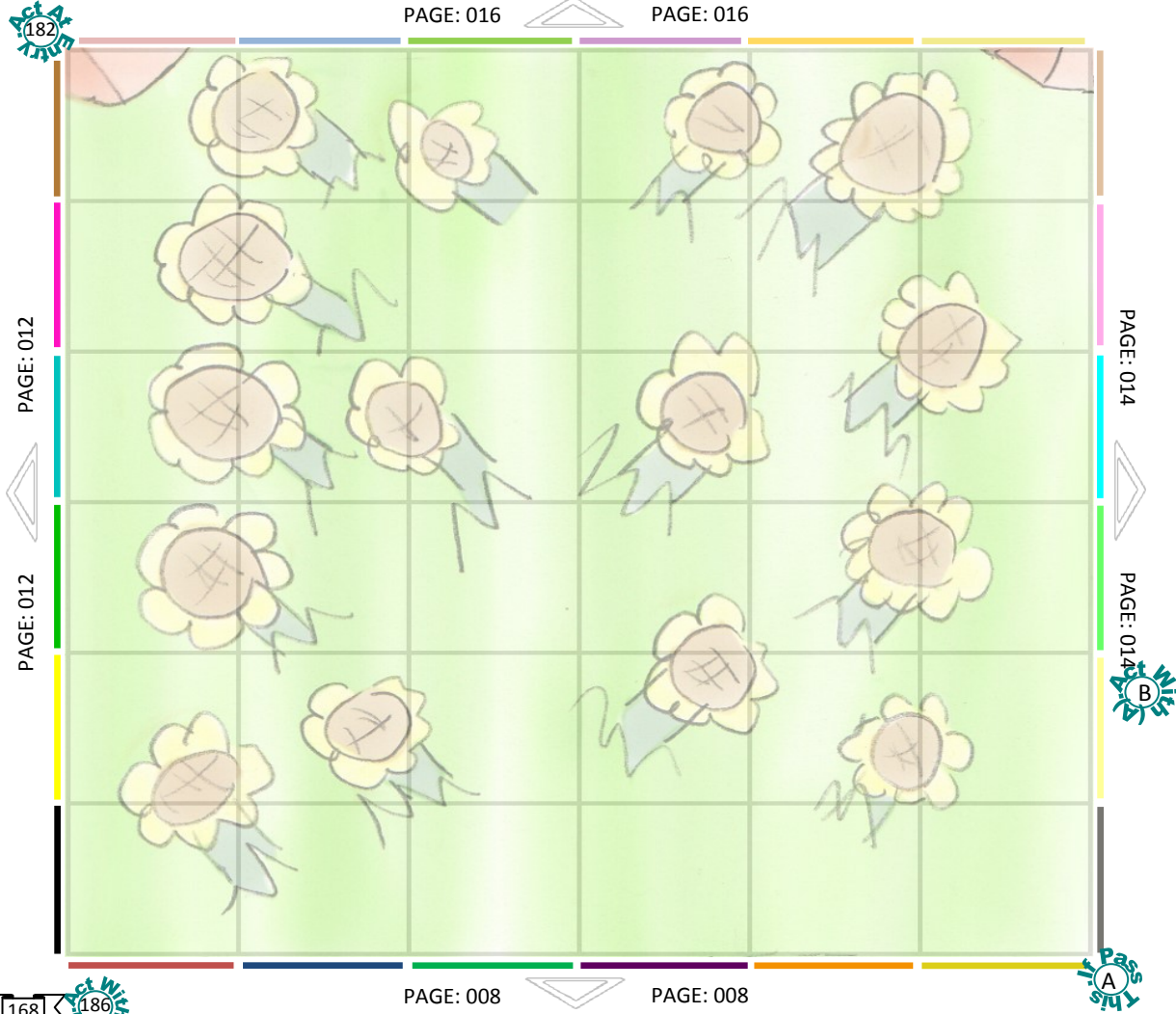
A solid object, no token can move onto the spot of this object, including you, the token you control. Nothing Here.

A  
D

B  
E

C  
F

Nothing Here.



168 186

Ignore This

Ignore this.

Play Music: 01  
To use go to page 174

10

168 186

Ignore This

Ignore this.

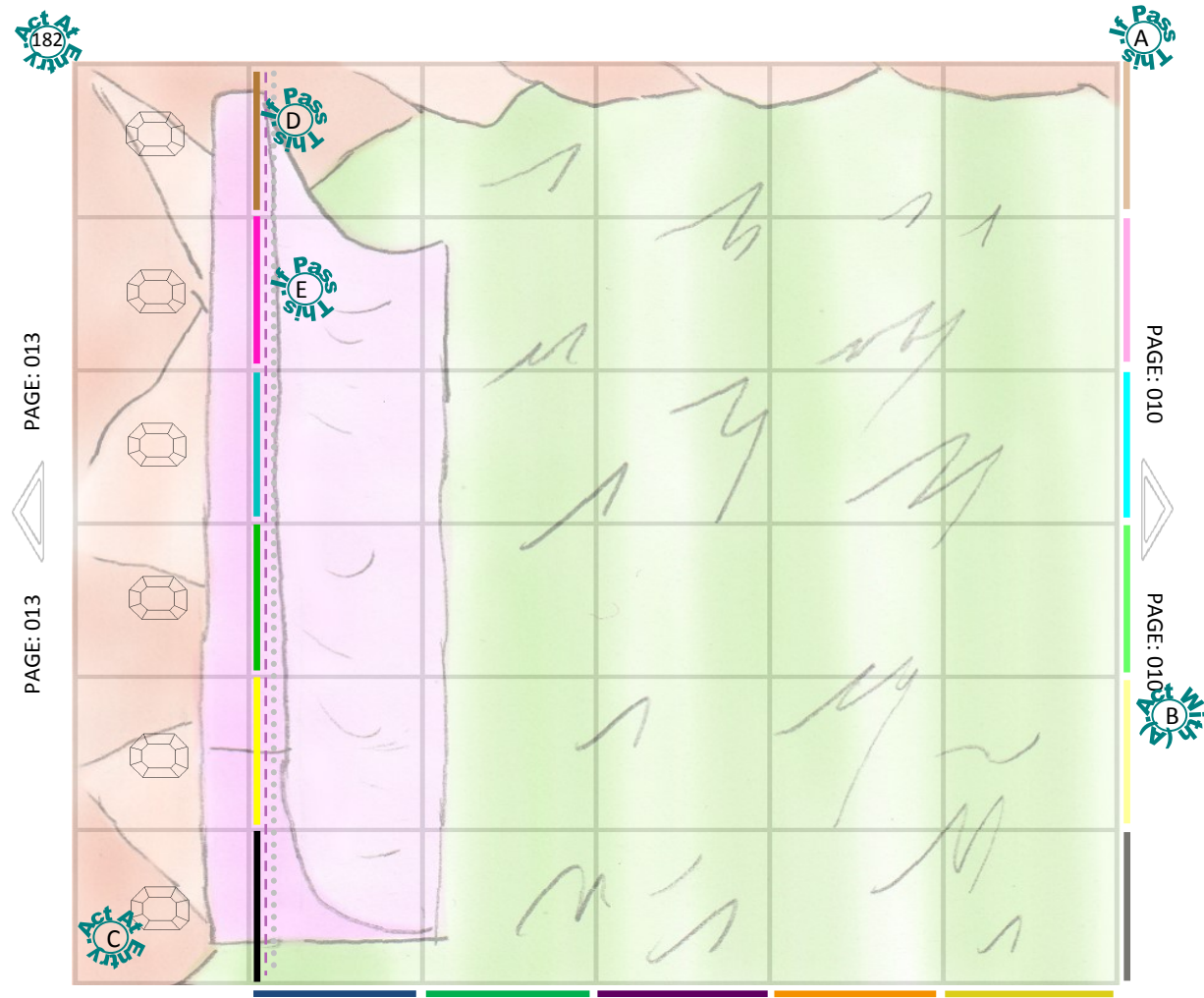
Play Music: 01  
To use go to page 174

11

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.



168 186

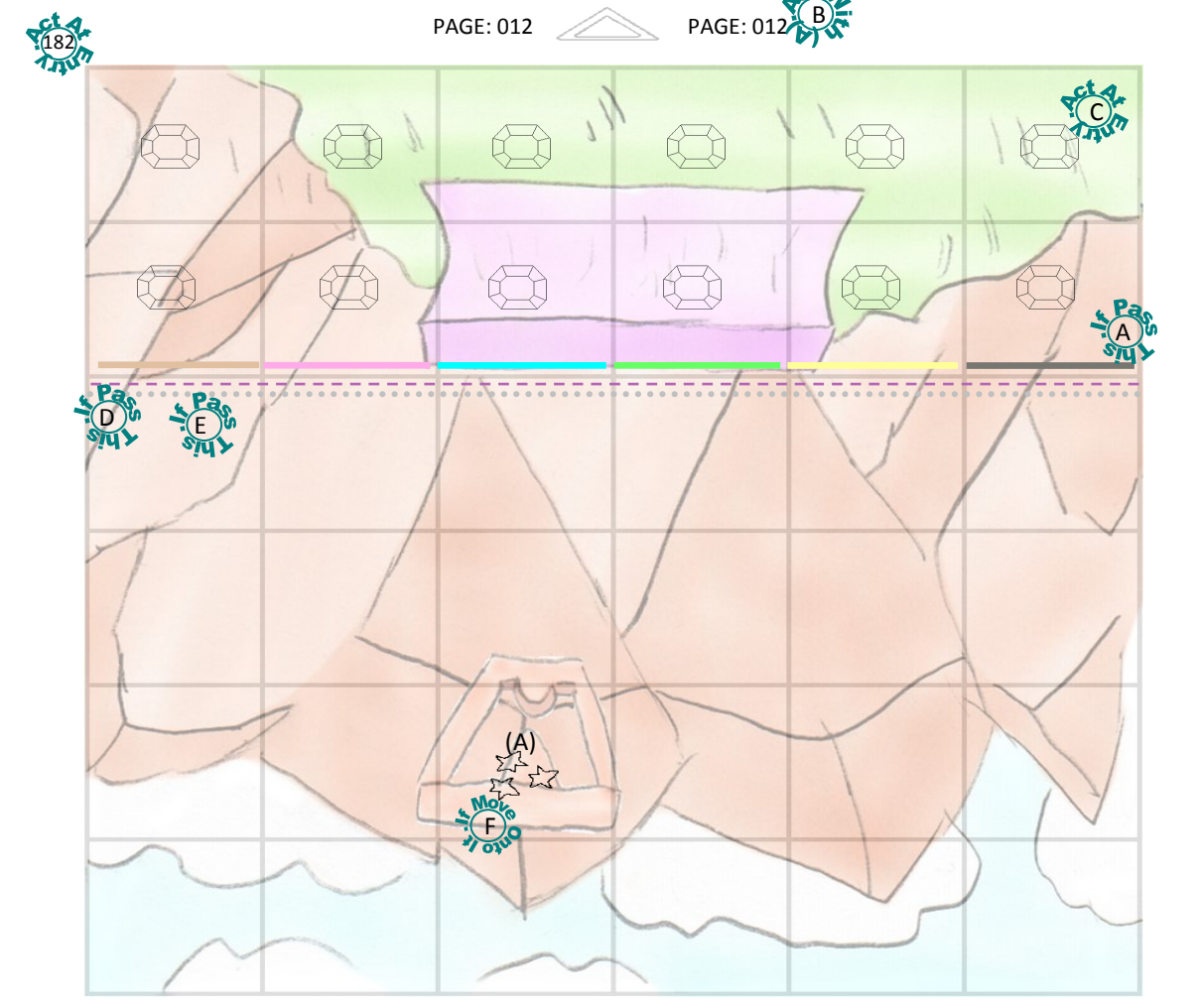
PAGE: 011 PAGE: 011

12 Ignore This Ignore this. Play Music: 01 To use go to page 174

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 A mark object, when move onto this, add the letter on top of this into your imagination as a "Level Counter".



168 186

PAGE: 012 PAGE: 012

12 Ignore This Ignore this. Play Music: 01 To use go to page 174

13



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

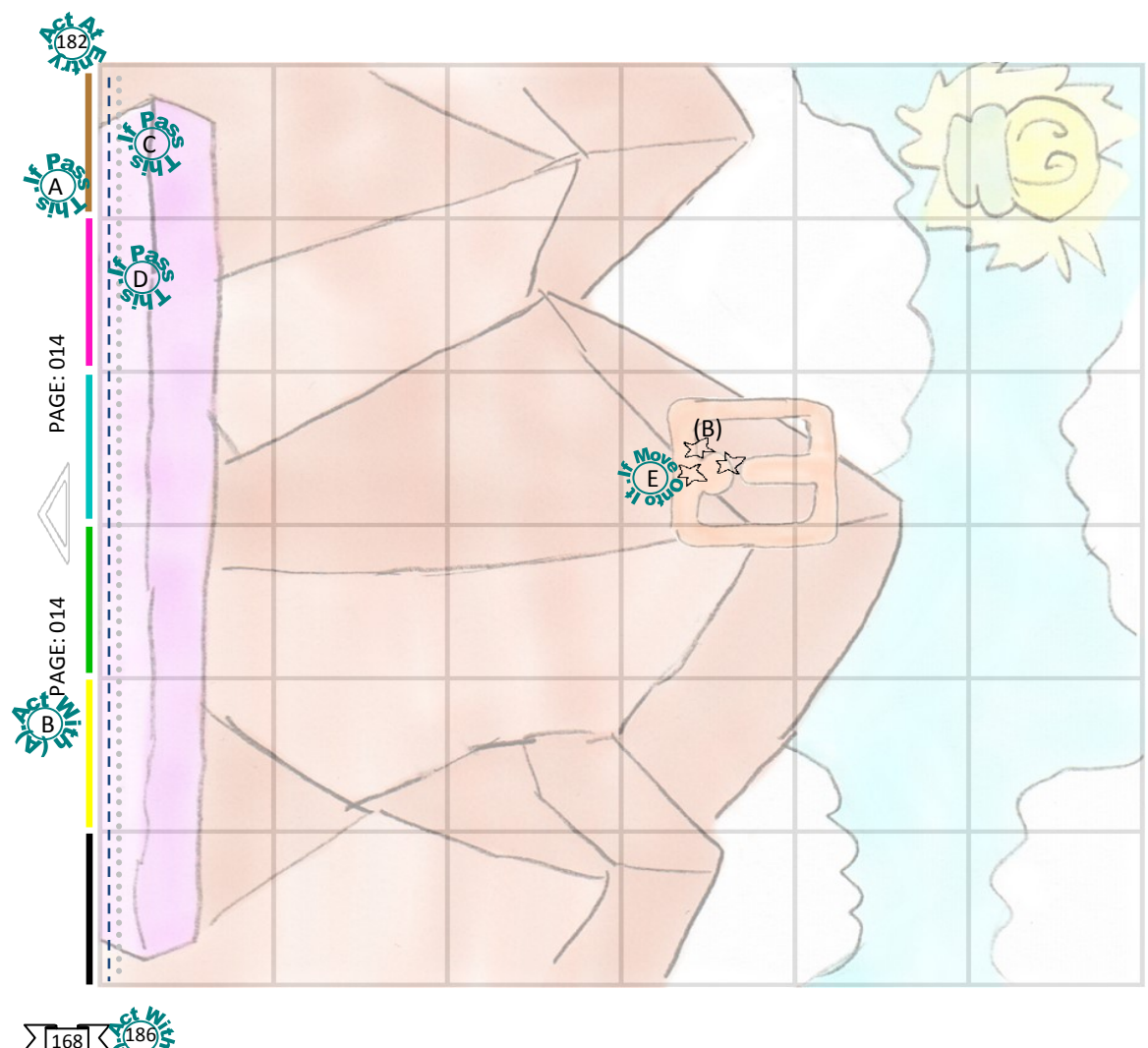
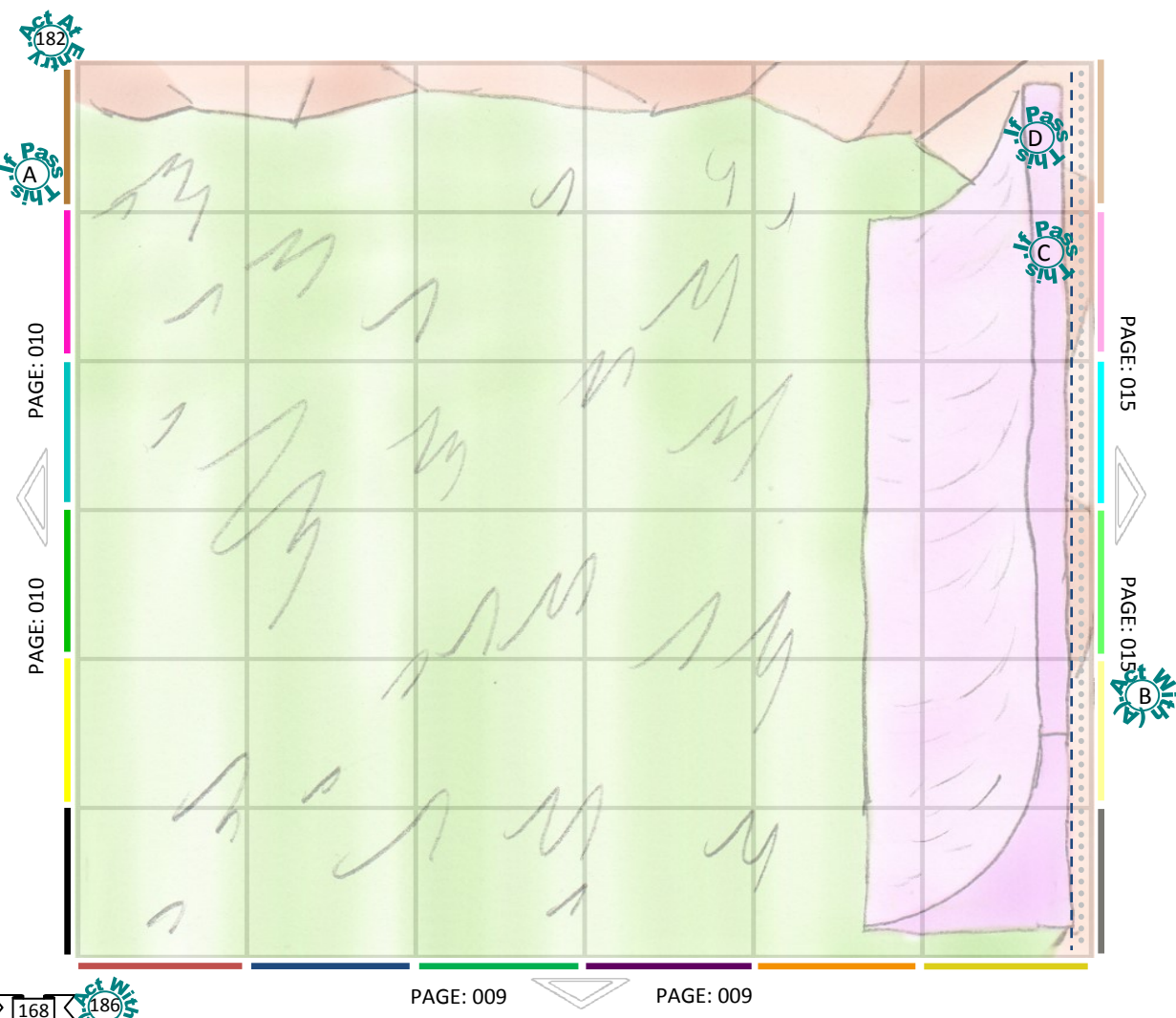
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A mark object, when move onto this, add the letter on top of this into your imagination as a "Level Counter".

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.





This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A lock object, you cannot move onto the spot of this until you have all level counters listed on (under) this in your imagination.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

PAGE: 017 PAGE: 017

PAGE: 010 PAGE: 010

PAGE: 016 PAGE: 016

PAGE: 026 PAGE: 023

PAGE: 026 PAGE: 023

168 186

Ignore This Ignore this. Play Music: 01  
 To use go to page 174

168 186

Ignore This Ignore this. Play Music: 01  
 To use go to page 174

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A lock object, you cannot move onto the spot of this until you have all level counters listed on (under) this in your imagination.  
 Nothing Here.

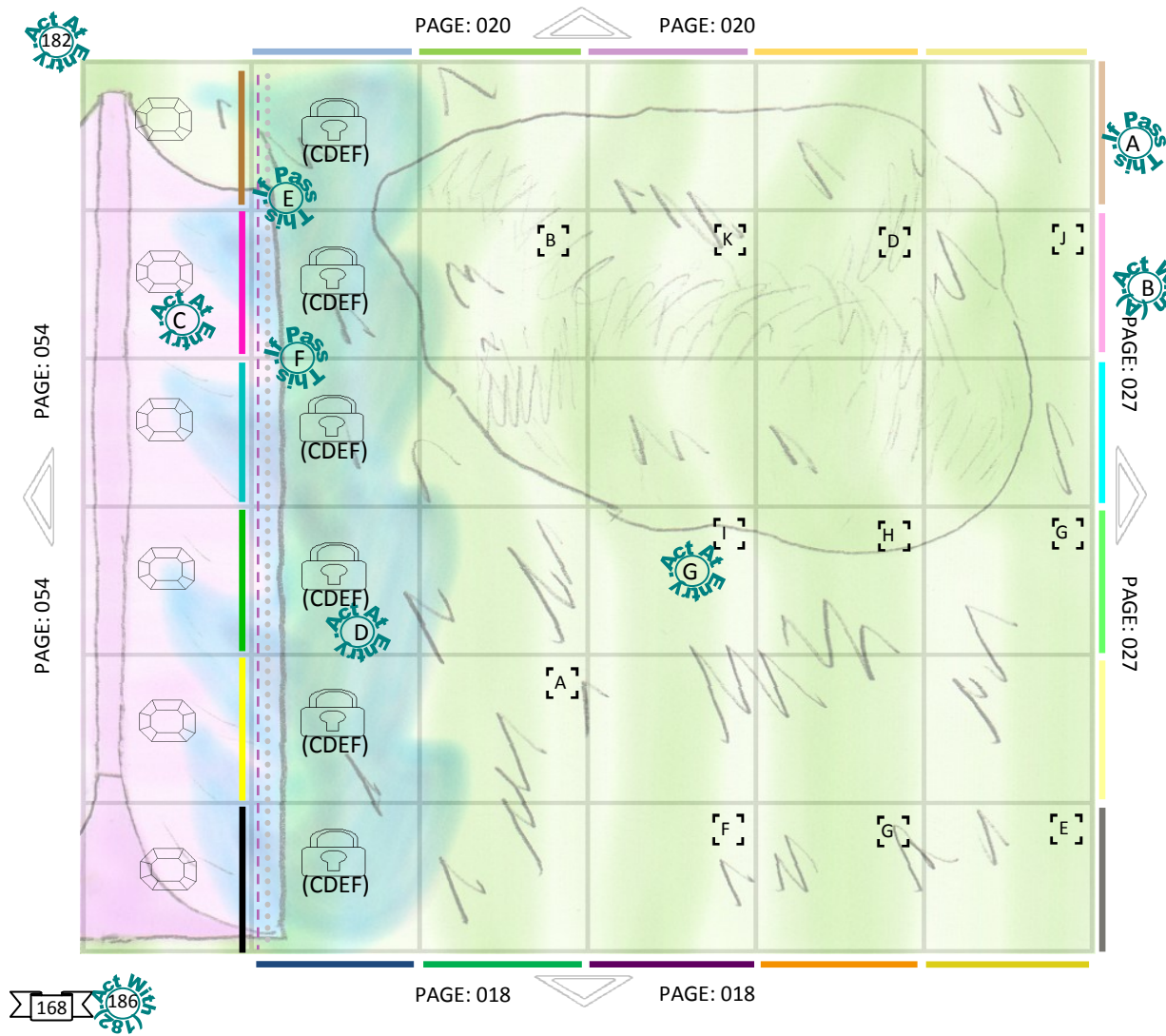
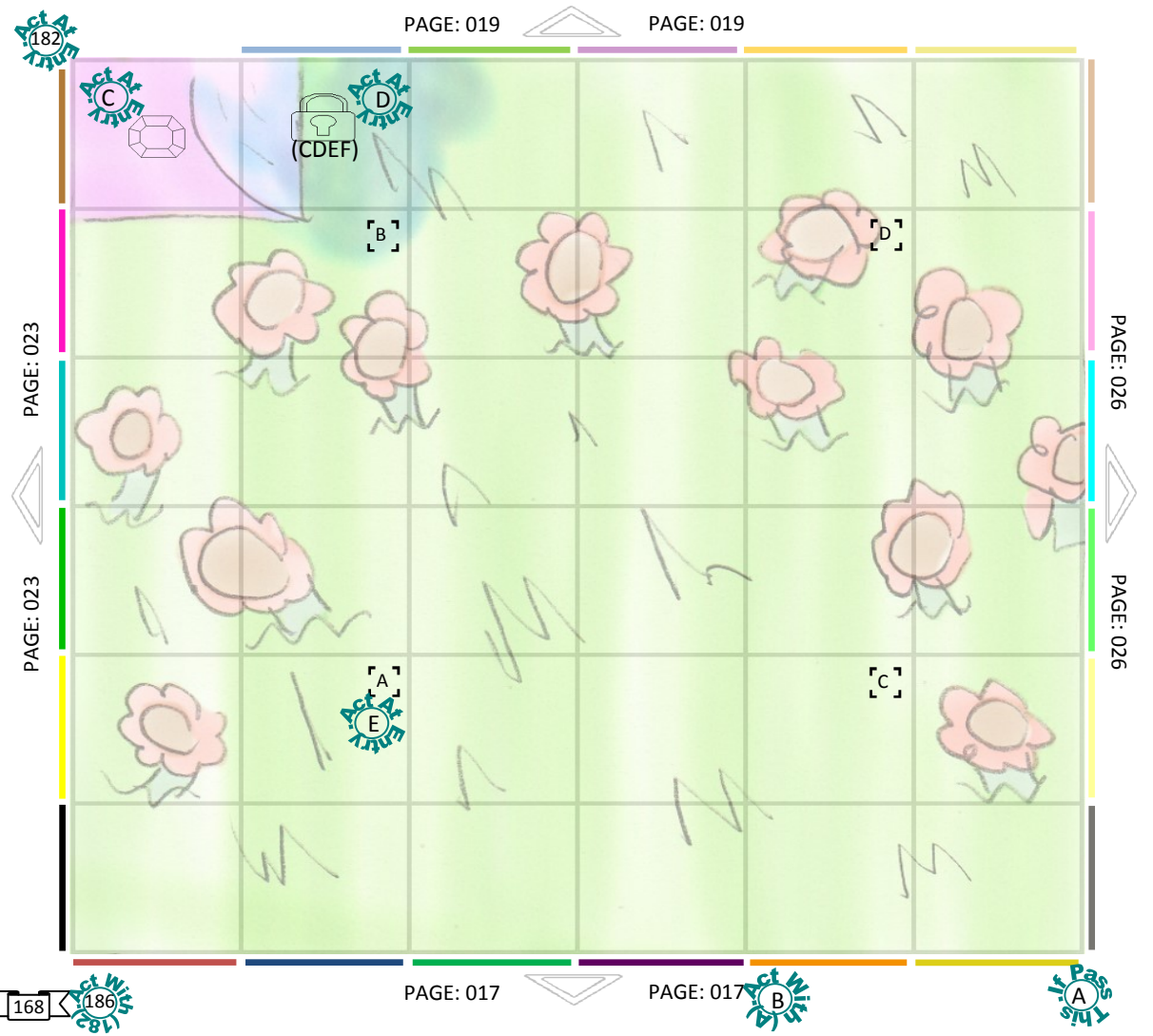
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A lock object, you cannot move onto the spot of this until you have all level counters listed on (under) this in your imagination.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.



168 186 PAGE: 017 PAGE: 017

~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174

168 186 PAGE: 018 PAGE: 018

~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174







This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

Nothing Here.

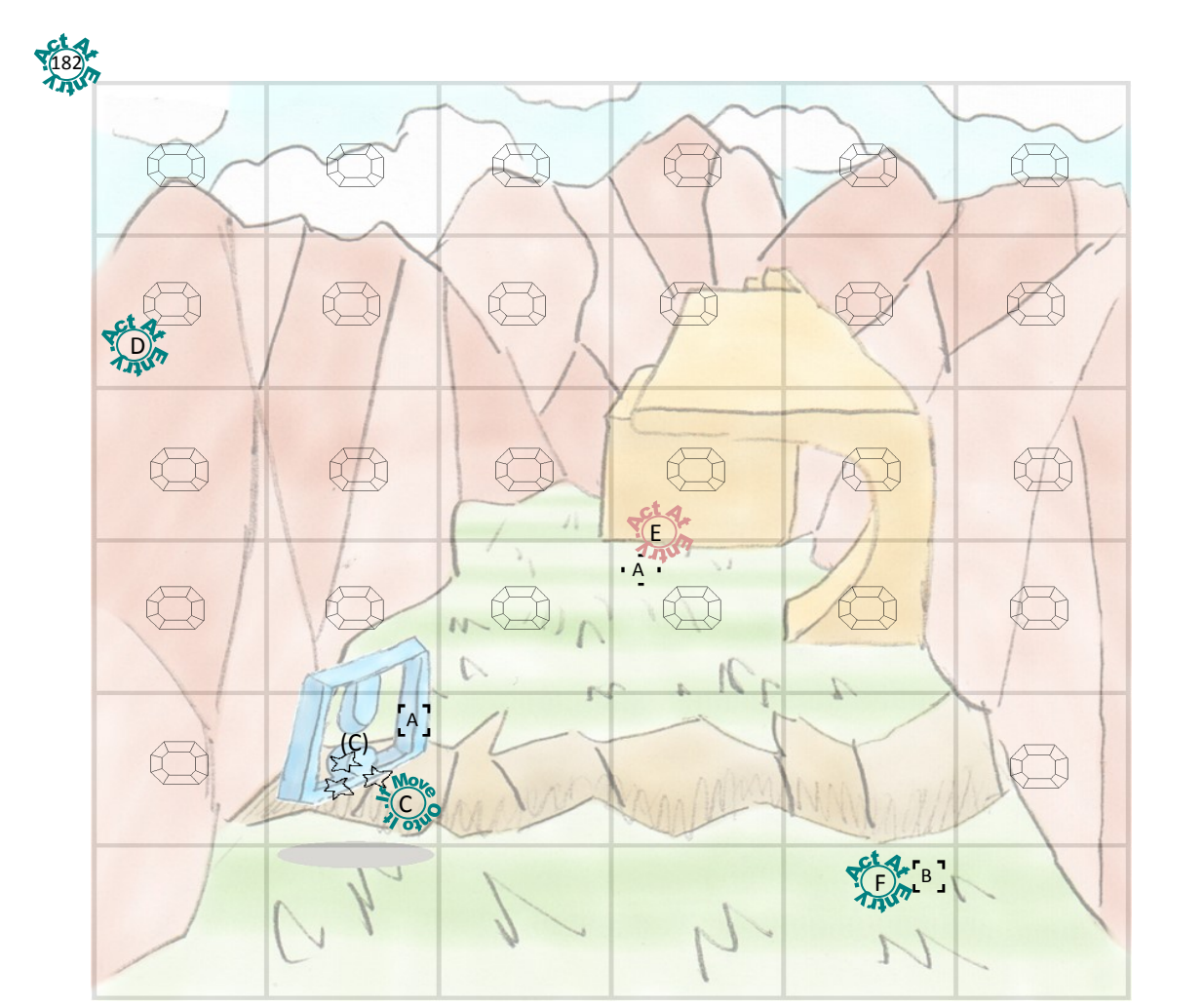
This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Warp brace\*, if on spot of this from a warp, migrate 2 spots down.

A mark object, when move onto this, add the letter on top of this in your imagination as a "Level Counter". A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

Nothing Here.

Nothing Here.



Navigation bar with page numbers 168 and 186. A green box contains the text "Ignore This" with a red 'X' over it. A yellow box contains the text "Ignore this." with a green checkmark below it. A blue box contains the text "Play Music: 01" with a musical note icon and "To use go to page 174".

Navigation bar with page numbers 168 and 186. A green box contains the text "Ignore This" with a red 'X' over it. A yellow box contains the text "Ignore this." with a green checkmark below it. A blue box contains the text "Play Music: 01" with a musical note icon and "To use go to page 174".



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward Nothing Here.

Nothing Here.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

Map of page 017 showing a grid with various colored lines and points. Tokens include:
 

- Top-left: 182 (gear icon)
- Top-center: B (gear icon) PAGE: 027
- Top-right: A (gear icon) If Pass
- Left edge: PAGE: 018 (pink line), PAGE: 018 (cyan line), PAGE: 018 (green line)
- Bottom-left: C (gear icon) Act If
- Bottom-center: D (gear icon) Act If
- Bottom-right: E (gear icon) Act If
- Grid markers: [B], [A], [C], [D], [E]
- Bottom: PAGE: 017 (white line), PAGE: 017 (white line)
- Bottom-left: 168 (gear icon), 186 (gear icon)

26 Ignore This Ignore this. Play Music: 01 To use go to page 174

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe box, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

Nothing Here.


A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

Map of page 026 showing a grid with various colored lines and points. Tokens include:
 

- Top-left: 182 (gear icon)
- Top-center: B (gear icon) PAGE: 031
- Top-right: A (gear icon) If Pass
- Left edge: PAGE: 019 (pink line), PAGE: 019 (cyan line), PAGE: 019 (green line)
- Bottom-left: D (gear icon) Act If
- Bottom-center: E (gear icon) Act If
- Grid markers: [B], [A], [E]
- Bottom: PAGE: 026 (white line), PAGE: 026 (white line)
- Bottom-left: 168 (gear icon), 186 (gear icon)


27 Ignore This This sentence is automatically matched (regardless). | Listed Page> Page 028 Play Music: 01 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 174



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

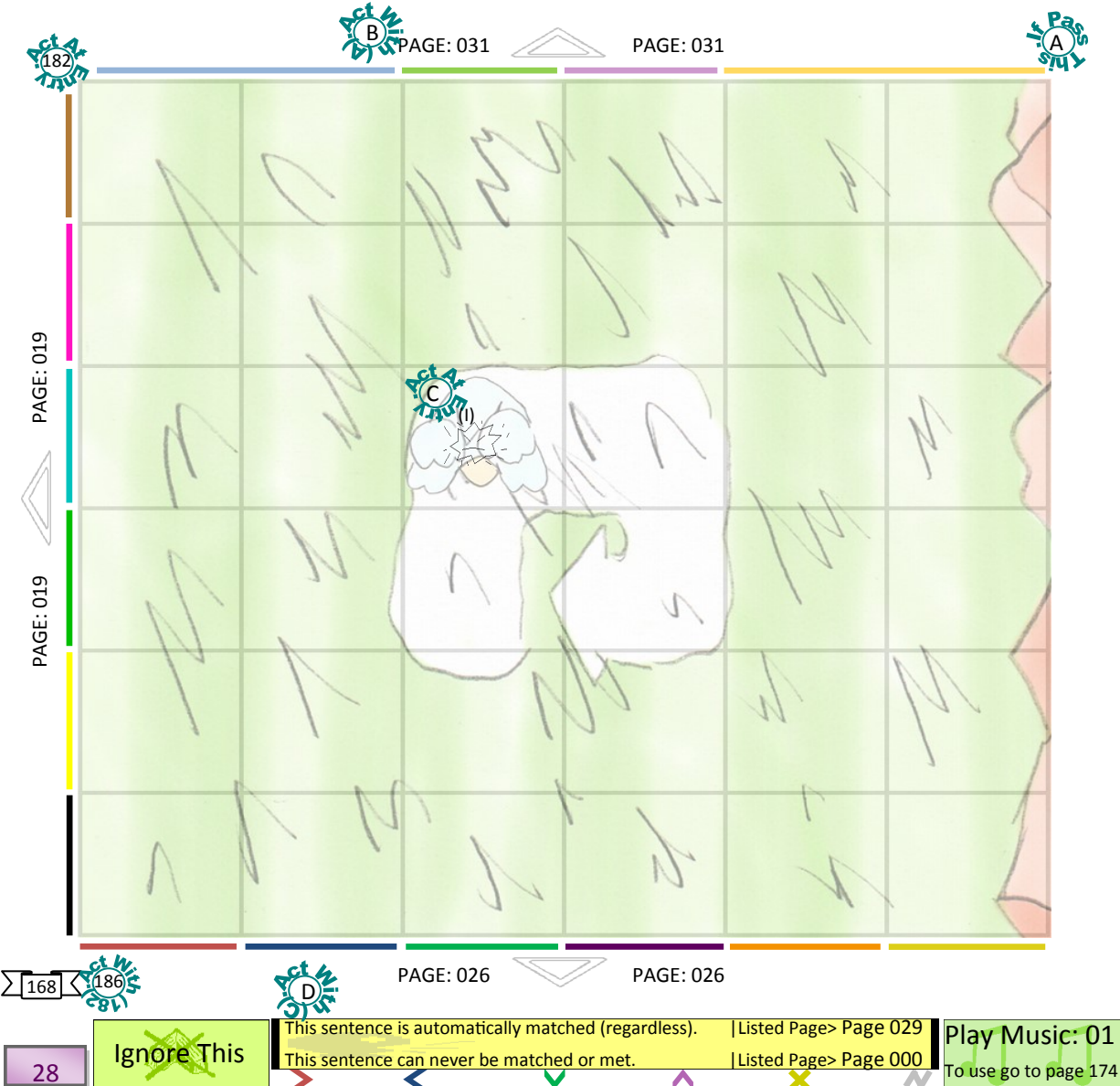
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.




A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.


A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. Nothing Here.





182  PAGE: 031  PAGE: 031  If Pass

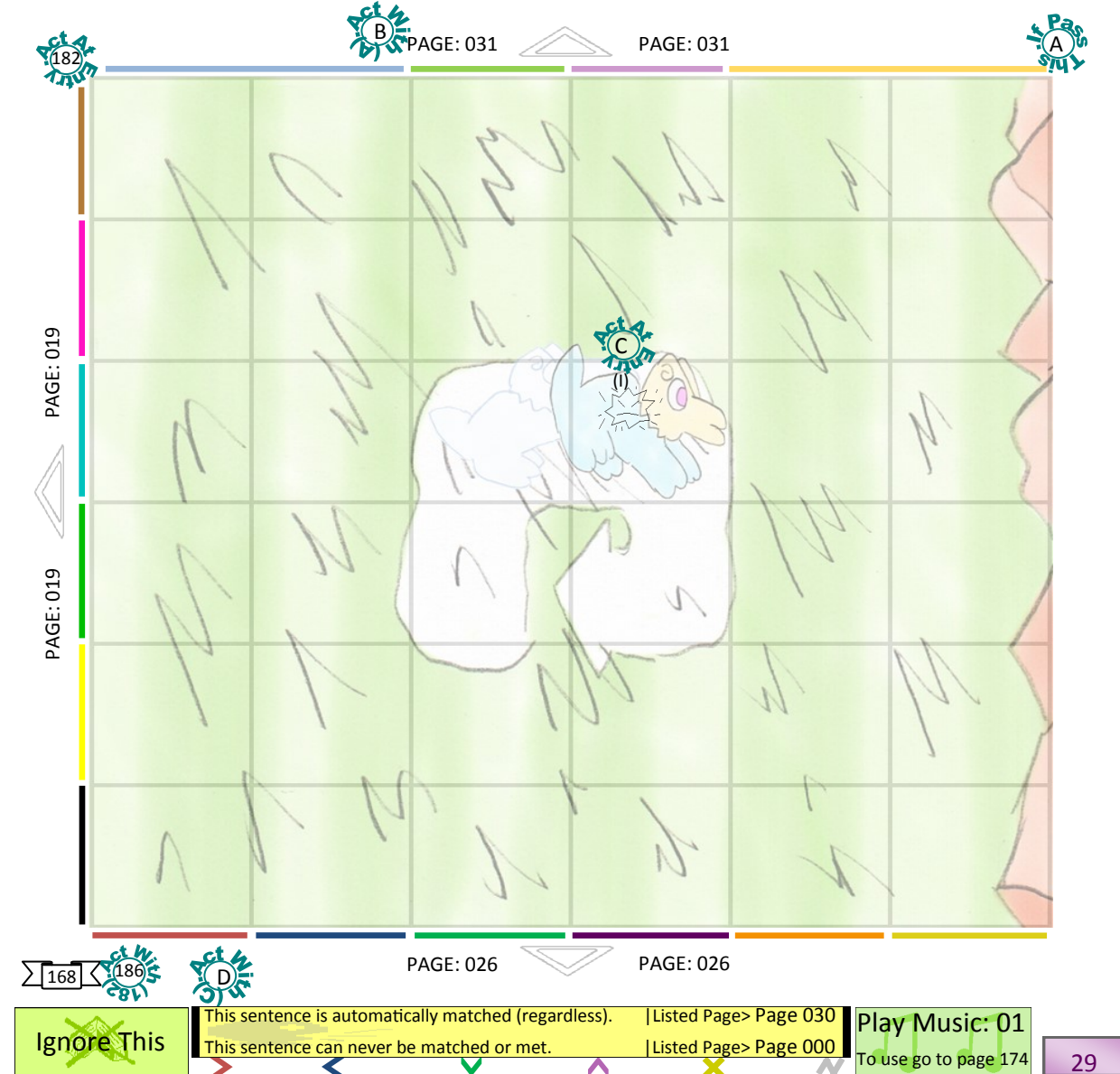
PAGE: 019




PAGE: 019

PAGE: 026  PAGE: 026

168   D PAGE: 026


28 **Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 029 **Play Music: 01**  
 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 174





182  PAGE: 031  PAGE: 031  If Pass

PAGE: 019

PAGE: 019

PAGE: 026  PAGE: 026

168   D PAGE: 026

**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 030 **Play Music: 01**  
 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 174

29

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

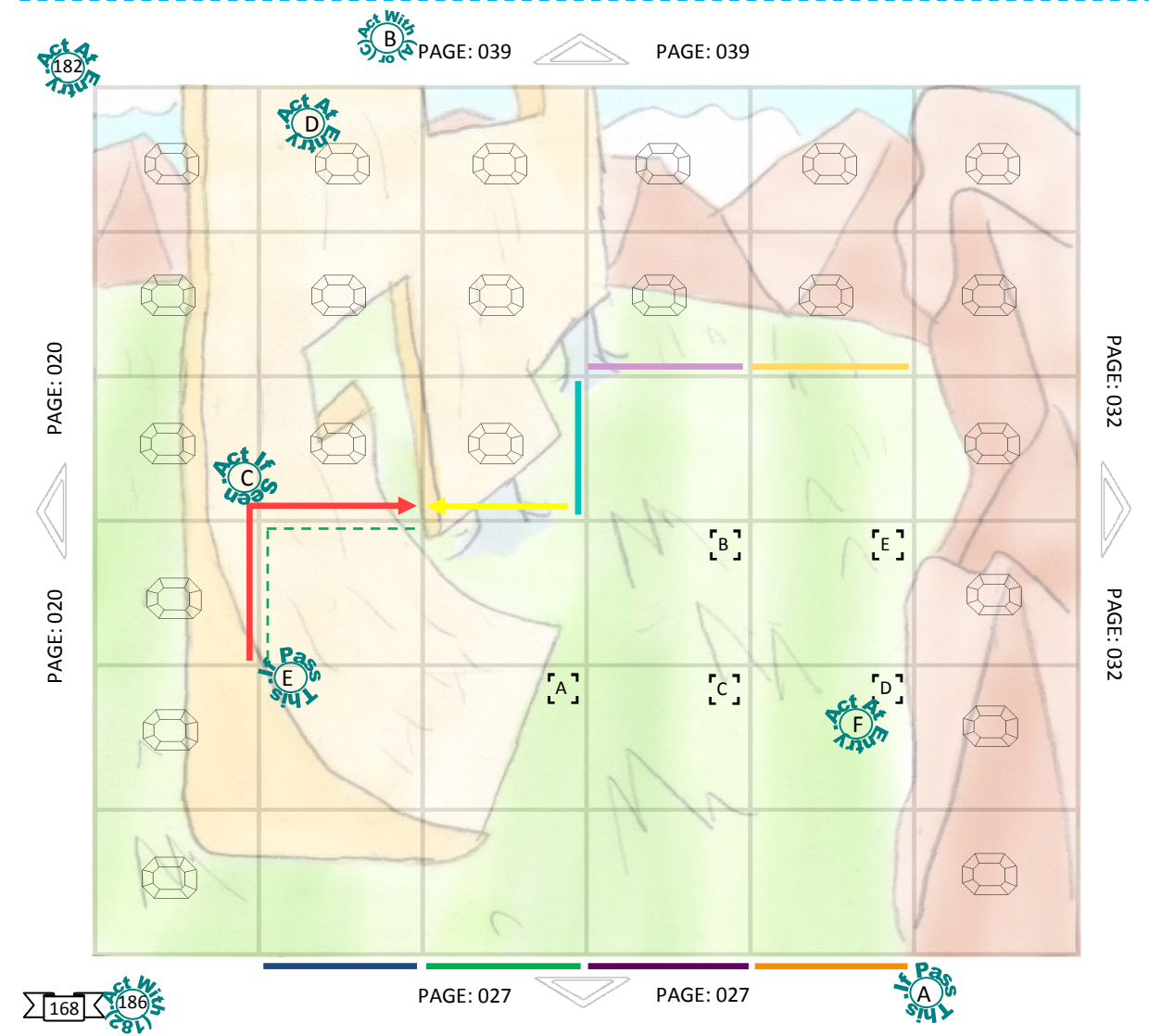
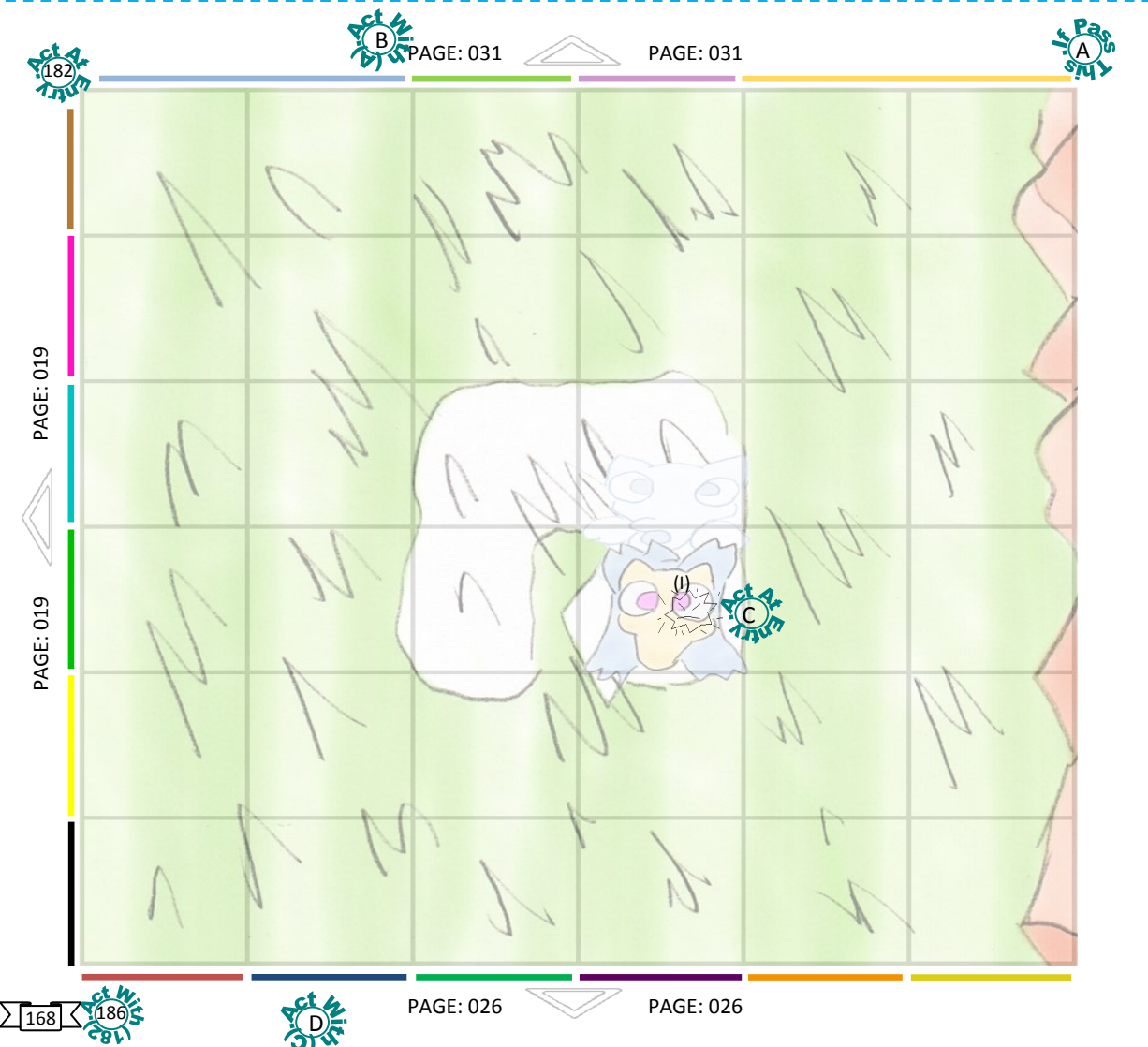
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.



Ignore This  
 This sentence is automatically matched (regardless). | Listed Page> Page 027  
 This sentence can never be matched or met. | Listed Page> Page 000  
 Play Music: 01  
 To use go to page 174

Ignore This  
 Ignore this.  
 Play Music: 01  
 To use go to page 174



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

A solid dotted line, when you pass this line, you automatically exit attack style at that moment.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.

A solid object, no token can move onto the spot of this object, including you, the token you control.

Nothing Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)  
 Nothing Here.

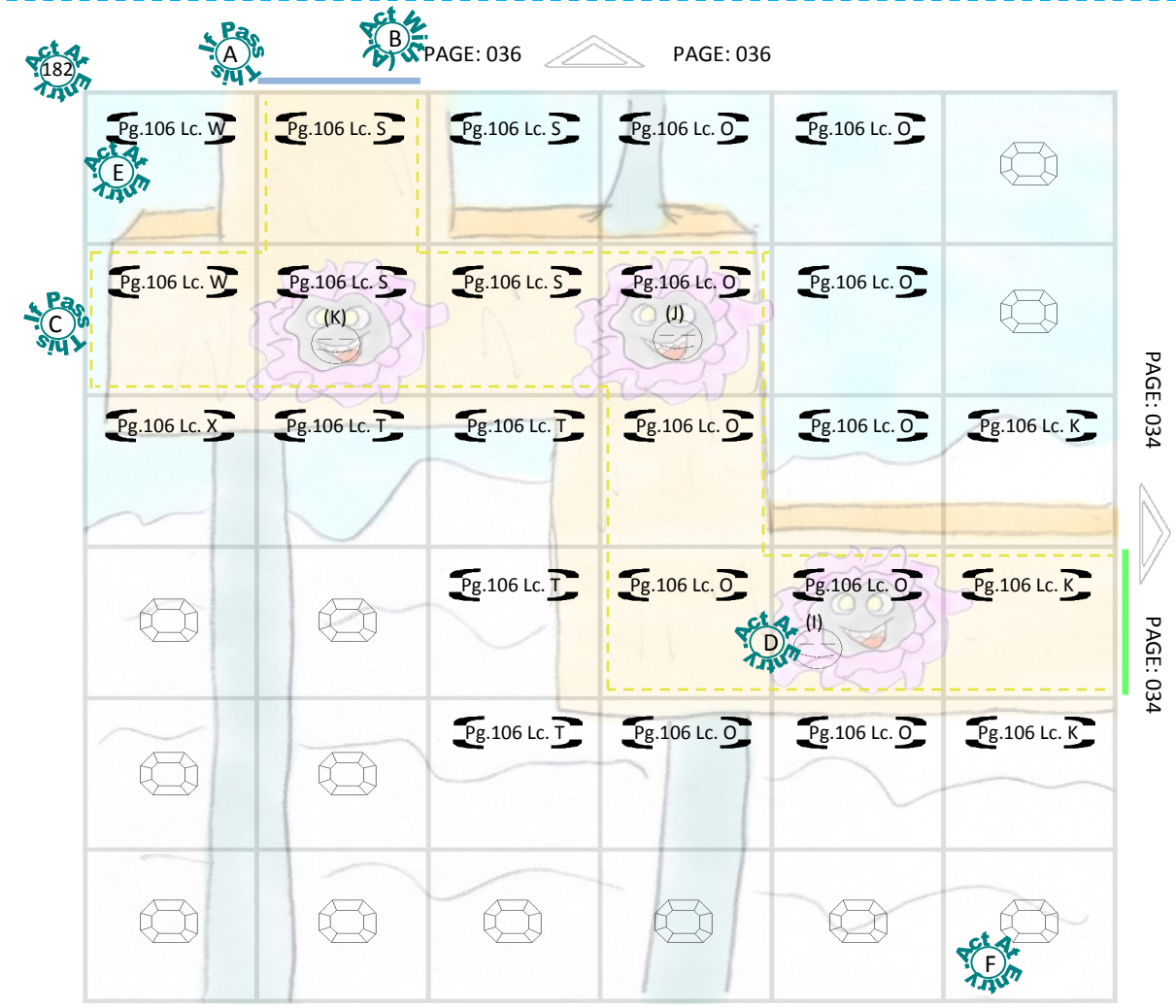
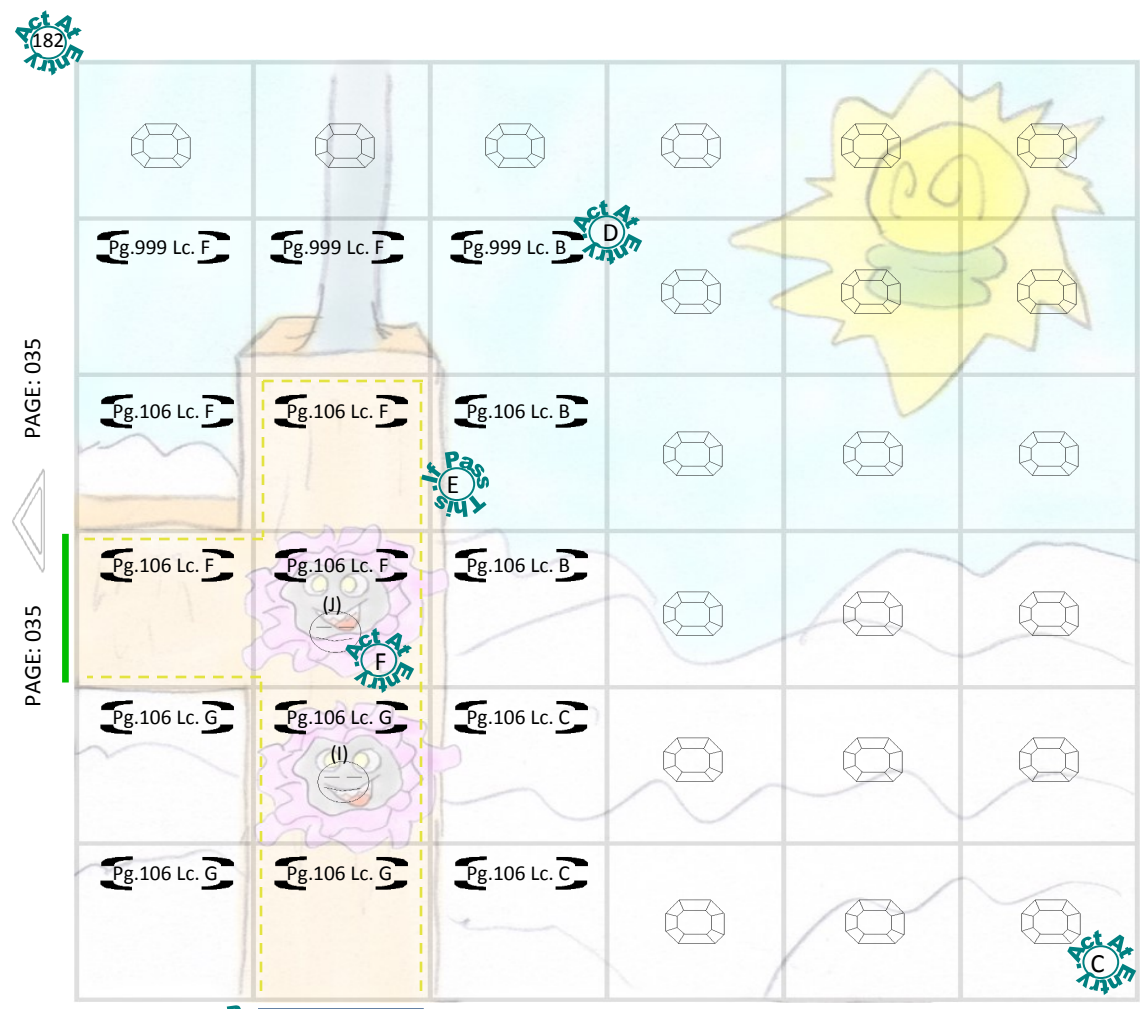
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.




168 186 **Act A** PAGE: 033 **Act B** PAGE: 033

~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174


168 186 **Act A** PAGE: 036 **Act B** PAGE: 036

~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

182

Pg.106 Lc. W Pg.106 Lc. W Pg.106 Lc. R Pg.106 Lc. R Pg.106 Lc. N

Pg.106 Lc. W Pg.106 Lc. W Pg.106 Lc. R Pg.106 Lc. R Pg.106 Lc. N Pg.106 Lc. N

Pg.106 Lc. W Pg.106 Lc. W Pg.106 Lc. R Pg.106 Lc. R Pg.106 Lc. N Pg.106 Lc. N

Pg.106 Lc. W Pg.106 Lc. W Pg.106 Lc. S Pg.106 Lc. S Pg.106 Lc. O Pg.106 Lc. O

Pg.106 Lc. W Pg.106 Lc. W Pg.106 Lc. S Pg.106 Lc. S Pg.106 Lc. O Pg.106 Lc. O

Pg.106 Lc. W Pg.106 Lc. W Pg.106 Lc. S Pg.106 Lc. S Pg.106 Lc. O Pg.106 Lc. O

PAGE: 035 PAGE: 036 PAGE: 037

182

Pg.106 Lc. J Pg.106 Lc. J Pg.106 Lc. F Pg.106 Lc. F Pg.106 Lc. A Pg.106 Lc. A

Pg.106 Lc. J Pg.106 Lc. J Pg.106 Lc. F Pg.106 Lc. F Pg.106 Lc. A Pg.106 Lc. A

Pg.106 Lc. J Pg.106 Lc. J Pg.106 Lc. F Pg.106 Lc. F Pg.106 Lc. A Pg.106 Lc. A

Pg.106 Lc. K Pg.106 Lc. K Pg.106 Lc. F Pg.106 Lc. F Pg.106 Lc. B Pg.106 Lc. B

Pg.106 Lc. K Pg.106 Lc. K Pg.106 Lc. F Pg.106 Lc. F Pg.106 Lc. B Pg.106 Lc. B

Pg.106 Lc. K Pg.106 Lc. K Pg.106 Lc. F Pg.106 Lc. F Pg.106 Lc. B Pg.106 Lc. B

PAGE: 035 PAGE: 036 PAGE: 037



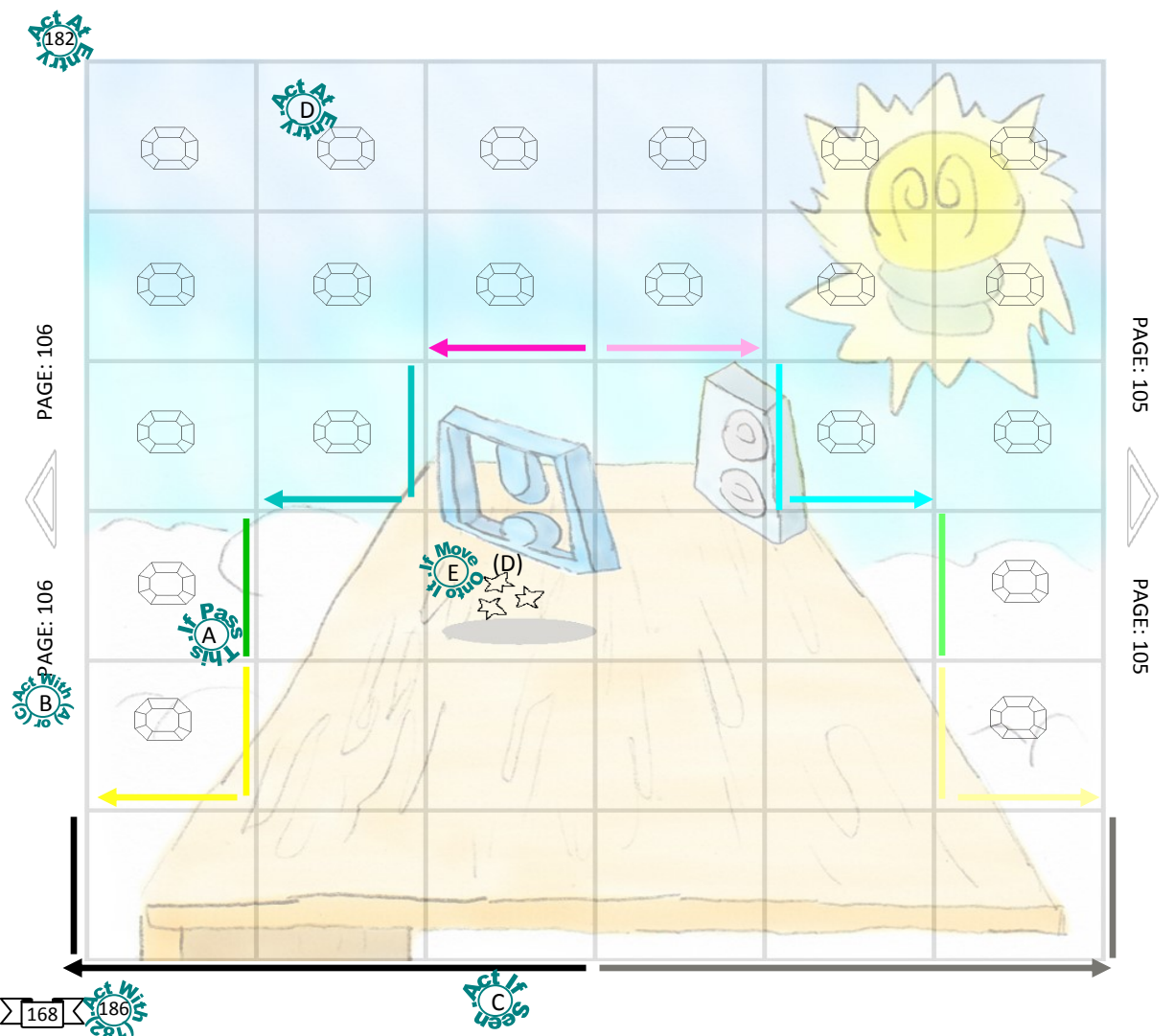
This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A mark object, when move onto this, add the letter on top of this into your imagination as a "Level Counter".

Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward Nothing Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

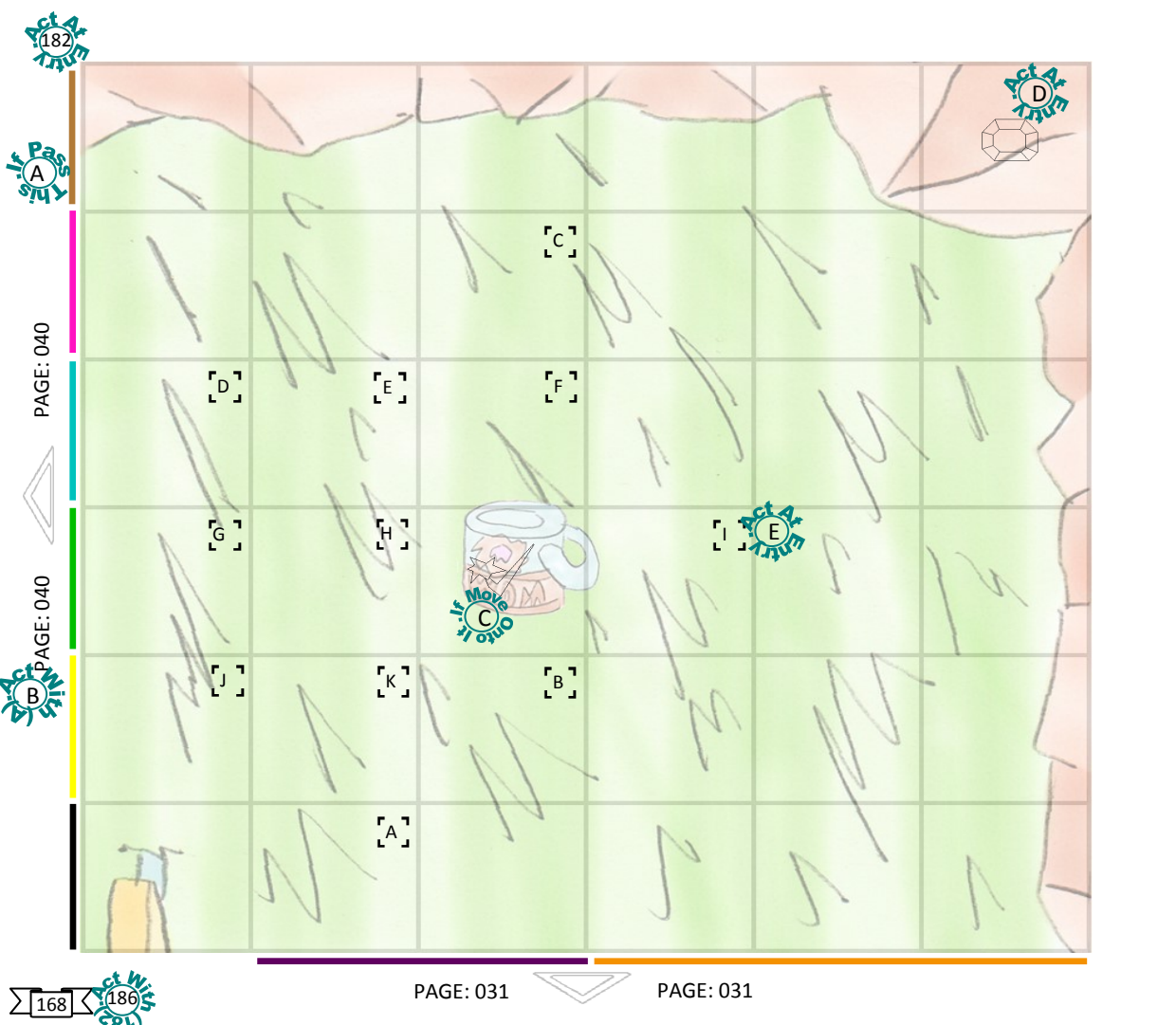
Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A free object, when move onto this, add the word "Pro" into imagination (mind) if it is not already in there.

Nothing Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

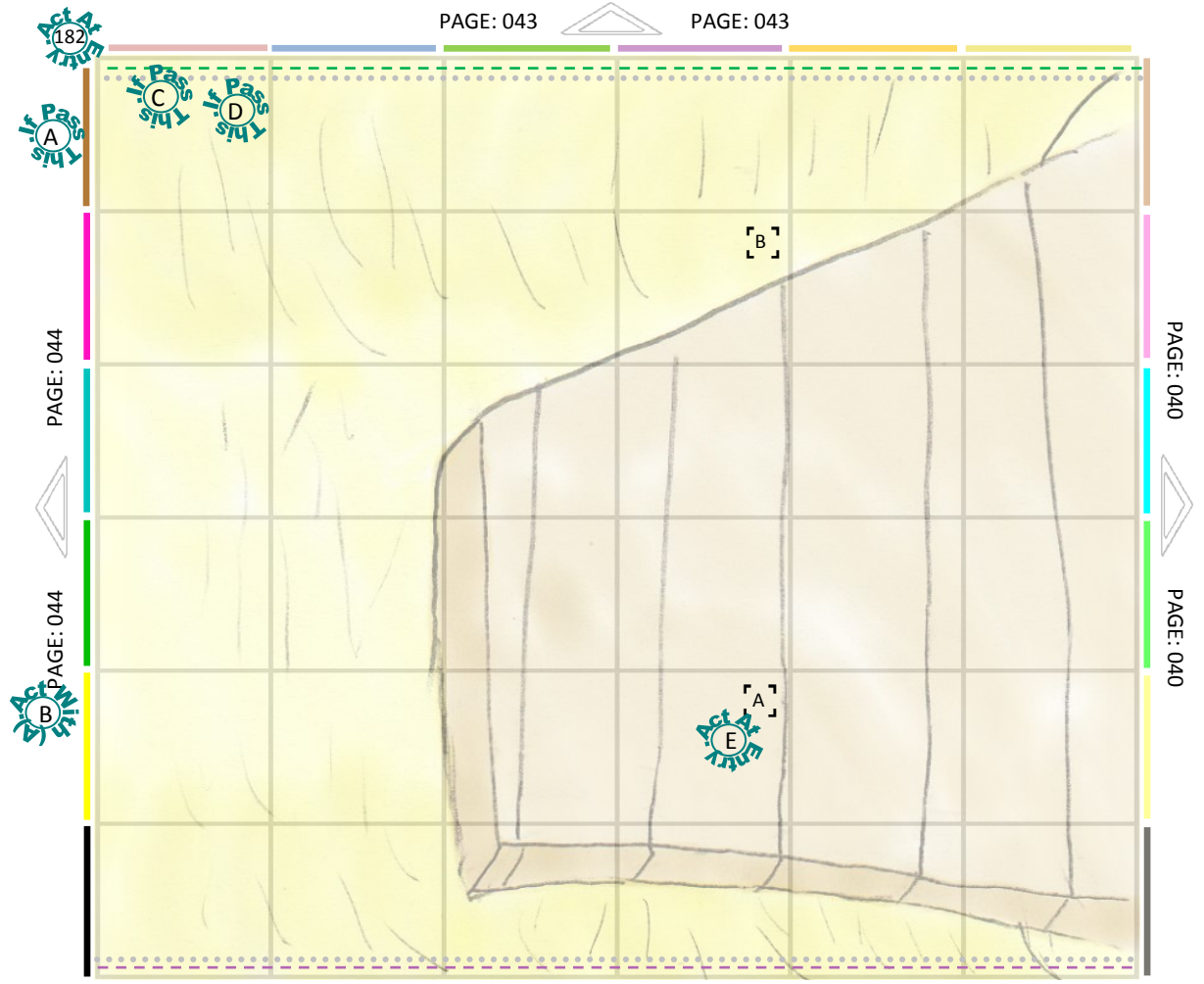
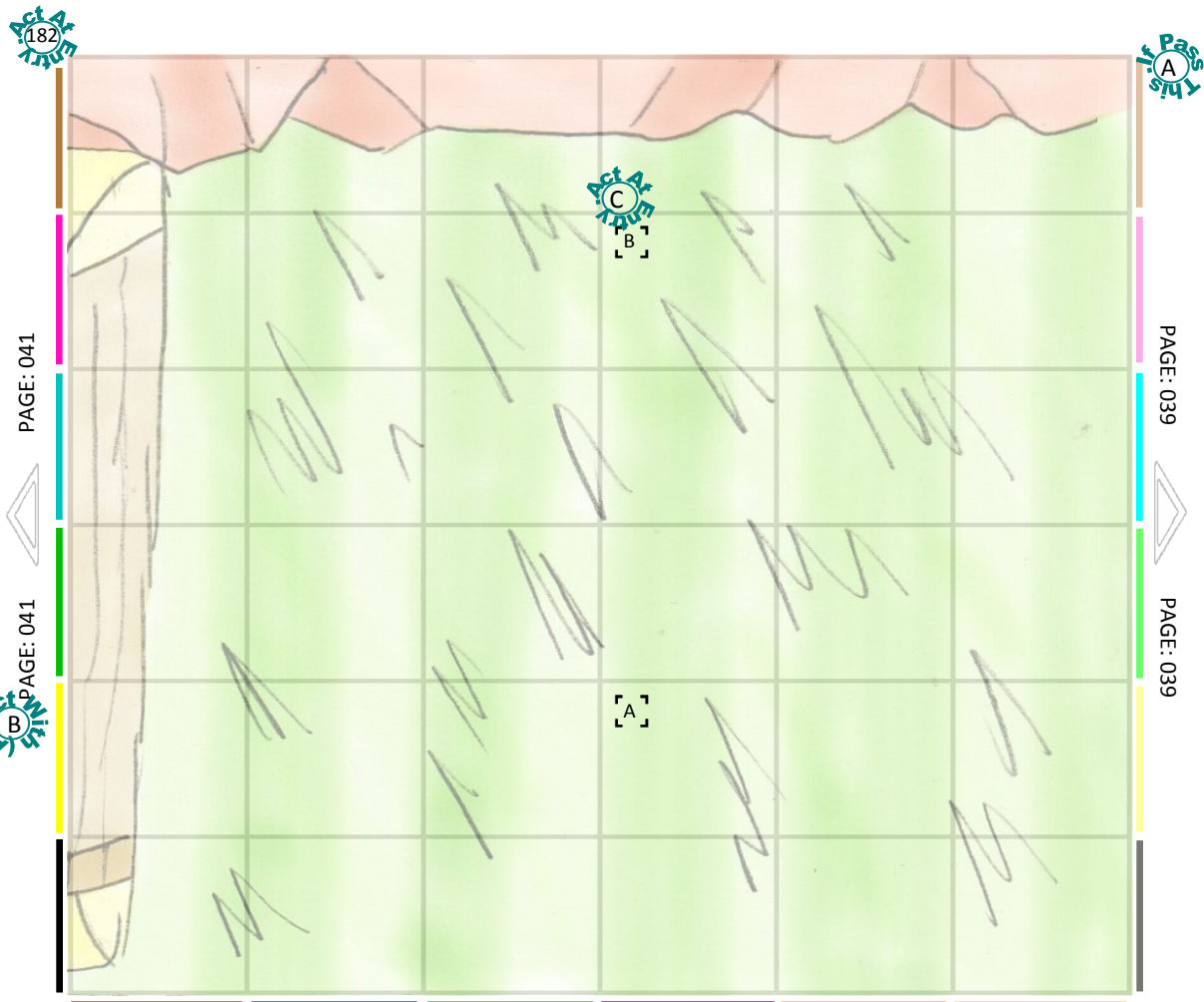
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this. Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. Nothing Here.



168 186

PAGE: 020 PAGE: 020

40 Ignore This Ignore this. Play Music: 01 To use go to page 174

168 186

PAGE: 042 PAGE: 042

40 Ignore This Ignore this. Play Music: 01 To use go to page 174 41



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

Nothing Here.

Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

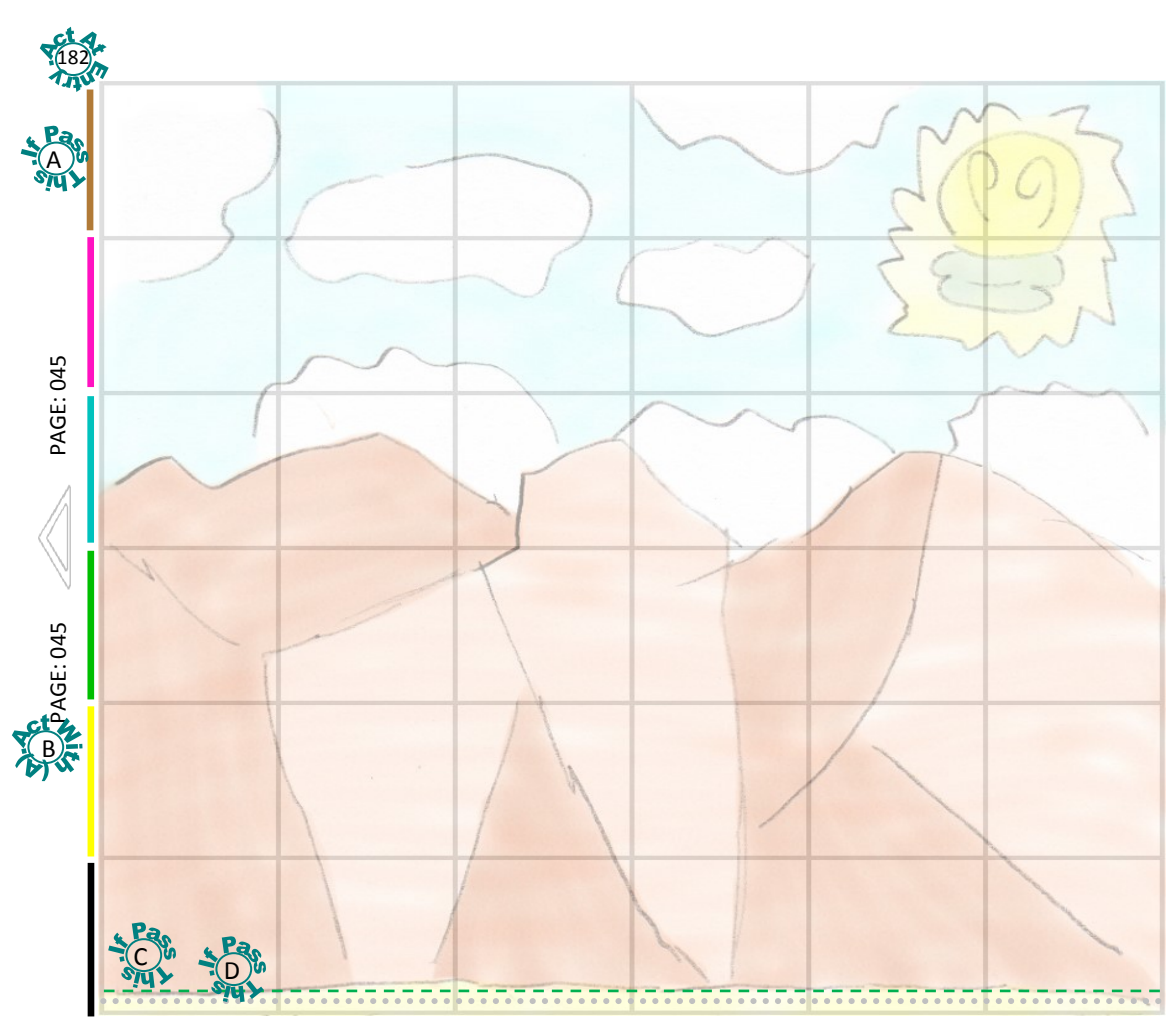
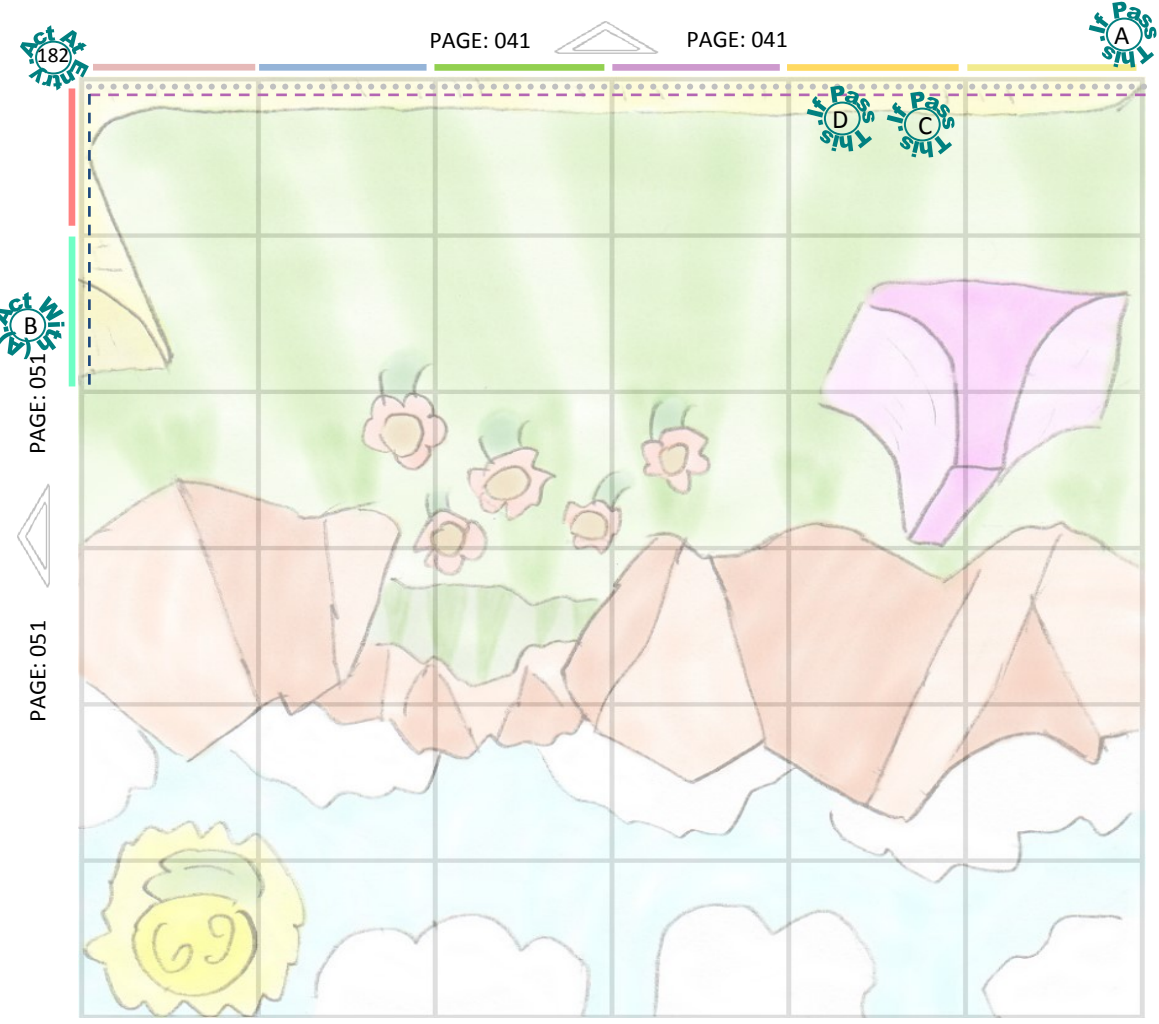
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

Nothing Here.

Nothing Here.



168 186

42 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174

168 186

43 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

Nothing Here.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

Nothing Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A flop box, imagine the number on the box lower then what it is by 1 each sec. when 0, take all tokens as is to the page listed.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

168 186

46 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174

186 168

2 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174 47

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A flop box, imagine the number on the box lower then what it is by 1 each sec. when 0, take all tokens as is to the page listed.

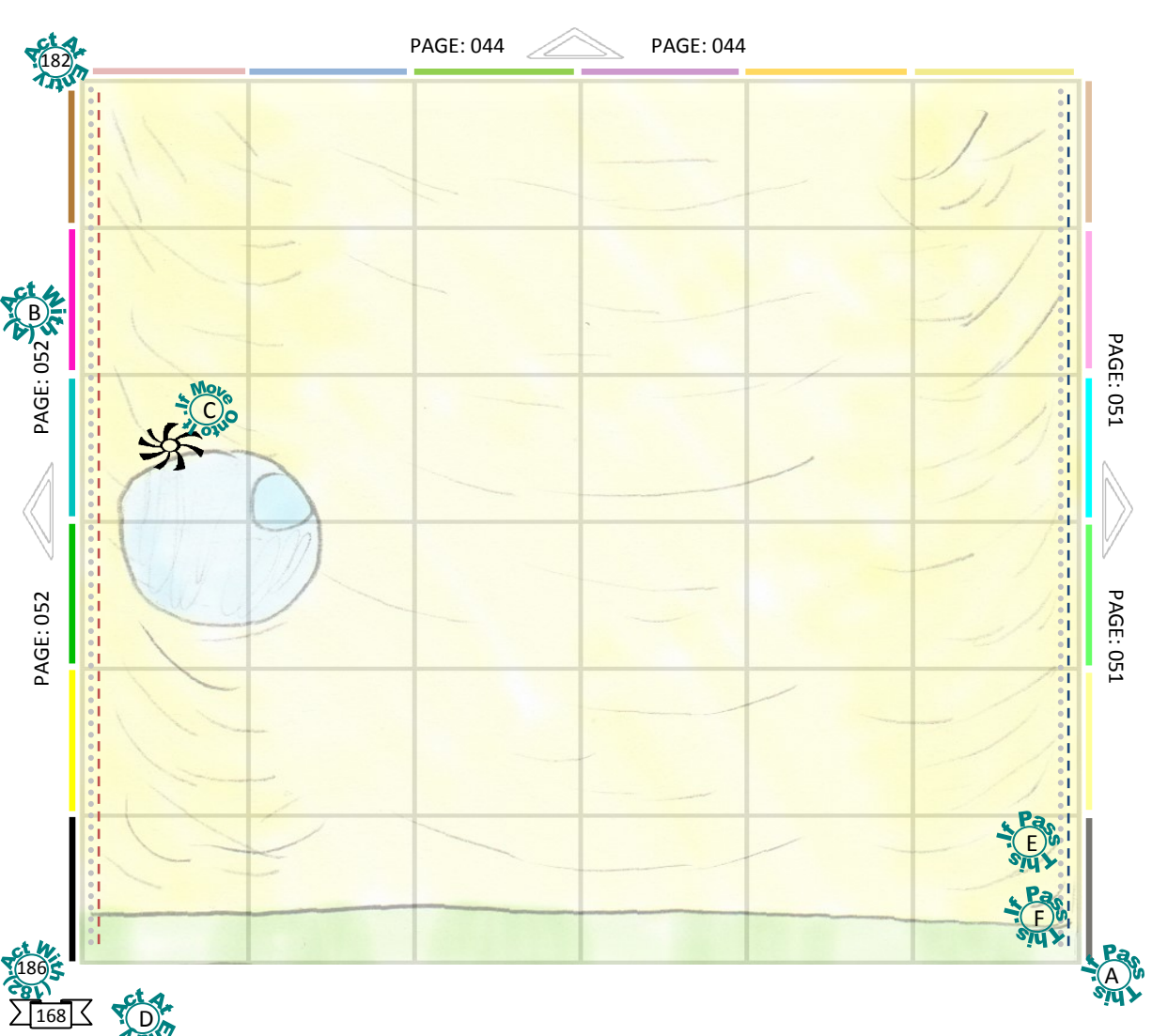
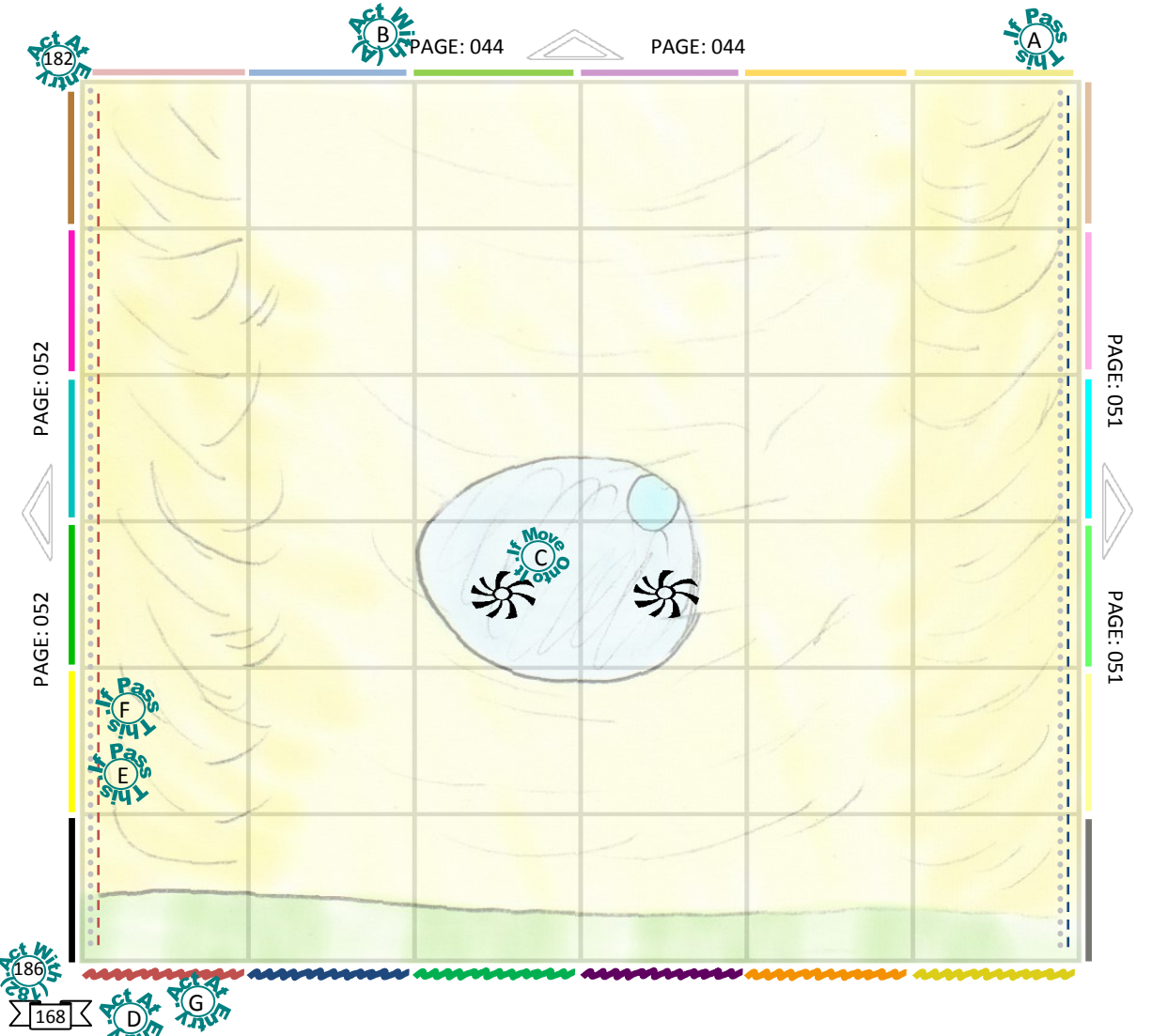
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A flop box, imagine the number on the box lower then what it is by 1 each sec. when 0, take all tokens as is to the page listed.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.





This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A flop box, imagine the number on the box lower then what it is by 1 each sec. when 0, take all tokens as is to the page listed.  
 Nothing Here.

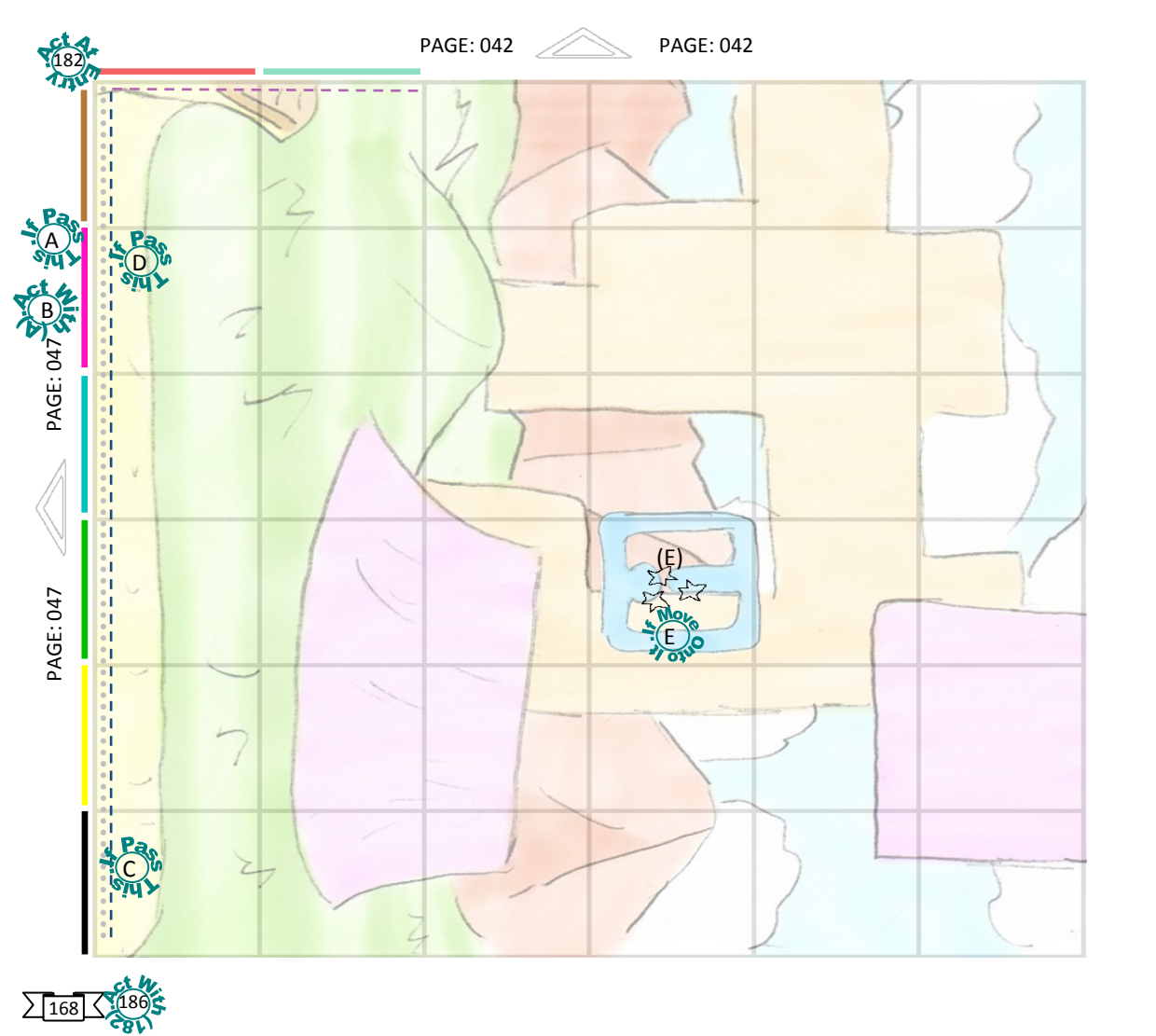
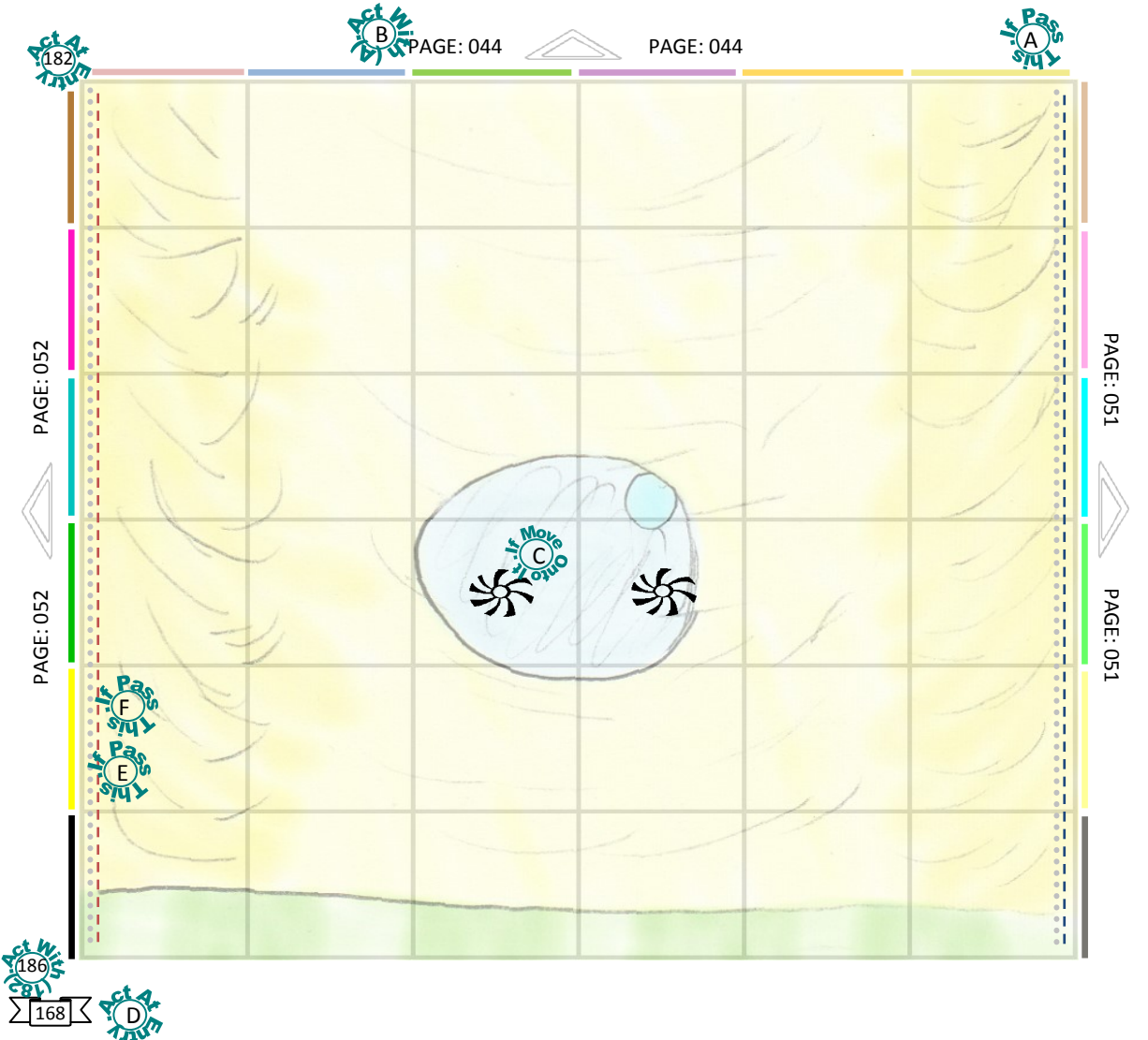
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A mark object, when move onto this, add the letter on top of this into your imagination as a "Level Counter".

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothin g Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

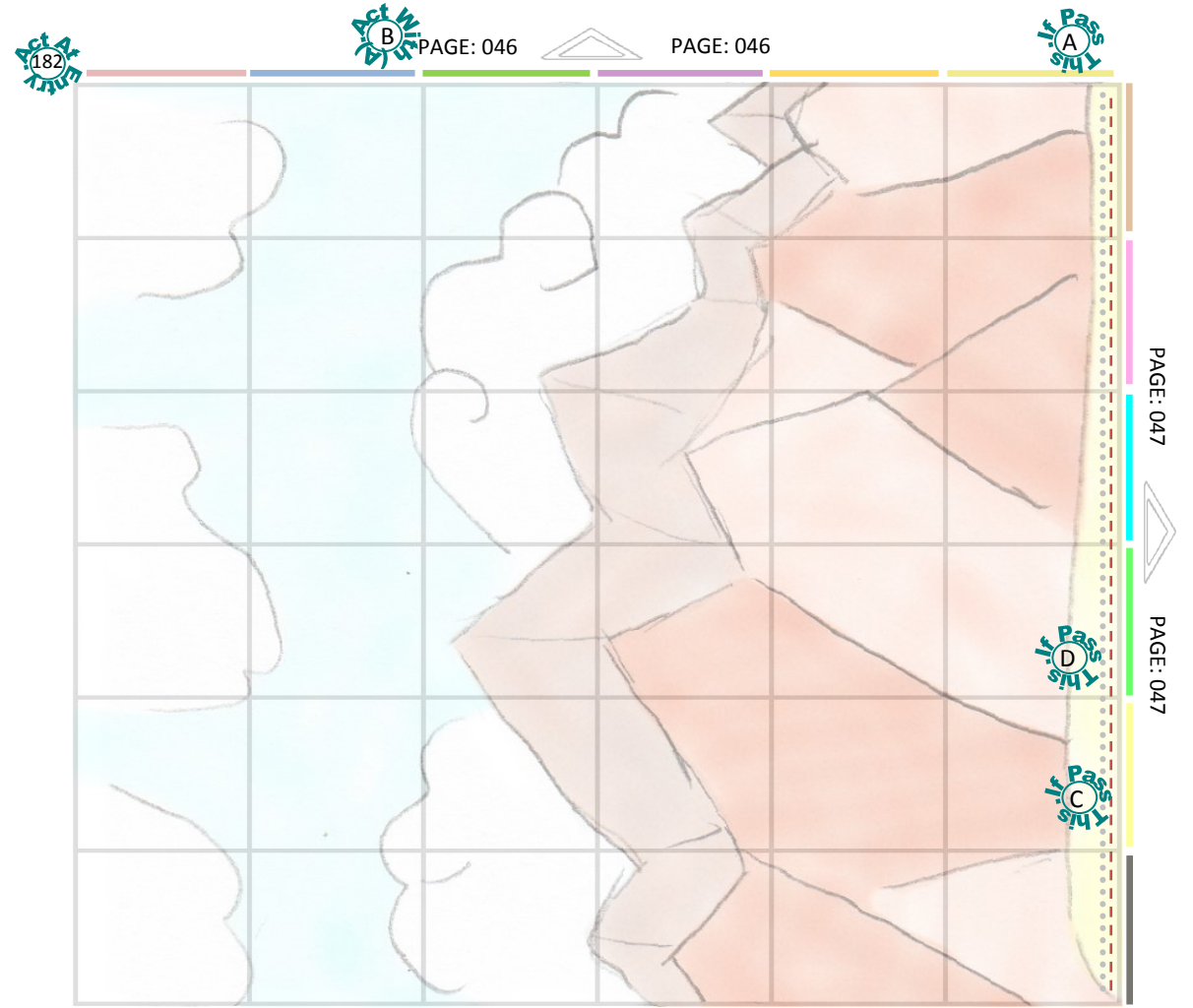
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.





This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

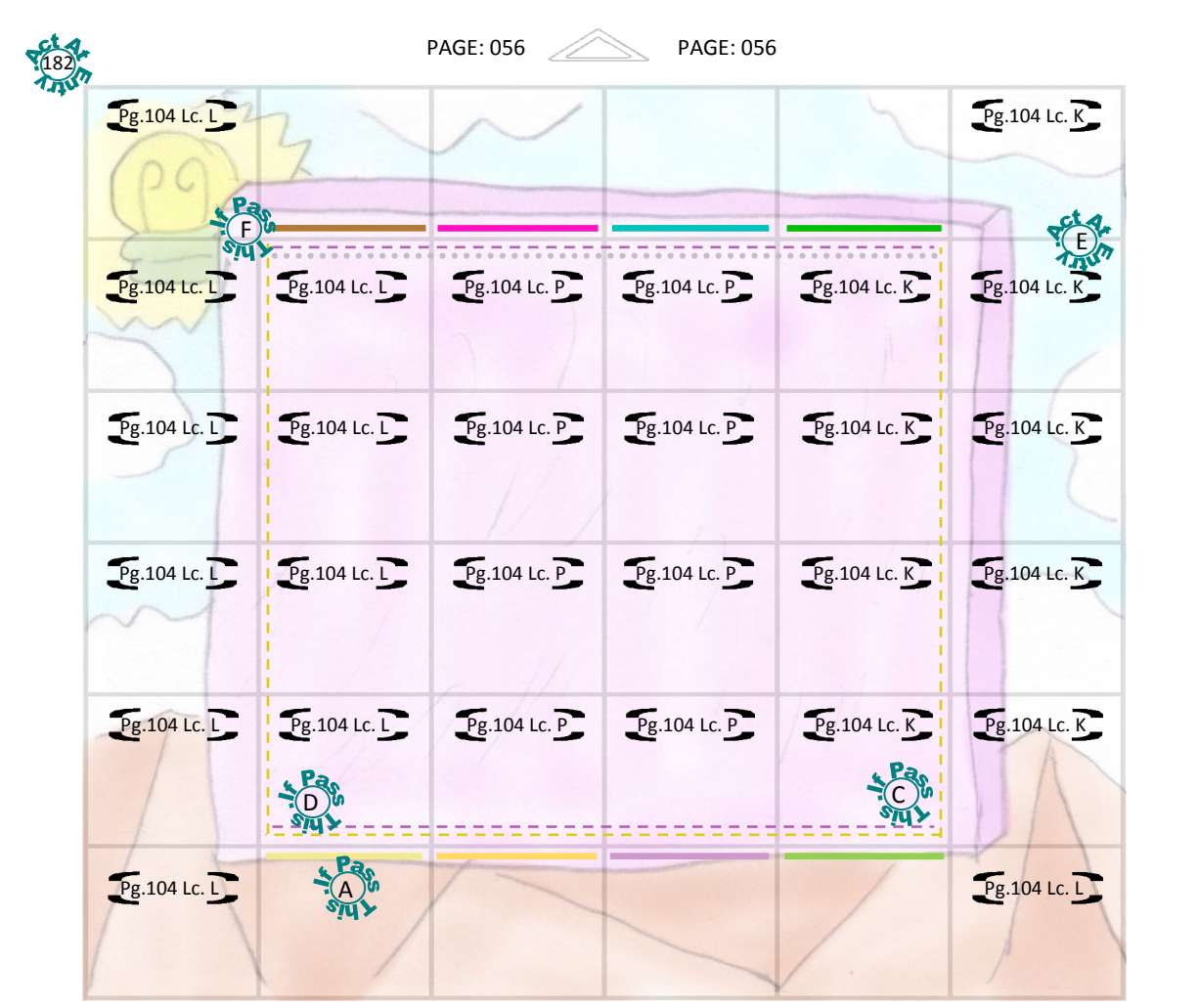
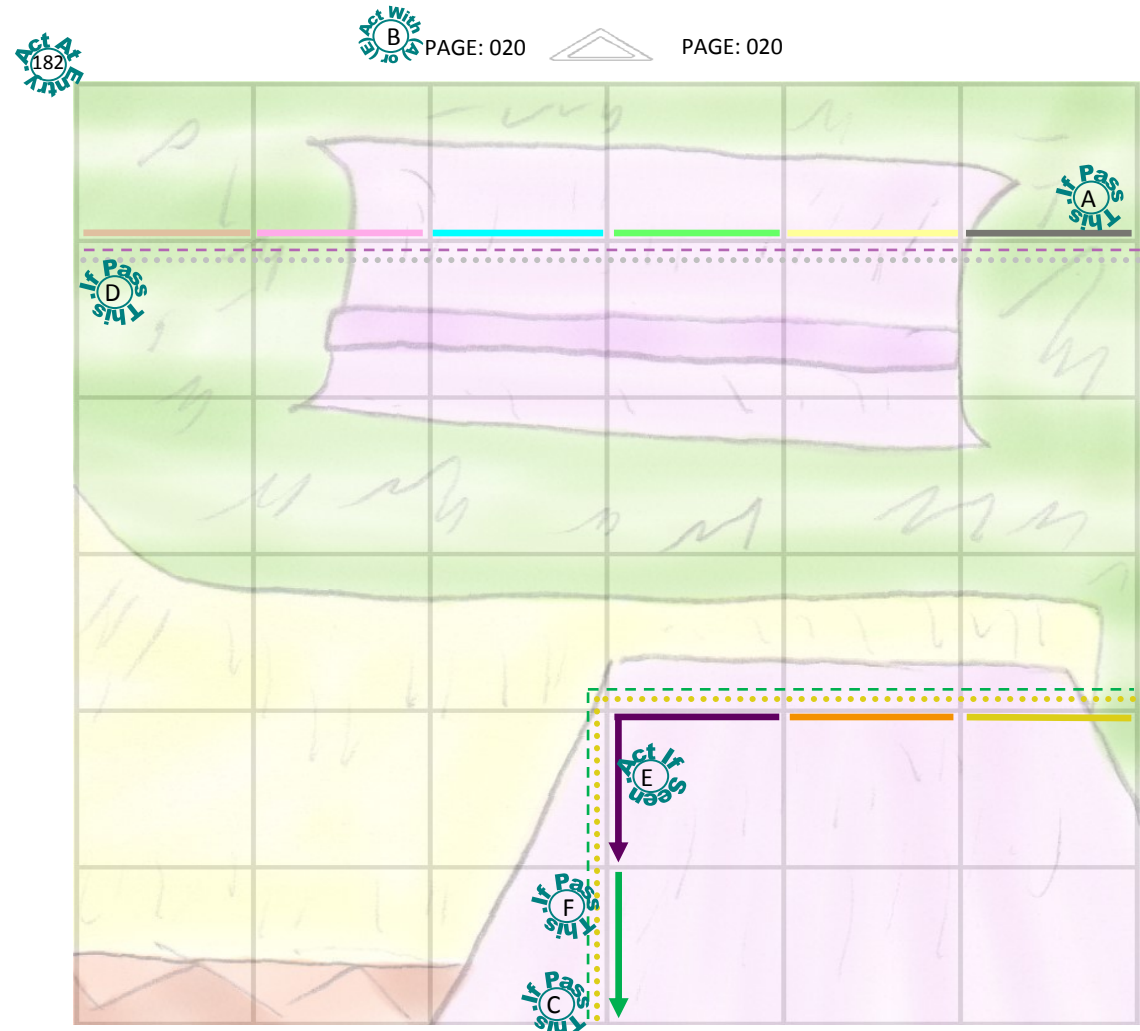
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line  
 A gold spots line, when you pass this line as forever moving, or moving from skeeting, stop skeeting/movement from it and spin.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.







This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

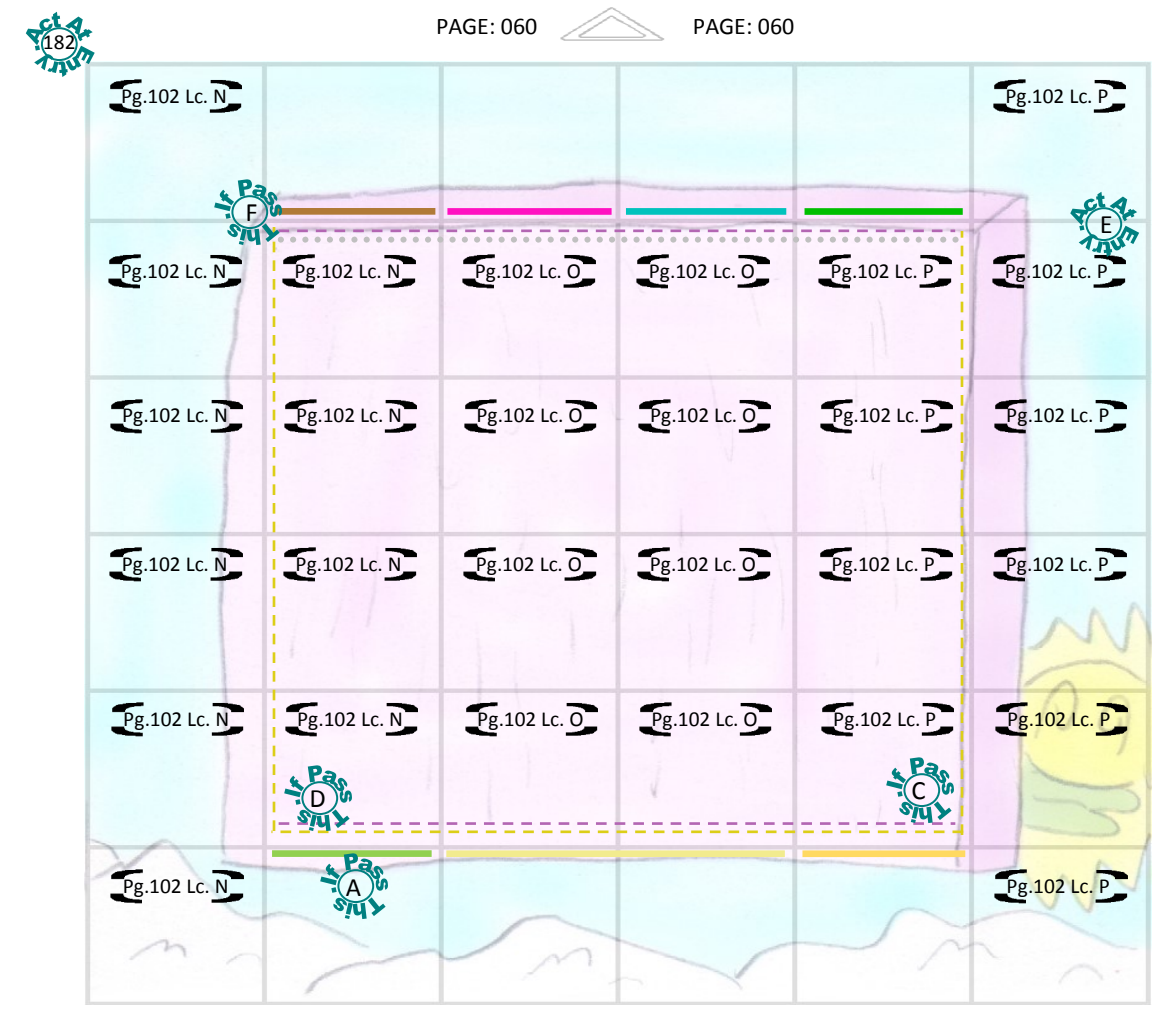
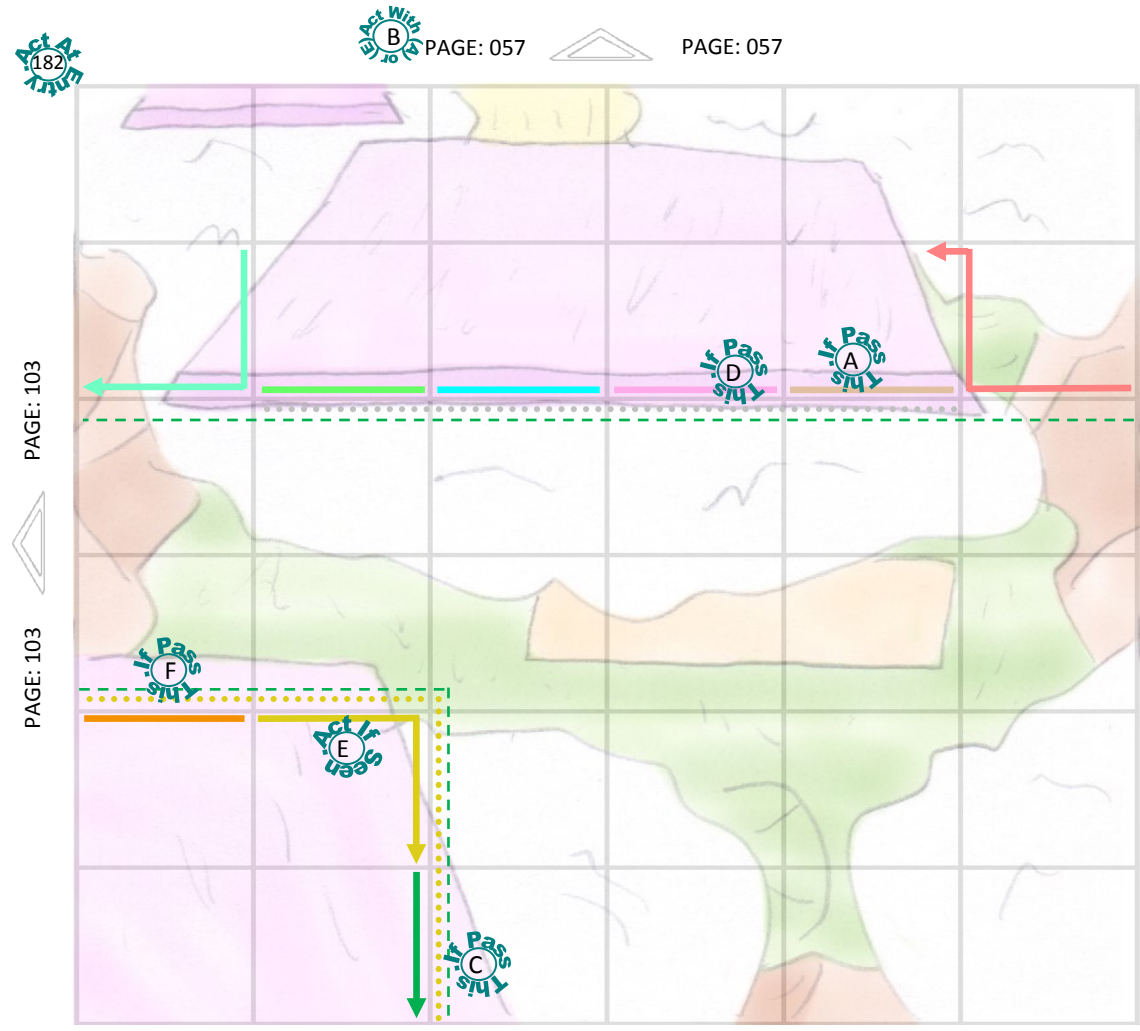
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line  
 A gold spots line, when you pass this line as forever moving, or moving from skeeting, stop skeeting/movement from it and spin.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.



168 186 PAGE: 059 PAGE: 059

58 Ignore This Ignore this. Play Music: 01 To use go to page 174

168 186 PAGE: 058 PAGE: 058

59 Ignore This Ignore this. Play Music: 01 To use go to page 174

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line  
 A gold spots line, when you pass this line as forever moving, or moving from skeeting, stop skeeting/movement from it and spin.

Nothing Here.

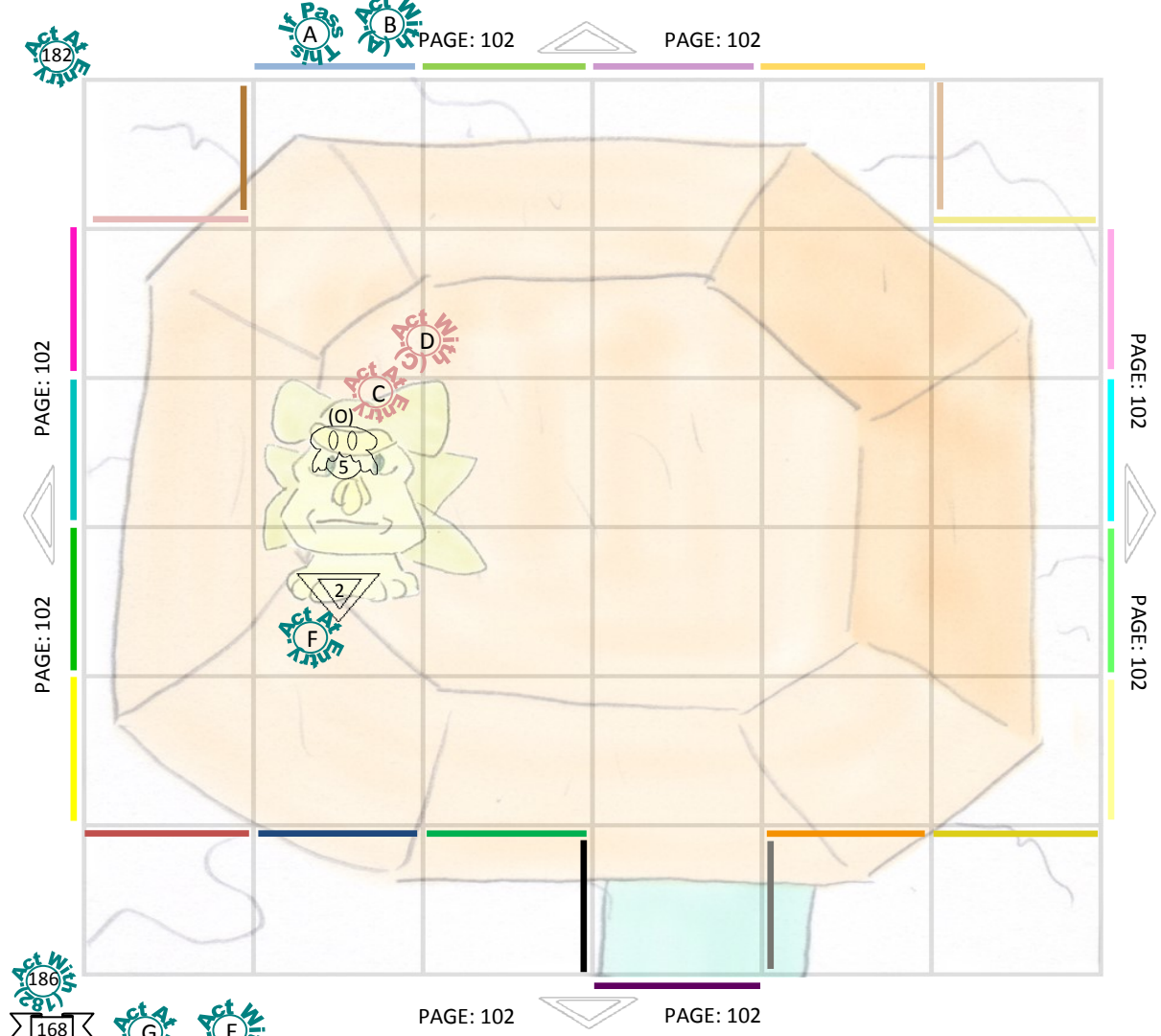


This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A witty foe object, at page entry of this, wait 3 sec. or this attacked to use the Foe Box (wait 1 sec. for this to rest for 1 sec).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object!, it also a witty/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated.  
 A spawn object, at entry use within number to create 1 foe token onto this, it moves of this pointing toward, and remove it if stops.

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



168 186

PAGE: 061 PAGE: 061

Ignore This

Ignore this.

Play Music: 01  
To use go to page 174

60

186 168

PAGE: 102 PAGE: 102

When defeat "O"  
Listed Page: 077

This sentence is automatically matched (regardless).  
If the foe's within number is exactly at 4 or 3.

Listed Page> Page 062  
Listed Page> Page 065

Play Music: 02  
To use go to page 175

61





This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

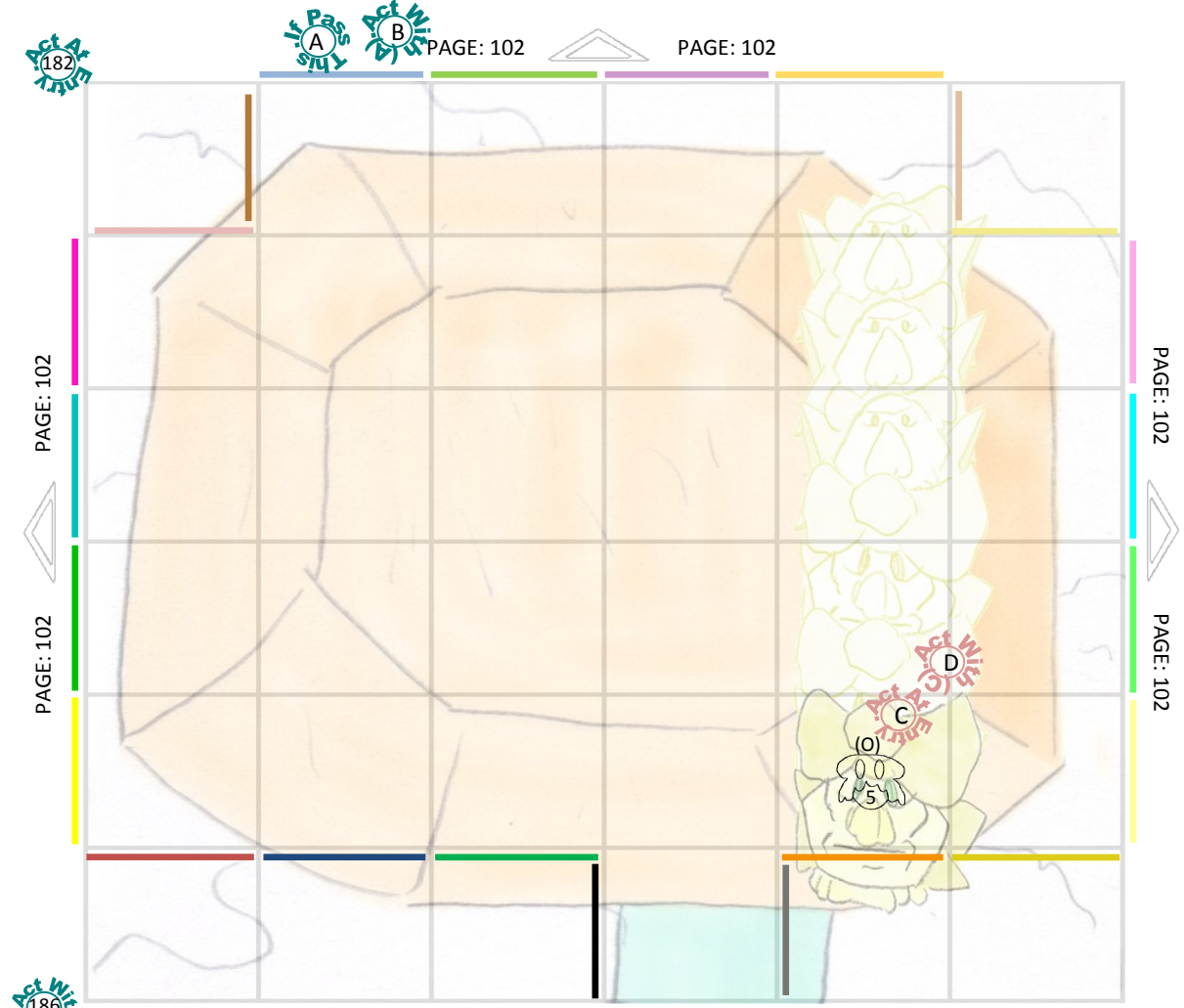
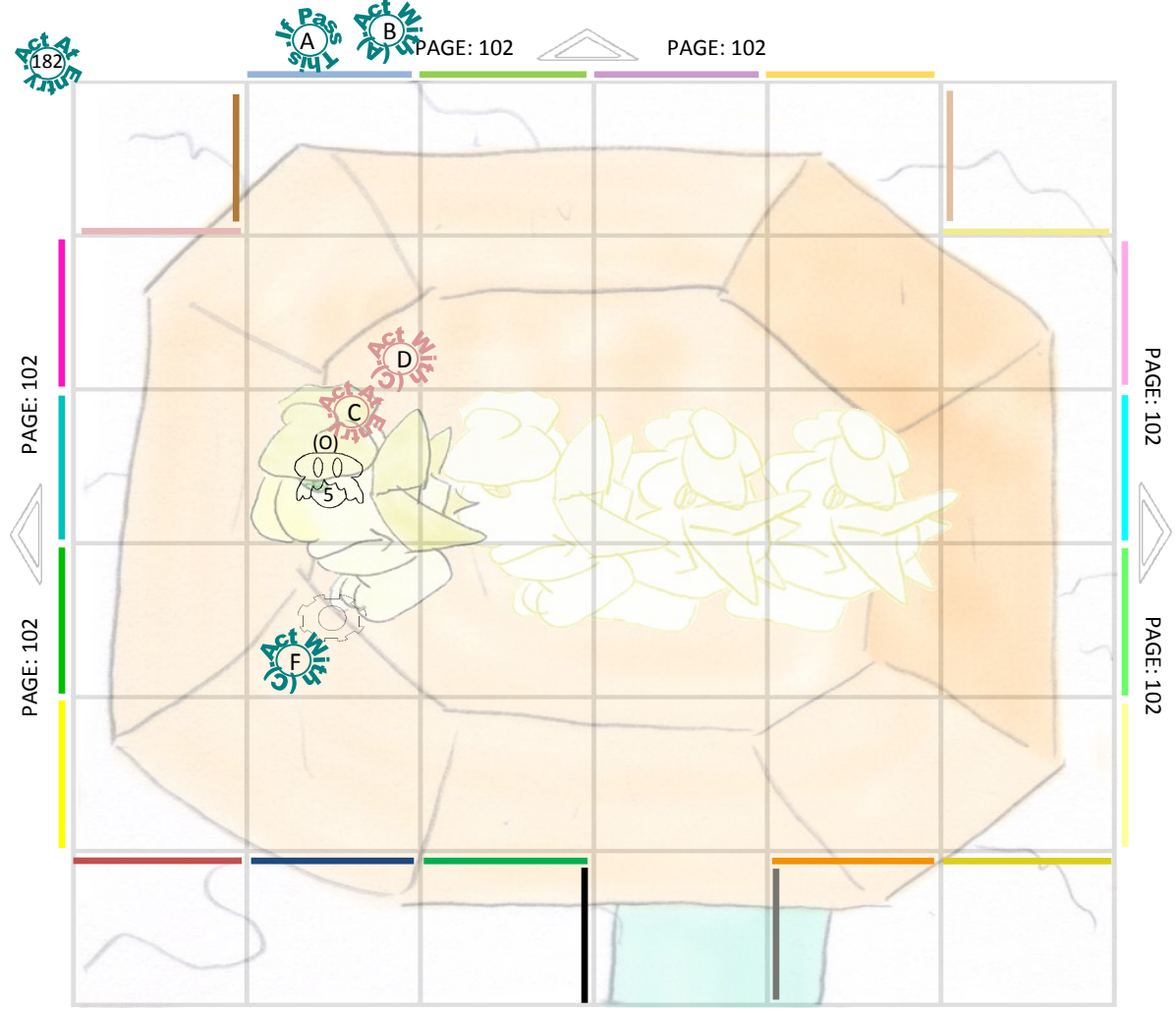
A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated go to the page listed on this.

A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

Nothing Here.



168 186

When defeat "O" Listed: Page: 077

This sentence is automatically matched (regardless). | Listed Page> Page 061

If the foe's within number is exactly at 4 or 3. | Listed Page> Page 065

Play Music: 02

To use go to page 175

186 168

When defeat "O" Listed: Page: 077

If the foe's within number is exactly at 4 or 3. | Listed Page> Page 066

If sentence above is not matched, then this is instead. | Listed Page> Page 061

Play Music: 02

To use go to page 175



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.  
 G Nothing Here.

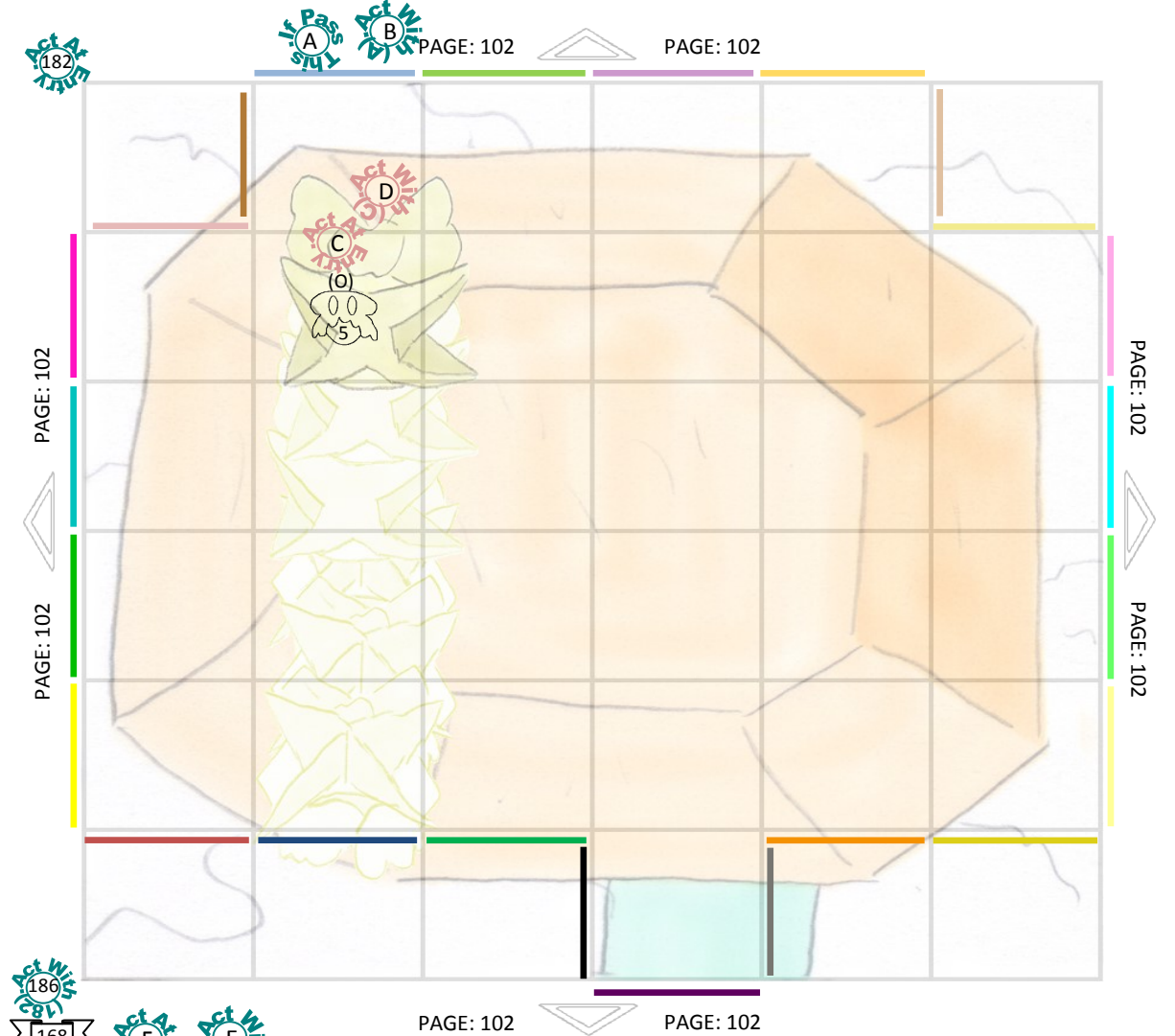
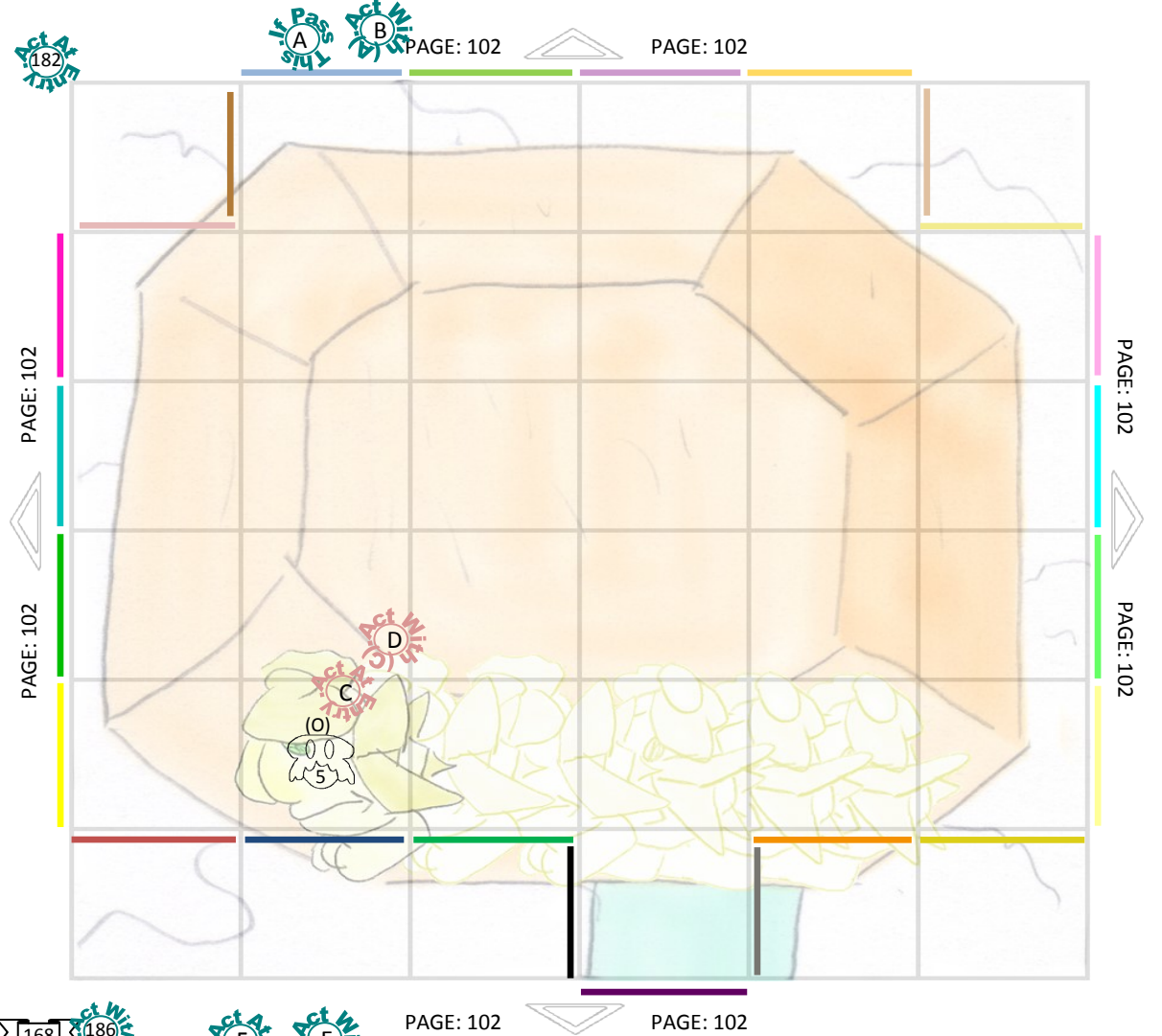
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.  
 G Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



When defeat "O" Listed: Page: 077  
 If the foe's within number is exactly at 4 or 3. Listed Page> Page 067  
 If sentence above is not matched, then this is instead. Listed Page> Page 061  
 Play Music: 02 To use go to page 175

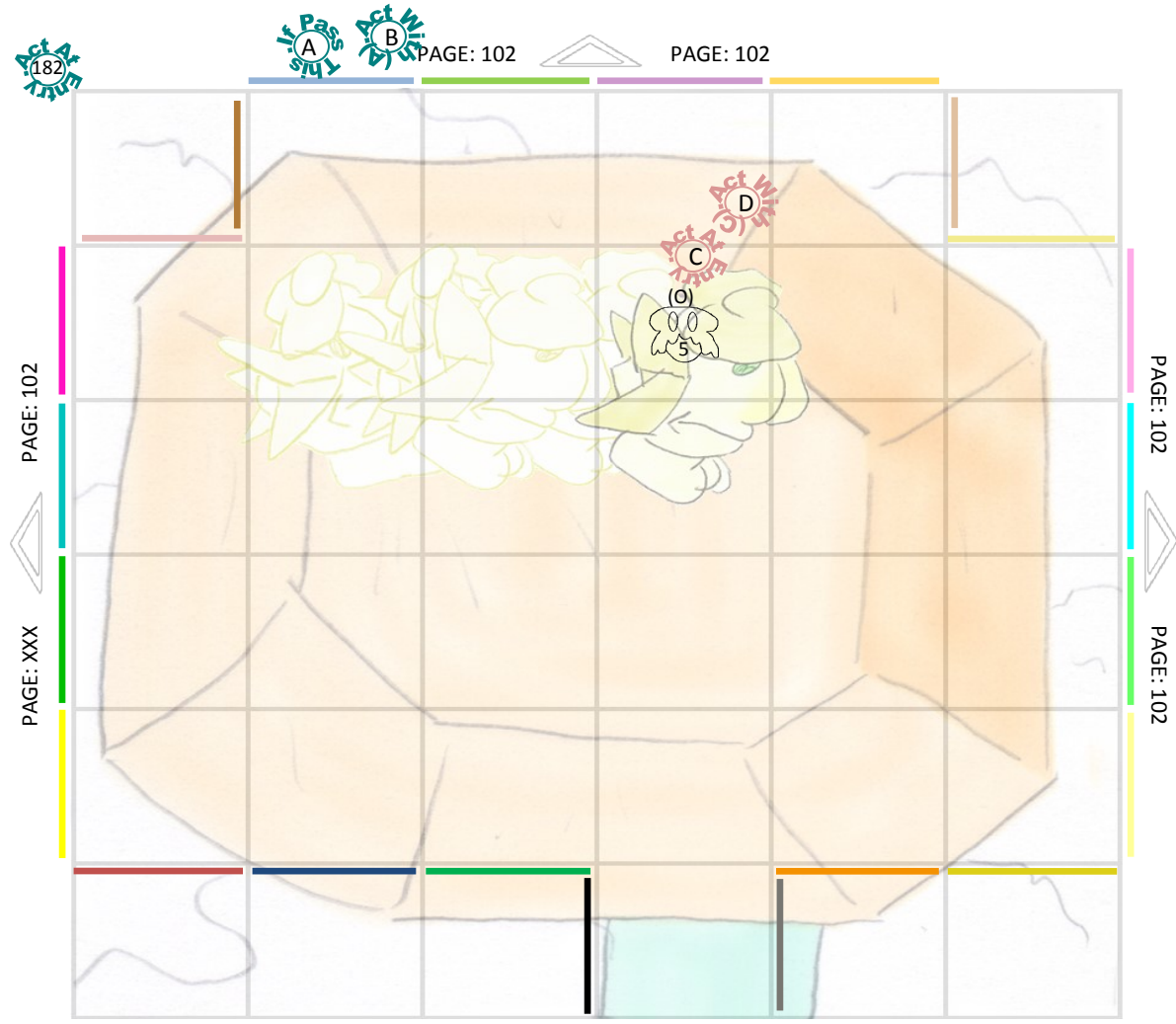
When defeat "O" Listed: Page: 077  
 If the foe's within number is exactly at 4 or 3. Listed Page> Page 068  
 If sentence above is not matched, then this is instead. Listed Page> Page 061  
 Play Music: 02 To use go to page 175

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

Nothing Here.



168 186

ACT 2 ACT 2

PAGE: 102 PAGE: 102

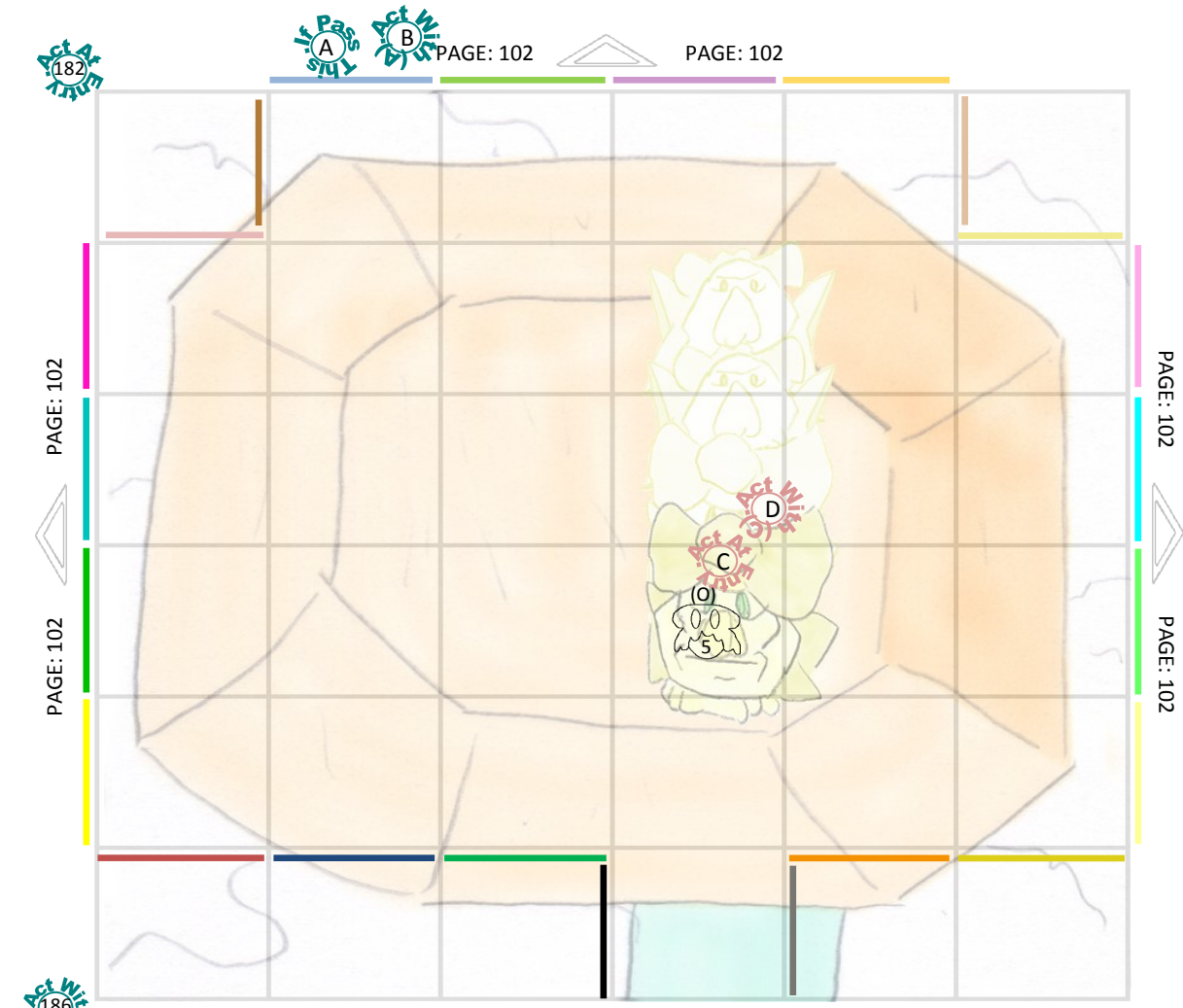
When defeat "O" | If the foe's within number is exactly at 4 or 3. | Listed Page> Page 069 | Play Music: 02  
 Listed: Page: 077 | If sentence above is not matched, then this is instead. | Listed Page> Page 061 | To use go to page 175

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

Nothing Here.



186 168

ACT 2 ACT 2

PAGE: 102 PAGE: 102

When defeat "O" | If the foe's within number is exactly at 4 or 3. | Listed Page> Page 070 | Play Music: 02  
 Listed: Page: 077 | If sentence above is not matched, then this is instead. | Listed Page> Page 061 | To use go to page 175



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.  
 G Nothing Here.

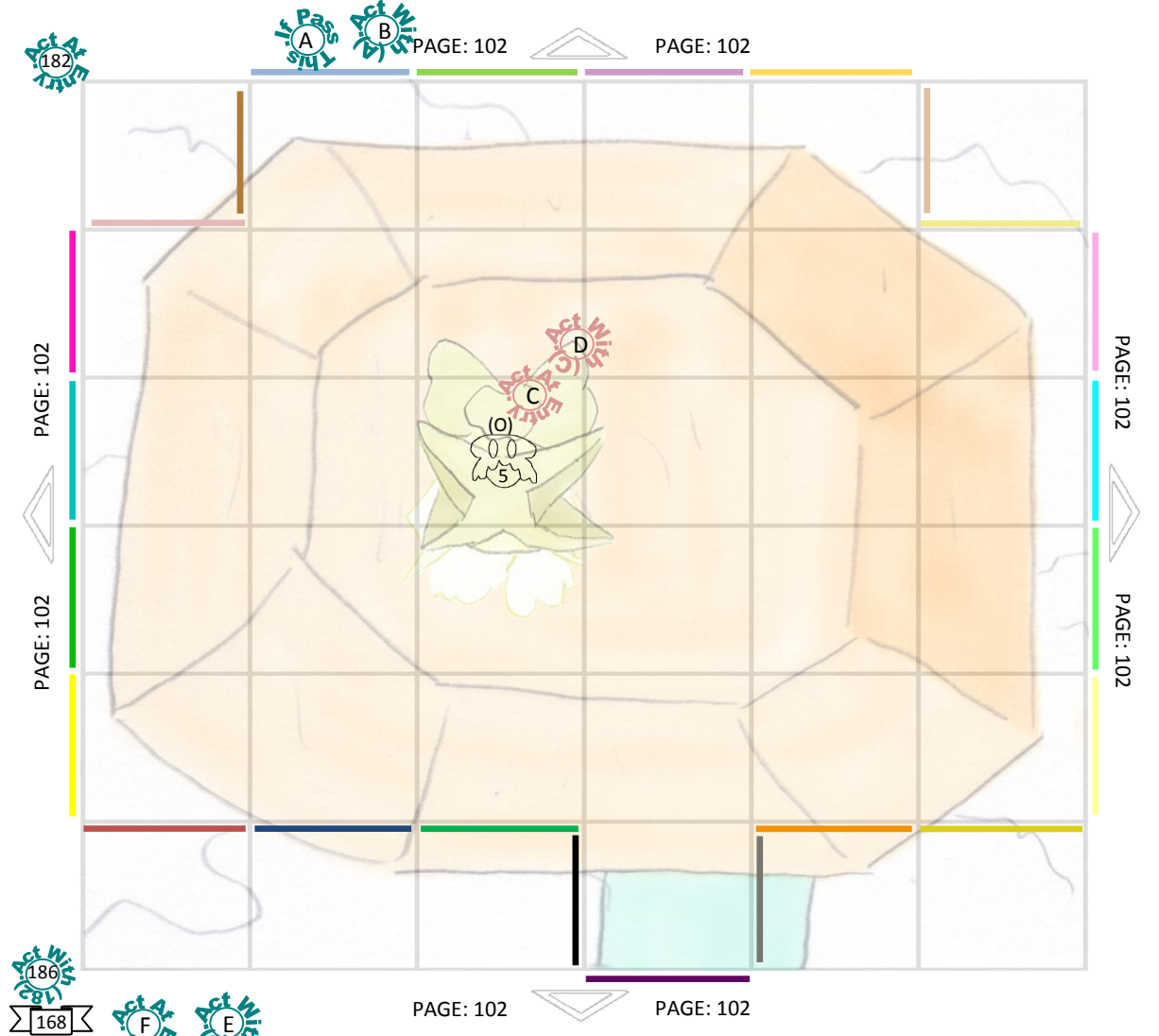
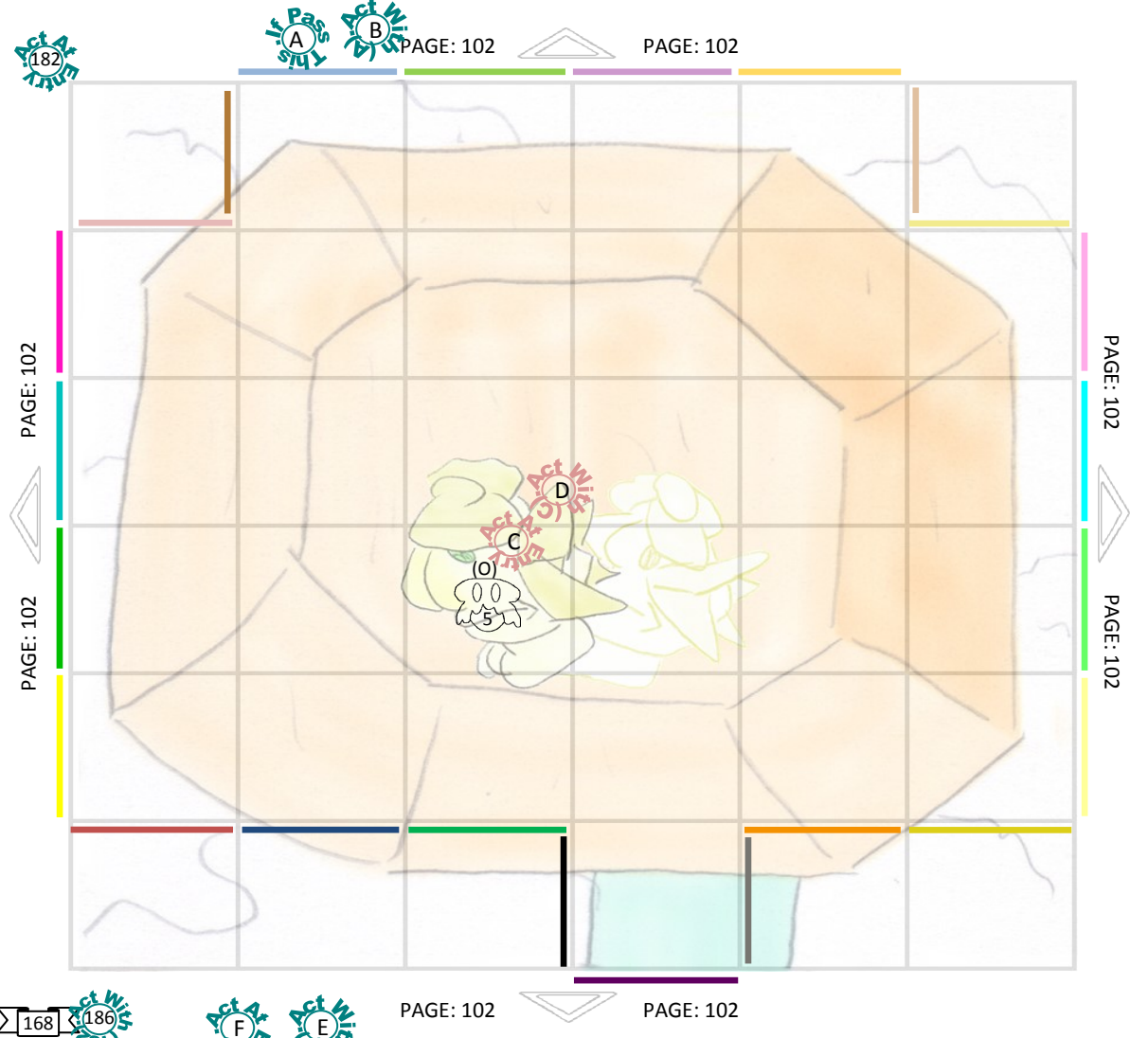
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.  
 G Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



When defeat "O" Listed: Page: 077  
 If the foe's within number is exactly at 4 or 3. |Listed Page> Page 071  
 If sentence above is not matched, then this is instead. |Listed Page> Page 061  
 Play Music: 02  
 To use go to page 175

When defeat "O" Listed: Page: 077  
 If the foe's within number is exactly at 4 or 3. |Listed Page> Page 072  
 If sentence above is not matched, then this is instead. |Listed Page> Page 061  
 Play Music: 02  
 To use go to page 175

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe object\*, upon page entry of this, for this page only, wait 1 sec. before you use the Foe Box, this time, this does not rest.

A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object, it also a witty/foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A witty foe object, at page entry of this, wait 3 sec. or this attacked to use the Foe Box (wait 1 sec. for this to rest for 1 sec).

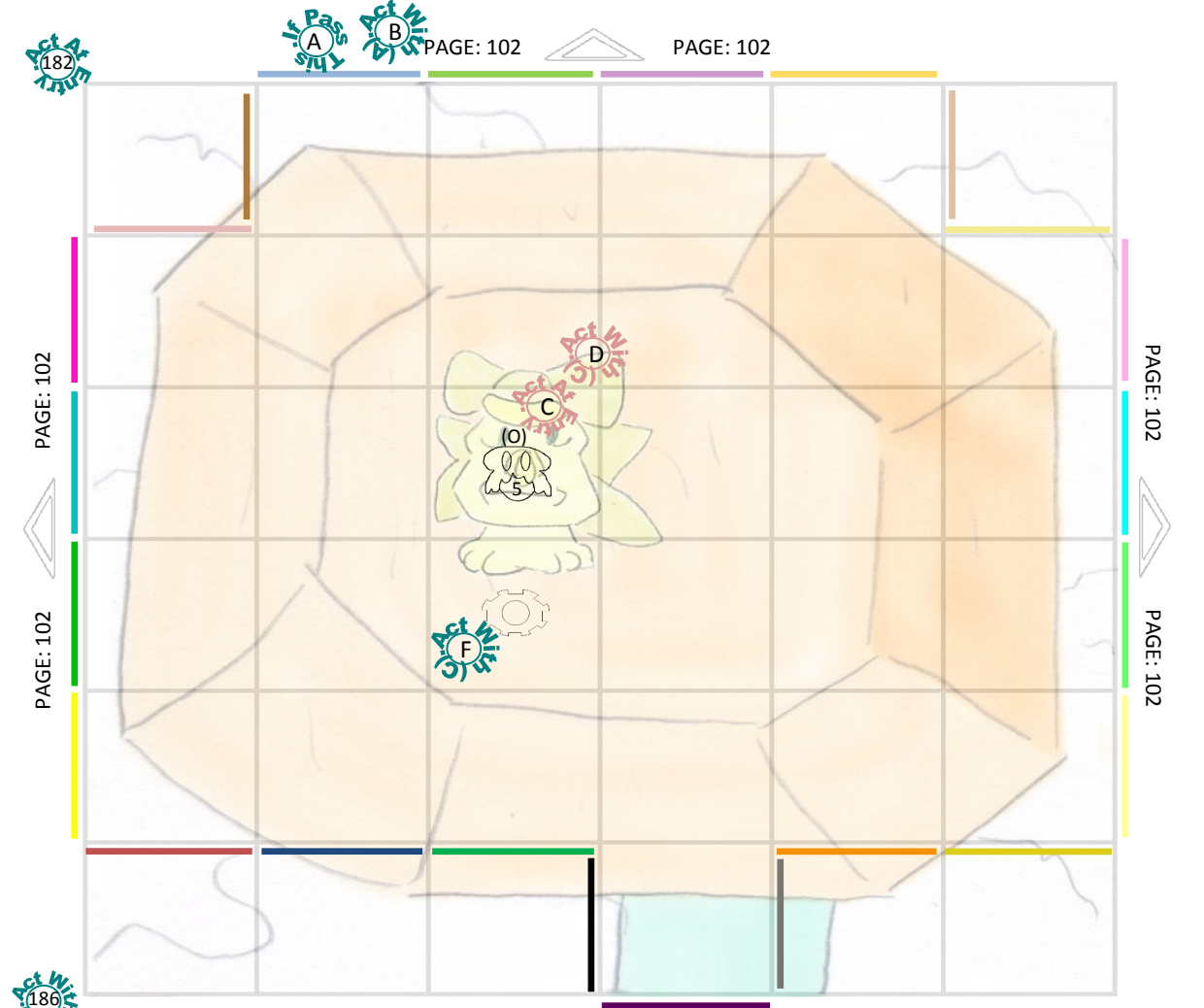
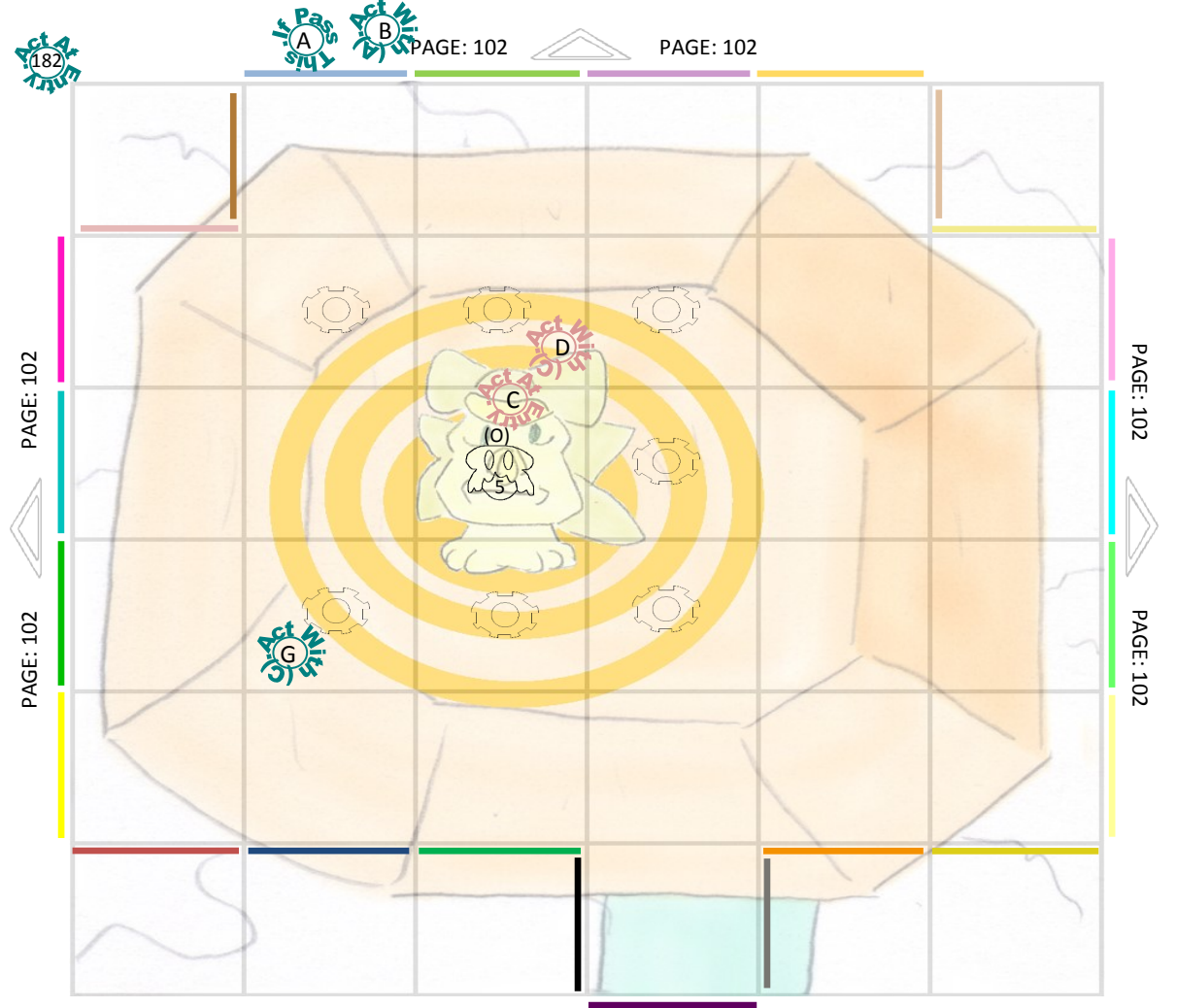
A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object!, it also a witty/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated.

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



168 186

When defeat "O" Listed: Page: 077

If the foe's within number is exactly at 4 or 3. |Listed Page> Page 073

If sentence above is not matched, then this is instead. |Listed Page> Page 061

Play Music: 02 To use go to page 175

72

186 168

When defeat "O" Listed: Page: 077

If the foe's within number is exactly at 4 or 3. |Listed Page> Page 065

If sentence above is not matched, then this is instead. |Listed Page> Page 062

Play Music: 02 To use go to page 175

73



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A clear foe object, you and this object do nothing to each other regardless, also wait 1 sec before use of the foe box.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object#, it also a clear/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated. A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A clear foe object, you and this object do nothing to each other regardless, also wait 1 sec before use of the foe box.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A big foe object#, it also a clear/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated. A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

182

Act A Act B

PAGE: 102 PAGE: 102

PAGE: 102 PAGE: 102

PAGE: 102 PAGE: 102

PAGE: 102 PAGE: 102

168 186

Act F Act E

PAGE: 102 PAGE: 102

When defeat "O" This sentence is automatically matched (regardless). | Listed Page> Page 075 | Play Music: 02  
Listed: Page: 077 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 175

182

Act A Act B

PAGE: 102 PAGE: 102

PAGE: 102 PAGE: 102

PAGE: 102 PAGE: 102

PAGE: 102 PAGE: 102

168 186

Act F Act E

PAGE: 102 PAGE: 102

When defeat "O" This sentence is automatically matched (regardless). | Listed Page> Page 076 | Play Music: 02  
Listed: Page: 077 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 175

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A clear foe object, you and this object do nothing to each other regardless, also wait 1 sec before use of the foe box.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

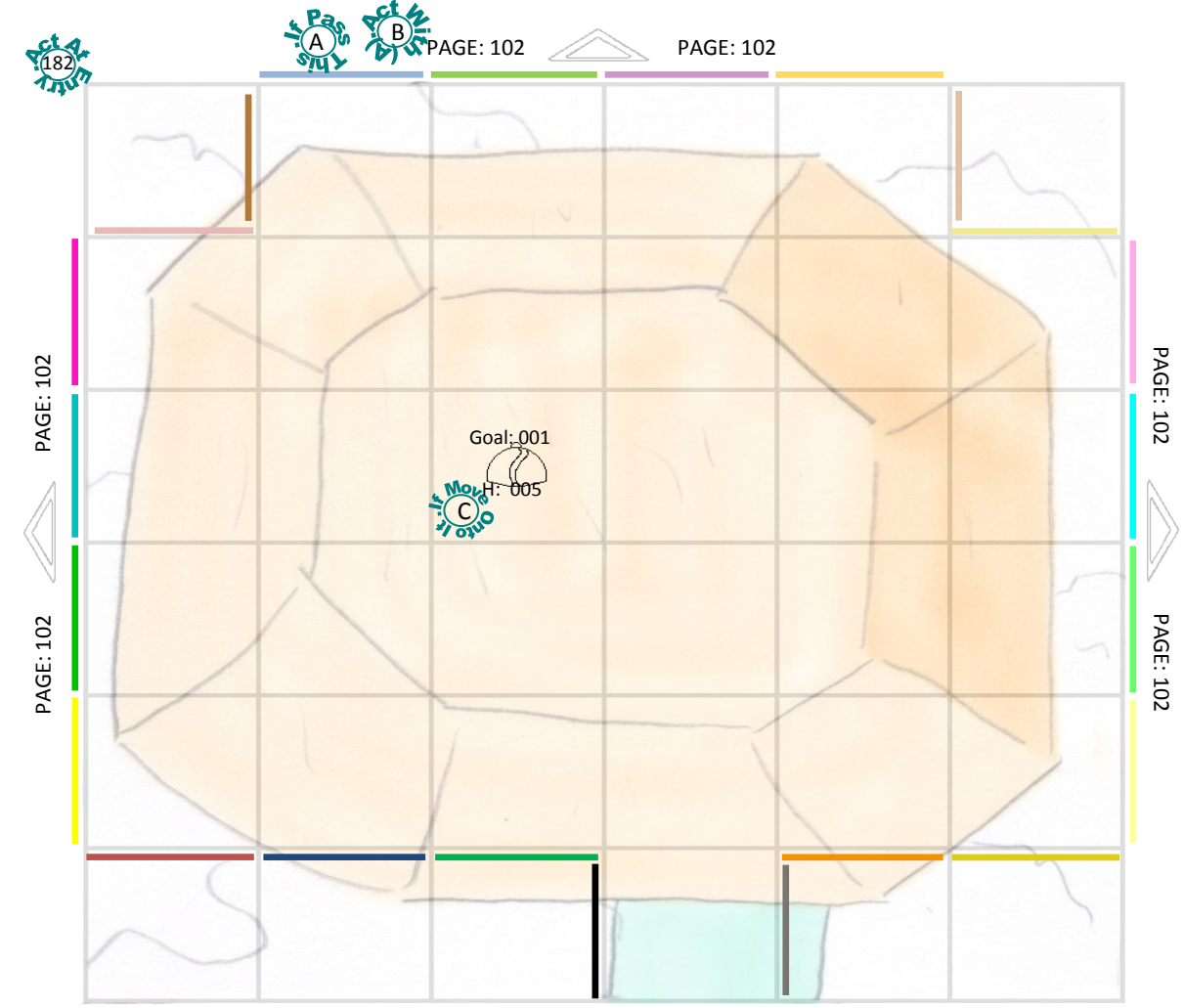
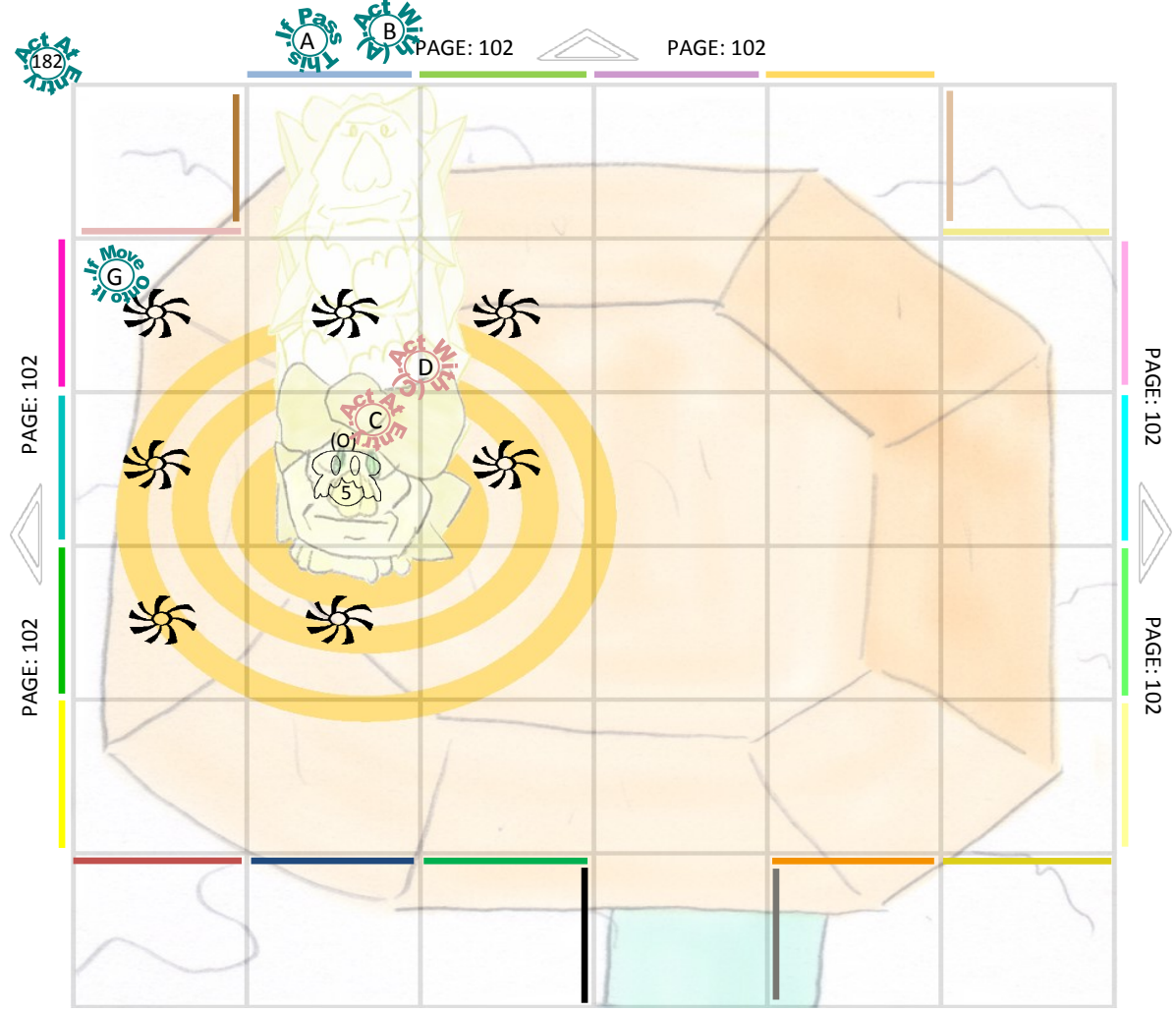
A big foe object#, it also a clear/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated. A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

A goal, add number (s) after "goal" (and letter, if you have matching level counter) in your mind as stage number (s), you killed Nothing Here.



168 186

When defeat "O" Listed Page: 077

This sentence is automatically matched (regardless). Listed Page> Page 061

This sentence can never be matched or met. Listed Page> Page 000

Play Music: 02 To use go to page 175

76

168 186

Ignore This

Ignore this.

Play Music: 02 To use go to page 175

77



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A warp\*, when you move on to spot of this, migrate 1 spot up, 1 spot right, then go to page listed and on warp brace "A" there.

A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

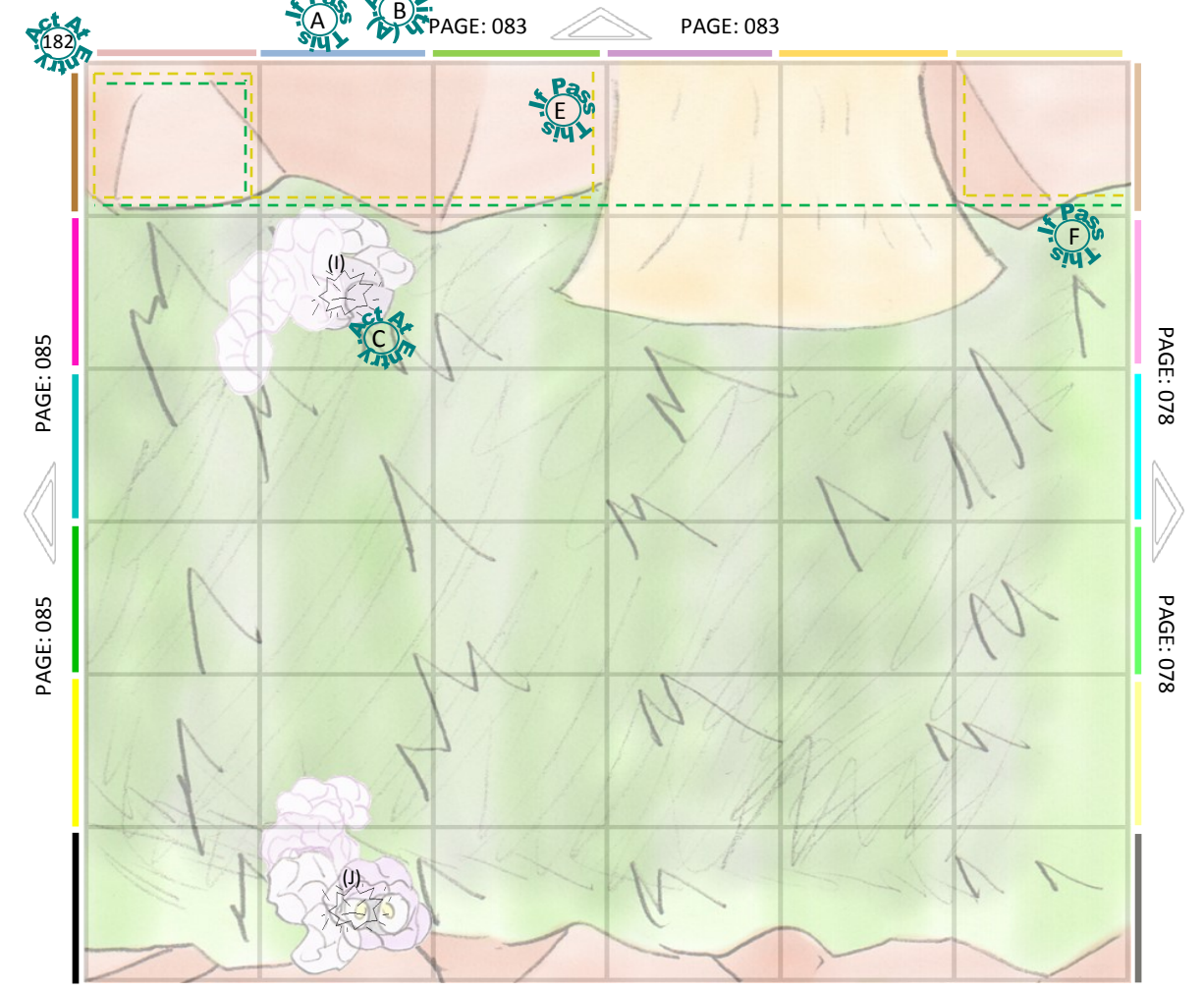
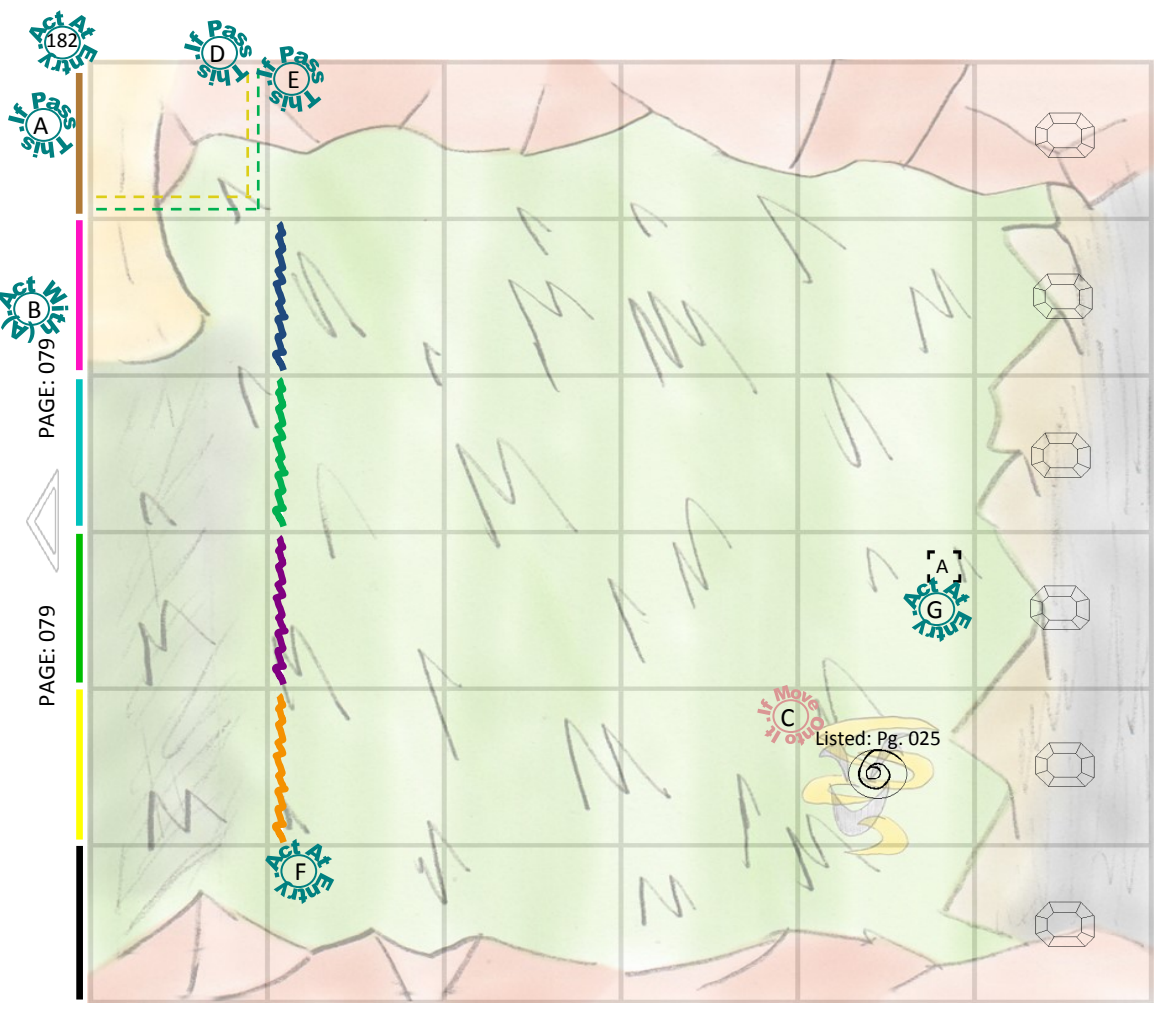
Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.



168 186

78 ~~Ignore This~~ Ignore this. Play Music: 03 To use go to page 176

168 186

~~Ignore This~~ This sentence is automatically matched (regardless). | Listed Page> Page 080 Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 176

79

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

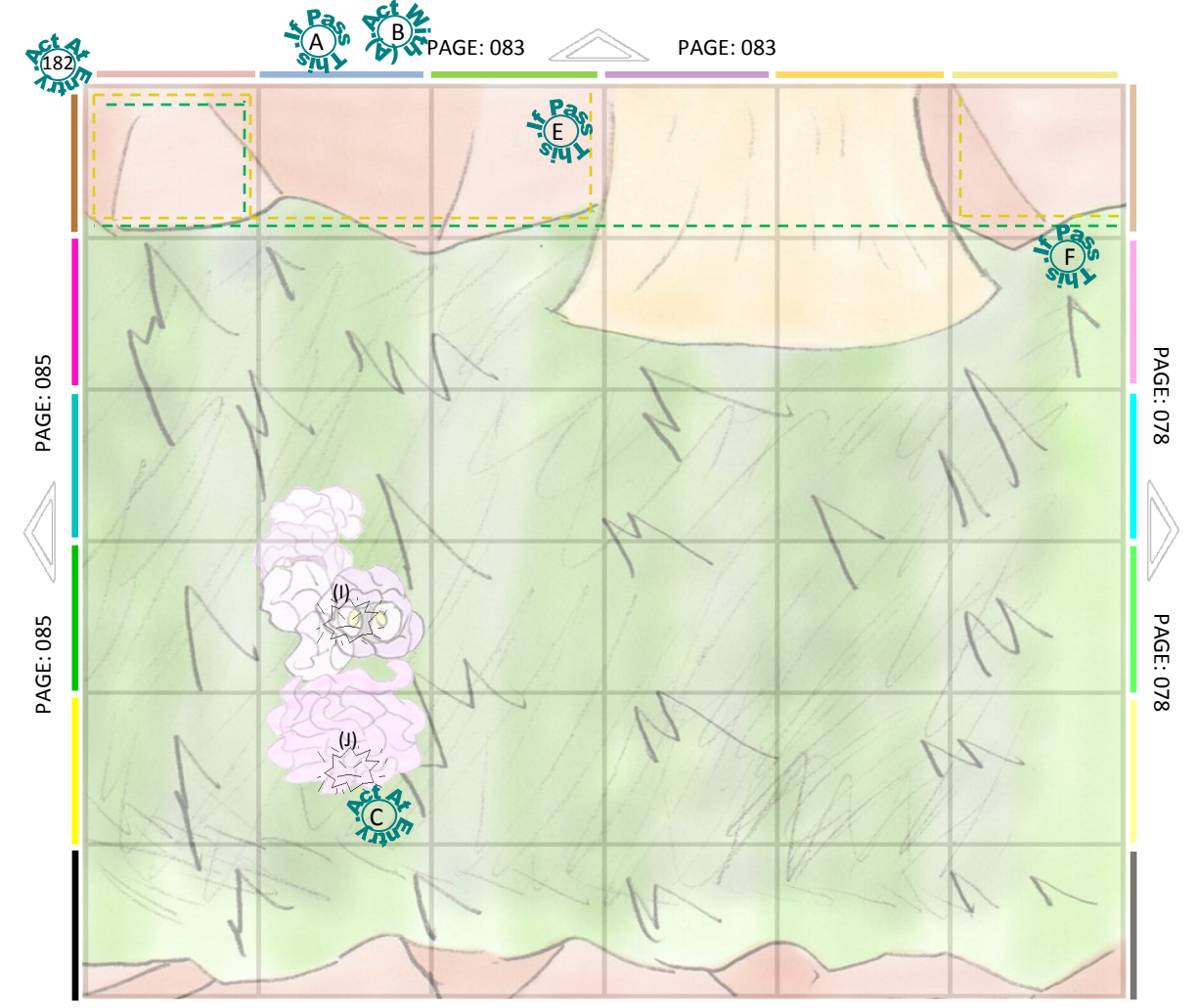
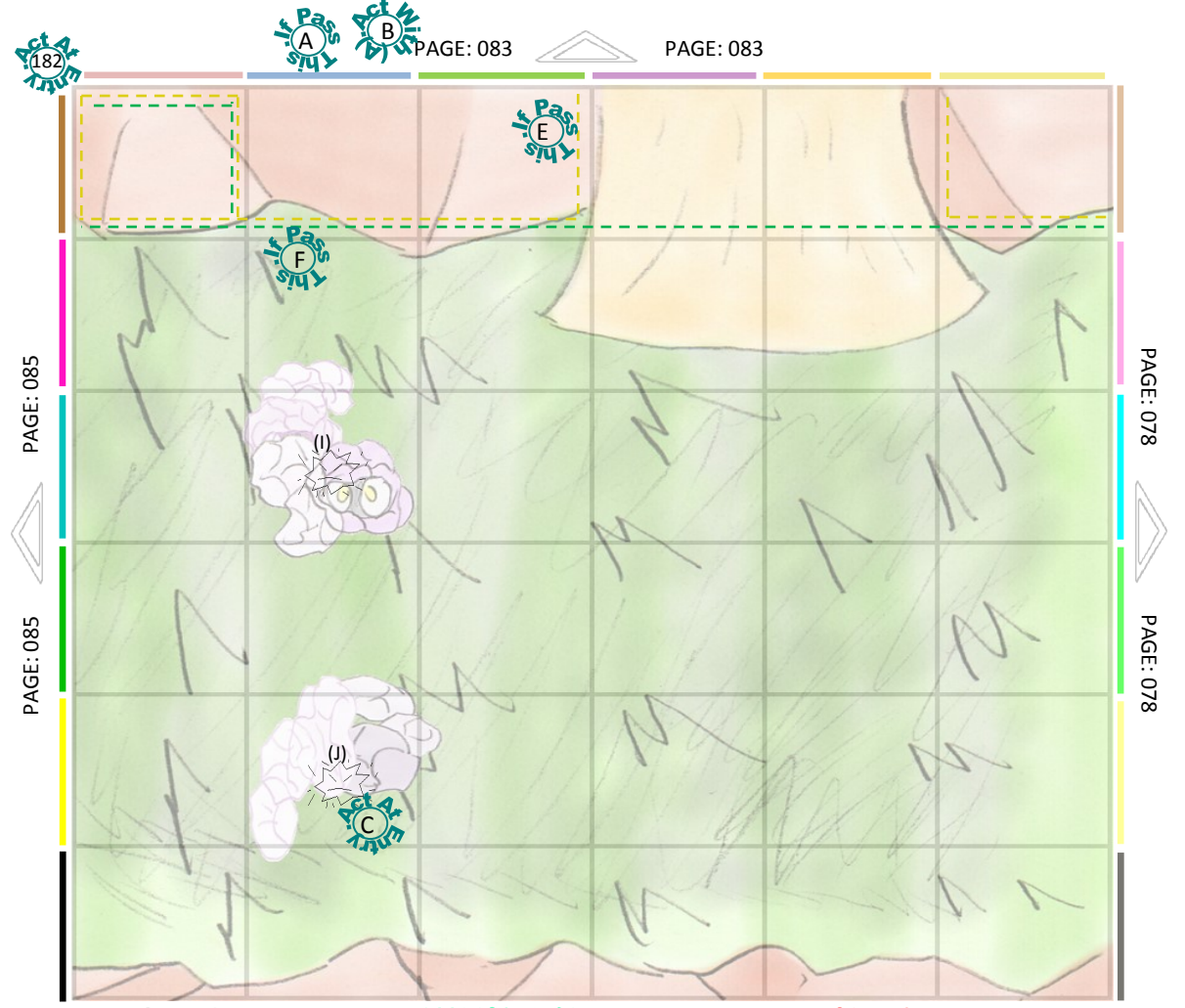
A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

Nothing Here.



168 186 G D

**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 081 | Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 176

168 186 D

**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 082 | Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 176



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

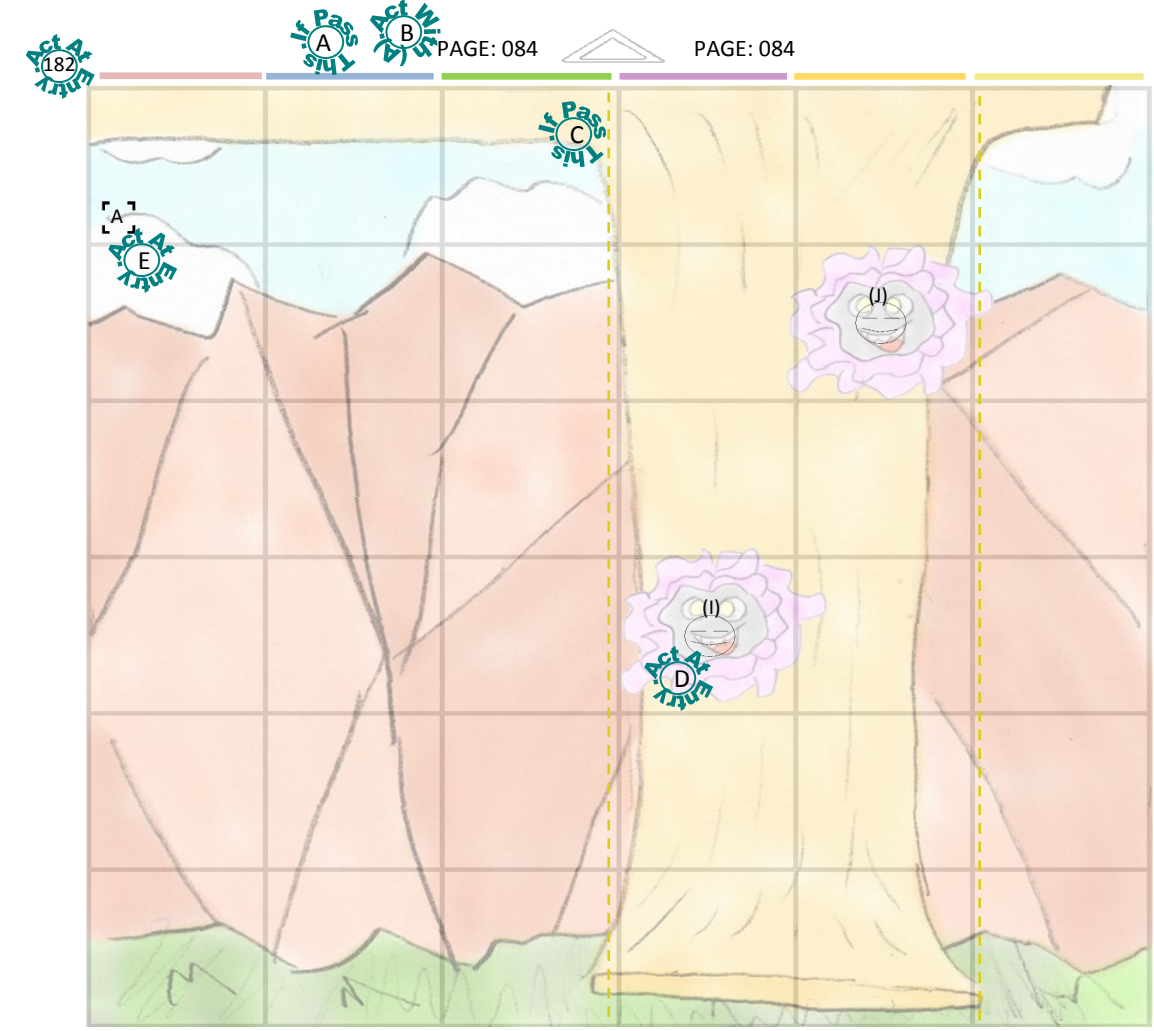
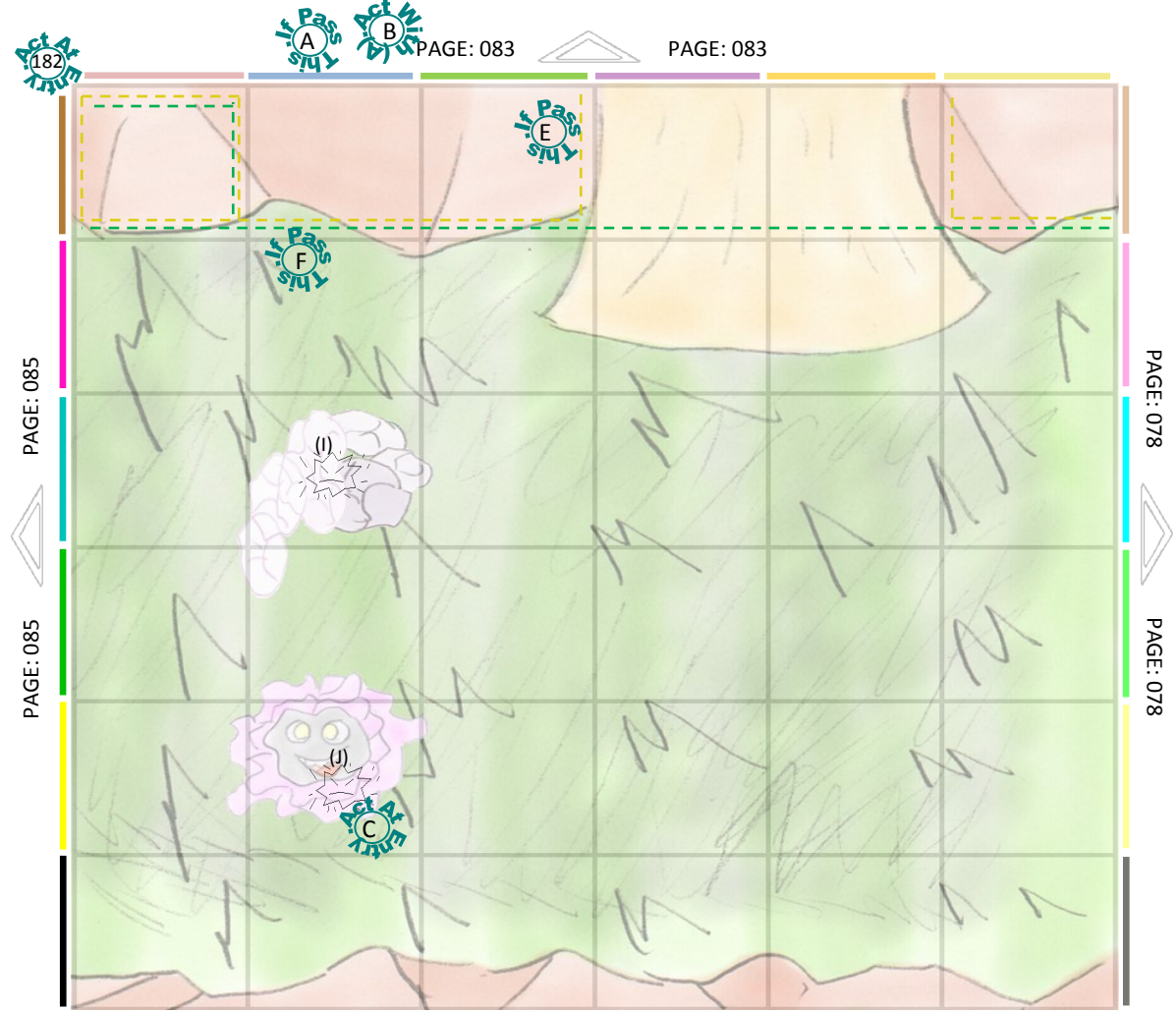
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 Nothing Here.



168 186

**Ignore This** | This sentence is automatically matched (regardless). | Listed Page> Page 079 | Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 176

168 186

**Ignore This** | **Ignore this.** | Play Music: 03  
 To use go to page 176

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

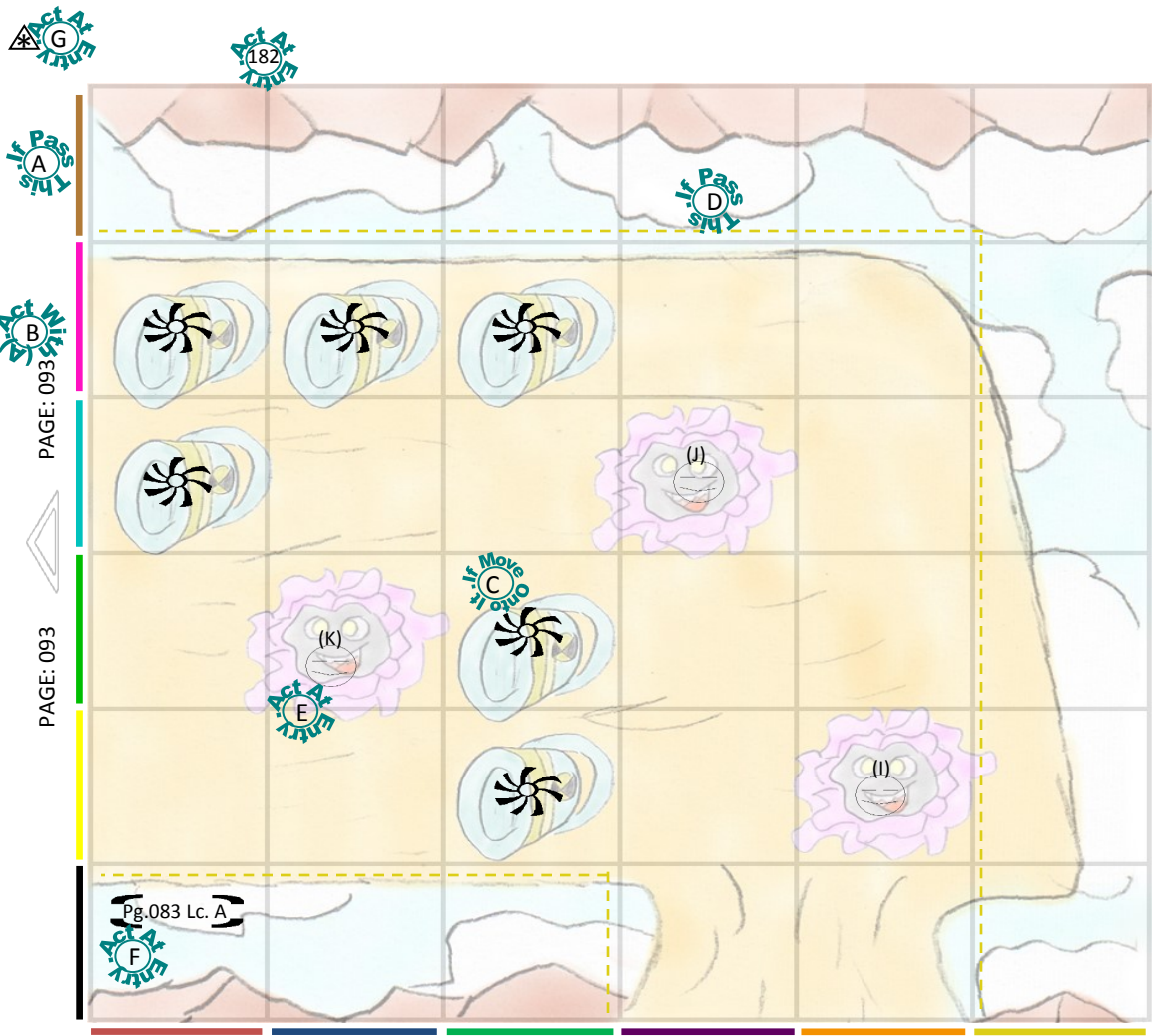
A break stamp, if you exit page stamped of this by a breakaway brace, stop all forever

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc) movement and all other forced movement.



168 186

PAGE: 083 PAGE: 083

84 ~~Ignore This~~ Ignore this. Play Music: 03 To use go to page 176

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

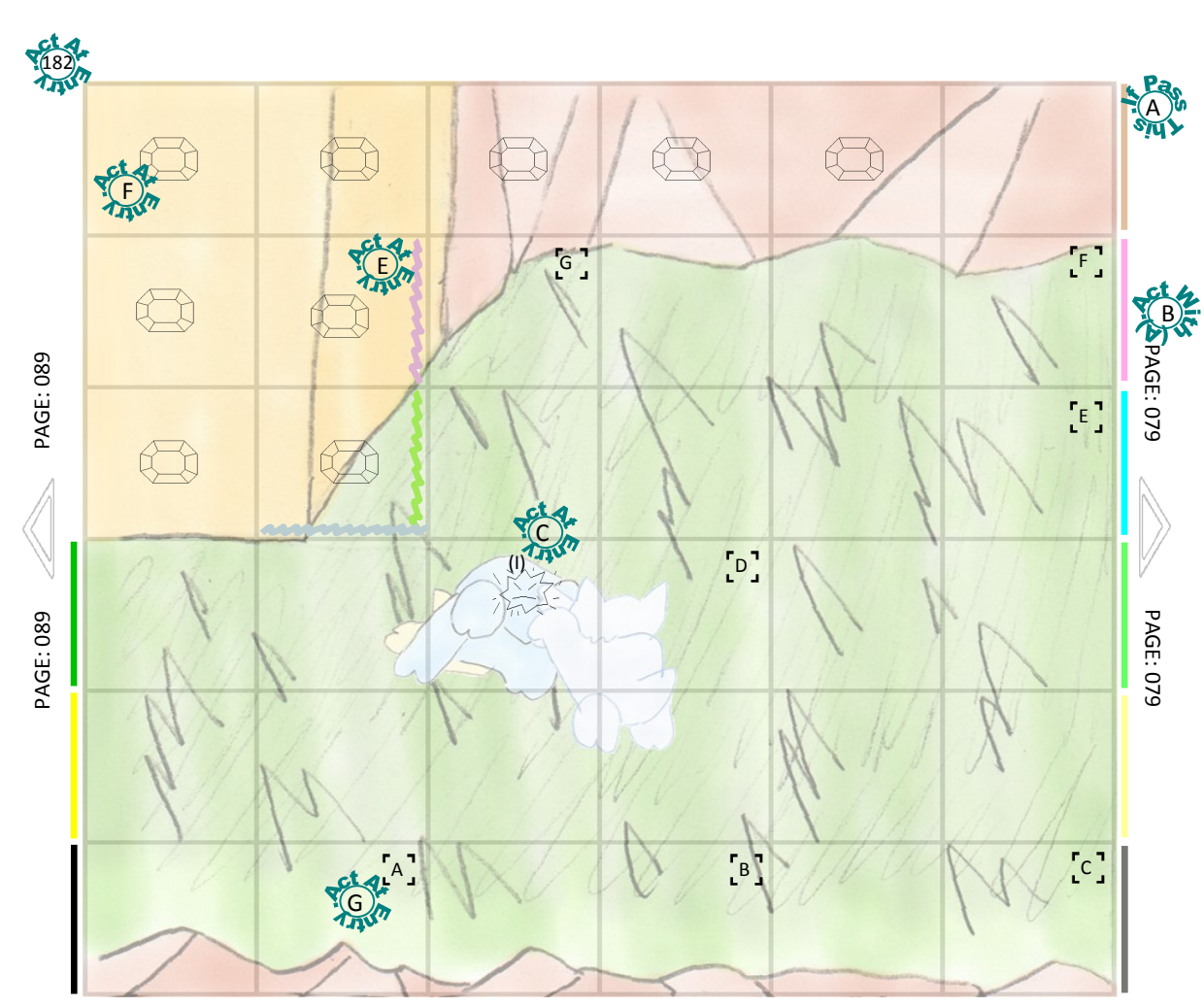
A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A solid object, no token can move onto the spot of this object, including you, the token you control.



168 186

PAGE: 089 PAGE: 079 PAGE: 079

84 ~~Ignore This~~ This sentence is automatically matched (regardless). | Listed Page> Page 086 Play Music: 03 To use go to page 176

85 ~~Ignore This~~ This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 176



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

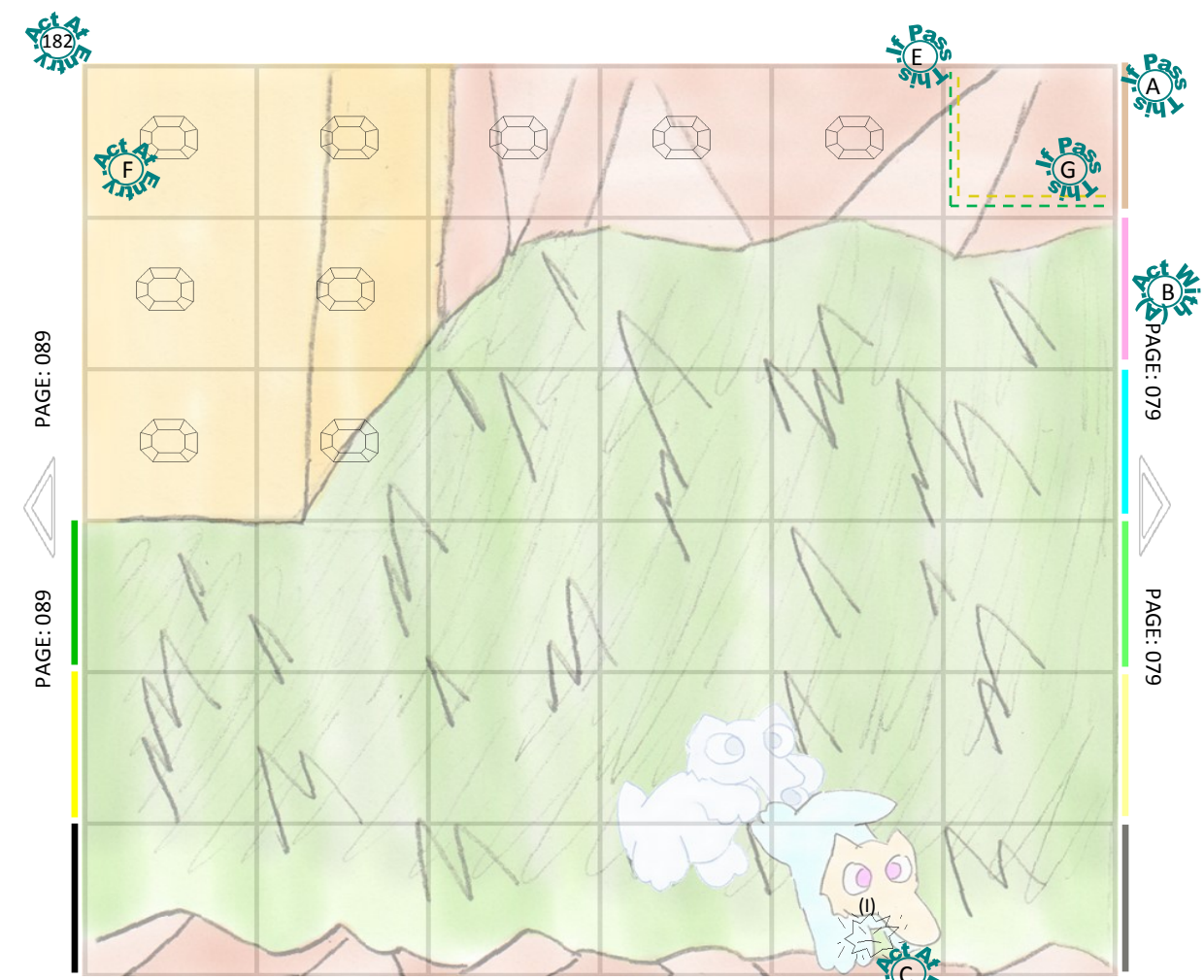
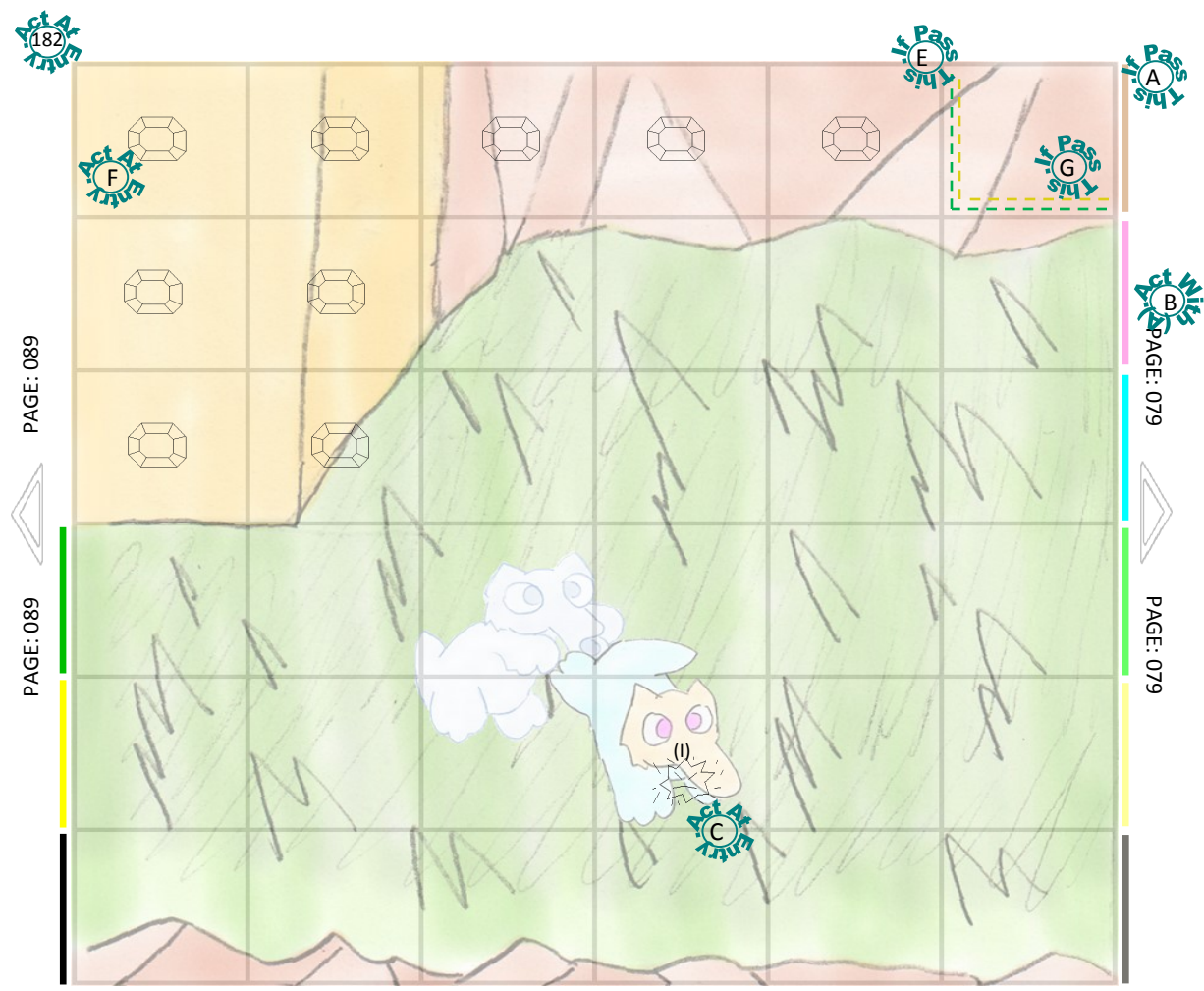
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.



168 186 D  
 86 **Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 087 Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 176

168 186 D  
**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 088 Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 176 87

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. A solid object, no token can move onto the spot of this object, including you, the token you control.

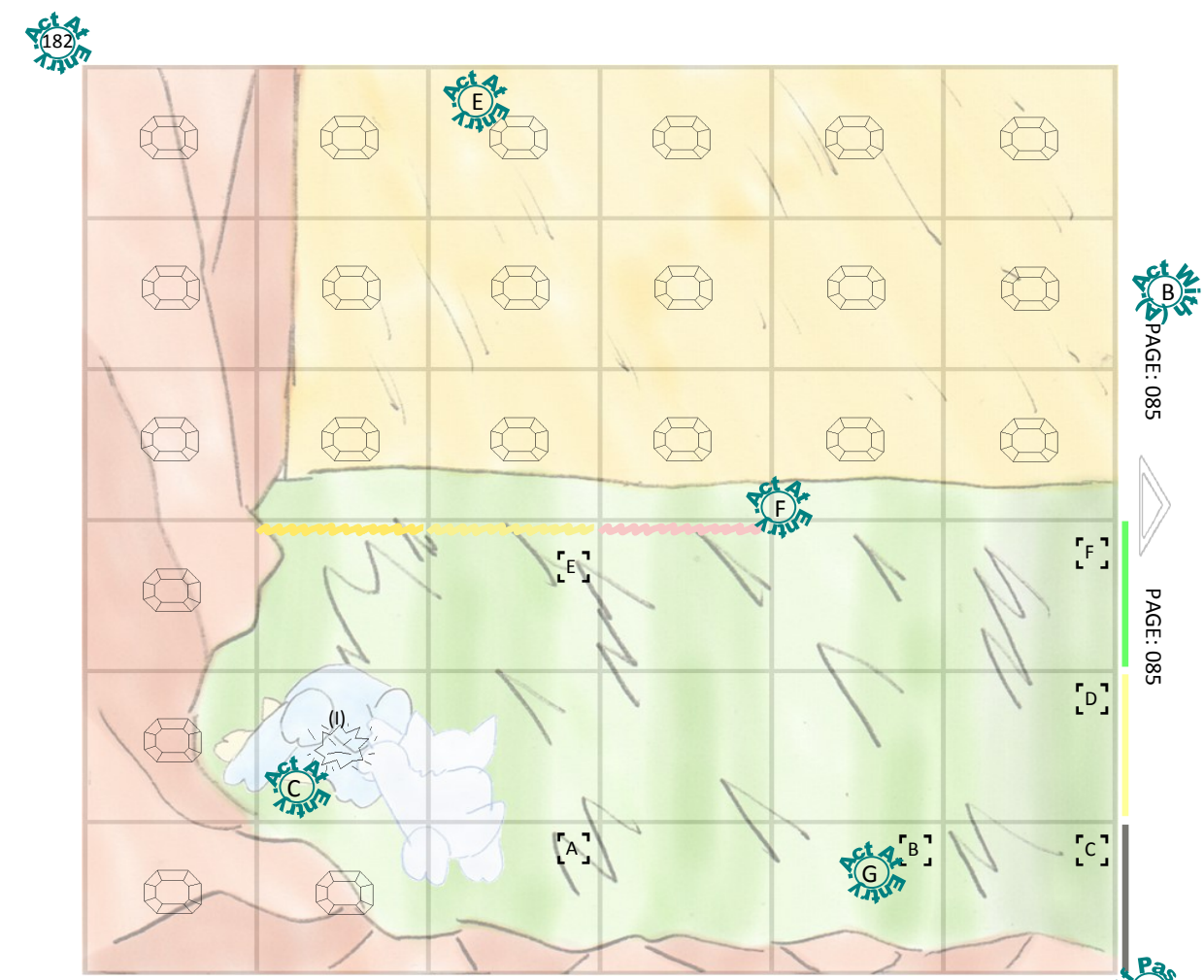
A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.



168 186

**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 085 | Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 176


88

168 186

**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 090 | Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 176


89



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

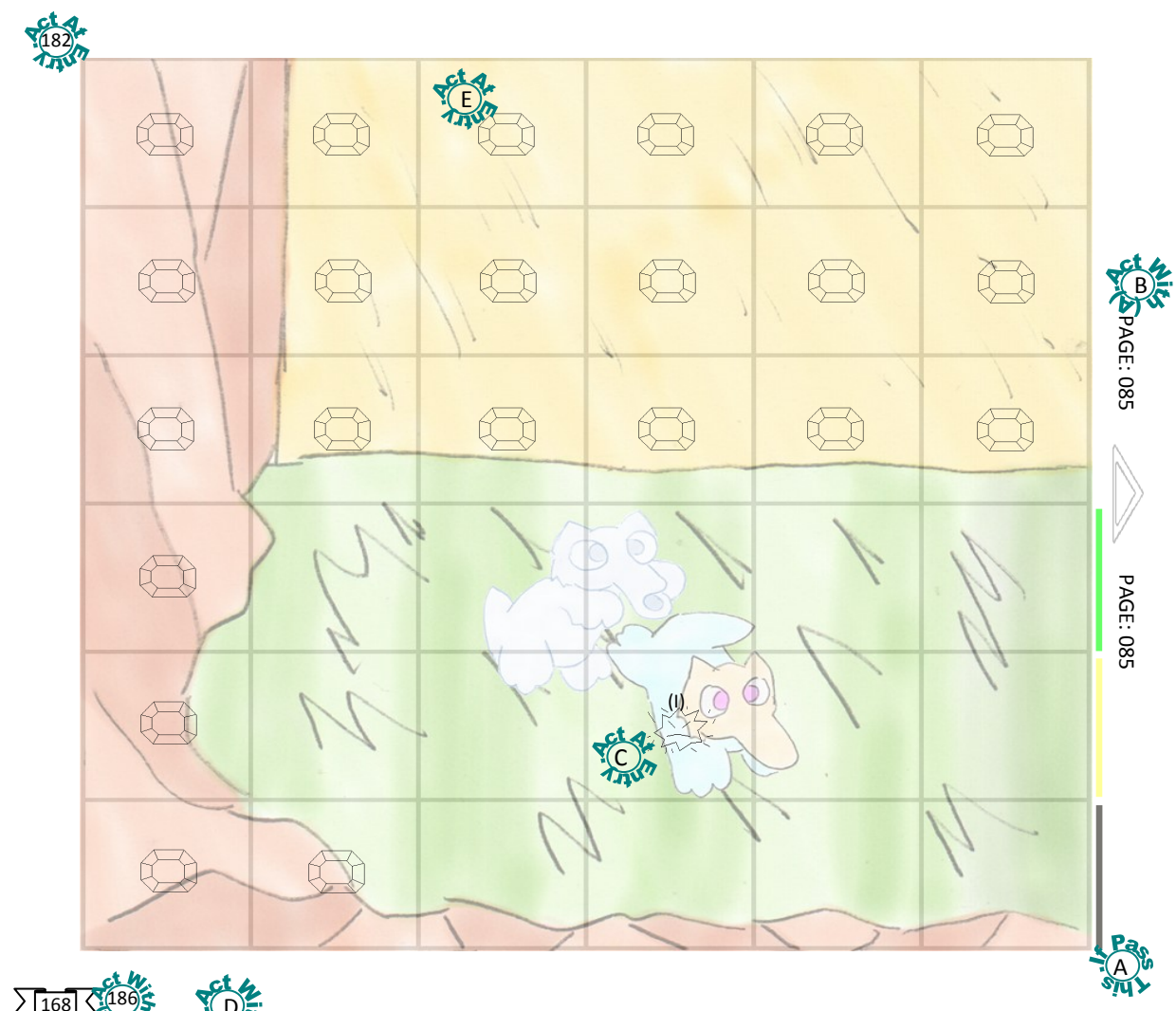
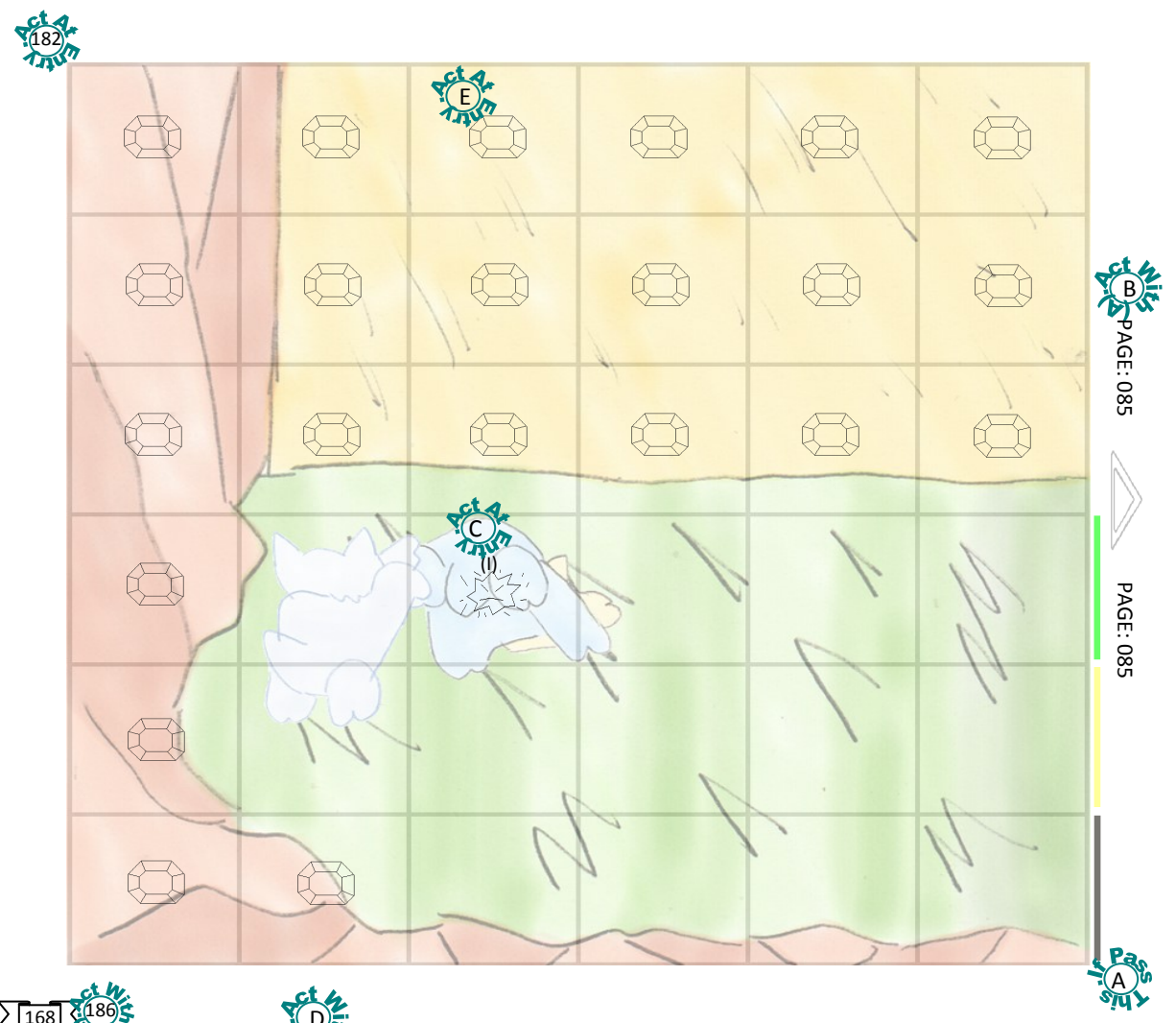
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A solid object, no token can move onto the spot of this object, including you, the token you control.




A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. Nothing Here.




This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. Nothing Here.






Ignore This
This sentence is automatically matched (regardless). | Listed Page> Page 091
This sentence can never be matched or met. | Listed Page> Page 000
Play Music: 03
To use go to page 176




Ignore This
This sentence is automatically matched (regardless). | Listed Page> Page 092
This sentence can never be matched or met. | Listed Page> Page 000
Play Music: 03
To use go to page 176

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 Nothing Here.

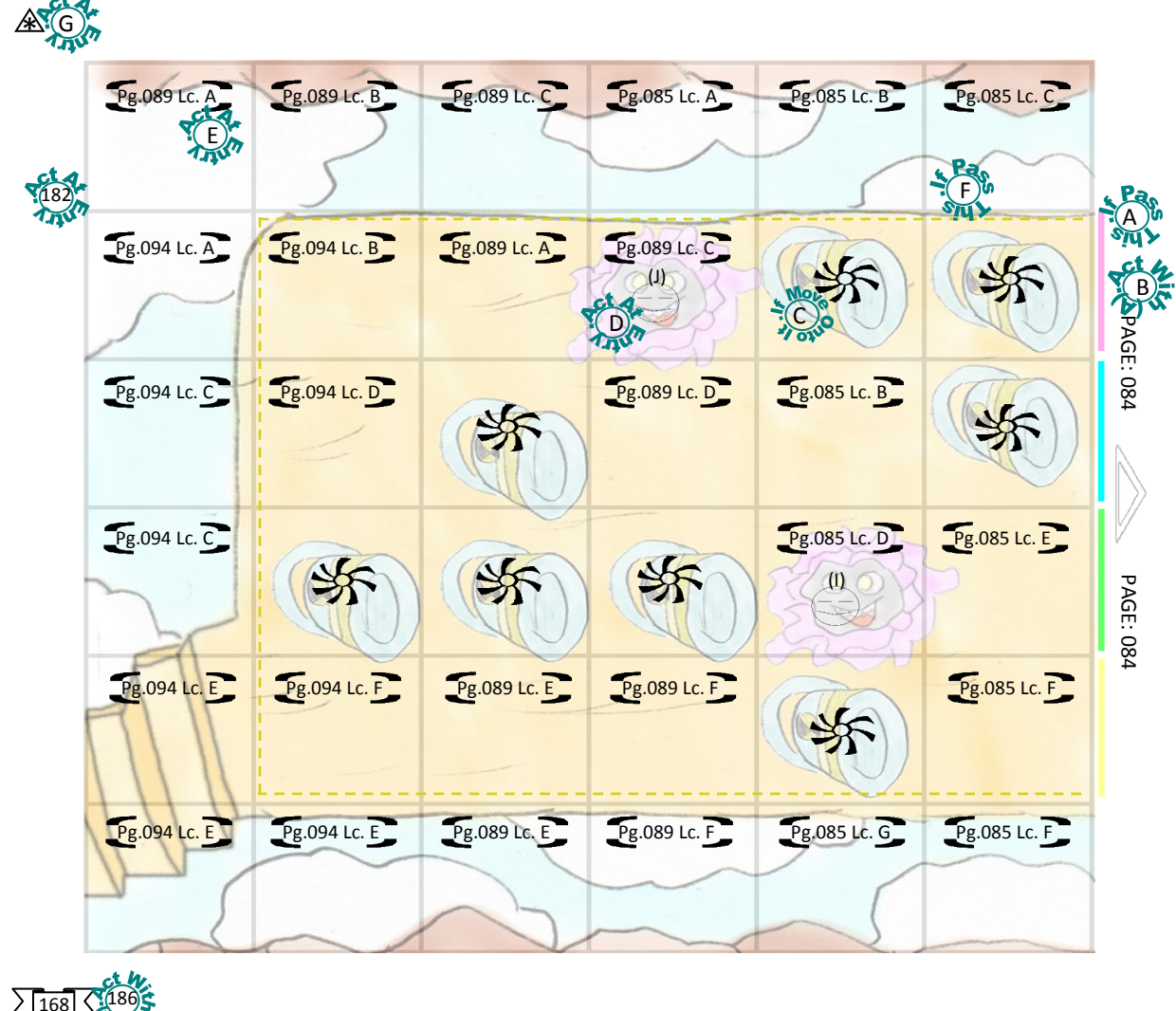
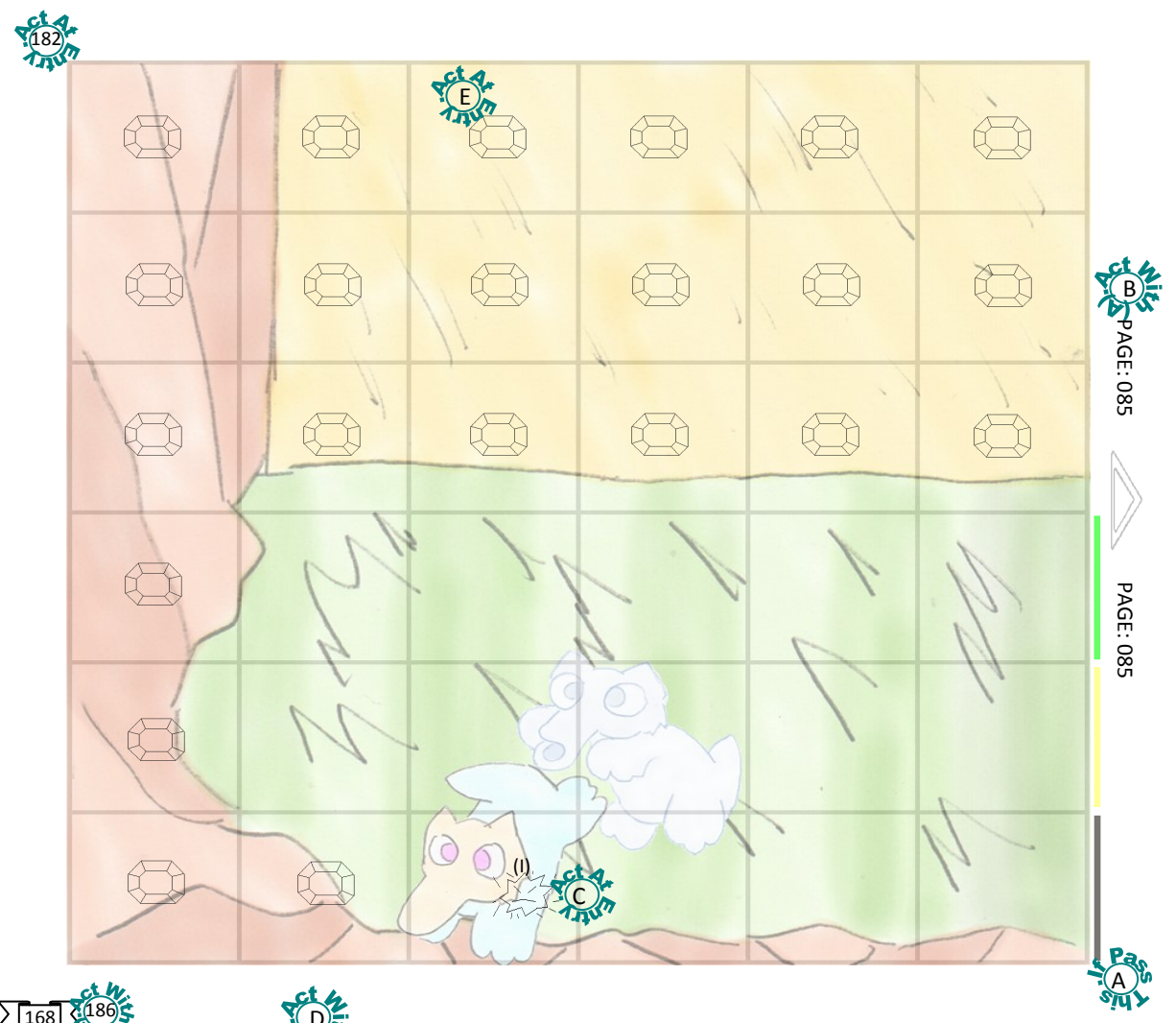
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec. Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 A break stamp, if you exit page stamped of this by a breakaway brace, stop all forever

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)


The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 movement and all other forced movement.



168 186  
 92 ~~Ignore This~~ | This sentence is automatically matched (regardless). | Listed Page> Page 089 | Play Music: 03  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 176


168 186  
 Ignore This | Ignore this. | Play Music: 03  
 To use go to page 176 93




This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

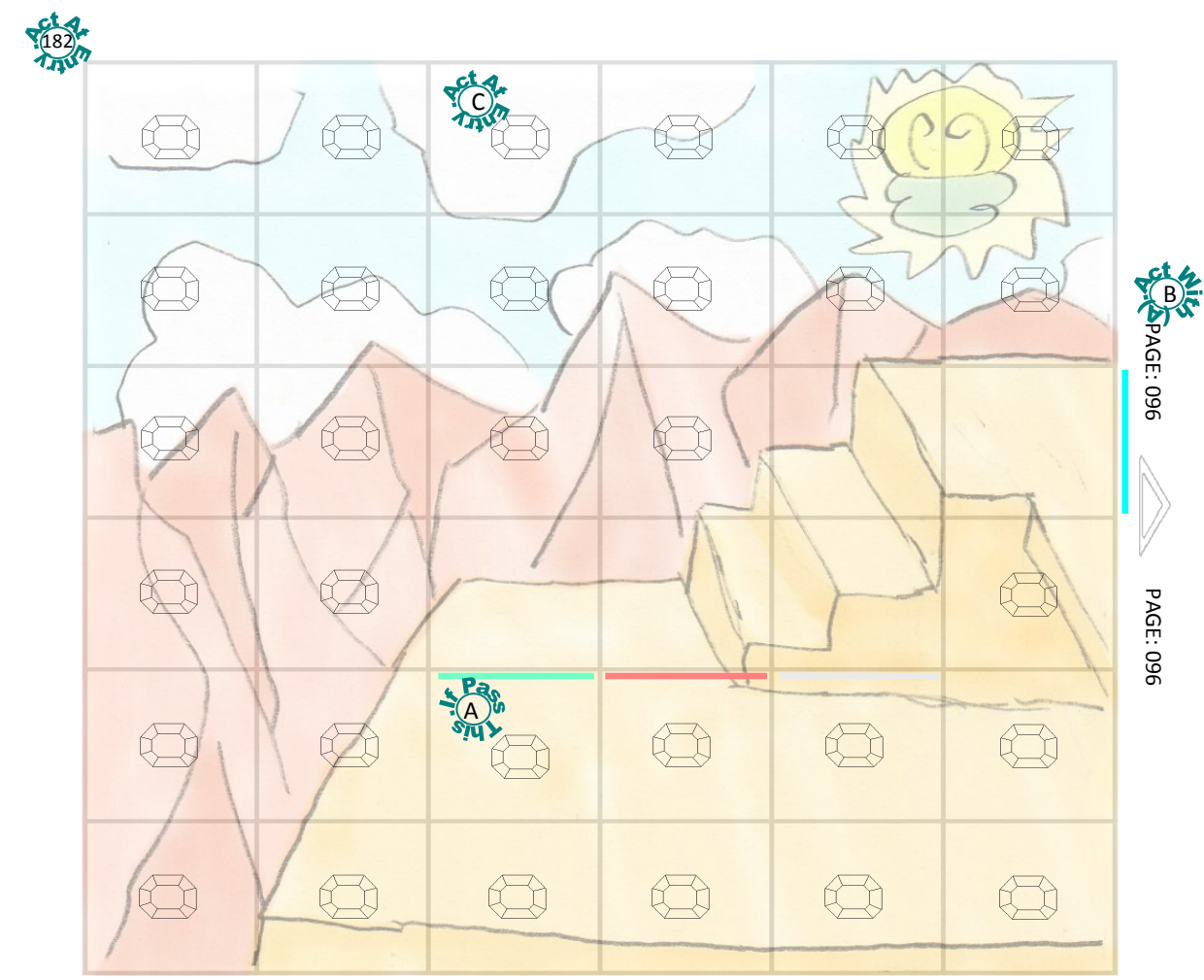
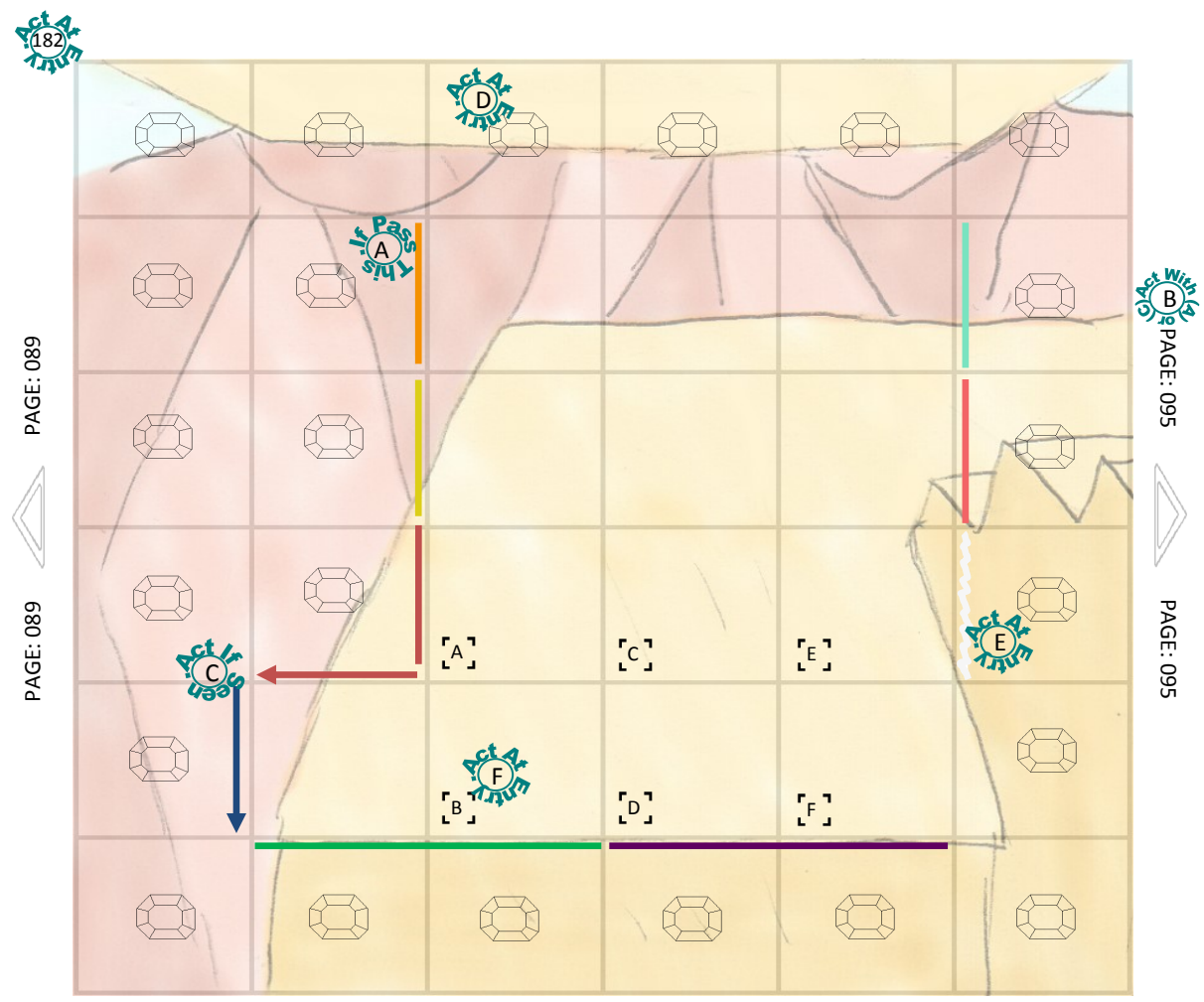
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line nothing.

Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 Nothing Here.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.  
 Nothing Here.



168 186 PAGE: 085 PAGE: 085

94 Ignore This Ignore this. Play Music: 03 To use go to page 176

168 186 PAGE: 094 PAGE: 094

Ignore This Ignore this. Play Music: 03 To use go to page 176 95

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

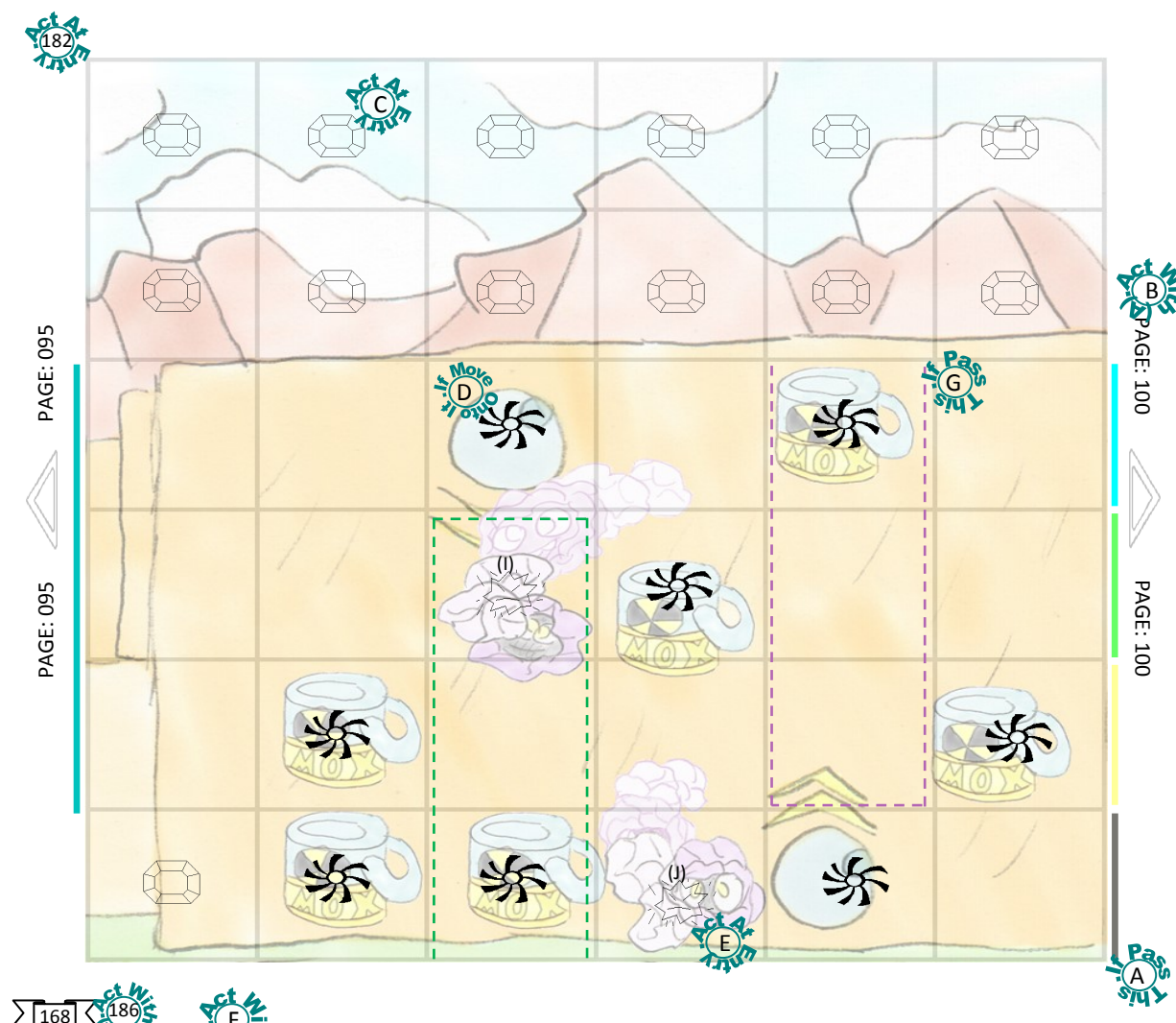
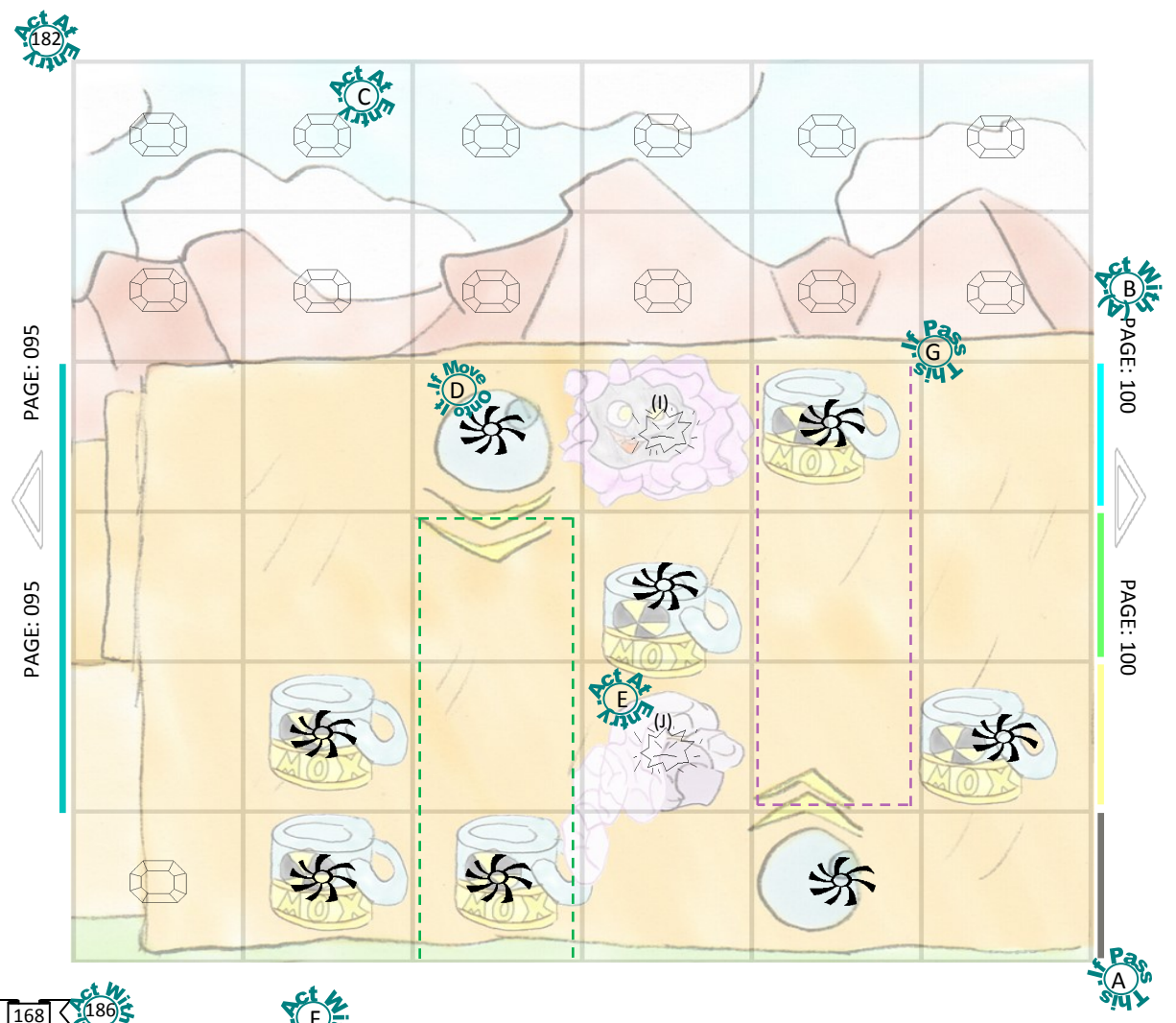
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.



168 186  
 Ignore This  
 This sentence is automatically matched (regardless). | Listed Page> Page 097  
 This sentence can never be matched or met. | Listed Page> Page 000  
 Play Music: 03  
 To use go to page 176

168 186  
 Ignore This  
 This sentence is automatically matched (regardless). | Listed Page> Page 098  
 This sentence can never be matched or met. | Listed Page> Page 000  
 Play Music: 03  
 To use go to page 176



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

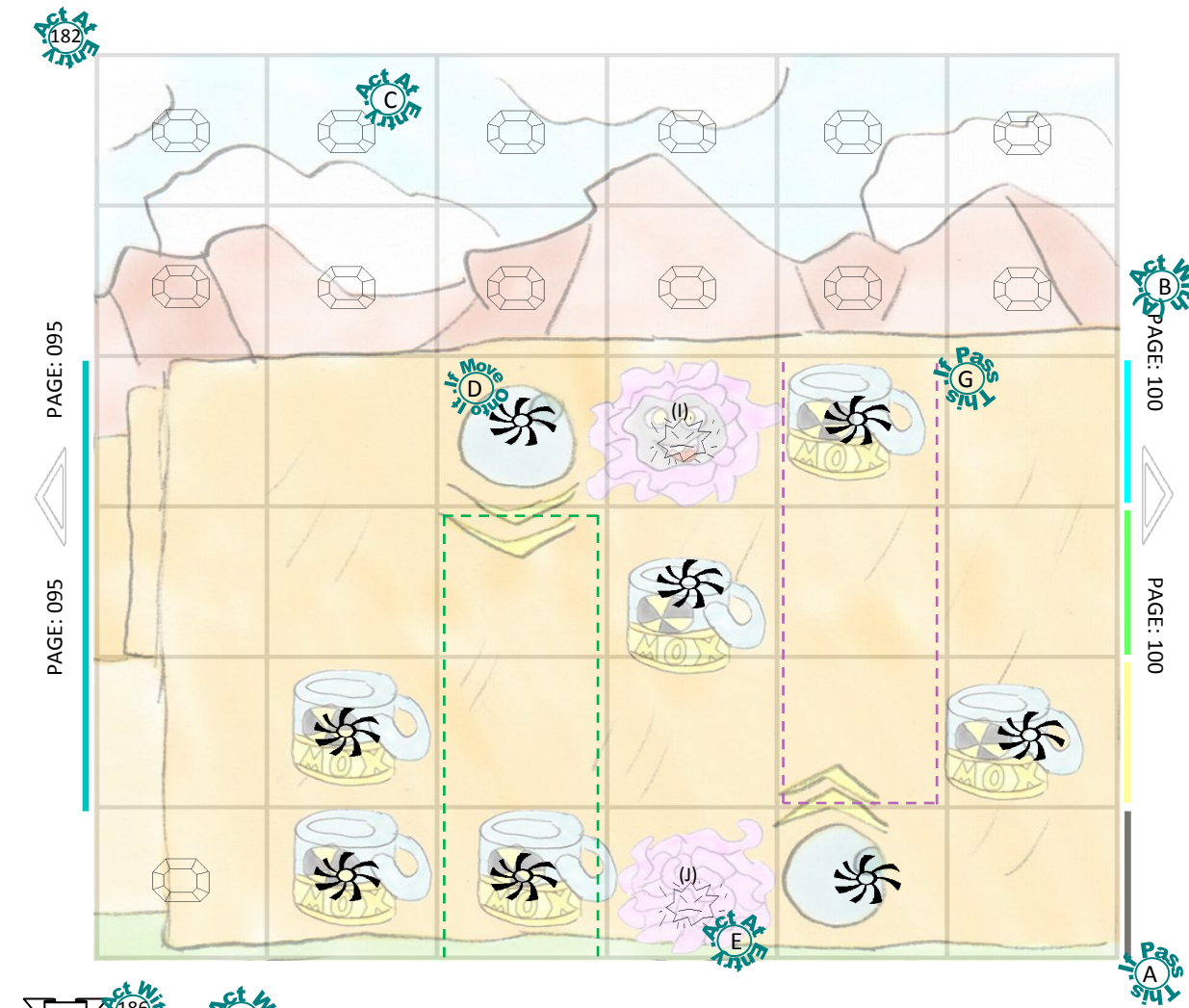
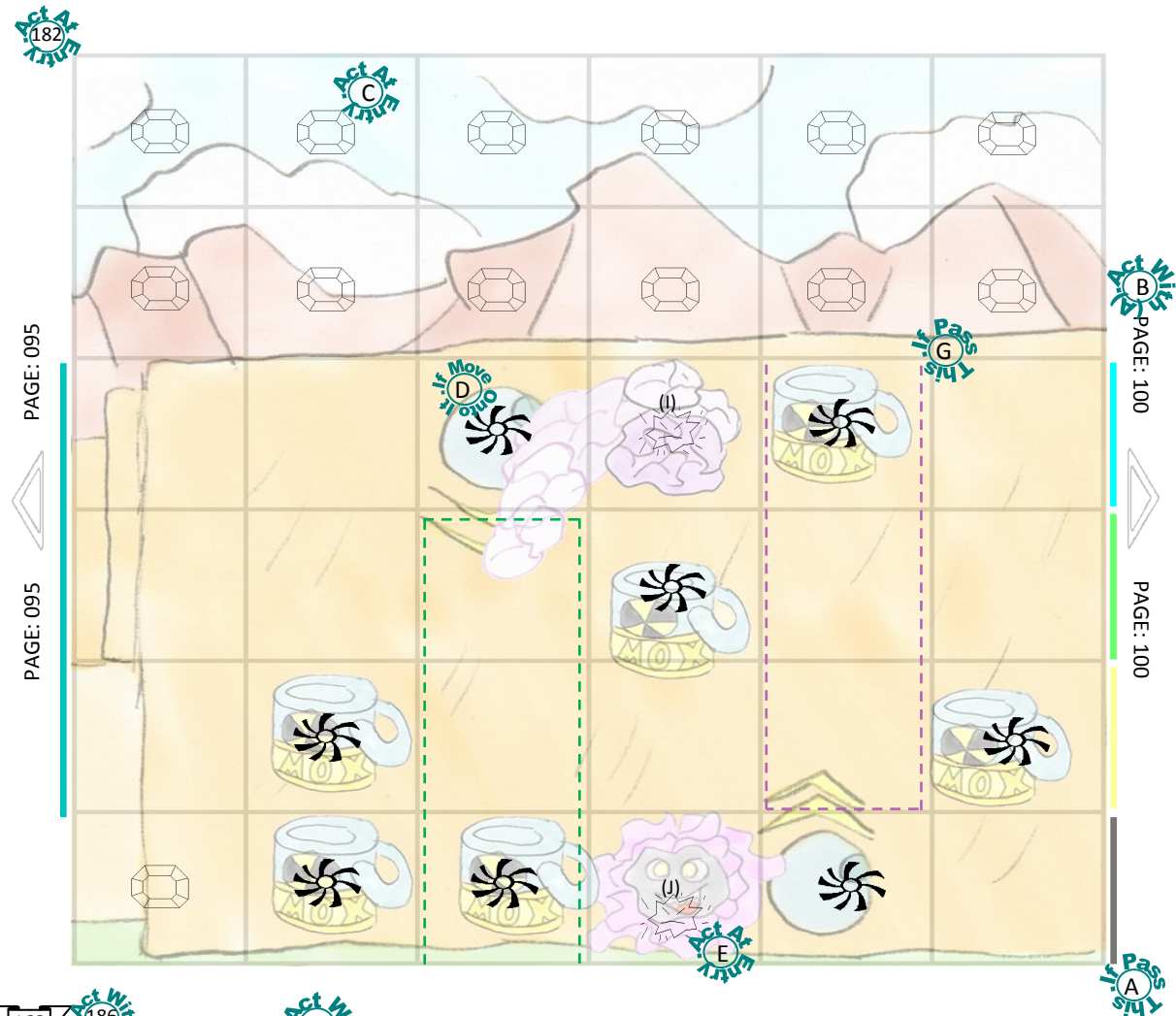
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A solid object, no token can move onto the spot of this object, including you, the token you control.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.



168 186

**Ignore This**

This sentence is automatically matched (regardless). | Listed Page> Page 099  
 This sentence can never be matched or met. | Listed Page> Page 000

**Play Music: 03**  
 To use go to page 176

168 186

**Ignore This**

This sentence is automatically matched (regardless). | Listed Page> Page 096  
 This sentence can never be matched or met. | Listed Page> Page 000

**Play Music: 03**  
 To use go to page 176





A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)  
A stop stamp, upon entry of the page stamped of this, stop (effect of) all forever movement and all other forced movement.

A faller stamp, imagine the number on this lower then what it is by 1 each sec. when 0 use breakaway brace of spot you are on.  
A fall stamp, every time a number is lowered on page of this, only on this page bring your face closer to the playfield a bit.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

Nothing Here.

A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)  
A stop stamp, upon entry of the page stamped of this, stop (effect of) all forever movement and all other forced movement.

A faller stamp, imagine the number on this lower then what it is by 1 each sec. when 0 use breakaway brace of spot you are on.  
A fall stamp, every time a number is lowered on page of this, only on this page bring your face closer to the playfield a bit.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

Nothing Here.

A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)  
 A stop stamp, upon entry of the page stamped of this, stop (effect of) all forever movement and all other forced movement.  
 Nothing Here.

A faller stamp, imagine the number on this lower then what it is by 1 each sec. when 0 use breakaway brace of spot you are on.  
 A fall stamp, every time a number is lowered on page of this, only on this page bring your face closer to the playfield a bit.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
 A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)  
 A stop stamp, upon entry of the page stamped of this, stop (effect of) all forever movement and all other forced movement.  
 Nothing Here.

A faller stamp, imagine the number on this lower then what it is by 1 each sec. when 0 use breakaway brace of spot you are on.  
 A fall stamp, every time a number is lowered on page of this, only on this page bring your face closer to the playfield a bit.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
 A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.



Pg.025 Lc. A	Pg.025 Lc. B	Pg.047 Lc. A	Pg.047 Lc. B	Pg.044 Lc. A	Pg.044 Lc. B
[A]	[B]	[182]	[C]	[D]	[E]
Pg.023 Lc. A	Pg.023 Lc. B	Pg.022 Lc. A	Pg.021 Lc. A	Pg.044 Lc. C	Pg.044 Lc. D
[F]	[G]	[H]	[F]	[I]	[J]
Pg.018 Lc. A	Pg.018 Lc. B	Pg.019 Lc. A	Pg.019 Lc. B	Pg.041 Lc. A	Pg.041 Lc. B
[J]	[K]	[L]	[M]	[N]	[O]
Pg.018 Lc. C	Pg.018 Lc. D	Pg.019 Lc. C	Pg.019 Lc. D	Pg.040 Lc. A	Pg.040 Lc. B
[N]	[O]	[P]	[Q]	[R]	[S]
Pg.026 Lc. A	Pg.026 Lc. B	Pg.027 Lc. A	Pg.031 Lc. C	Pg.031 Lc. B	Pg.039 Lc. B
[R]	[S]	[T]	[U]	[V]	[W]
Pg.026 Lc. C	Pg.026 Lc. D	Pg.027 Lc. B	Pg.031 Lc. D	Pg.031 Lc. E	Pg.039 Lc. C
[W]	[X]	[Y]	[Z]	[A]	[B]



Pg.019 Lc. E	Pg.019 Lc. E	Pg.019 Lc. C	Pg.019 Lc. C	Pg.019 Lc. F	Pg.019 Lc. F
[A]	[B]	[C]	[D]	[E]	[F]
Pg.019 Lc. G	Pg.019 Lc. G	Pg.019 Lc. H	Pg.019 Lc. H	Pg.019 Lc. I	Pg.019 Lc. I
[G]	[H]	[I]	[J]	[K]	[L]
Pg.019 Lc. J	Pg.019 Lc. J	Pg.019 Lc. D	Pg.019 Lc. D	Pg.019 Lc. K	Pg.019 Lc. K
[J]	[K]	[L]	[M]	[N]	[O]
Pg.020 Lc. A	Pg.020 Lc. A	Pg.020 Lc. B	Pg.020 Lc. B	Pg.020 Lc. C	Pg.020 Lc. C
[N]	[O]	[P]	[Q]	[R]	[S]
Pg.020 Lc. D	Pg.020 Lc. D	Pg.020 Lc. E	Pg.020 Lc. E	Pg.020 Lc. F	Pg.020 Lc. F
[R]	[S]	[T]	[U]	[V]	[W]
Pg.020 Lc. G	Pg.020 Lc. G	Pg.020 Lc. H	Pg.020 Lc. H	Pg.020 Lc. I	Pg.020 Lc. I
[W]	[X]	[Y]	[Z]	[A]	[B]



104 ~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174



~~Ignore This~~ Ignore this. Play Music: 01 To use go to page 174 105



A breakaway brace, when effected by a colored dotted line and on this, go to listed page (Pg), there, move to listed locator (Lc)  
 A stop stamp, upon entry of the page stamped of this, stop (effect of) all forever movement and all other forced movement.

A faller stamp, imagine the number on this lower then what it is by 1 each sec. when 0 use breakaway brace of spot you are on.  
 A fall stamp, every time a number is lowered on page of this, only on this page bring your face closer to the playfield a bit.

A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
 A colored squiggle, this is treated as a colored line during the playfield entry only, passing this line does nothing.

A entry, your killed, but do not leave, instead, go to page listed above, there, move to spot brace of locator listed below.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.

A gate brace, object of spot of this brace does nothing if you do not have stage numbers that match the number (s) in this.  
 Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

Nothing Here.

Nothing Here.



Pg.039 Lc. D	Pg.039 Lc. D	Pg.039 Lc. E	Pg.039 Lc. E	Pg.039 Lc. F	Pg.039 Lc. F
[A]	[B]	[182]	[C]	[D]	[E]
Pg.039 Lc. G	Pg.039 Lc. G	Pg.039 Lc. H	Pg.039 Lc. H	Pg.039 Lc. I	Pg.039 Lc. I
	[F]	[G]		[H]	[I]
Pg.039 Lc. J	Pg.039 Lc. J	Pg.039 Lc. K	Pg.039 Lc. K	Pg.039 Lc. B	Pg.039 Lc. B
[J]		[K]	[L]		[M]
Pg.031 Lc. B	Pg.031 Lc. B	Pg.031 Lc. B	Pg.031 Lc. E	Pg.031 Lc. E	Pg.031 Lc. E
[N]	[O]		[P]	[Q]	
Pg.031 Lc. A	Pg.031 Lc. A	Pg.031 Lc. B	Pg.031 Lc. B	Pg.031 Lc. E	Pg.031 Lc. E
[R]	[S]	[T]		[U]	[V]
Pg.031 Lc. A	Pg.031 Lc. A	Pg.031 Lc. C	Pg.031 Lc. C	Pg.031 Lc. D	Pg.031 Lc. D
	[W]	[X]	[Y]		[Z]



106 Ignore This Ignore this. Play Music: 01  
 To use go to page 174



3: Gulper!					
		[001 002]			
		Listed: Pg. 147			
		Listed: A			
1: Poppy Garden			2: Hoo's Shore		
		Listed: Pg. 006			Listed: Pg. 108
		Listed: A			Listed: A
		[A]			[003 005]
					Listed: Pg. 167
		[A]			Listed: A



168 Ignore This Ignore this. Play Music: 07  
 To use go to page 180

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
 Nothing Here.

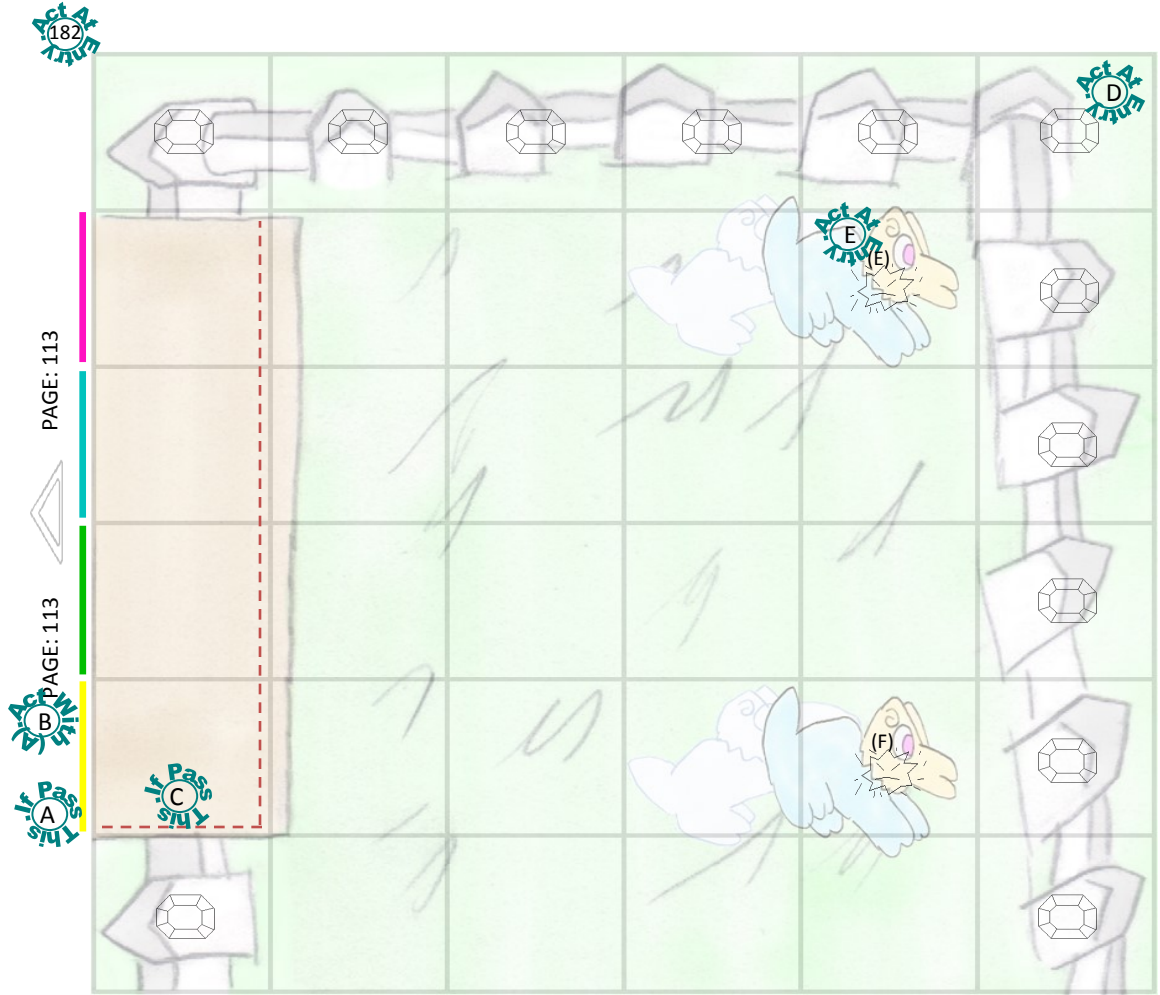
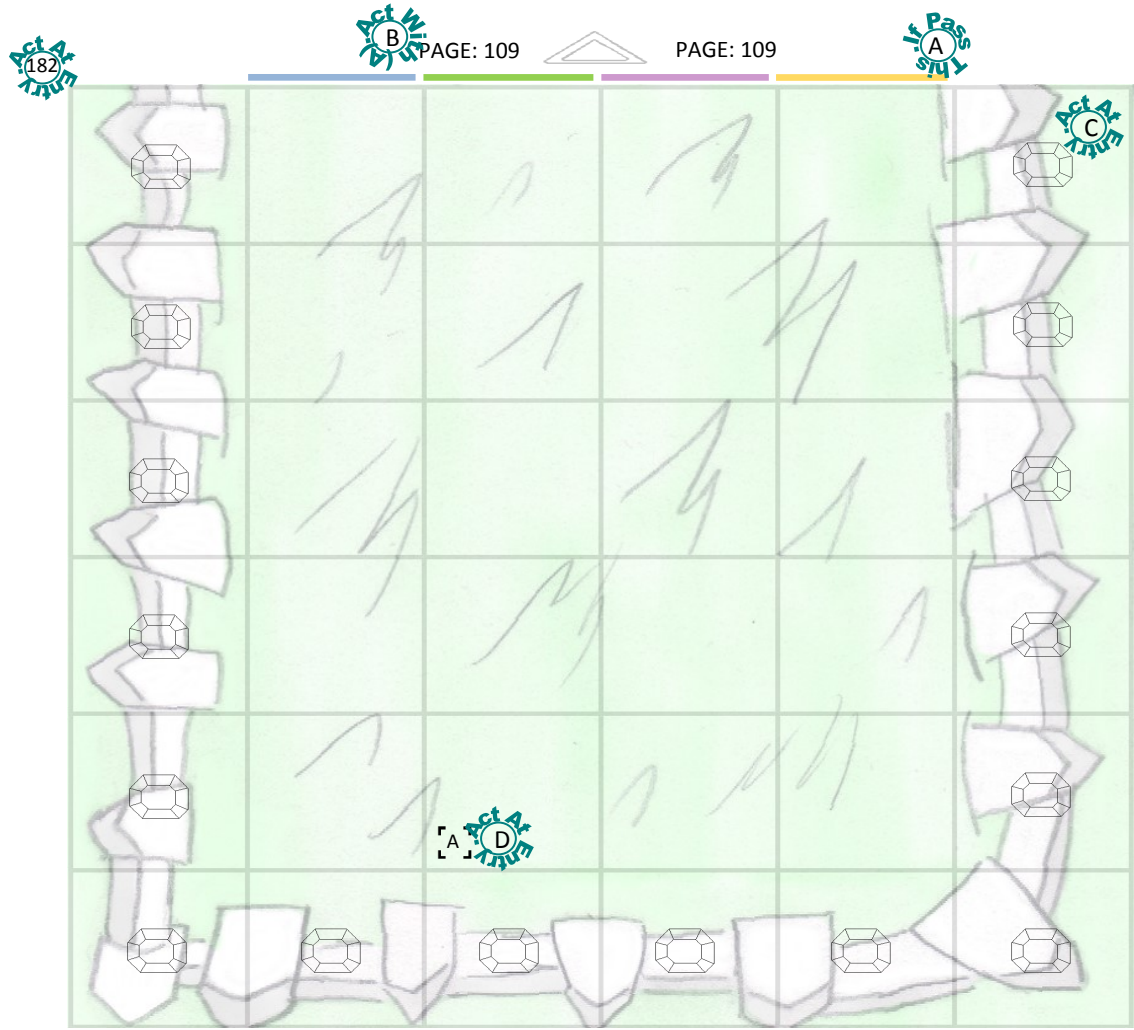
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).



168 186

108 Ignore This Ignore this. Play Music: 04 To use go to page 177

168 186

108 PAGE: 108 PAGE: 108

Ignore This This sentence is automatically matched (regardless). | Listed Page> Page 110 Play Music: 04  
 This sentence can never be matched or met. | Listed Page> Page 000 To use go to page 177

109



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

182

PAGE: 113

PAGE: 113

PAGE: 113

PAGE: 108

PAGE: 108

168 186

Ignore This

This sentence is automatically matched (regardless). | Listed Page> Page 111

This sentence can never be matched or met. | Listed Page> Page 000

Play Music: 04

To use go to page 177

182

PAGE: 113

PAGE: 113

PAGE: 113

PAGE: 108

PAGE: 108

168 186

Ignore This

This sentence is automatically matched (regardless). | Listed Page> Page 112

This sentence can never be matched or met. | Listed Page> Page 000

Play Music: 04

To use go to page 177

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

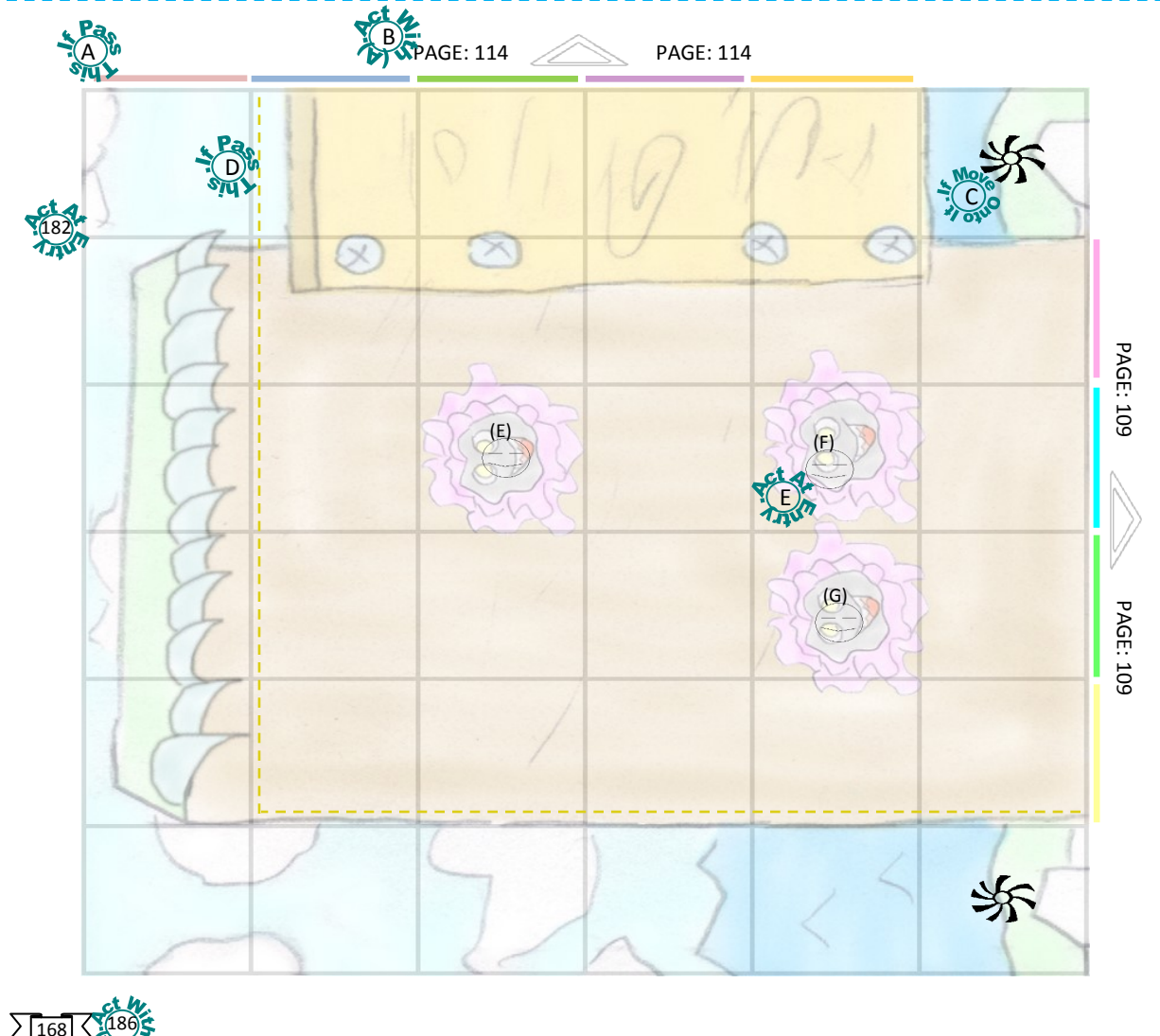
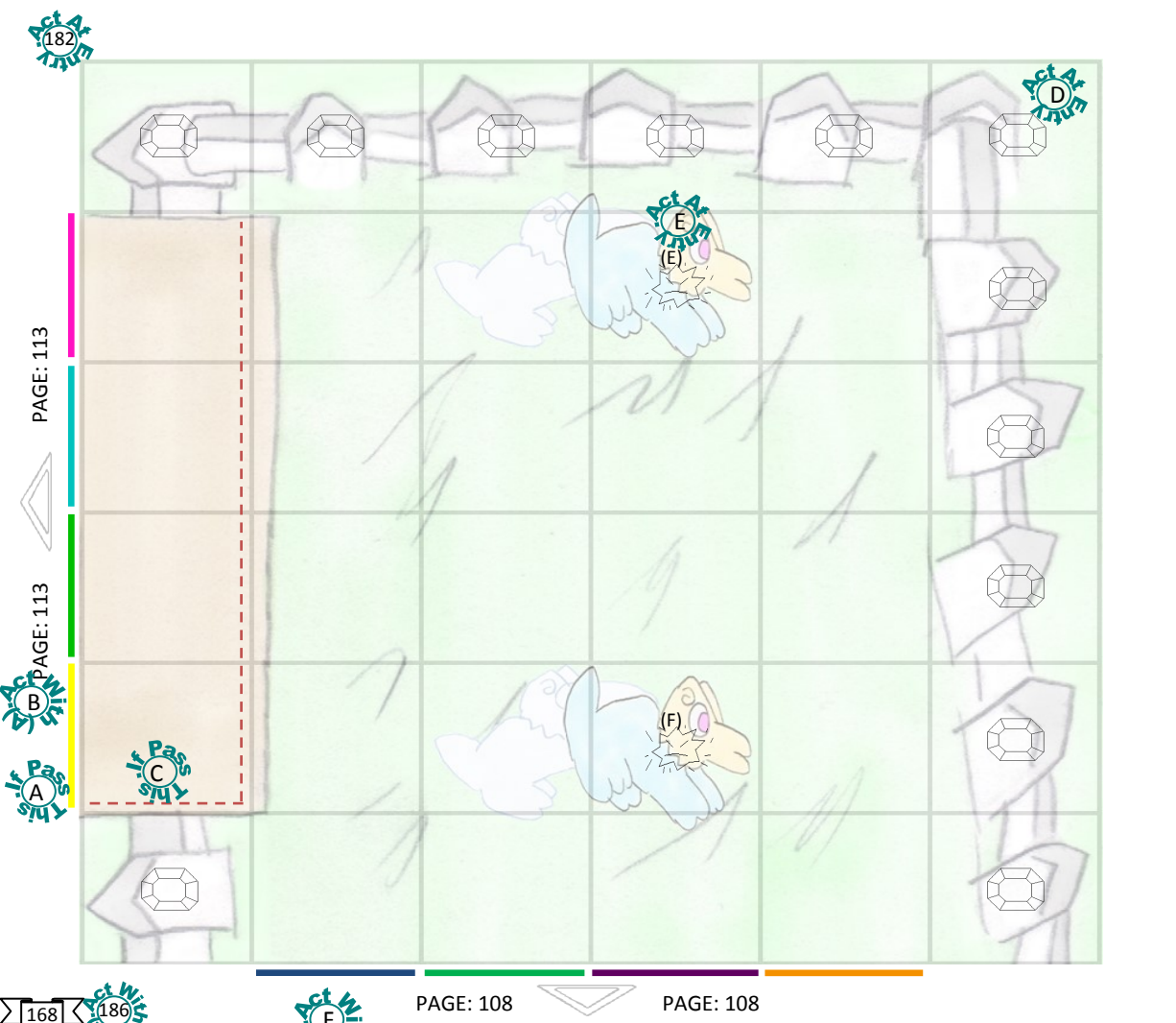
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind) Nothing Here.



168 186

~~Ignore This~~ | This sentence is automatically matched (regardless). | Listed Page> Page 109 | Play Music: 04

112 | This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 177

168 186

~~Ignore This~~ | Ignore this. | Play Music: 04

113 | To use go to page 177



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
Nothing Here.

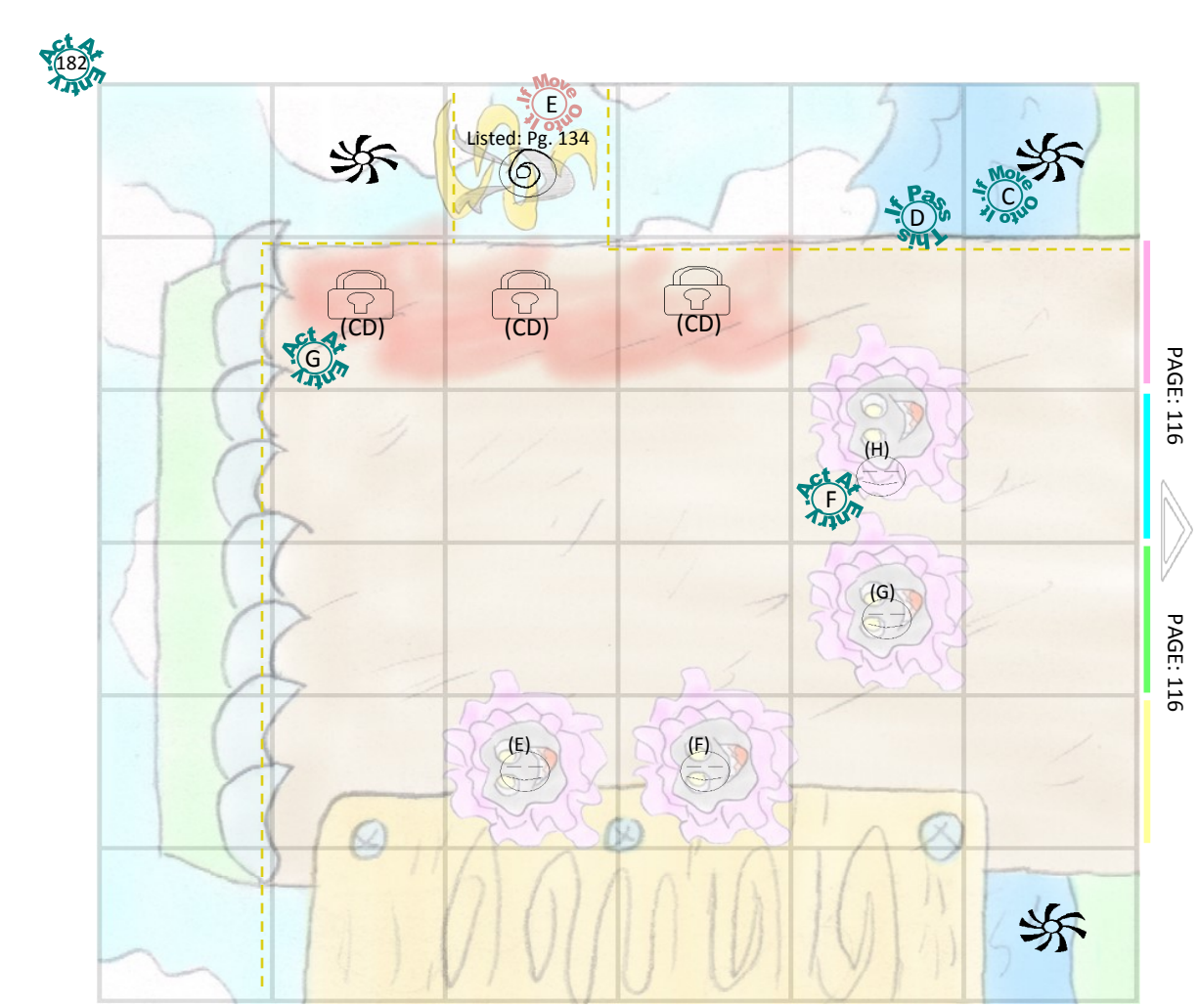
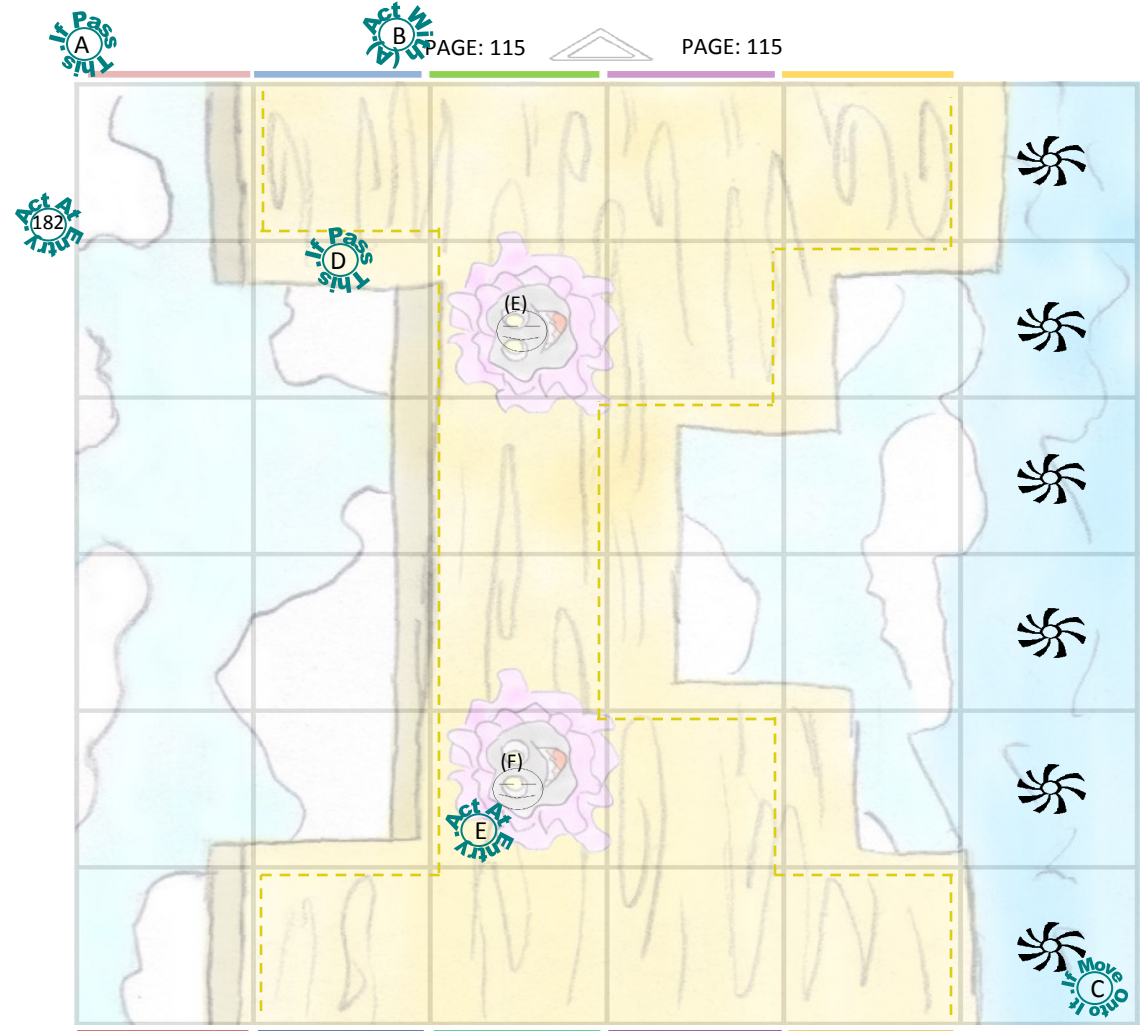
Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
A warp!, when you move on to spot of this, migrate 2 spots left, then go to page listed and on warp brace "A" there.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)  
A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

A lock object, you cannot move onto the spot of this until you have all level counters listed on (under) this in your imagination.



168 186

PAGE: 113 PAGE: 113

114 Ignore This Ignore this. Play Music: 04 To use go to page 177

168 186

PAGE: 114 PAGE: 114

115 Ignore This Ignore this. Play Music: 04 To use go to page 177

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

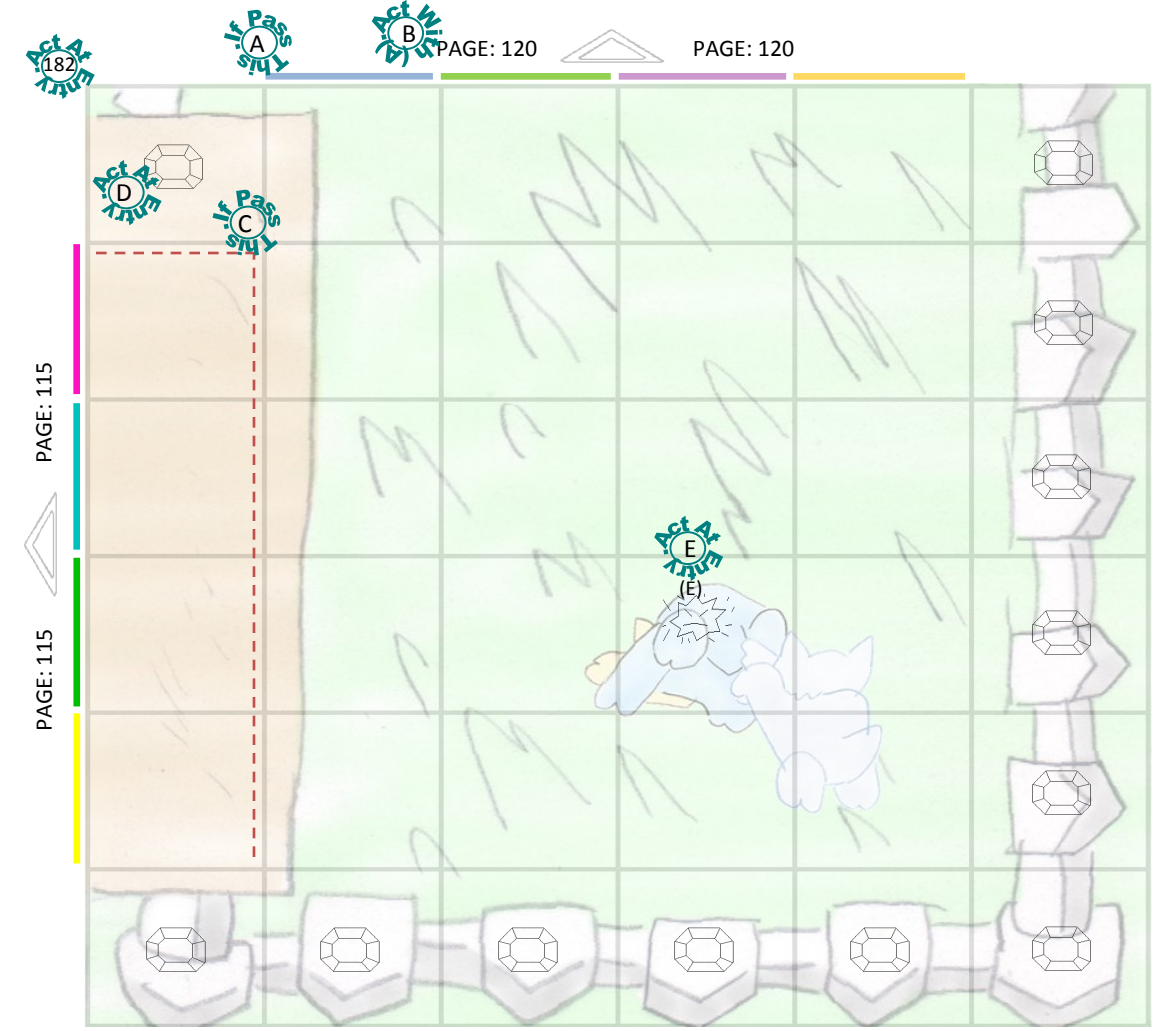
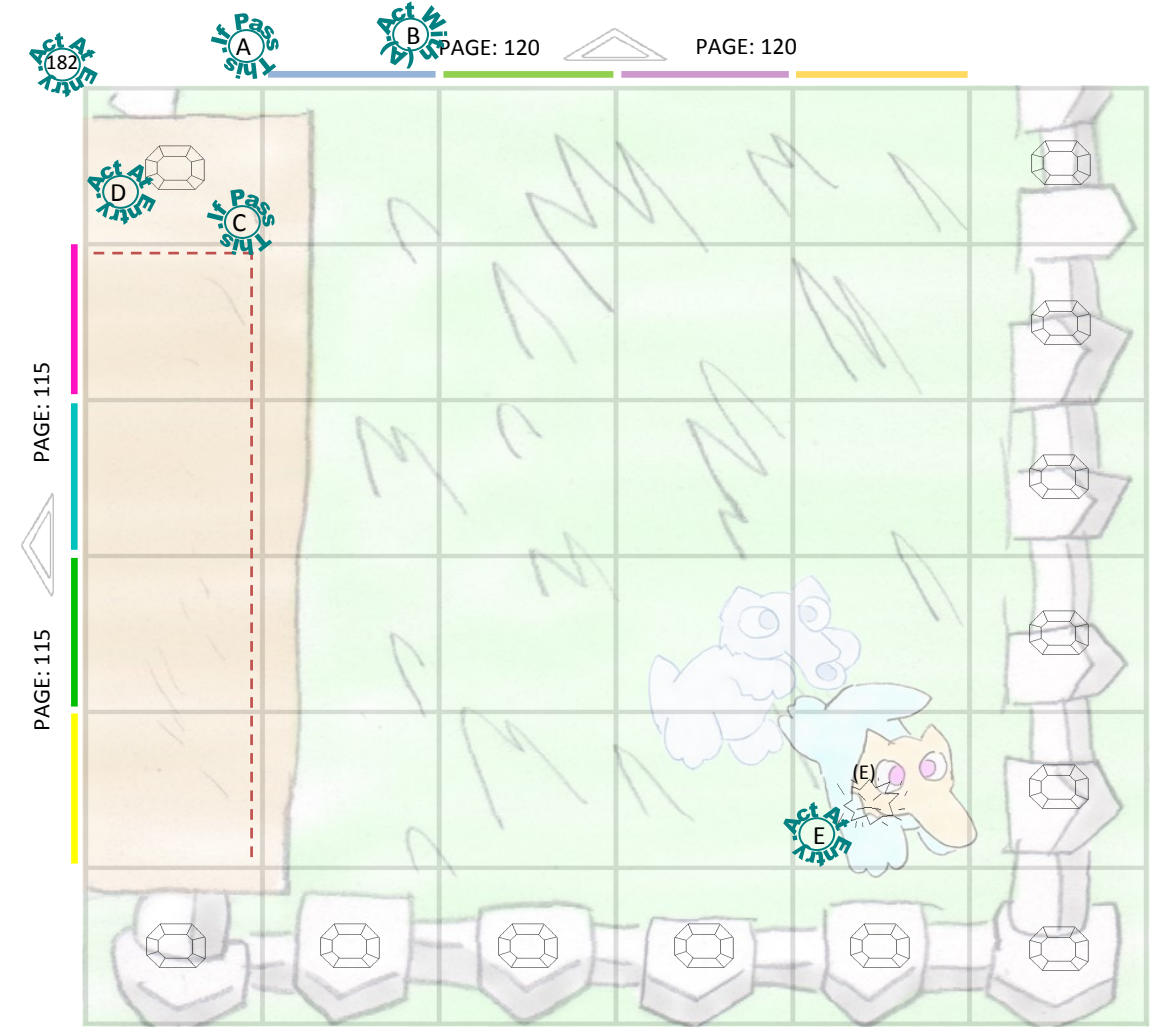
Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

Nothing Here.



168 186

**Ignore This**

This sentence is automatically matched (regardless). | Listed Page> Page 117

This sentence can never be matched or met. | Listed Page> Page 000

Play Music: 04

To use go to page 177

168 186

**Ignore This**

This sentence is automatically matched (regardless). | Listed Page> Page 118

This sentence can never be matched or met. | Listed Page> Page 000

Play Music: 04

To use go to page 177

117



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

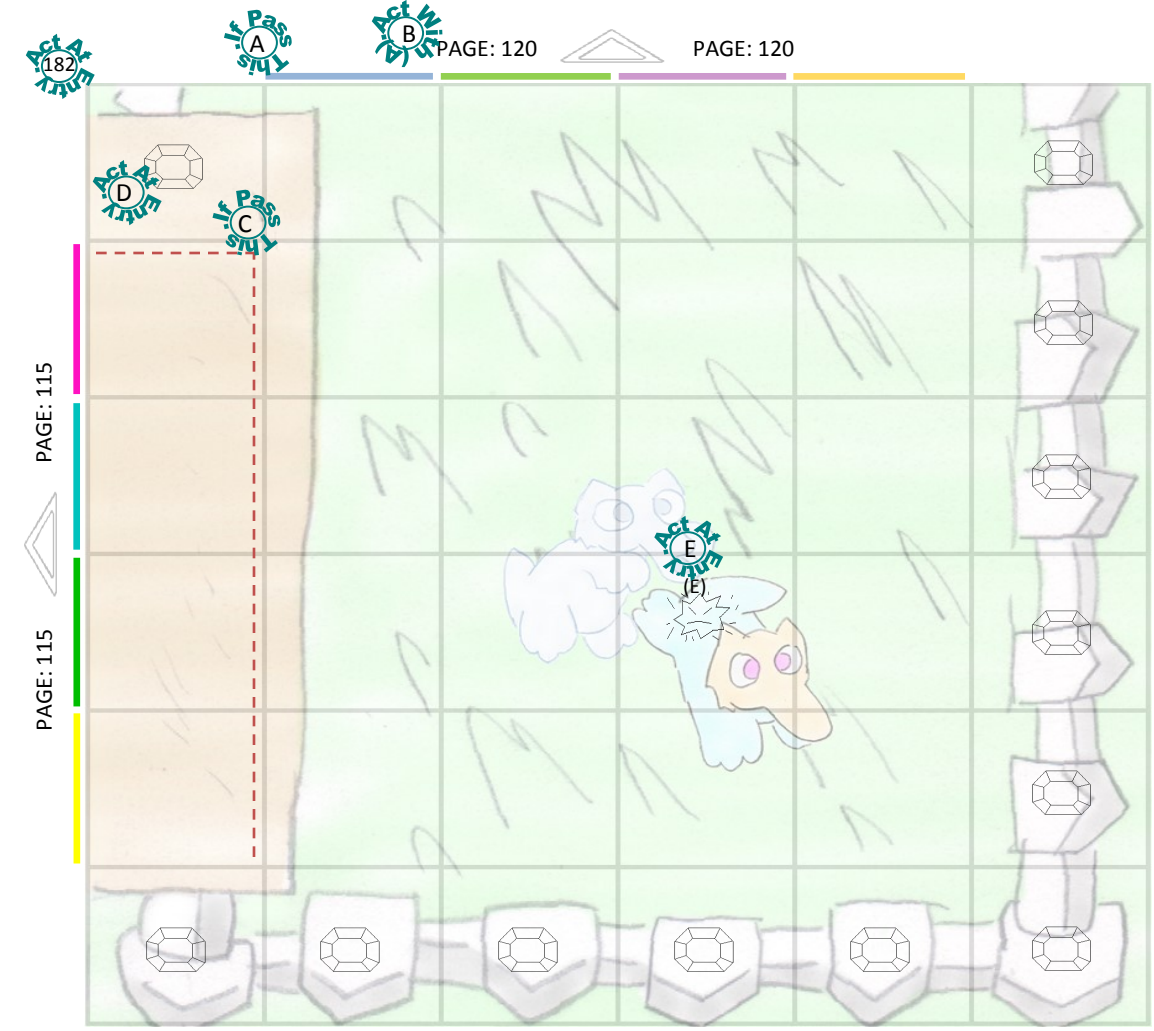
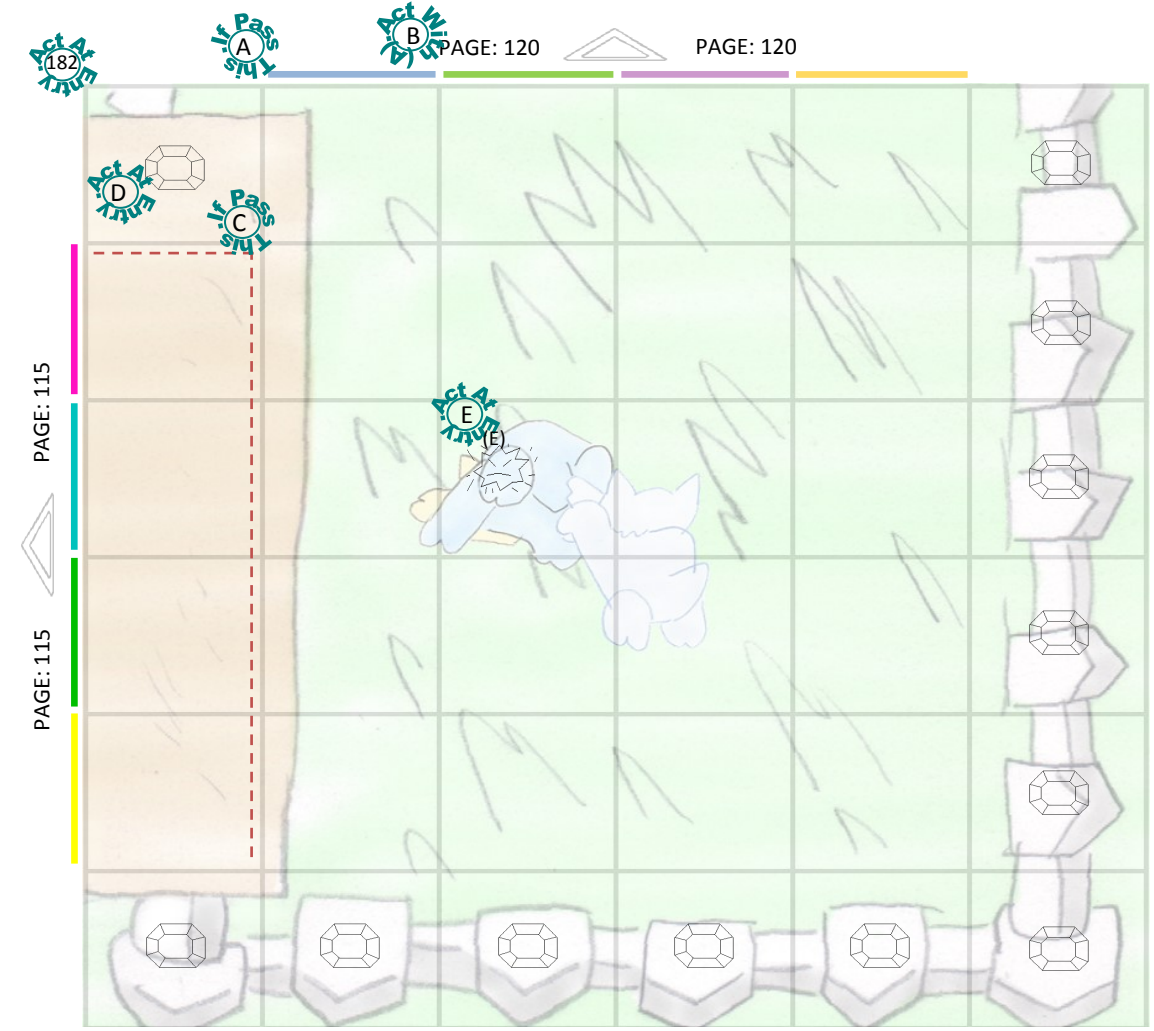
Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A solid object, no token can move onto the spot of this object, including you, the token you control.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

Nothing Here.



168 186

**Ignore This**

This sentence is automatically matched (regardless). | Listed Page> Page 119

This sentence can never be matched or met. | Listed Page> Page 000

Play Music: 04

To use go to page 177

168 186

**Ignore This**

This sentence is automatically matched (regardless). | Listed Page> Page 116

This sentence can never be matched or met. | Listed Page> Page 000

Play Music: 04

To use go to page 177

119

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control. Nothing Here.

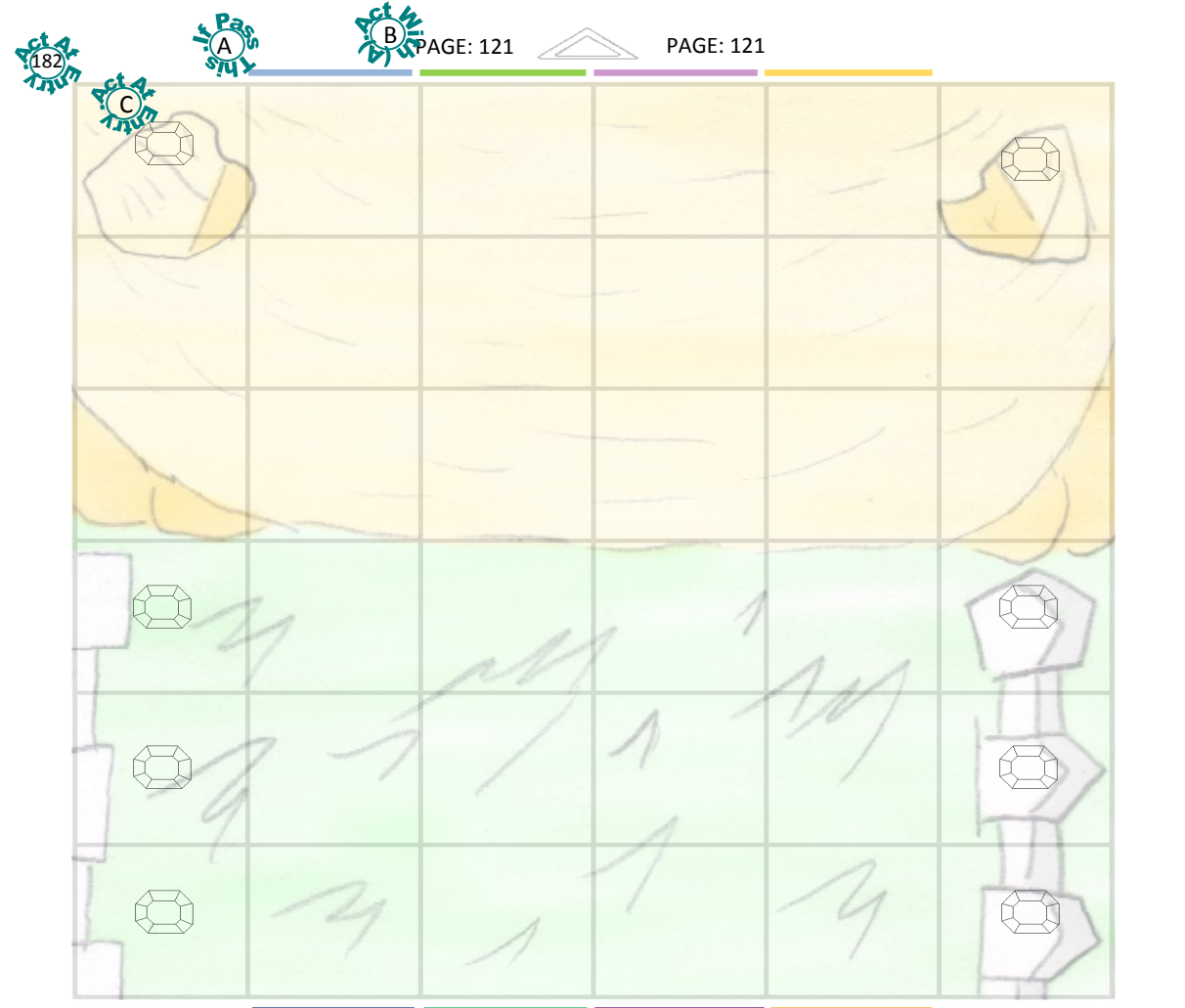
This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line. Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st. Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control. Nothing Here.

Nothing Here.

Nothing Here.



PAGE: 116 PAGE: 116

PAGE: 120 PAGE: 120

120 Ignore This Ignore this. Play Music: 04 To use go to page 177

121 Ignore This Ignore this. Play Music: 04 To use go to page 177

PAGE: 122 PAGE: 122



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 Nothing Here.

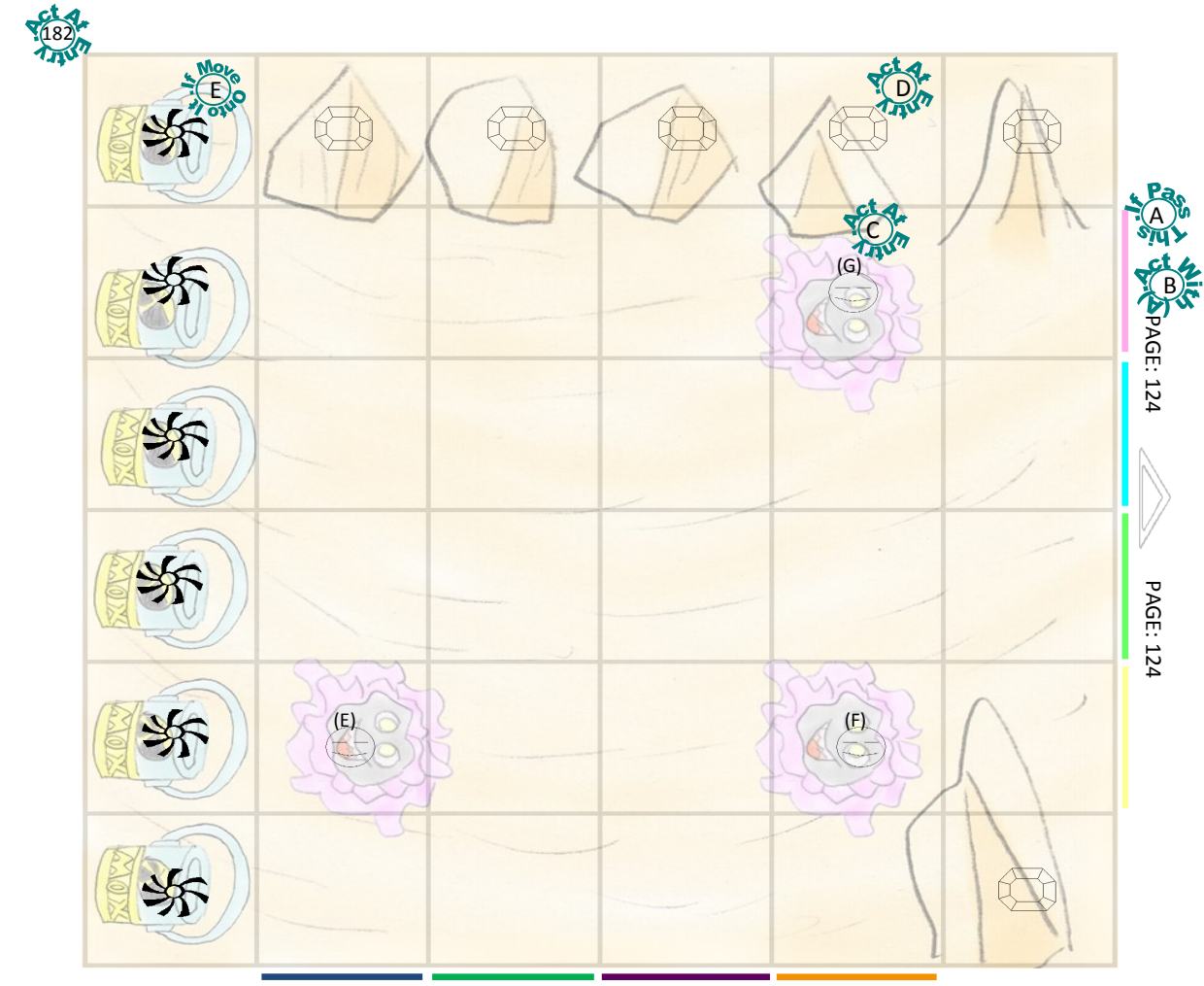
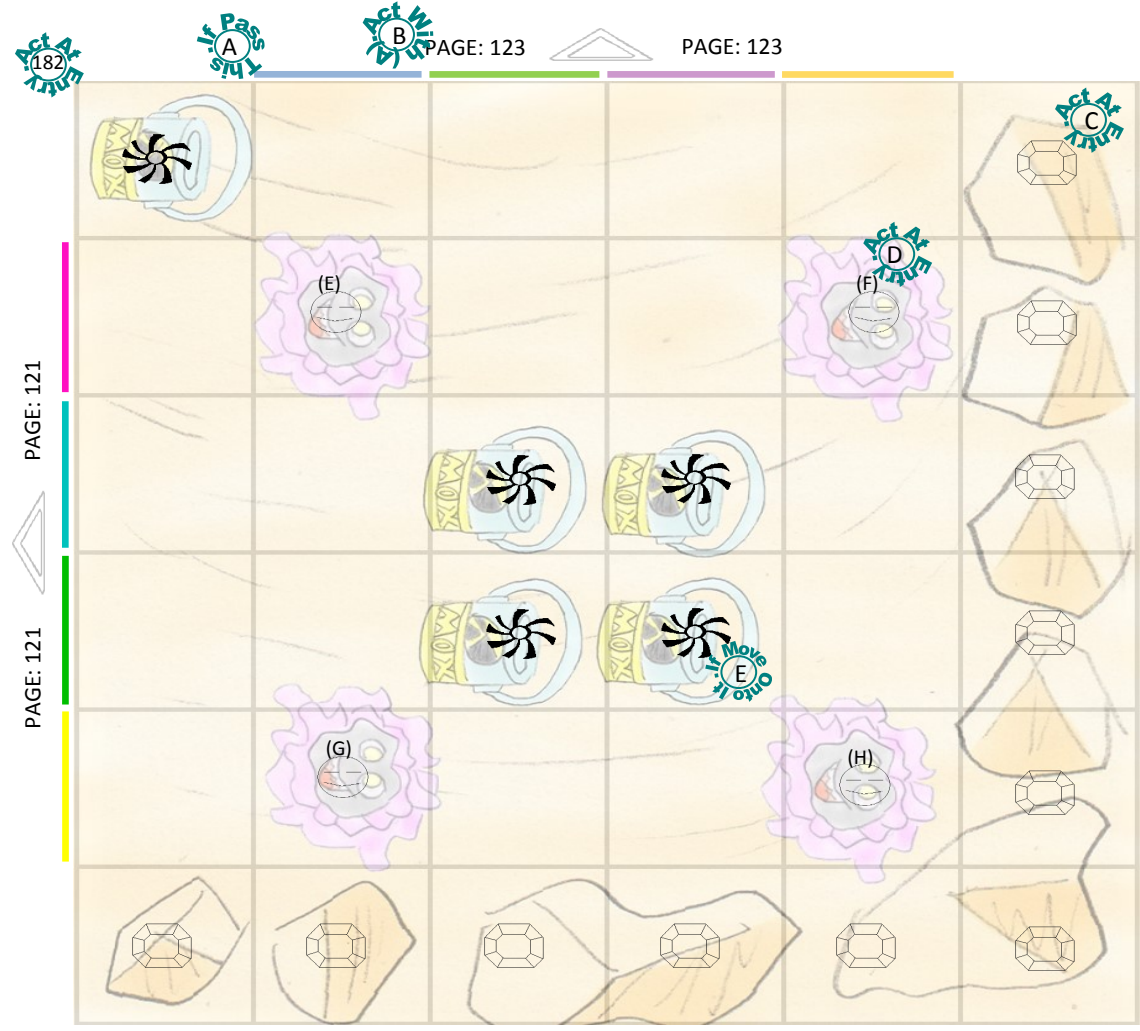
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 Nothing Here.




168 186

122 ~~Ignore This~~ Ignore this. Play Music: 04 To use go to page 177

168 186


PAGE: 122 PAGE: 122

~~Ignore This~~ Ignore this. Play Music: 04 To use go to page 177 123

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").  
 Nothing Here.

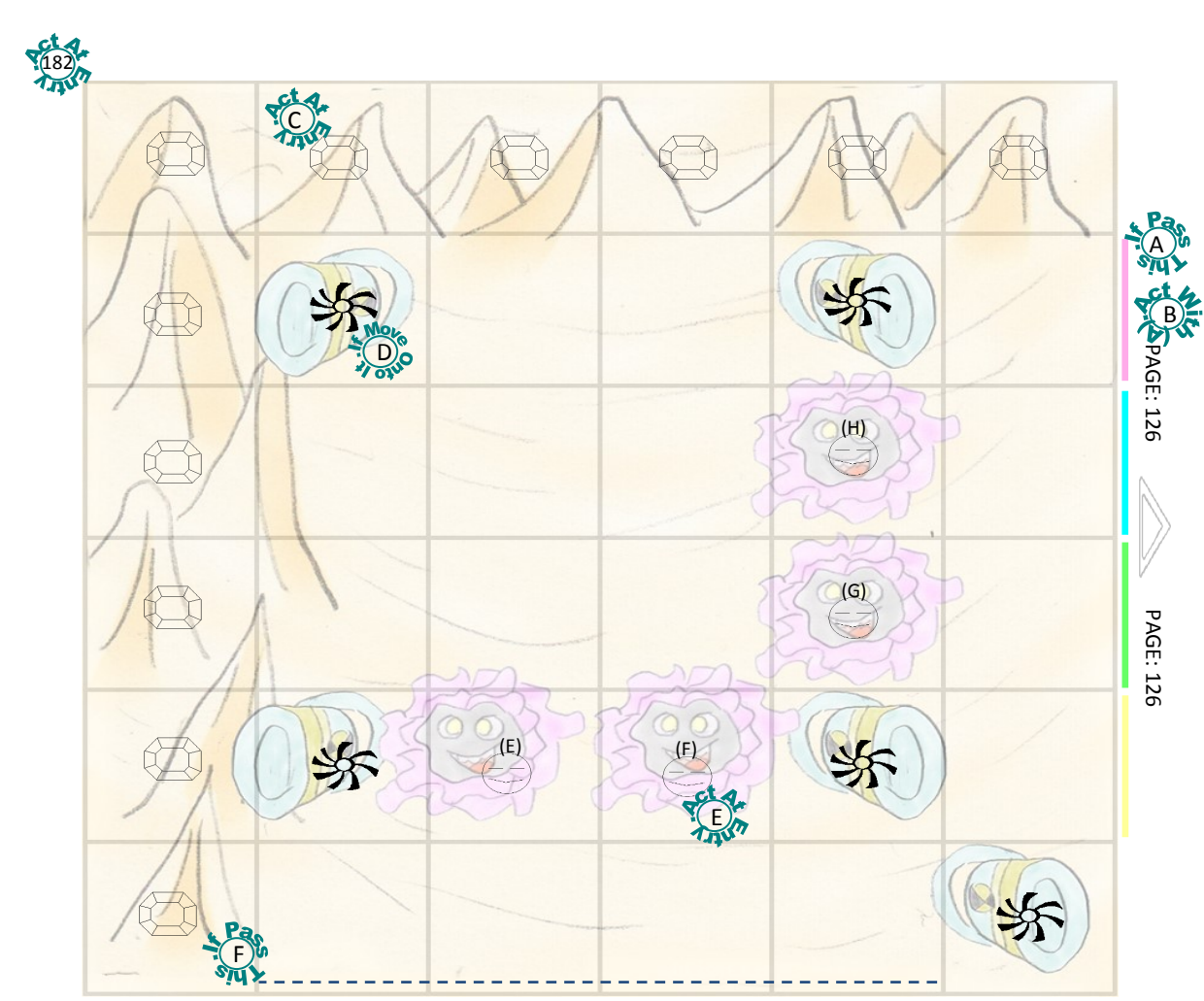
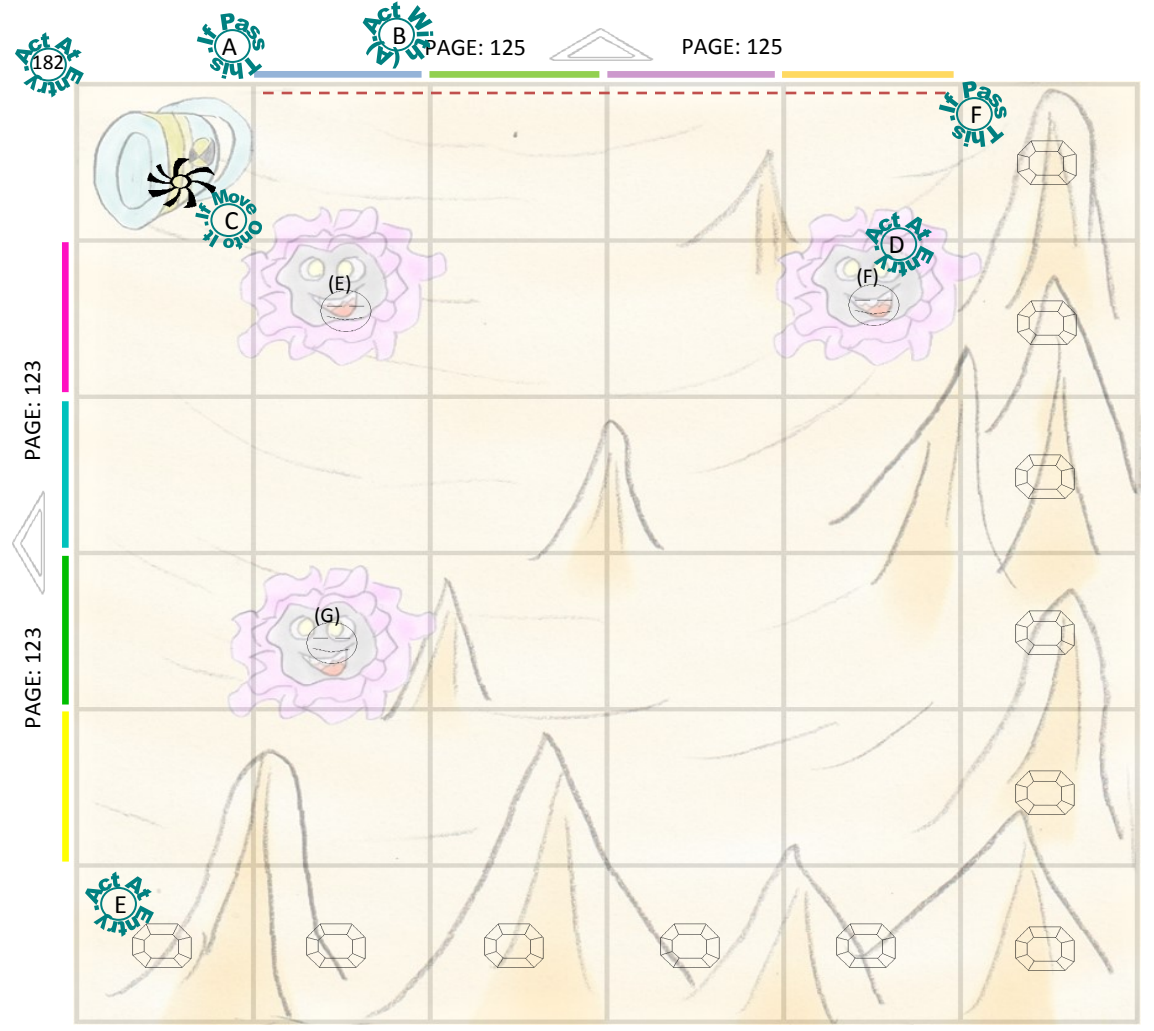
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A solid object, no token can move onto the spot of this object, including you, the token you control.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.



168 186

124 ~~Ignore This~~ Ignore this. Play Music: 04 To use go to page 177

168 186

PAGE: 124 PAGE: 124

~~Ignore This~~ Ignore this. Play Music: 04 To use go to page 177 125



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

Nothing Here.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.

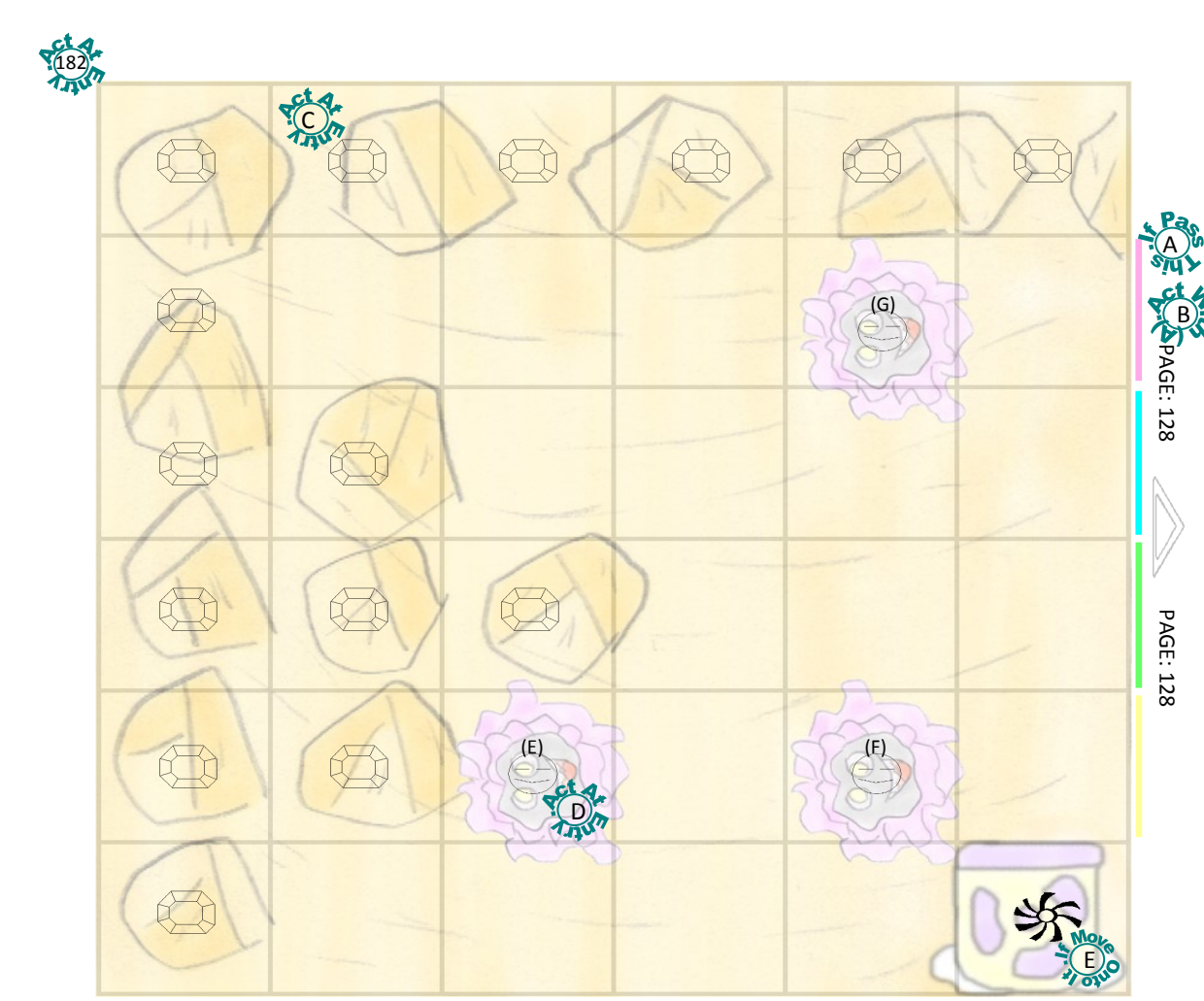
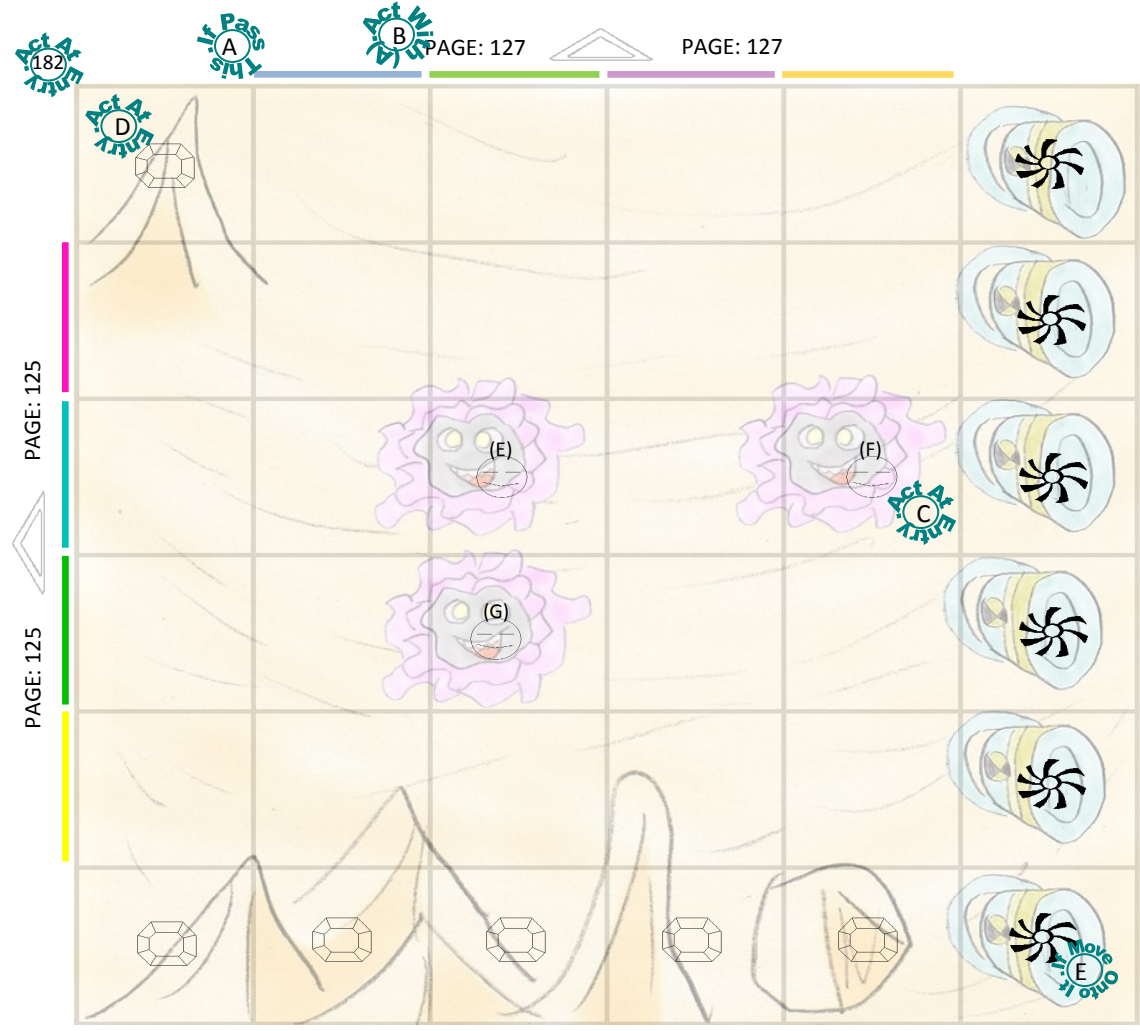
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.

A solid object, no token can move onto the spot of this object, including you, the token you control.

Nothing Here.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

Nothing Here.



168 186

126 Ignore This Ignore this. Play Music: 04 To use go to page 177

168 186

PAGE: 126 PAGE: 126

Ignore This Ignore this. Play Music: 04 To use go to page 177 127

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Warp brace!, if on spot of this from a warp, migrate 2 spots down, then 1 spot right.

Navigation icons: 182, A, B, PAGE: 129, PAGE: 129

Vertical navigation: PAGE: 127, PAGE: 127

Bottom navigation: 168, 186, Ignore This, Ignore this., Play Music: 04 To use go to page 177

Navigation icons: 182, A, B, PAGE: 130, PAGE: 130

Vertical navigation: PAGE: 128, PAGE: 128

Bottom navigation: 168, 186, Ignore This, Ignore this., Play Music: 04 To use go to page 177

168 186

128 Ignore This Ignore this. Play Music: 04 To use go to page 177

168 186

128 Ignore This Ignore this. Play Music: 04 To use go to page 177 129



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Colored point, pass this, you move to spot next to same colored line/point of other shade, but use pointer this pointing toward

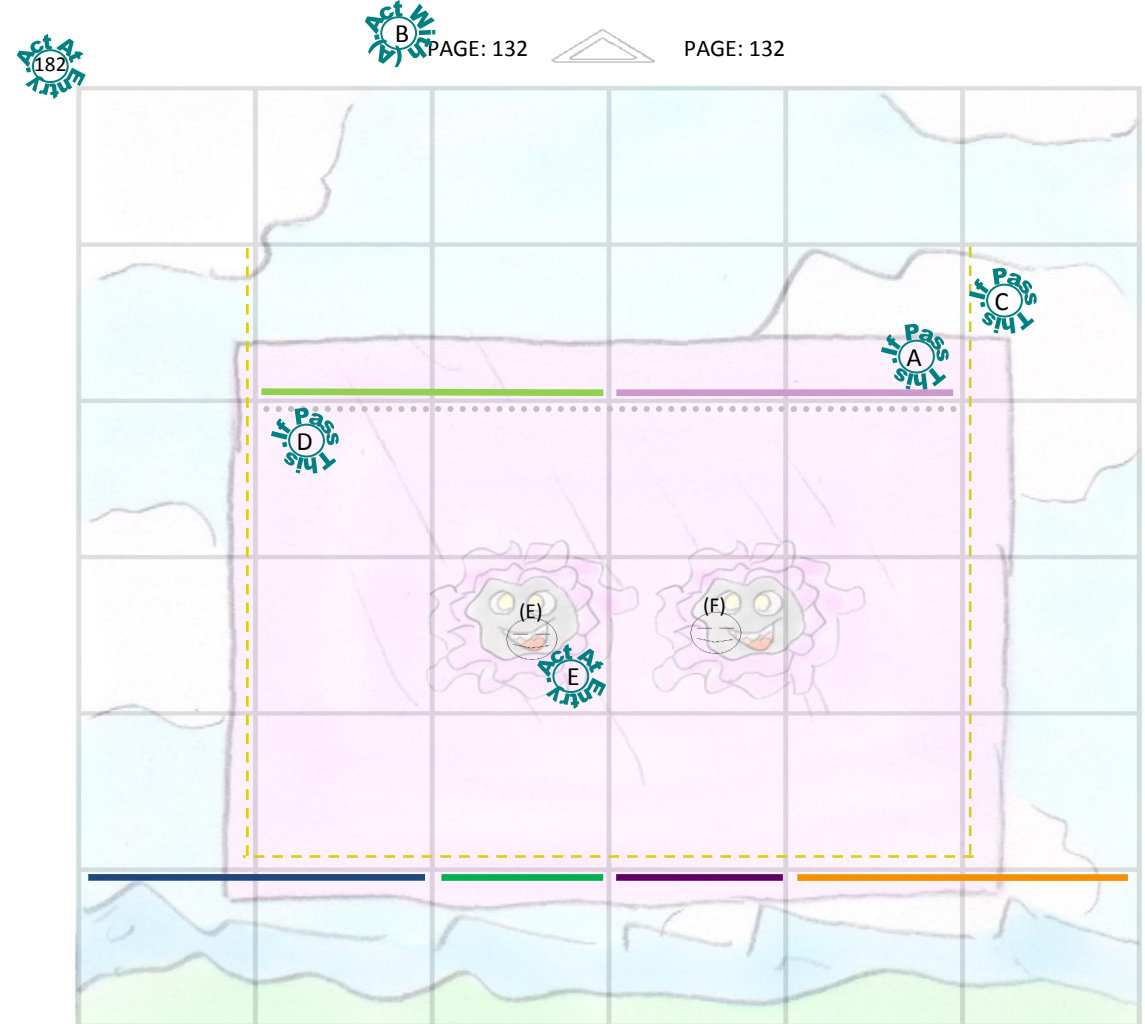
A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 A gold spots line, when you pass this line as forever moving, or moving from skeeting, stop skeeting/movement from it and spin.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spots line, when you pass this, skeet for 4 spots, stop skeeting when you pass another spots line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 Nothing Here.









This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

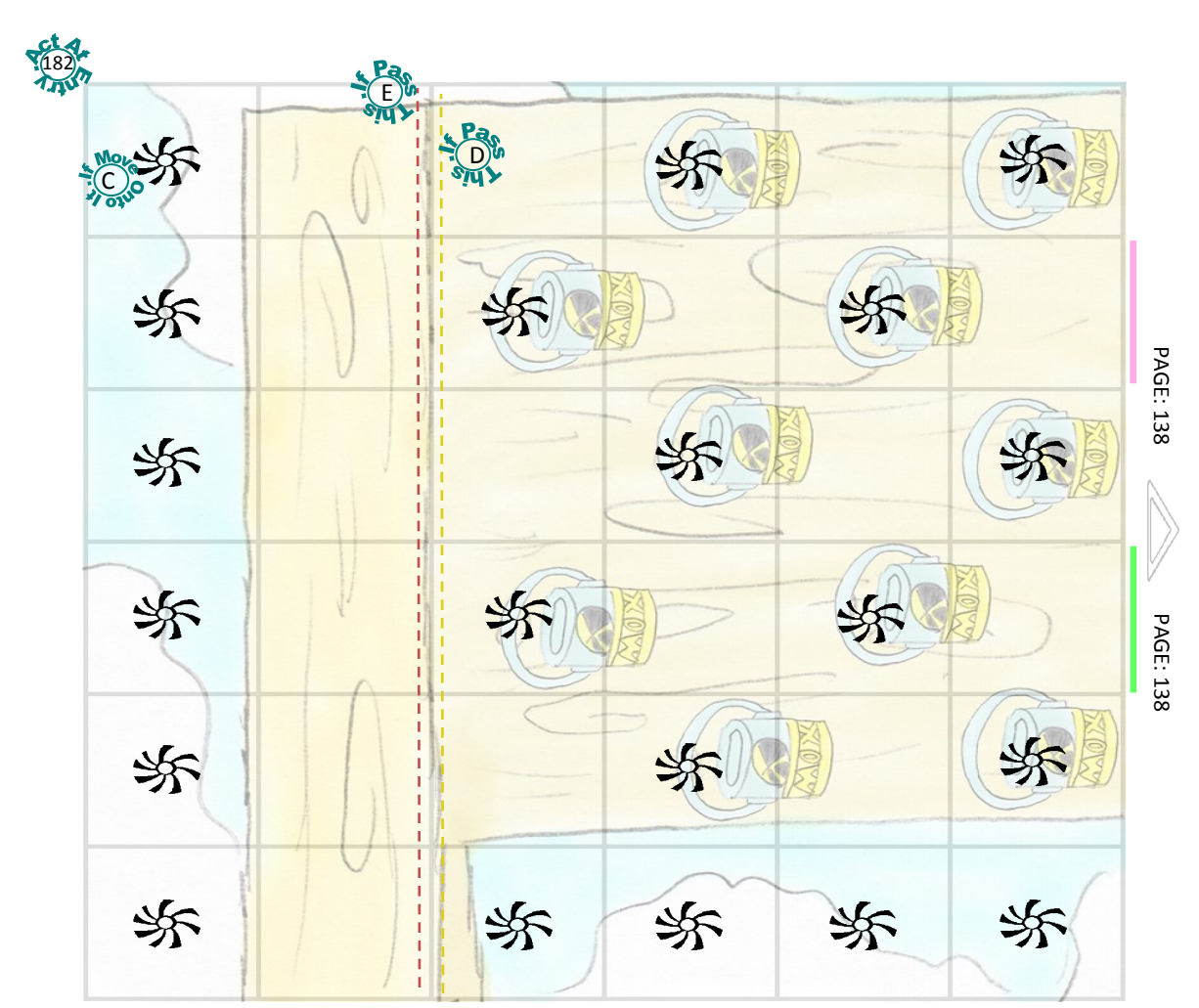
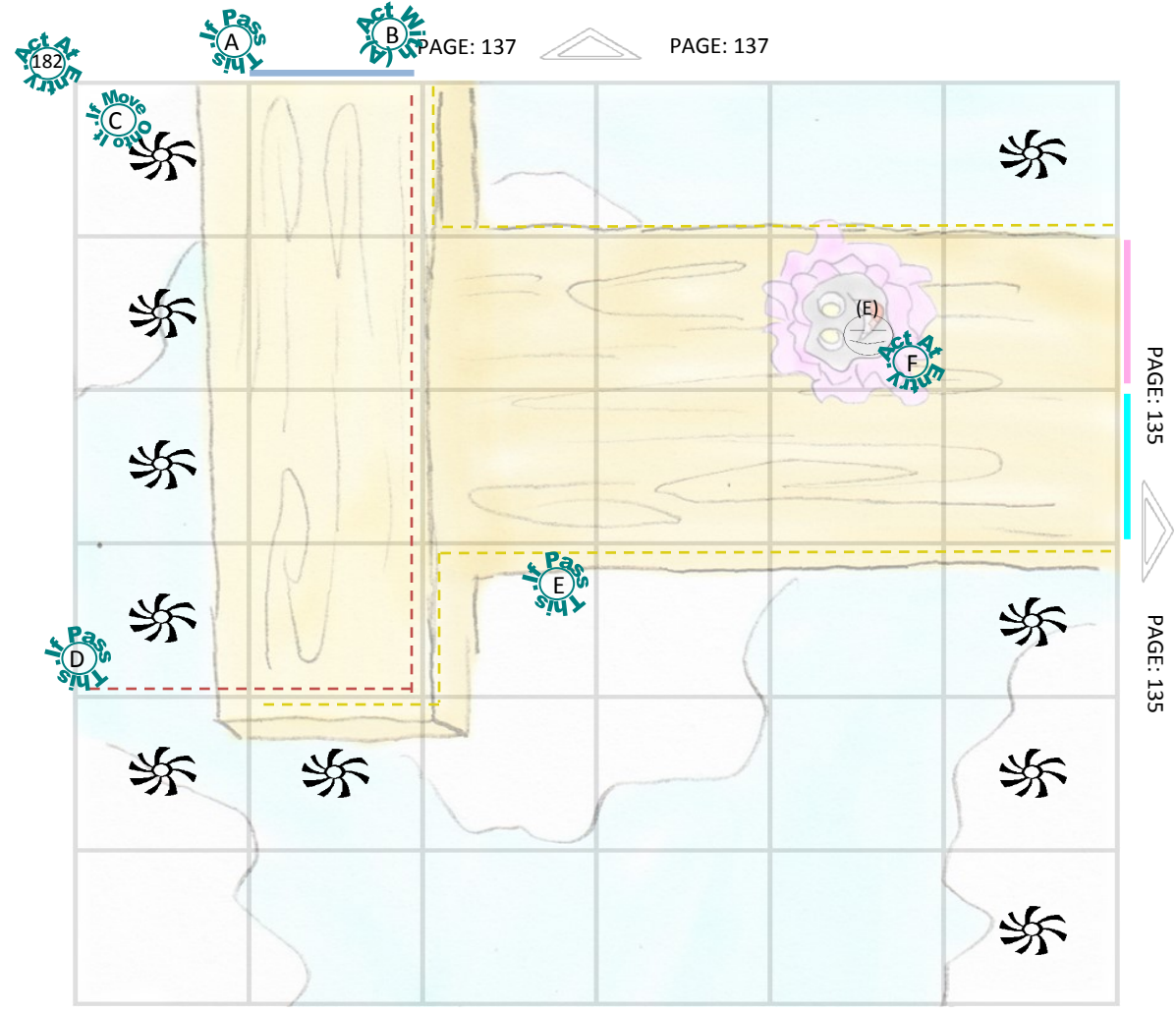
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A calm foe object, it is always at rest (resting), and is not affected by the Foe Box (when you know of the "Foe Box").

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 Nothing Here.



168 186

136 Ignore This Ignore this. Play Music: 05 To use go to page 178

168 186

PAGE: 136 PAGE: 136

Ignore This Ignore this. Play Music: 05 To use go to page 178 137



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

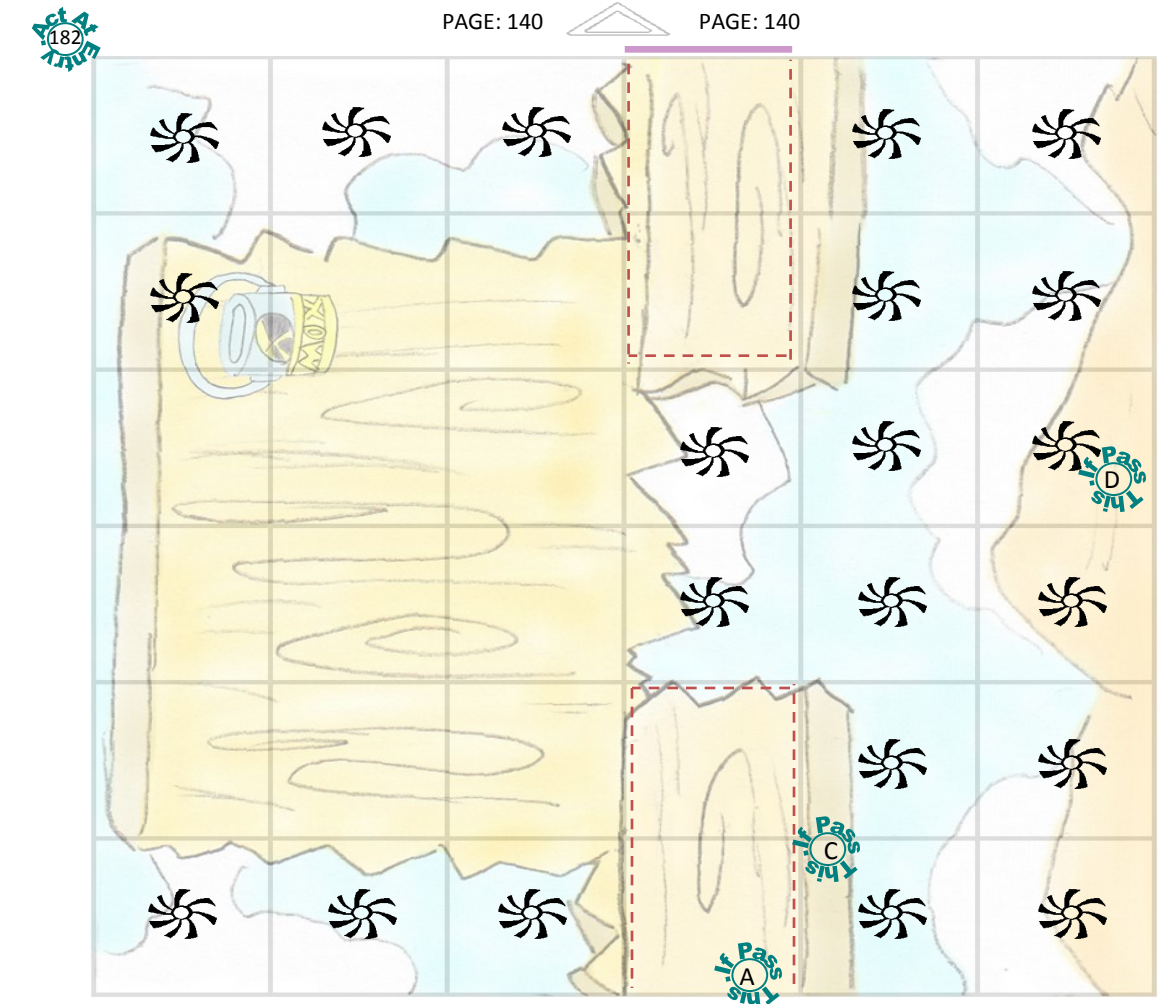
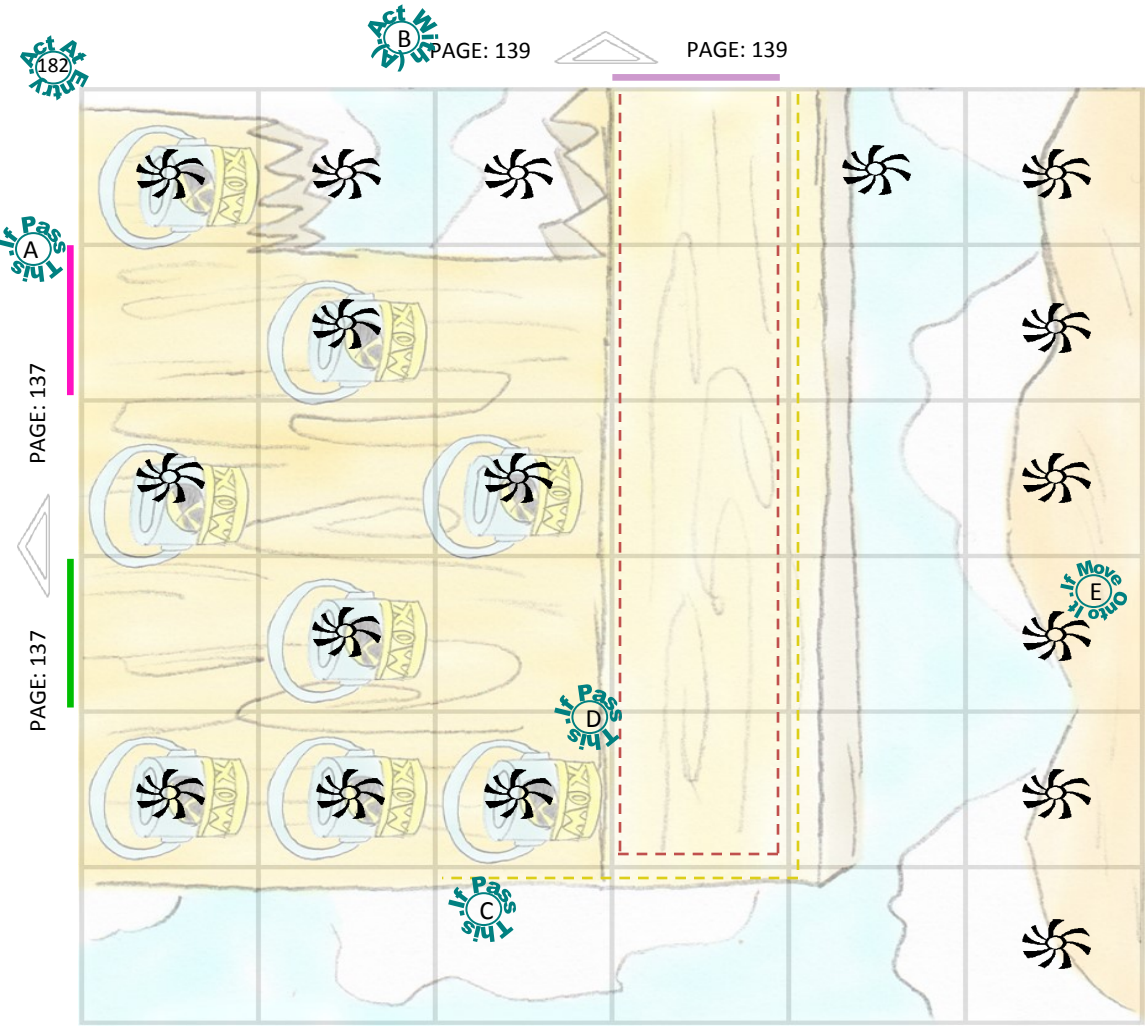
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).

A gold dotted line, when you pass this line, you automatically exit attack style at that moment.  
 Nothing Here.

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A free object, when move onto this, add the word "Pro" into imagination (mind) if it is not already in there.  
 Nothing Here.

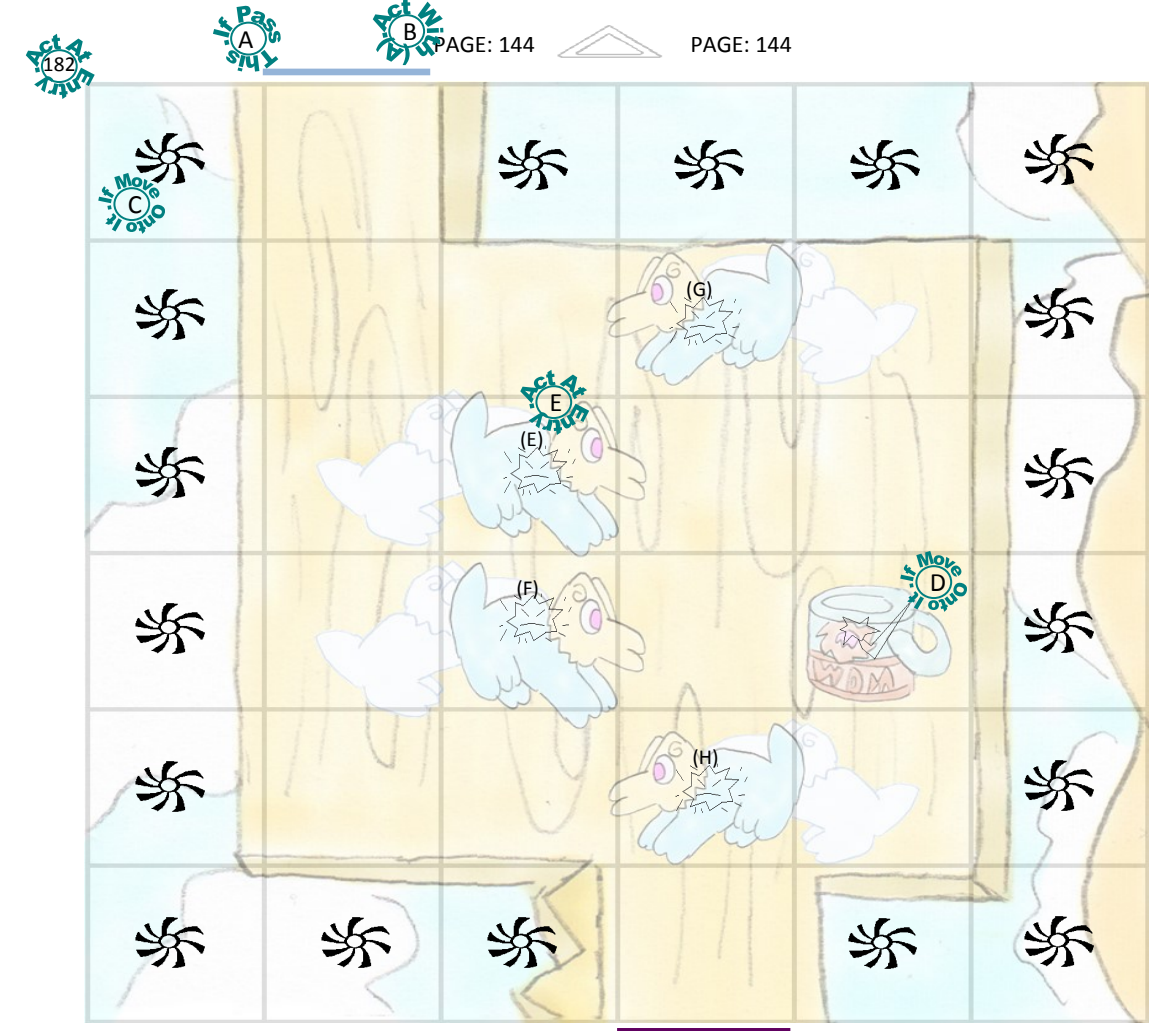
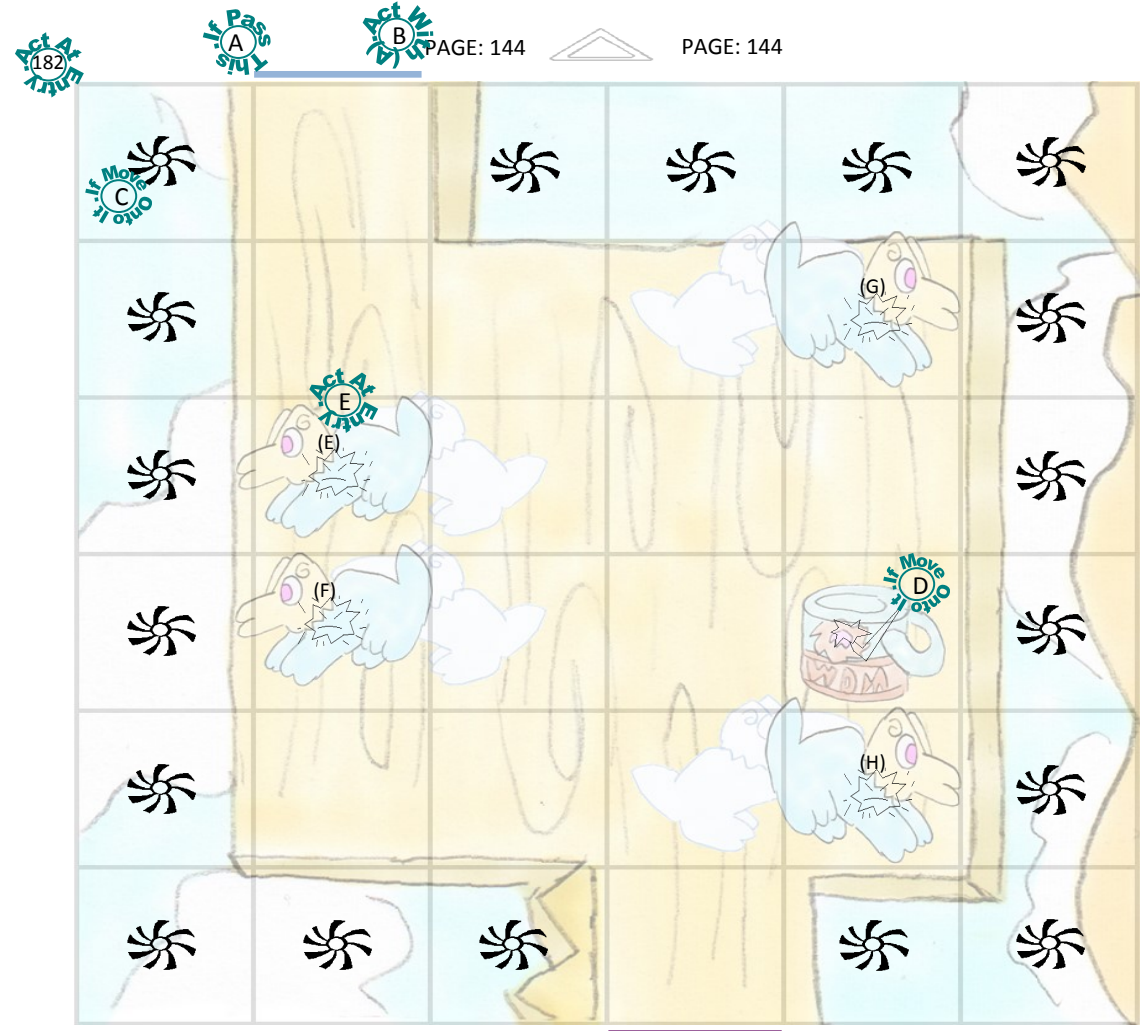
A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A free object, when move onto this, add the word "Pro" into imagination (mind) if it is not already in there.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).



168 186 PAGE: 139 PAGE: 139

**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 141 | Play Music: 05  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 178

168 186 PAGE: 139 PAGE: 139

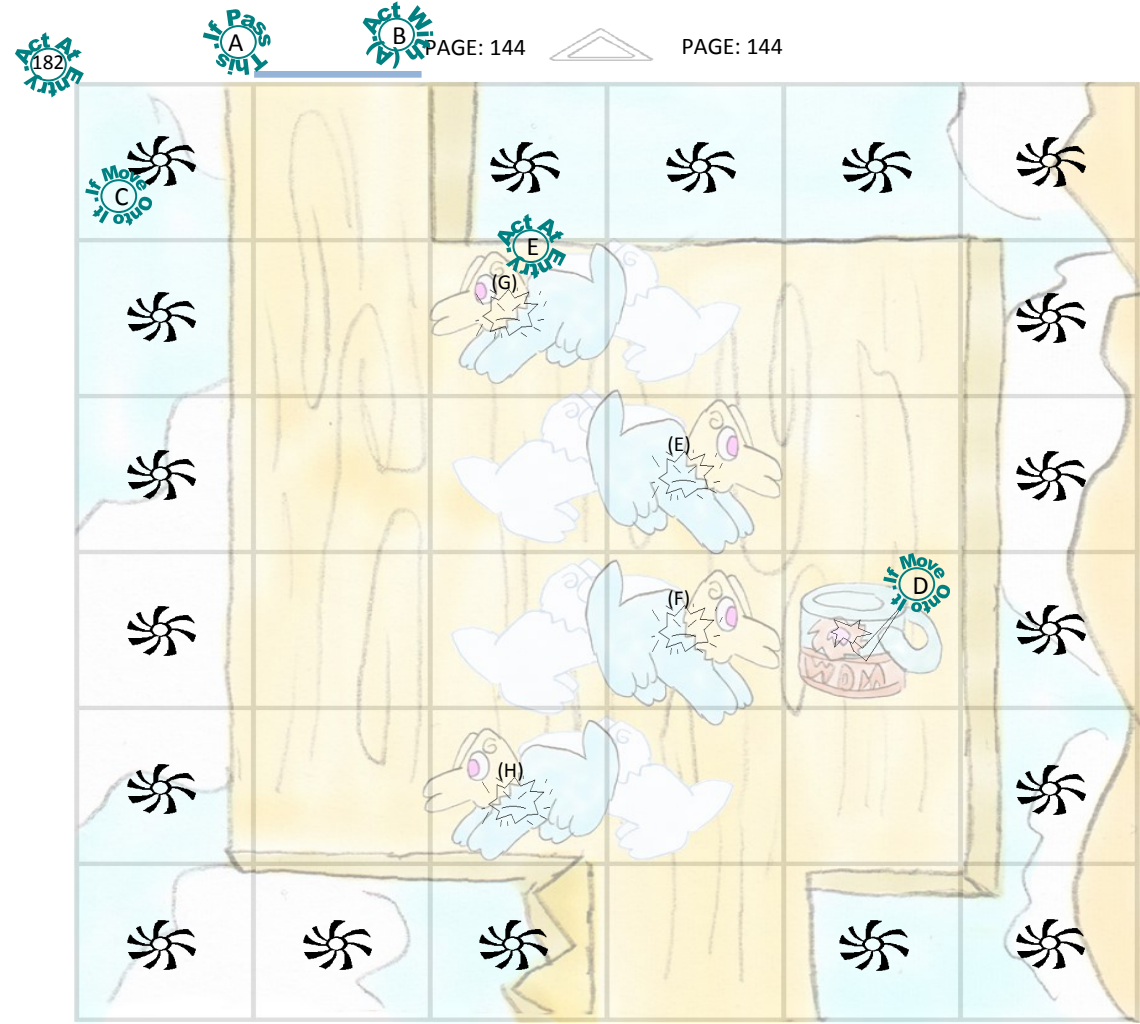
**Ignore This** This sentence is automatically matched (regardless). | Listed Page> Page 142 | Play Music: 05  
 This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 178



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A free object, when move onto this, add the word "Pro" into imagination (mind) if it is not already in there.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

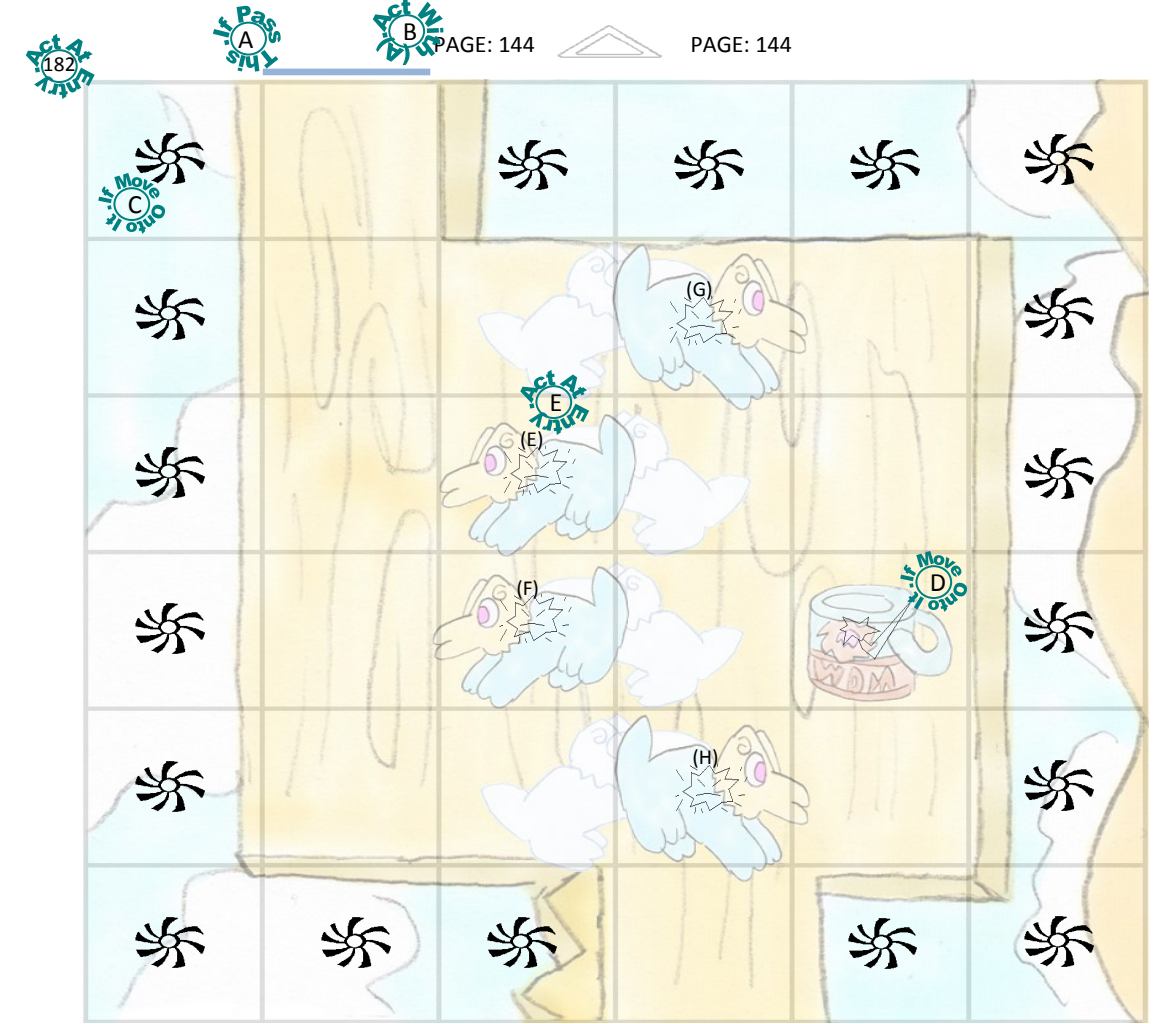
The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A free object, when move onto this, add the word "Pro" into imagination (mind) if it is not already in there.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).



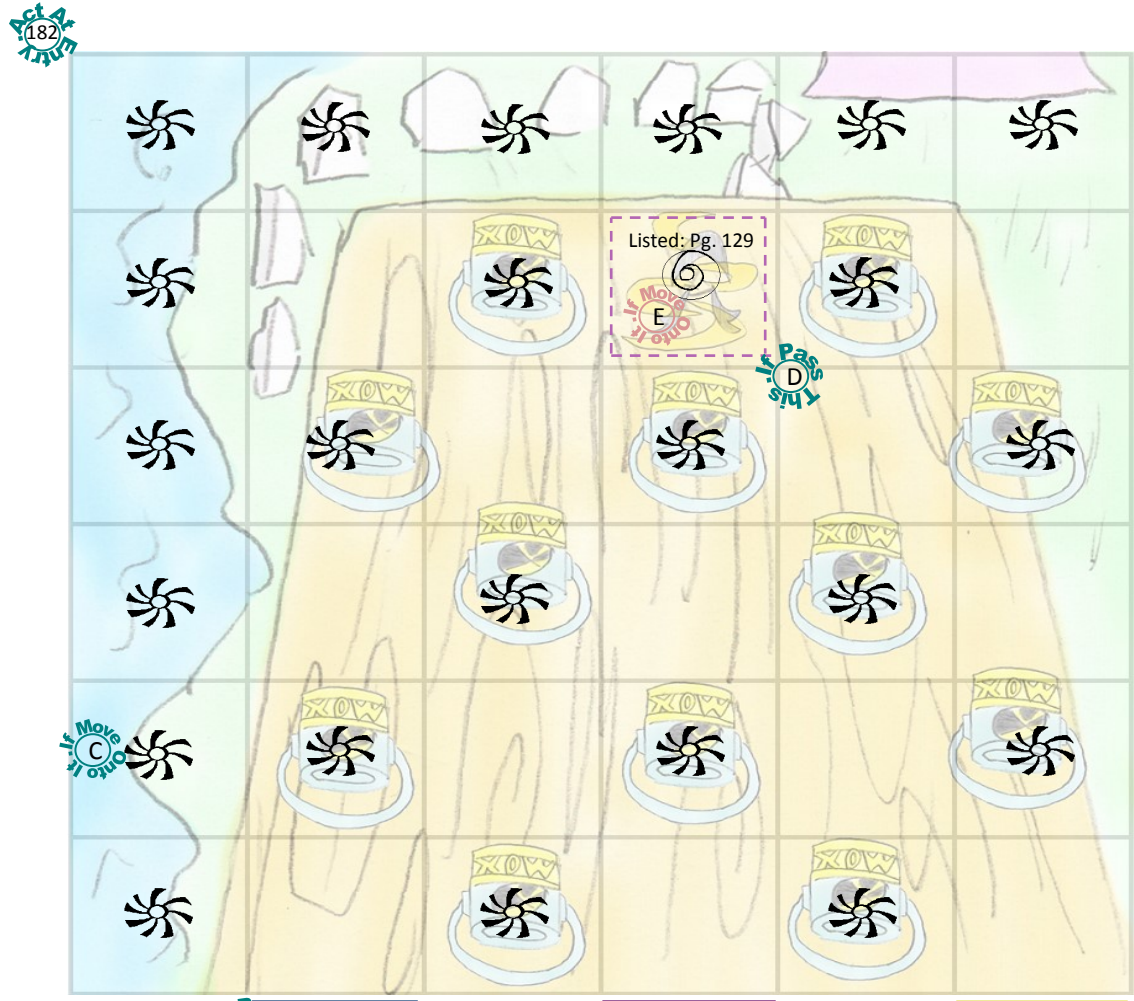




This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A colored dotted line, pass it, move forever in direction of arrow same color as this on bottom, stop if pass same color dotted line.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 A warp#, when you move on to spot of this, migrate 1 spot up, 1 spot right then go to page listed and on warp brace "A" there.

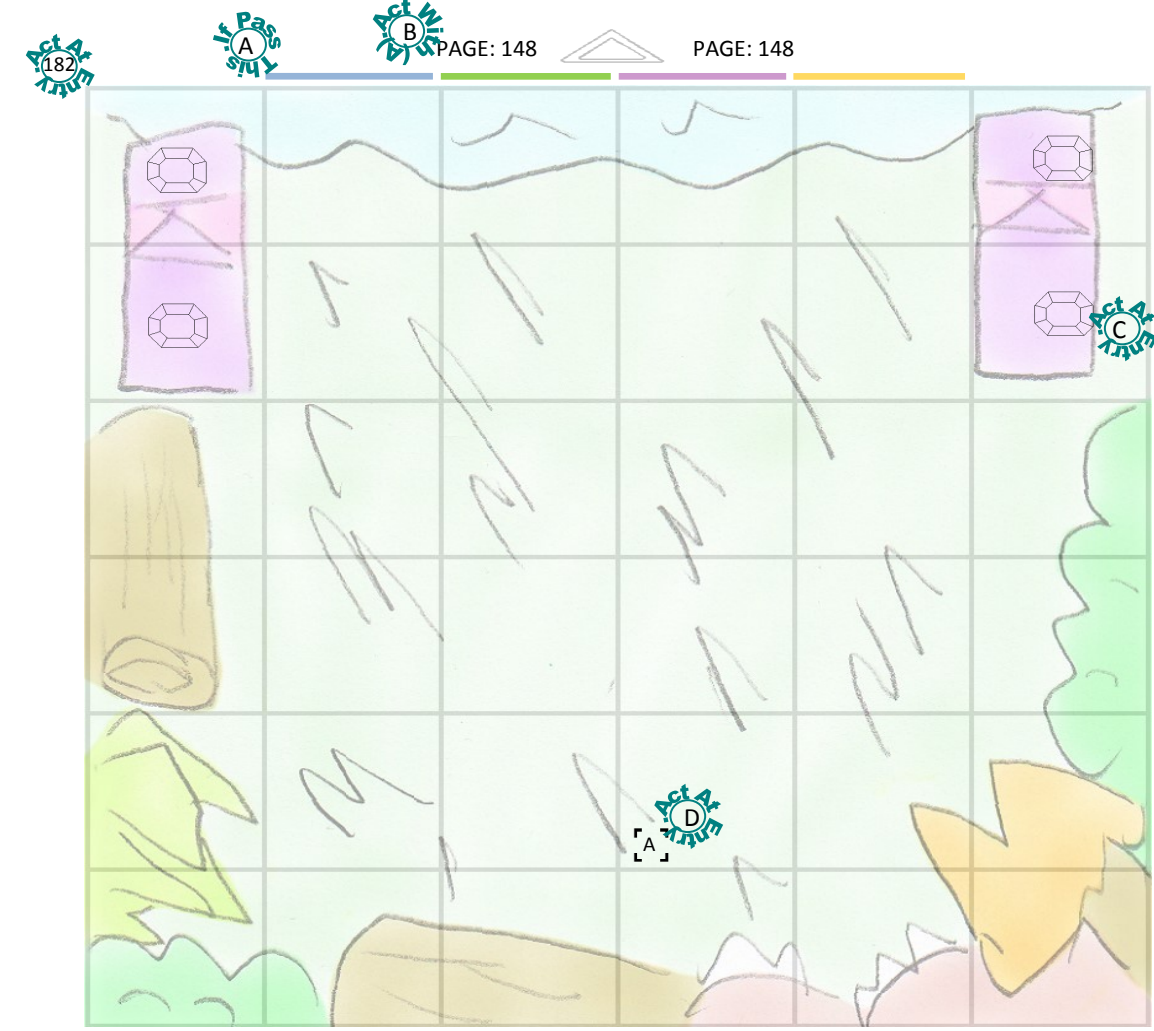
The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind).  
 Nothing Here.



This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade.  
 A spot brace, the letter within this brace is known as the "Locator", moving onto this brace means to move onto the spot of this.  
 Nothing Here.

A pointer, when pass colored line/point, go to page of number near either "Page" near the arrow of direction you passed it in 1st.  
 Nothing Here.

A solid object, no token can move onto the spot of this object, including you, the token you control.  
 Nothing Here.



A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

A colored squiggle, this is treated as a

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A colored line during the playfield entry only, passing this line does nothing.

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



When defeat "F" This sentence is automatically matched (regardless). |Listed Page> Page 149  
Listed: Page: 164 if the opponent's within number is lesser than 4 |Listed Page> Page 152

Play Music: 06  
To use go to page 179

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

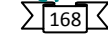
Nothing Here.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



When defeat "F" This sentence is automatically matched (regardless). |Listed Page> Page 150  
Listed: Page: 164 if the opponent's within number is lesser than 4 |Listed Page> Page 152

Play Music: 06  
To use go to page 179



A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

Nothing Here.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

Nothing Here.

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



When defeat "F"  
Listed: Page: 164

This sentence is automatically matched (regardless).  
if the opponent's within number is lesser than 4

Listed Page> Page 148  
Listed Page> Page 152

Play Music: 06  
To use go to page 179



When defeat "F"  
Listed: Page: 164

This sentence is automatically matched (regardless).  
if the opponent's within number is lesser than 4

Listed Page> Page 151  
Listed Page> Page 152

Play Music: 06  
To use go to page 179

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)

A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



168 186

When defeat "F" | This sentence is automatically matched (regardless). | Listed Page> Page 153 | Play Music: 06

Listed: Page: 164 | if the opponent's within number is lesser than 2 | Listed Page> Page 160 | To use go to page 179

186 168

When defeat "F" | This sentence is automatically matched (regardless). | Listed Page> Page 154 | Play Music: 06

Listed: Page: 164 | if the opponent's within number is lesser than 2 | Listed Page> Page 160 | To use go to page 179



A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)

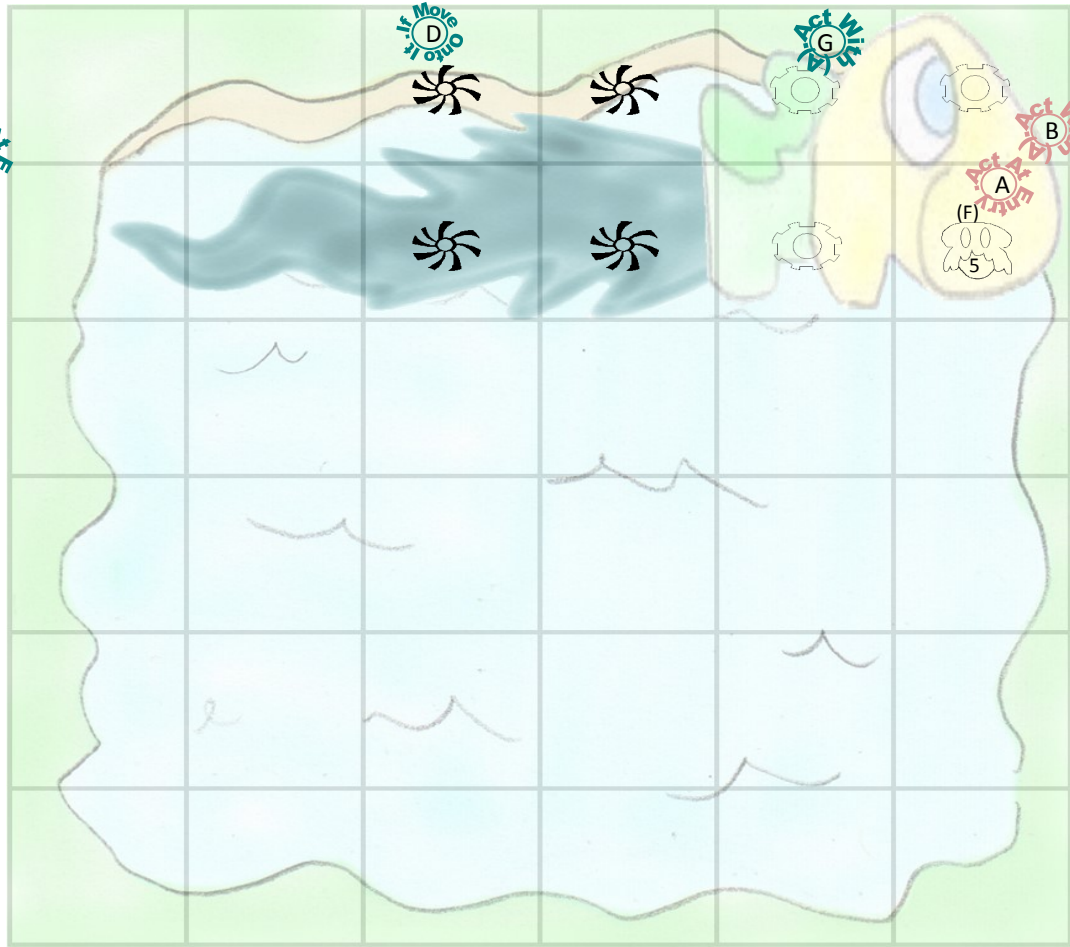
A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

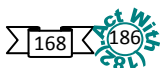
A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



When defeat "F" Listed: Page: 164

This sentence is automatically matched (regardless) if the opponent's within number is lesser than 2

Listed Page> Page 155 | Listed Page> Page 160

Play Music: 06 To use go to page 179



When defeat "F" Listed: Page: 164

This sentence is automatically matched (regardless) if the opponent's within number is lesser than 2

Listed Page> Page 156 | Listed Page> Page 160

Play Music: 06 To use go to page 179

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)

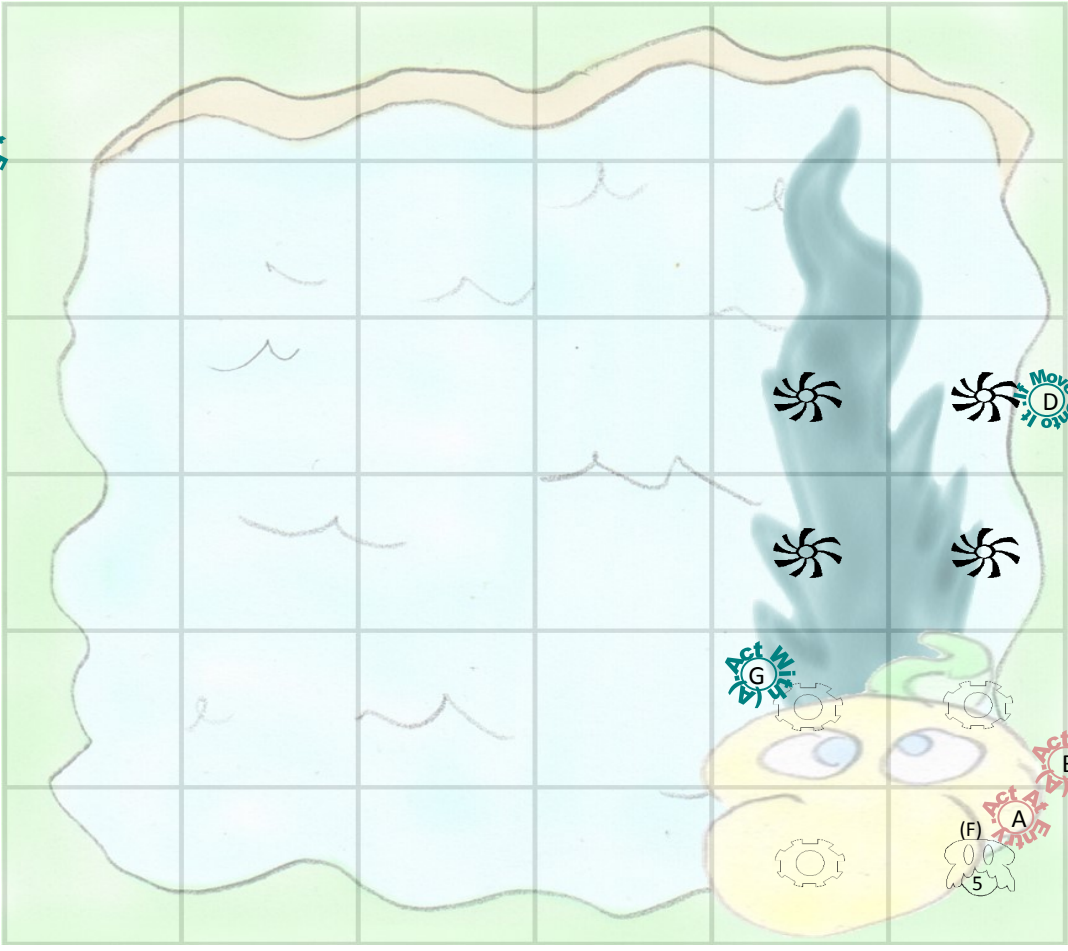
A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



168 186

When defeat "F" | This sentence is automatically matched (regardless). | Listed Page> Page 157 | Play Music: 06

Listed: Page: 164 | if the opponent's within number is lesser than 2 | Listed Page> Page 160 | To use go to page 179

A big foe object, it also a foe object, when attack this, imagine number within lower by 1, when 0, then it's letter is defeated.

A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent

A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

A foe object, upon page entry of this, wait 2 seconds before you use the Foe Box, and wait 1 sec. for this to rest for 1 sec.

A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).

A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



186 168

When defeat "F" | This sentence is automatically matched (regardless). | Listed Page> Page 158 | Play Music: 06

Listed: Page: 164 | if the opponent's within number is lesser than 2 | Listed Page> Page 160 | To use go to page 179





A big foe object!, it also a witty/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated.  
 A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent  
 A mirror foe object, treat this object as the foe (any) object right next to this, this includes mirror foe objects that are treated

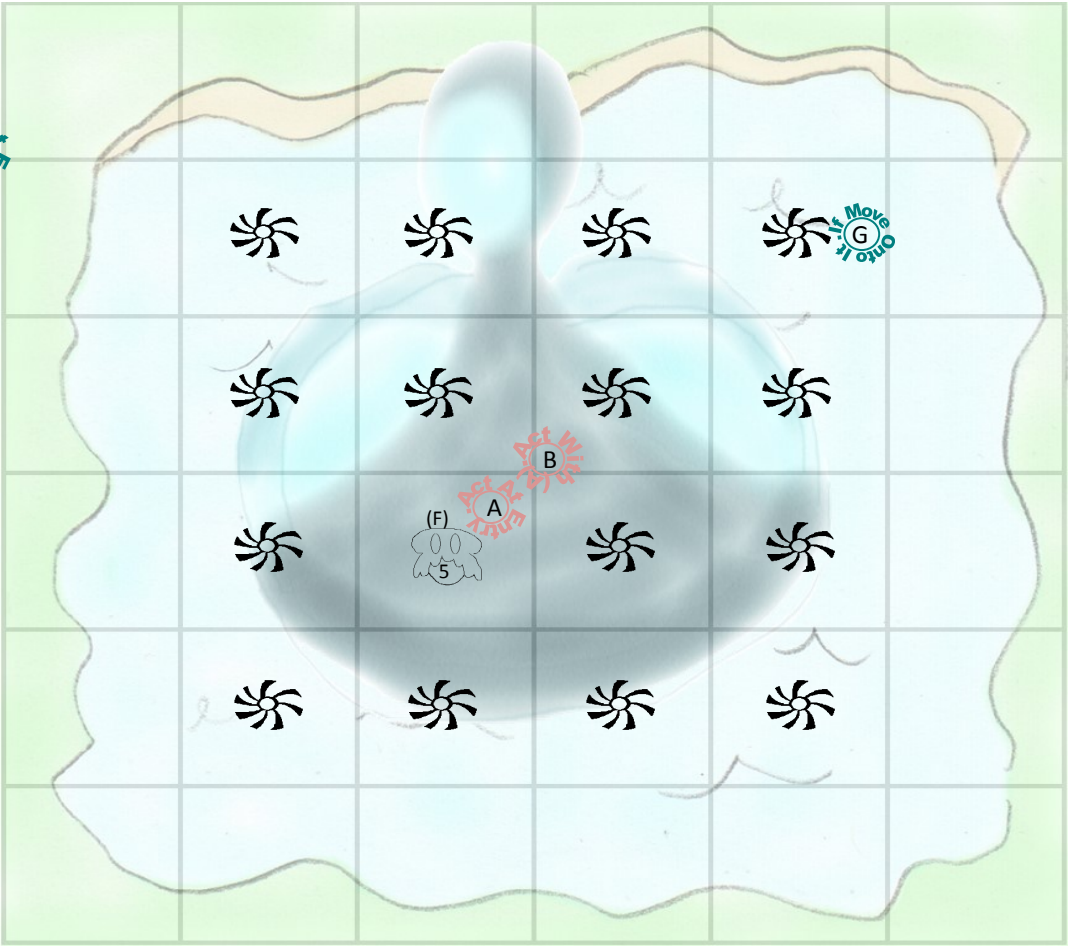
A witty foe object, at page entry of this, wait 3 sec. or this attacked to use the Foe Box (wait 1 sec. for this to rest for 1 sec).  
 A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

A big foe object#, it also a clear/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated.  
 A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)

A clear foe object, you and this object do nothing to each other regardless, also wait 1 sec before use of the foe box.  
 A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.



168 186

When defeat "F" | If you attack the foe within 2 secs. upon entry of page | Listed Page> Page 162 | Play Music: 06  
 Listed: Page: 164 | Else, after 3 seconds upon entry of the page, this is met | Listed Page> Page 161 | To use go to page 179

186 168

When defeat "F" | This sentence is automatically matched (regardless). | Listed Page> Page 162 | Play Music: 06  
 Listed: Page: 164 | This sentence can never be matched or met. | Listed Page> Page 000 | To use go to page 179



A big foe object#, it also a clear/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated.  
 A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent  
 Nothing Here.

A clear foe object, you and this object do nothing to each other regardless, also wait 1 sec before use of the foe box.  
 A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

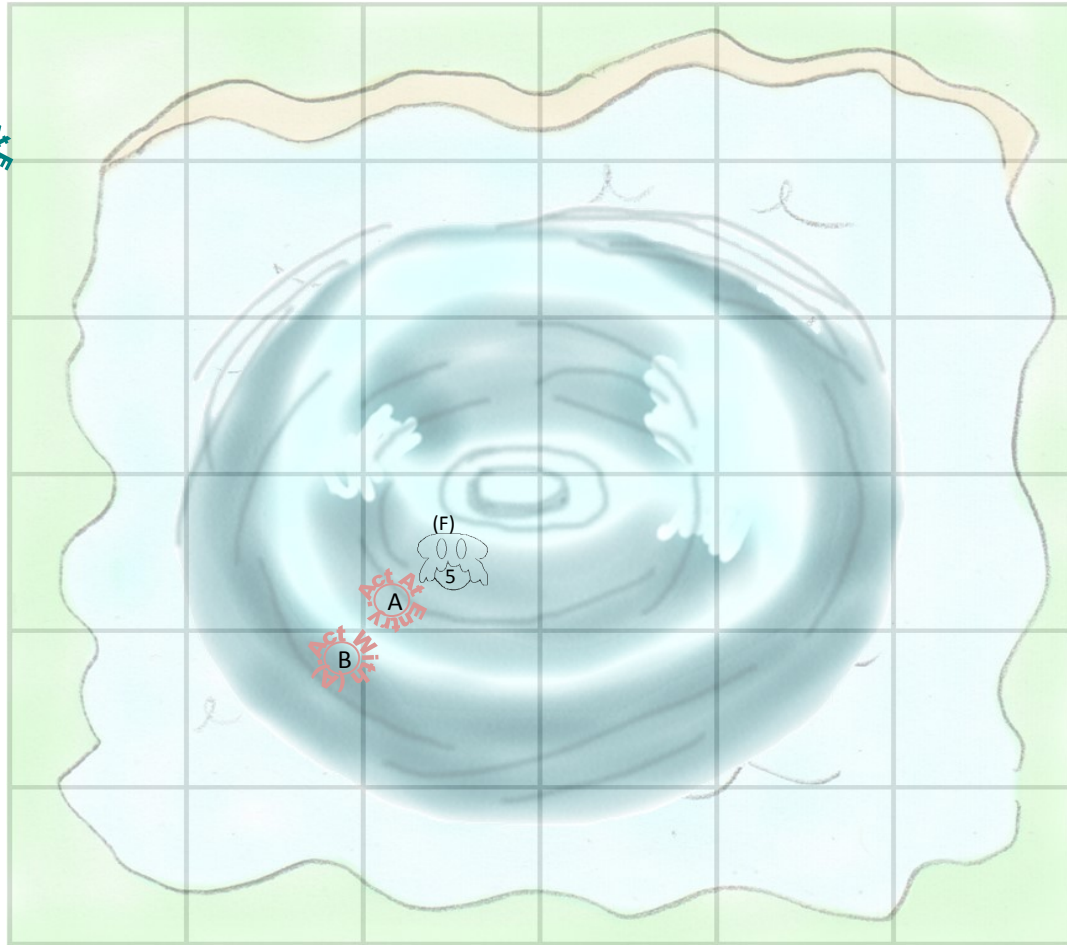
A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

A big foe object#, it also a clear/foe object, when attack it, imagine number within lower by 1, when 0, it's letter is defeated.  
 A bonus stamp, when the boss object's letter is defeated on page of this, add 1 \* (Star) to your mind that stays unless spent  
 The kill object, when you move onto the spot of this object, at that moment, you are killed (even if you have "Pro" in mind)

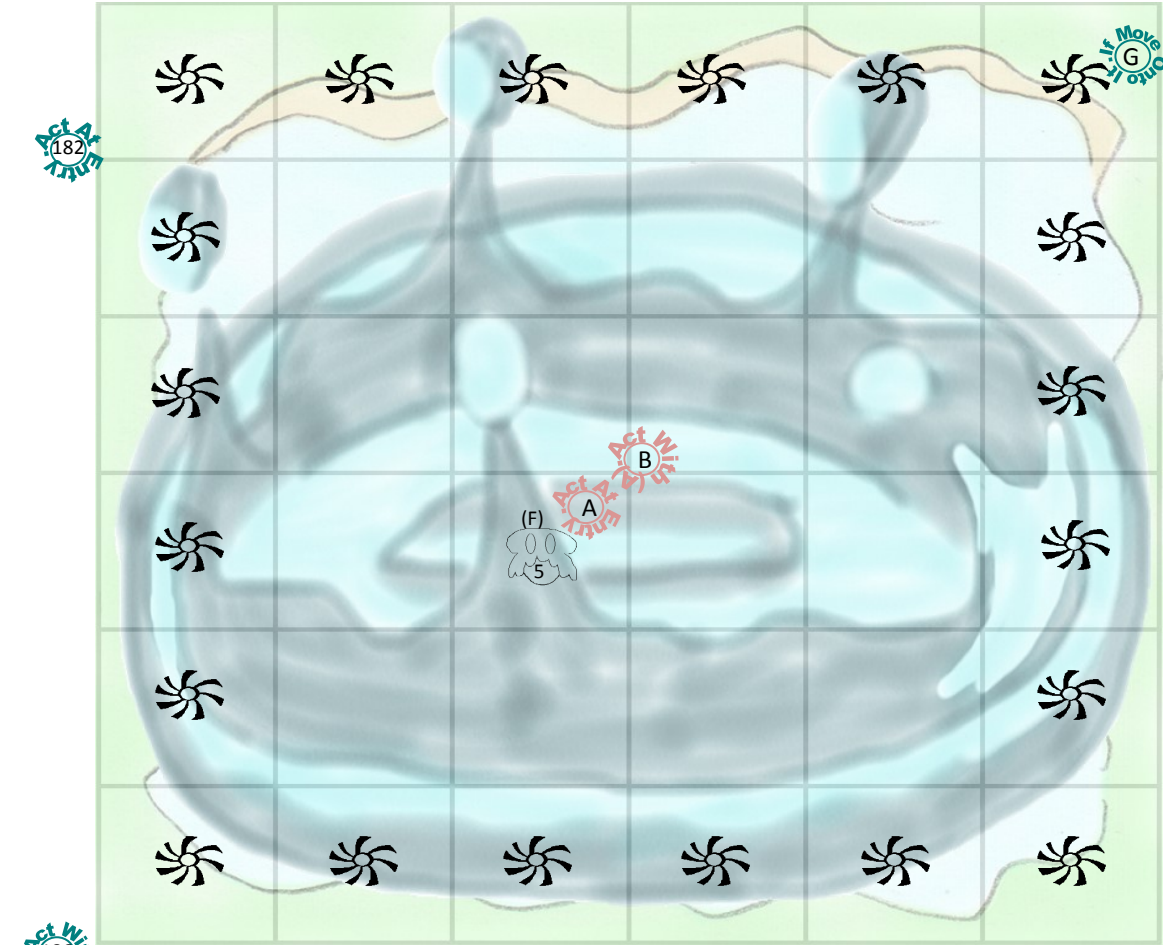
A clear foe object, you and this object do nothing to each other regardless, also wait 1 sec before use of the foe box.  
 A prize stamp, if you have 3 \* (stars) in your mind on page of this, remove them all (spend) to go to page of number on this 1st

A foe box, you take all tokens as is to the listed page after the sentence that matches your situation (bottom, if both are met).  
 A alter box, when a letter matching the one after "When Defeat" on this is defeated, go to the page listed on this.

165



165



When defeat "F"	This sentence is automatically matched (regardless).	Listed Page> Page 163	Play Music: 06
Listed: Page: 164	This sentence can never be matched or met.	Listed Page> Page 000	To use go to page 179

When defeat "F"	This sentence is automatically matched (regardless).	Listed Page> Page 160	Play Music: 06
Listed: Page: 164	This sentence can never be matched or met.	Listed Page> Page 000	To use go to page 179

A goal, add number (s) after "goal" (and letter, if you have matching level counter) in your mind as stage number (s), you killed Nothing Here.

Nothing Here. B E

Nothing Here. C F

Nothing Here. D

Nothing Here. E

Nothing Here. F



A entry, your killed, but do not leave, instead, go to page listed above, there, move to spot brace of locator listed below. Nothing Here.

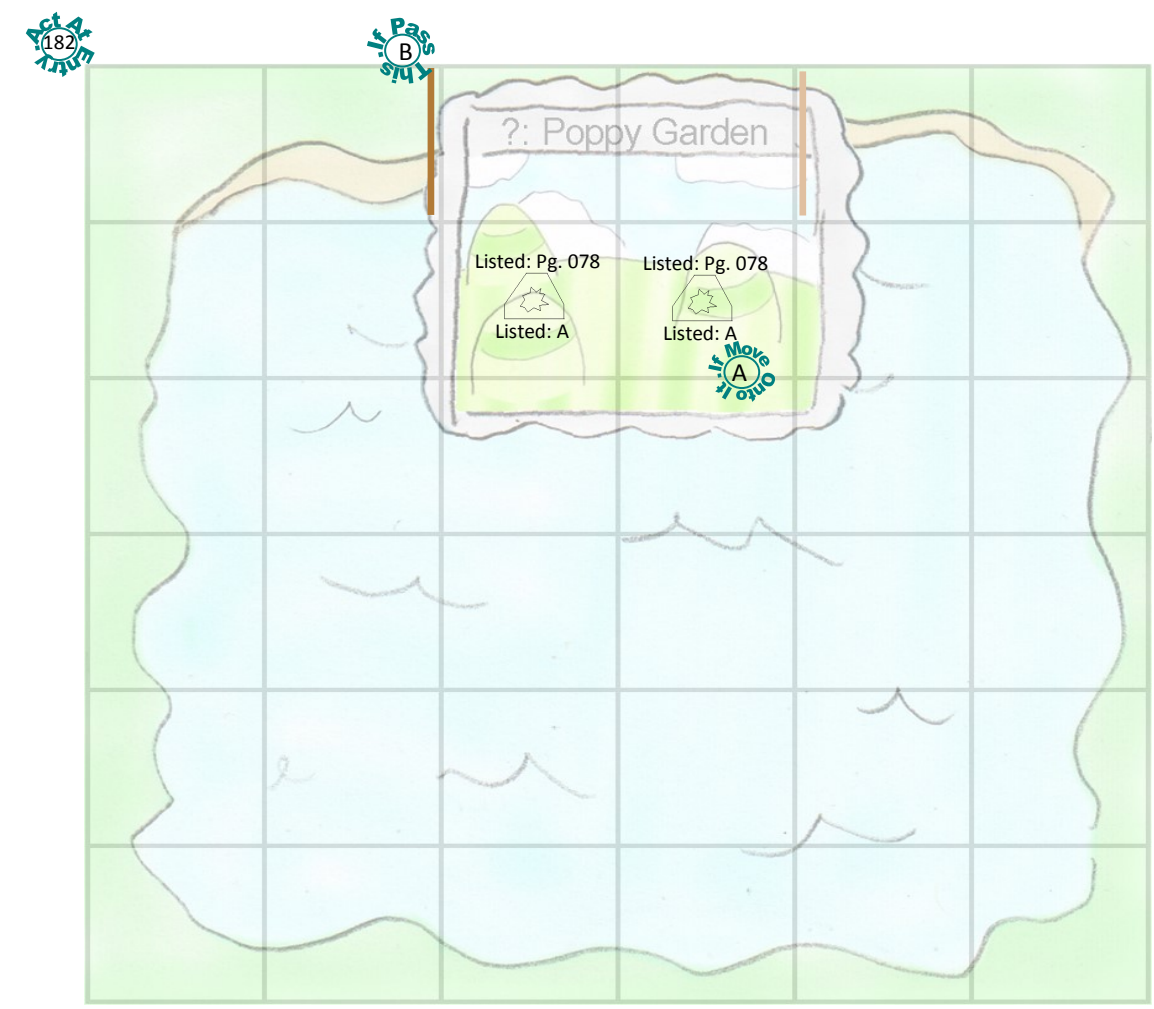
This is a colored line, pass this and you move onto a spot right next to the colored line/point of same color but other shade. Nothing Here.

Nothing Here. C F

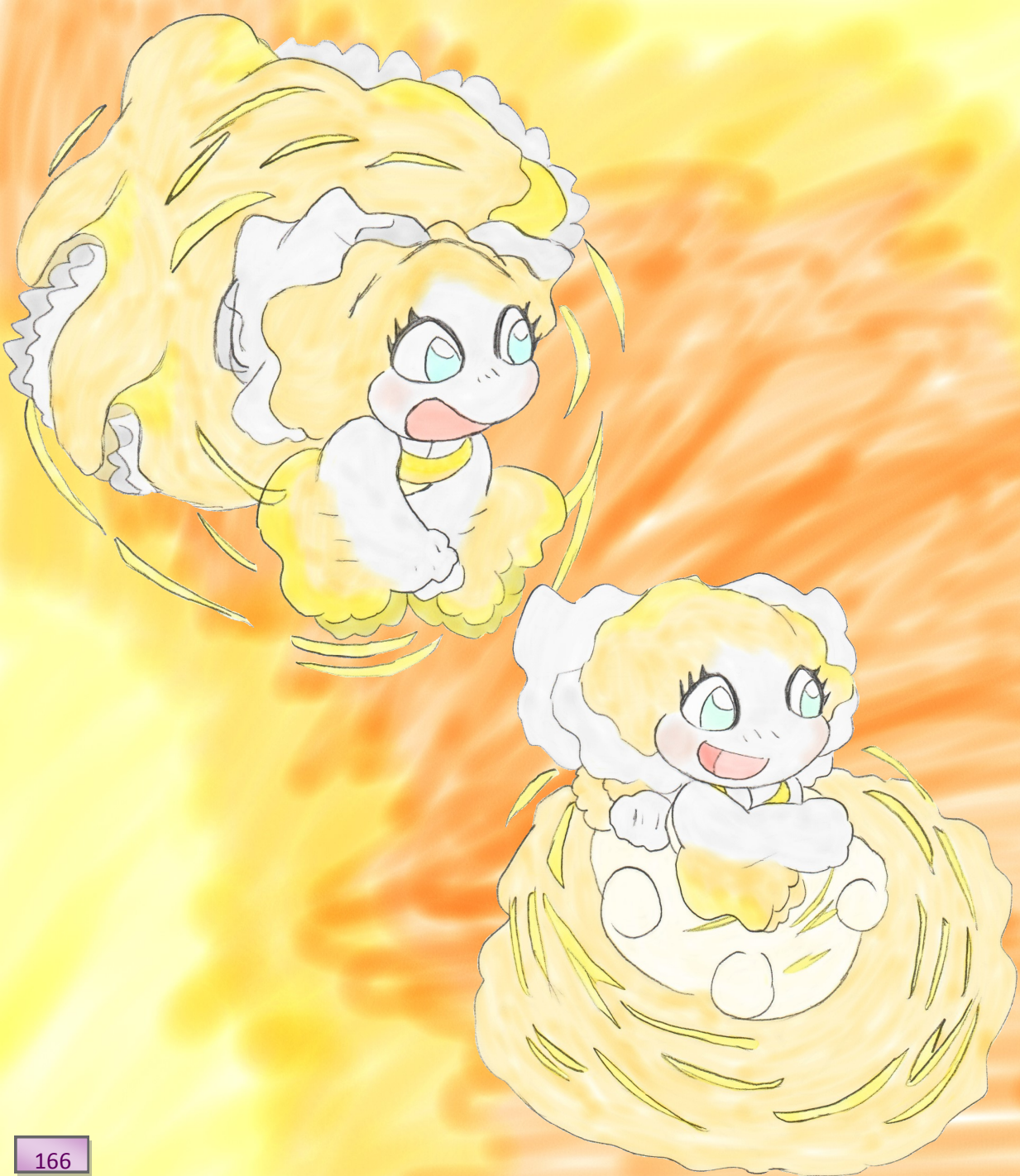
Nothing Here. D

Nothing Here. E

Nothing Here. F







If you have been told to come to this page and move onto a spot brace of a locator of "A" from a entry, you do not do that, instead you have reached the end of the game demo, congratulations and...

# Thanks for reading



Not dizzy yet? Need more? Then twirl on to page 188 for some cool extras and kicks!



You can choose this page or the one next to this page.

## Meet Vortex!

This is Vortex The Pretty, she is a anthropomorphic wedding dress, given gyro as a weapon, she was born from the fusion of Dr. Orange's nuclear sprite and her beloved wedding dress.



Hi, I am vortex!, Vortex The Pretty!

And I spin around, come on lets spin together!

But do not get sick, I'm sure you can keep up.

Ready or not! Here we go!

That is some good spinning! I'm sure we will get along, unless you are a boy then I know we will get along "Wink" Wink" "Wink".

Since we are all introduced, it is time to start, Come this way! The adventure starts here! Spin, Spin, Spiny-Dee!

You can choose this page or the one next to this page.

## Meet Victor!

This is Victor The Pretty, he is a anthropomorphic wedding dress, given gyro as a weapon, he was born from a wedding dress of the same sheet of fabric as vortex, and a male "sound signature".

Thus making him vortex's bother, he more of a dexterity type and loves tinkering around with stuff unlike his sister vortex who loves adventure.

Hello, I am Victor The Pretty!

And when duty calls I can spin just as good as my sister!

I love building and studying things but I, am always ready to tangle .

A secret quirk of mine is like tennis balls, though I do not know how to play the sport, like throwing them around and how they look, but do not tell anyone! So, now that we are introduced, we can get this started! Shifty Swift Spin!







Attack Box

Vortex The Pretty



Walking Box



Token Movement



Token Attack



Attack Box

Victor The Pretty



Walking Box

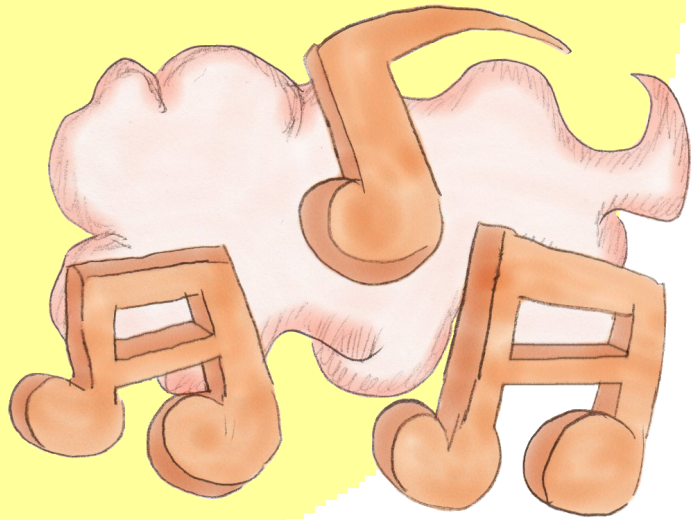


Token Movement



Token Attack





No Attack

Song

This page is blank on purpose.

+1	+1	+1	+1	+1	+1	+1	+1
+2	+2	+2	+2	+2	+2	+2	+2
+3	+3	+3	+3	+3	+3	+3	+3

Walking Box



=Det Det Deddo Deh, +Doo Dehduh, =Det Det Deddo Deh, +Doo Deeduh, =Det Det Deddo Deh, +Doo Dehduh, =Det Det Deddo Deh, +Doo Deeduh, =Tuh Toe + Titty Teh = Tat Tah” Toe Toe Teado Tat Tah”, =Toe” + Titty Teh = Tat Tah” Toe Toe Teado Tat Tah”. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a “Play Music” Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says “Once” after humming the whole song you just stop, if it says “Repeat” after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe(’): when this character is after a word, you must hang the word’s end sound for a moment by extending end’s sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

+Did Deh Dut =Dealt, Deydut, Did-Duh Diddid Dut, +Did Deh Dut =Dealt, Deydut, Did-Duh Dit, Dit, +Did Deh Dut =Dealt, Deydut, Did-Duh Diddid Dut, +Did Deh Dut =Dealt, Deydut, Did-Duh Dit, Dit, +Did Deh Dut =Dealt, Deydut, Did-Duh Duh Doo, Riddid, Rid Duh Duh Doo, Riddeed’, =Ruttuh’ Rootuh, Reh” Ree”, +Rid Duh Duh Doo, Riddid, vRid Duh Duh Doo, Roodoo, =Tooteh Tuh Tet Tettit Tetit, Teddy Tit, Tooteh Tuh Tet Tettit Tetit, Titty Teet, Tooteh Tuh Tet Tettit Tetit, Toaddoh Toot. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a “Play Music” Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says “Once” after humming the whole song you just stop, if it says “Repeat” after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe(’): when this character is after a word, you must hang the word’s end sound for a moment by extending end’s sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

=Duhdit Duhdit Duhdoubt Duhdit Dudda Doubt, =Duhdit Duhdit Duhdoubt Duhdit Dudda Doubt, +Tuh Toe, Too Teh Tay Tal, Tuh Toe, Toodoo Tal, +Tuh Toe, Too Teh Tay Tal, Tuh Toe, Toodoo Tal, Tudda Toe, Toodoe Toe, Teddo, Tित्तेह Toh, +Tudda Toe, Toodoe Toe, Teddo, Tित्तेह Toh, +Ruh Row, Roo Reh Ray Ral, Ruh Row, Roodoo Ral, +Ruh Row, Roo Reh Ray Ral, Ruh Row, Roodoo Ral. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 03"

Tatto Tat, Tet-Teh Tow, Teh Tat Teh, Tatto Tat, Tet-Teh Tow, Too' Too', Tattto Tat, Tet-Teh Tow, Tiddid Toedo Rattle Rat +Root Root, =Rattle Rat +Rut Rut, Rattle Rat +Root Root, =Rattle Rat +Rut Rut, Tedday Teydoo Tedday Teydoo, Toodeh Toot, Tedday Teydoo Tedday Teydoo, Tiddoo Toot, Tedday Teydoo Tedday Teydoo, Toodeh Toot, Tedday Teydoo Tedday Teydoo, Tiddoo Toot. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 04"



+Tatto Tat Teh, Titta, Tit Tat, Teedo Teh, Toot Two, Tat Tittat Tuhtate, **Tatto Tat Teh, Titta, Tit Tat, Teedo Teh, Toot Two, Tat Tittat Tuhtate, Dudda Dut Dudda Dut, Deedoat Deedoat Dit, Dooda Dut Dooda Dut, Deaddoat Deaddoat Dut, Tedday Teydoot Tedday Teydoot, Toe Toe, Tedday Teydoot Tedday Teydoot**” (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a “Play Music” Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says “Once” after humming the whole song you just stop, if it says “Repeat” after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

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Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 05"

+Poodah Peh, Peddah Poo, Poodeh Poodeh Peh, +Poodah Peh, Peddah Poo, Poodeh Poodeh Peh, =Doodid Did Deadid Didid, Day Duh, Doodid Did Deadid Didid, =Day Dee, +Tudda Tuh' Tayda Tuh', Tudda Tuh' Toota Tuh', Tudda Tuh' Tayda Tuh', Tudda Tuh' Toota Tuh', Deedo Did Deedo Did Diddid Duhdid Duh, Deedo Did Deedo Did, Diddid Did Dee Duh. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a “Play Music” Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says “Once” after humming the whole song you just stop, if it says “Repeat” after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

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Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

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Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 06"

Bunt Bidda Bunt, Bidda Boat Bidda Bunt Beh, +Tit Tit Tit Tit =Teet Teet Teet Tootit Tootit, Doo Doo, Dudda Dut, Diddeh, Dah Dah', +Tit Tit Tit Tit =Teet Teet Teet Tootit Tootit, Doo Doo, Dudda Dut, Diddeh, Didda Dah', Koo Koot Kutit Kut, Key Koo Key Koo, Kit, Koot Koot Kutit Kut, Key Koo Key Koo, Kite, +Tit Tit Tit Tit =Teet Teet Teet Tootit Tootit, Doo Doo, Dudda Dut, Diddeh, Dah Dah', +Tit Tit Tit Tit =Teet Teet Teet Tootit Tootit, Doo Doo, Dudda Dut, Diddeh, Didda Dah'. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box.

You can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, there are Sub-Characters that can change how words are pronounced, check below to see how they work...

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

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Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hang longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

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Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Ve (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

# This page is blank on purpose, just ignore it





A gray square with a portion of a background picture in under it is called a "Spot". Spots are the main way you interact with this game, and this is done by you, yourself, existing on spots, but how do you exist on a spot? Well you command a "Token" around as if it were yourself, and this token is called the "Token You Control" or "Your Token".

That token is you in this game, yourself (you) in this game refers to the token you control (your token), and where it is taken, you are taken with it. But what is a token? A token is a imaginary object that you envision on the spot that it is on, basically it is not actually there, but you project the imaginary image onto the spot it is on using your imagination as a imaginary apparition, on the actual page itself. In cases that you imagine something already on the page as something different then what it really is, that change itself is considered a token because it is a imagined.

The difference is, it is considered a part of the element that the change take place and applied to where it take place, if a change (as a token) is taken to another page, it is applied to the element that matches (or matches most) the element it was taken from and applied in the same place. When you leave a page normally, all tokens are removed from that page upon your departure (except any tokens taken to the same page your going to, as is), your token is taken with you to the spot on that new page, with that being known, for now you can imagine your token as a ball or circle for now where it was placed.

Now, if there is another spot right next to the spot a token is on (where they are sharing a line/wall), that token can move onto that spot, however, it can only do this once per second that you think have passed, the multiple spots all connected to each other as a grid on a page is known as the "Playfield" for that page. Now if there is a element that a token is allowed to move into or pass that is in a "Illegal zone" (which means it is not within a spot or on a spot that token cannot move onto), and it is right next to the spot that token is on in either case.

That token is allowed to do so, however, that action is not done, instead consider it moving onto that element or passing that element. There are some rules for passing features like lines (and lines of a "Point" which you will learn later) in general, like the token needs to be on a spot directly right next to that line meaning it needs to be right next to the line or wall that makes up that spot, and when a token is passing a line that has other lines in-between the spot of that token doing the passing and that line, that token passes all those lines (or consider if considered).

When a token is moving or passing diagonal between 2 elements that are both in a illegal zone and are cardinal of that intercardinal direction, consider that token passing the element of horizontal cardinal direction (east or west) over the vertical (north or south). You cannot move onto a spot that is diagonally passed two different lines that meet (or nearly meet). Any spots next to a line and are directly facing that line from it's side and not of it's ends, are considered as those spots count as next to that line. "Forever Movement" (when told to) can be changed but not stopped (unless told so).

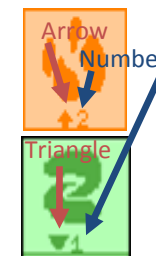
Character ID: 001

A page that contains a "Character ID" Box is called a "Actor Page", but what is a "Character ID Box"? See the red box on the left, it is a example of a "Character ID Box".

So the words "Character ID" declare that box is a Character ID Box, now, when told to create a token using a number, you are to look though pages that are actor pages, and find the actor page that contains a "Character ID" Box with a number within it (after that word "Character ID") that matches the number used to create that token.

After that is sorted out, if the token being created already exist, you start that token's transformation, if not, form the token on the spot and page it is being created first as a ball or circle then start it's transformation on that actor page.

Ignore everything on that actor page but the one or two boxes containing squares with pictures, you use these boxes to create "Forms" for the token being transformed, to create a "form", study (Stare and memorize) all the pictures (or animations) in all squares of one of these "picture boxes" and input those pictures into your imagination (you can paraphrase those memories if easier), group those pictures from that box together into a group called a "Form"



At the time of imputing each picture, classify it's purpose using the arrow (or triangle) and number under that picture (for each square), these pictures are purposed as the appearance for the token being transformed, so the arrow classifies that picture as it will only be used when that token is in the direction of what that arrow is pointing to (the triangle classifies the picture as it will only be used when that token is "attacking")

And the number classifies that picture as one of the pictures in the order for that direction (or attacking order if triangle).

Now, finish up that form, by labeling that form as the name listed at the bottom of the box that the form's pictures was group in from, this completes that form's creation, now, associate that form with that name then pair that form with the token that is being transformed.

Finally, once forms are created from each box on that actor page, remember that association/relation between that token and those forms, that token's transformation is then done, you then leave that actor page back to page of the spot that token was created on or it was on at the time of it's transformation and that token is envisioned/starts in down direction.

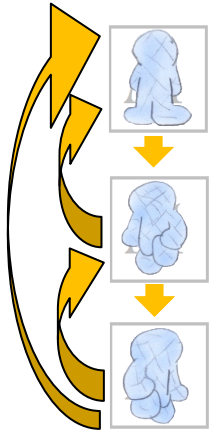
With a understanding how tokens are transformed, the real way you envision a token is as it's transformed state, that is to use it's paired forms projected on the playfield and that projection is the token itself, you will be thought how to do just this now.

So you envision the transformed token as the picture that is classified as the direction the token is in and order number pertaining to the action that the token is doing at the time, you envision the picture of the token as large as the spot (square) the token is occupying at the time, when a token is placed on a spot it starts in down direction.

If you forget some or all of the pictures that make up a form, you can return to the page where you got the pictures for that form and refresh the memories from there when needed. A token's appearance changes when it moves, this gives life to the token as if it is that character moving through that environment.

So, every token uses the "Walking" form that is paired to that token as it's original (main) appearance, this means you use the pictures from the form paired to that token that is labeled as that name.

When told to change the main appearance of a token, start using the pictures from the form paired to that token that is labeled as the name told, continuing on, this is how a token exist and moves transformed, see below...




Envision the token as the picture 1 of that direction it is in of it's form currently being used as the main appearance if the token is not moving (or stopped).

When the token moves 1 spot from not moving or changing directions, first you envision the token as picture 2 of the direction it is moving in of that same form, then imagine the picture (token itself) sliding into the next spot after to complete the change.

When the token moves 1 spot in the same direction it is in from the last spot as picture 2, you first envision the token as picture 3 of that same direction and form, then imagine it sliding into the next spot after, when the token moves 1 spot in the same direction it is in from the last spot as picture 3, repeat this step except envision the token as picture 2.

If told to "Migrate" it means to move, but the token is envisioned only as the picture and direction it is at the time of being told to migrate of it's form currently being used as it's main appearance during that movement, also the token migrating is not affected by any element during that movement.

Now with you fully understanding how a token is envisioned, if a token is paired to a attack form, that token can attack, when your token can attack, you can do it any time in the game, when you do, you enter attack style, consider the token you control spinning as 4, while in attack style use the "Attack Form" (temporarily) as the token you control's main appearance, it is little different though, see below....



So picture changes are not based on movement like the walking form envisioning, instead, starting on the 1st second you enter attack style, envision your token as picture 1, then each second after that, you envision your token as the picture classified as the number of the order greater then the picture the token is before the time of change by 1, when your token becomes picture 4, when a second passes, envision your token as picture 2 and continue and repeat from there.

While in attack style, you are unaffected by colored dotted lines (any colored dotted lines you pass are still in effect when you passed it, just you are not effected by it when in attack style), you can attack resting "Foe" objects (you will learn both later), and every time your token's picture is changed while in attack style, consider your token spinning as a number lower then what it was considered before the picture change by 1.

Now, you attack a foe object by occupying the same spot it is on while it is resting and you in attack style, if this happens, each foe object has a letter within parentheses above it, you imagine/consider the letter above that object as defeated, when a letter is imagined or considered defeated, ignore all foe objects with that letter and they do nothing and pretend as if there is no object in each of those spots.

Also pretend that the character in the piece of background picture underlaid under those objects spots are not there, after the letter is defeated, "Spin", which basically means your token is considered spinning as 4 again, when all letters of all foe objects are defeated on a page, you can ignore the "Foe Box" of that page as long as those letters are defeated. When you leave the page in means other than "As Is", all defeated letters are now not imagined or considered defeated anymore.

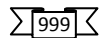
Now, you exit attack style by your choice, at the moment your token is considered spinning as 0, or when told to, when you exit attack style, you are no longer considered spinning as a number and your token goes back to using the "Walking Form" for movement (return to picture 1 of the direction the token is currently in), also if passed a colored dotted line, you are immediately effected by it's effect, also if you pass a colored dotted line while not in attack style, you cannot attack until you are not effected by it (forever moving by it).

When told to "Skeet", if you are not in attack style when told to skeet, then nothing happens, but if you are in attack style when told to skeet, you stay locked in attack style, (which means you cannot exit it by choice or by the number your considered spinning, in fact, ignore your spinning number during skeeting) and you move opposite of any movement you were told to move forever in for the number of spots told to skeet, then move of that forever movement, when told to stop skeeting, you are unlocked from attack style, you stop any movement from skeeting, and you spin afterwards.

You can choose to "Bob" anytime you are moving not of your choice (skeeting or forever movement), when you choose to bob, pick a direction side to side of the direction you are moving in and intercardinal move between those 2 directions for 1 spot instead (treat this move as part of that forced movement).



The game truly starts when you (your token) becomes a character and you start moving as that character, you become a character from a special badge called a "Player Badge".



This on the left is called a "Player Badge" when you enter a page with this kind of badge and "your token" is not transformed (do not worry, you will learn more about transformation soon, and no, you are not transformed, but you will know when you are), then go to the page that has a page number that is the same as the number within this badge, there, you can choose one of the two pages that make up the page pair of that page.

The game ends when you are killed, when you are killed, you exit all styles that you are in, all effects or features/elements you are currently effected by end (you stop being affected by them), and remove all level counters from your imagination at the time you were killed.

If you had the word "Pro" in your imagination at the time you were killed, then remove that word "Pro" from your imagination too. Now your token is untransformed (your token cannot be removed as it always exist as yourself) and you go to page 3, at the table of contents and start over.

The word "Pro", a level counter, and a stage number are marks held in your imagination and given those titles for features in the game, a level counter is a letter, a stage number is a number and "Pro" is just that word.

One of the ways you can get killed is by foes, now when a foe (object or token) and you are sharing a spot when you are not in attack style, you are killed at that moment. You will learn more about foes and the "Attack Style" when it is appropriate.

Moving tokens to a different page "as is" means to take all tokens from their areas of the page and place them on the new page in the same areas as the page those tokens were taken from, changes (as tokens) from "red numbers" are not moved, rather they are automatically removed.

# This page is blank on purpose.

# Extras

How goes the story.

## In A Era

Where advancement of nuclear technology is at all time high, a technological arm specializing in nuclear energy has made

A breakthrough in creating radiological pathogens capable of possessing objects and forming it's behavior on that object's metaphoric meaning was done.

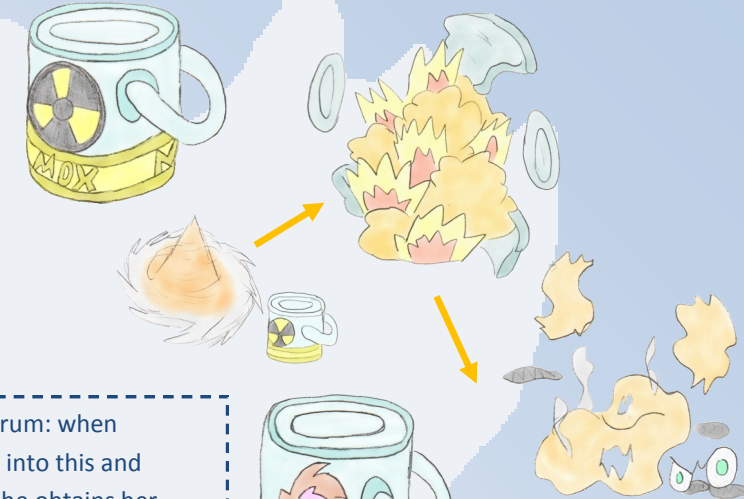
Vortex was born when she as pathogen possessed a wedding dress, the wedding dress mutated into Vortex by forming a head, arms, and ribbon legs, to make the dress practical for living.

The wedding dress belonged to a nuclear scientist, and during Vortex's birth, a group who hate nuclear technology bust into the facility where vortex was born and sealed all the staff away using "Bell Magic", vortex must now find the bells to break this magic and free her friends.



## The tagalongs

Mox Explosive Drum: when vortex makes contact with this, just a simple tap, it will explode, blowing her up to cinders.

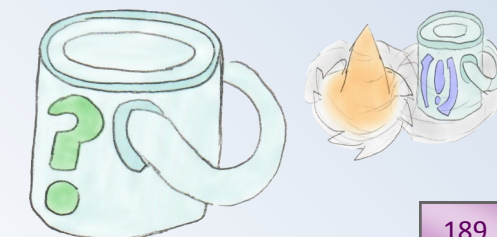


FreeWom Drum: when vortex spins into this and shatters it, she obtains her favorite snack inside, Pumpkin!



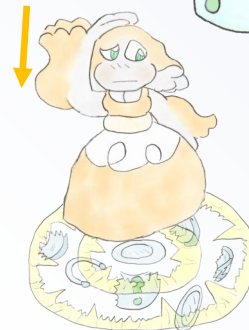
Spiny Drum: when vortex makes contact with this, when she is spinning, this will restore her spinning momentum to it's maximum when next to it every time it is not at it's maximum.

If she is not spinning, this will send her into spinning at maximum momentum.



Mystery Drum: when vortex spins into and shatters this, two shock waves.

Representing this drum's influence spread out though the level, causing certain changes to some elements of the level.





Watch Out! It is the group who sealed all the nuclear staff and vortex's friends away and they proudly call themselves the "Aspenists". Bad Guy Page Everyone!



The "Smitty": a anteater like creature, not vary smart but reliable, blue ones are female and red ones are male, if that matters.



The "Somie", a tumbleweed like race which is sadly gullible, however to make up for that, they are numerous.



## Aspenist leaders



"Gulper", a ribbon fish, a master of ponds, enlisted for control of the waters, she has control of all the water neutron moderators, and must be defeated or a crisis is to occur!

Her powers include tidal waves that can wipe any smirk off someone's face, and racing across waters at jet speeds.



"Expeditioner", a good lackey of the aspenist, she appears to be a Easter Island head of sort, she can blow powerful songs at you which can cause harm, watch out now, you do not want your ears to blow!

Also what is worse is her insane jumps, that impact can cause some waves!

Herself



Her Song



"Calico "Kalie" Devil", the boss of the aspenist, a manipulative woman, she wants the world to conform to her ideals, not much else is known about her other then she is anti-nuclear? Heck! Maybe that is only a rumor?

