

MARK and MARTYN
present



RETURN TO APACHES FARM



A thrilling agricultural adventure
in which YOU are the hero!

ADVENTURE SHEET

<p>SKILL</p> <p><i>Initial</i> <i>Skill</i>=</p>	<p>STAMINA</p> <p><i>Initial</i> <i>Stamina</i>=</p>	<p>LUCK</p> <p><i>Initial</i> <i>Luck</i>=</p>
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Roll one die. Add 6 to this number and enter this total in the SKILL box on the Adventure Sheet.

Roll one die. Add 0 to this number and enter this total in the STAMINA box.

Roll one die. Add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores. Whilst they may reduce, they may never exceed your Initial scores.

Your SKILL score reflects your general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution and your will to survive. Your LUCK score indicates how naturally lucky a person you are. LUCK is a fact of life in the world you are about to explore.

At various times during your adventure you will come across situations in which you could either be lucky or unlucky. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous.

If asked to test your luck, roll two dice; if the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalised.

This procedure is known as Testing Your Luck. Each time you Test Your Luck, you must subtract one point from your current LUCK score. Thus, the more you rely on your luck, the more risky this will become.

You and your irresponsible friends are wandering around the countryside looking for some needlessly dangerous fun. After running through some spiky bushes and chasing innocent wildlife around, you spot a farm in the distance.

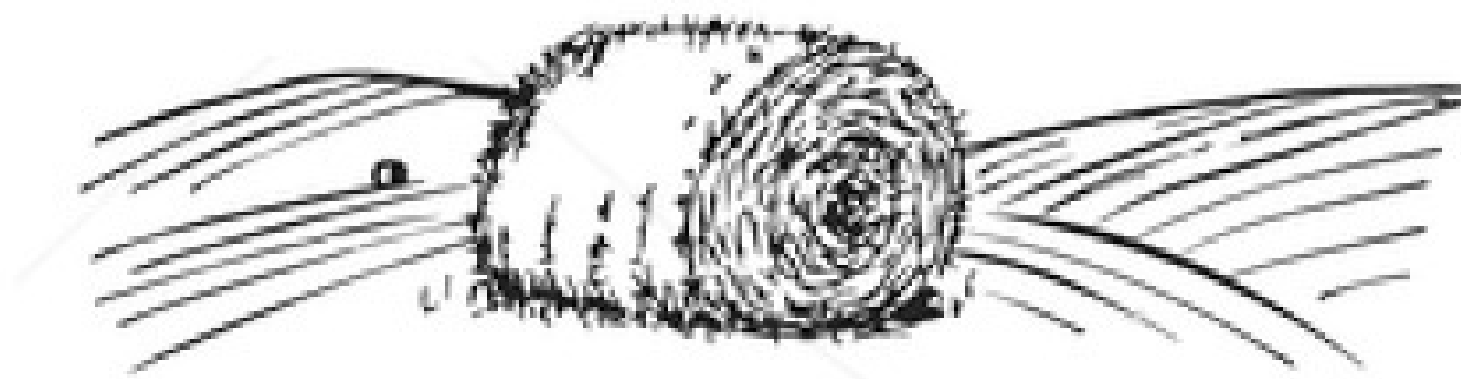
“Last one to the farm smells of rotten eggs,” you scream, and the whole group runs towards the farm at full pelt.

As you enter a cornfield, the crops surround you and tower over you, and you trample a path through them without a care in the world.

Suddenly you stop in your tracks, as you come across an abandoned combine harvester. What fun!

Your friend Derek arrives next to you, and you look at his stupid face as he eyes the combine harvester greedily.

Test Your Luck - if you are Lucky, turn to 5. If you are Unlucky, turn to 9.



“I’m the best at dares!” you shout proudly, before downing the bucket in one messy mouthful. You feel your stomach gurgle unpleasantly - it was a bucket of slops!

As you stare into the bucket you see it suddenly fill up again, as you regurgitate the contents back into their previous container. The bucket continues to fill and you realise you can’t stop being sick. You vomit, and vomit and you keep sicking up your innards until you die.

Go back to the beginning and try again.



Dustin jumps into a pile of hay, and you climb on top of the tanker.

You open the hatch and enter, but the milky rim is slippery, and as you lose your grip the hatch falls on your head. You are knocked into the liquid contents, and the hatch slams shut above you.

As you lose consciousness, you feel your lungs fill with milk...

Go back to the beginning and try again.



“Bagsy that tanker!” says Dustin, as he climbs inside. The top of the tanker is wet, and he slips and slides comically, falling backwards and splashing into the milk.

The lid slams shut above him, and you hear Dustin thrashing and gurgling inside for a few minutes until the splashing stops forever.

Turn to 23.



You climb into the driver's seat before Derek has a chance to move, and you mock his lack of initiative as you do so.

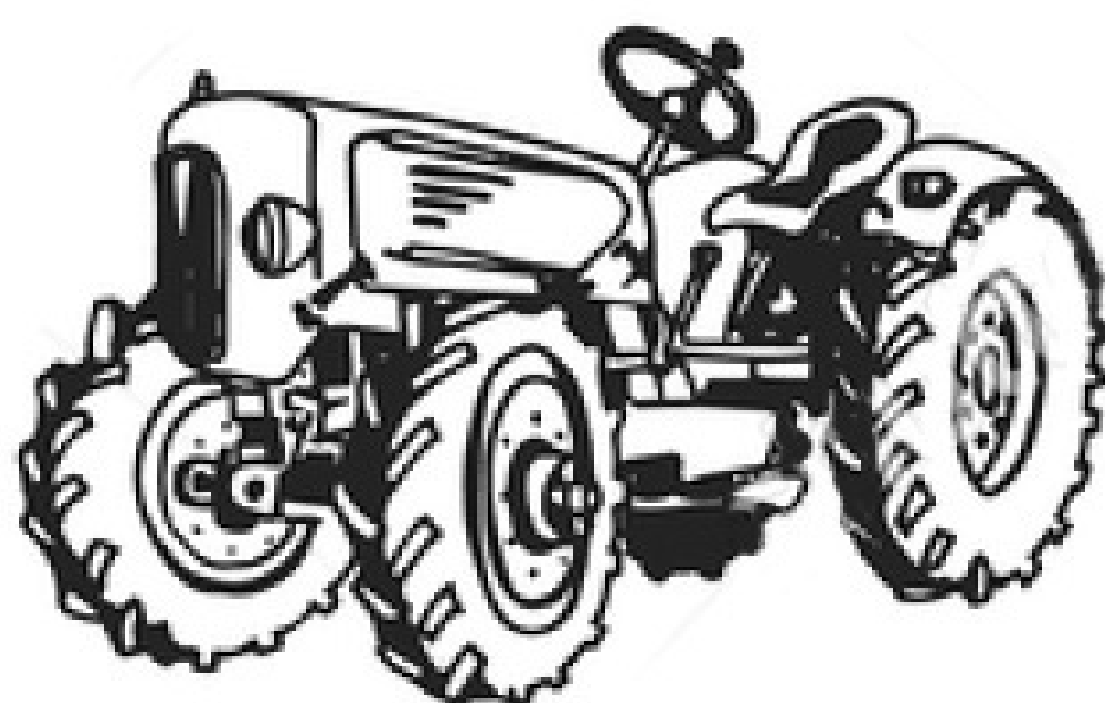
"I'm a fighter pilot and you're one of the baddies I'm shooting at!" you yell, grinning at his bemused face.

"Not if I have anything to say about it," cries Derek with tears in his eyes, as he climbs onto the front part of the machinery with the threshing blades.

"Pew pew!" You press some buttons and pull some levers in the cab, and the vehicle lurches forward.

You slump backwards in the seat and you hear Derek scream. Your imaginary fighter pilot has vanquished the baddie...

Turn to 7.



Karen taps you on the shoulder.

“Tag! You’re it!” She hollers right in your ear, then she runs into the next field. When you catch up with her you see there are cows in the distance.

“I’m going to round them up like a cowboy!” Karen giggles. “I bet you’d be a rubbish cowboy!”

You are offended by her comment - you have always believed you would make an excellent cowboy after all.

Test Your Luck - if you are Lucky, turn to 22. If you are Unlucky, turn to 20.



Mary has brought her bow and arrow set with her. She fires some sucker arrows at you, despite there being a specific warning on the packaging when she first got it that said clearly not to fire at people. She laughs heartily, firing more arrows at you as you protest.

One of the arrows fails to hit you, instead sailing wildly over your head and over a high fence.

“Get my arrow for me!” she stomps her foot. “It’s your fault it went over that fence!”

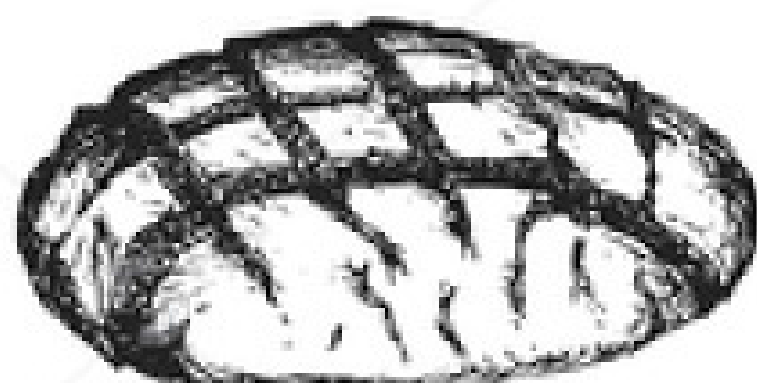
What will you do?

Climb the fence and retrieve the arrow?

Turn to 15

Make Mary get the arrow herself?

Turn to 12



You and your friend Dustin run away from the cows and into the milking sheds. Looking for somewhere to hide, you see a big metal cylinder on the back of a truck, and a pile of hay in the corner.

Test Your Luck - if you are Lucky, turn to 4. If you are Unlucky, turn to 3.



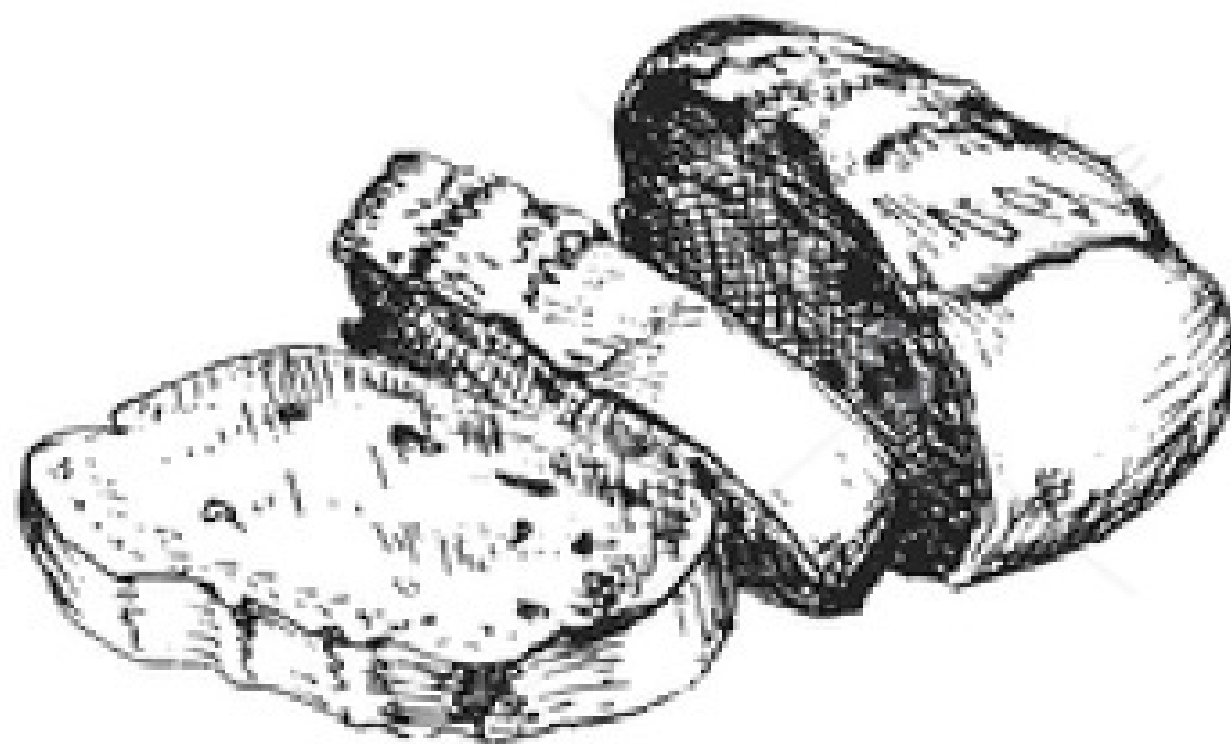
You jump on the front of the farming equipment and start dancing around like an idiot.

“I’m the best at dancing on farming equipment!” you say, quite wrongly.

Derek sits in the driver’s seat, and his lack of dancing knowledge leads him to believe you are correct about your abilities. He laughs and cheers, and as he puts his feet up he accidentally nudges some levers.

With a loud whirring sound the engine starts, and still dancing, you are instantly turned into mince in front of your friends’ eyes.

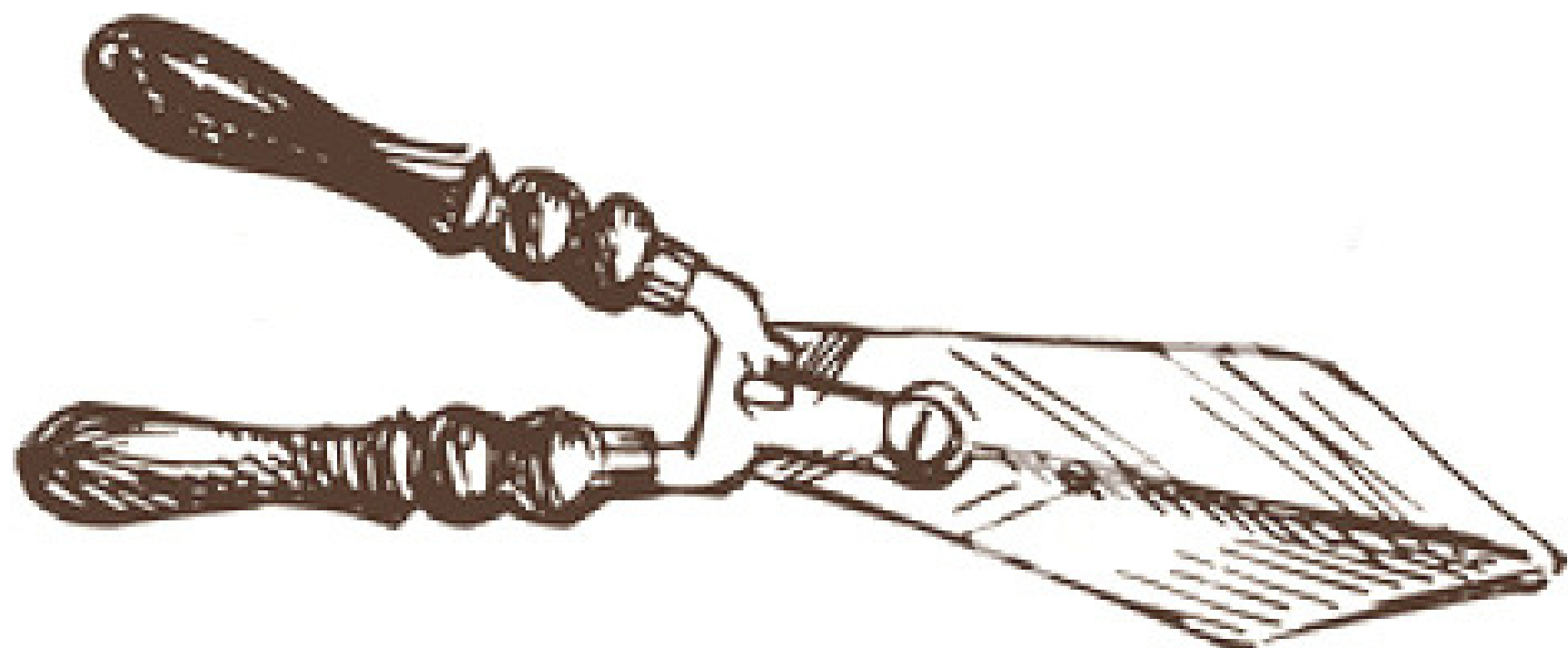
Go back to the beginning and try again.



You struggle with Jeffrey, determined to be the owner of the shears, but your hands slip and you accidentally let go.

For a fraction of a second, Jeffrey is pleased to have won the battle, but you see his expression change from one of triumph to one of terror. His energetic tug on the shears is stronger than the gravity that pulls him towards the ground, and the shears now belong to Jeffrey... permanently.

Turn to 16.



Nosing around in things that don't belong to you, you find an old-fashioned pair of sheep shears. The long blades are rusty but sharp, and they remind you of a pair of crossed swords.

"Those are mine!" screams your friend Jeffrey in a jealous rage.

"No, I'm Zorro!" you scream back at him, and he grabs at the handle.

Test Your Luck - if you are Lucky, turn to 10. If you are Unlucky, turn to 13.



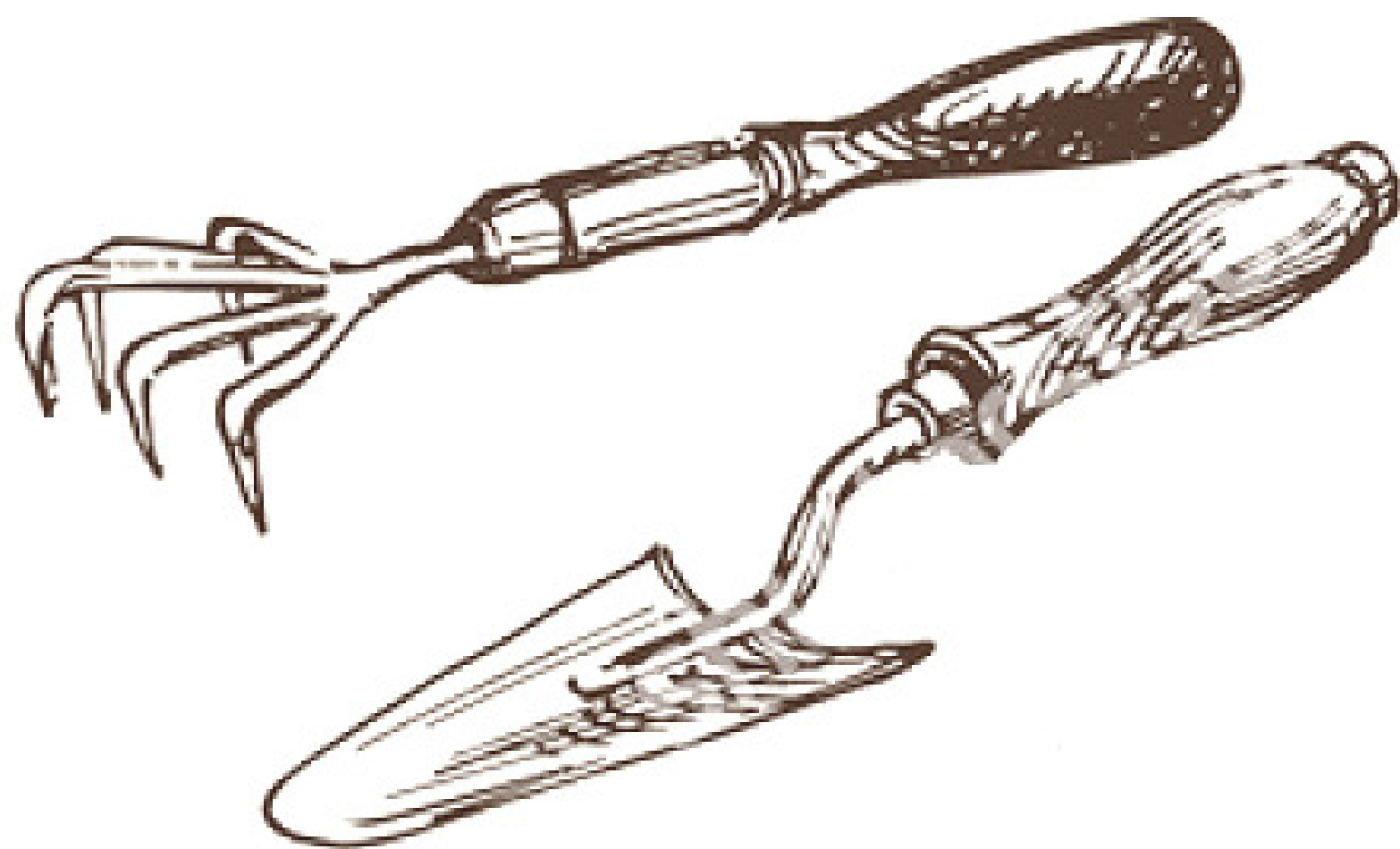
“Get it yourself you bow and arrow idiot,” you say dismissively, and you walk away as Mary scowls at you.

She drops her bow and launches herself at the fence, and she handily scales it, landing on the other side gracefully.

She makes a rude gesture at you as she approaches the stray arrow, and when she reaches for it you hear a terrifying growl. Mary looks up to see the FARM DOG running towards her, mouth wide open and teeth glistening.

She is ripped to shreds by the animal, and you decide not to play with the bow and arrow any more.

Turn to 19.



You give the shears a hard yank, and Jeffrey is taken by surprise. Wrong-footed, he loses his grip and for a split second you are overjoyed to be the owner of the shears.

You get a very close-up look at them, and then you see nothing ever again...

Go back to the beginning and try again.



You must fight the FARM DOG.

FARM DOG SKILL 10 STAMINA 12

Roll two dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength. Roll two dice once for yourself. Add the number to your current SKILL score. This total is your Attack Strength.

If your Attack Strength is higher, you have wounded the creature - subtract 2 from its STAMINA score. If the creature's Attack Strength is higher, it has wounded you - subtract 2 from your STAMINA score. If both Attack Strength totals are the same, you have avoided each other's attacks.

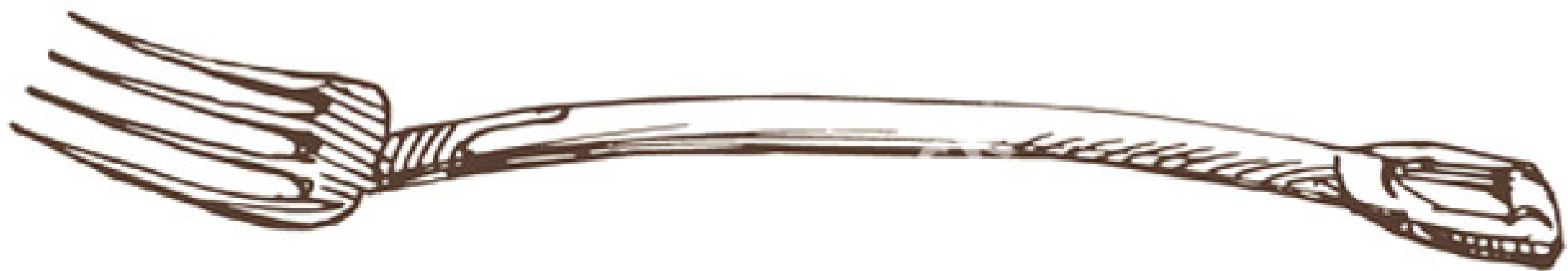
Repeat these steps until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

If you lose, the dog has ripped you to shreds and you must go back to the beginning and try again.

If you win somehow, turn to 19.

You jump the fence clumsily and lose your balance, landing in a heap on the ground on the other side. You hear Mary's mocking laughter in the distance, as you dust yourself off and walk towards the arrow. As you reach down for the toy projectile, you hear a sound that makes your blood run cold - a deep, low growl. It sounds like a dog, and it's hungry...

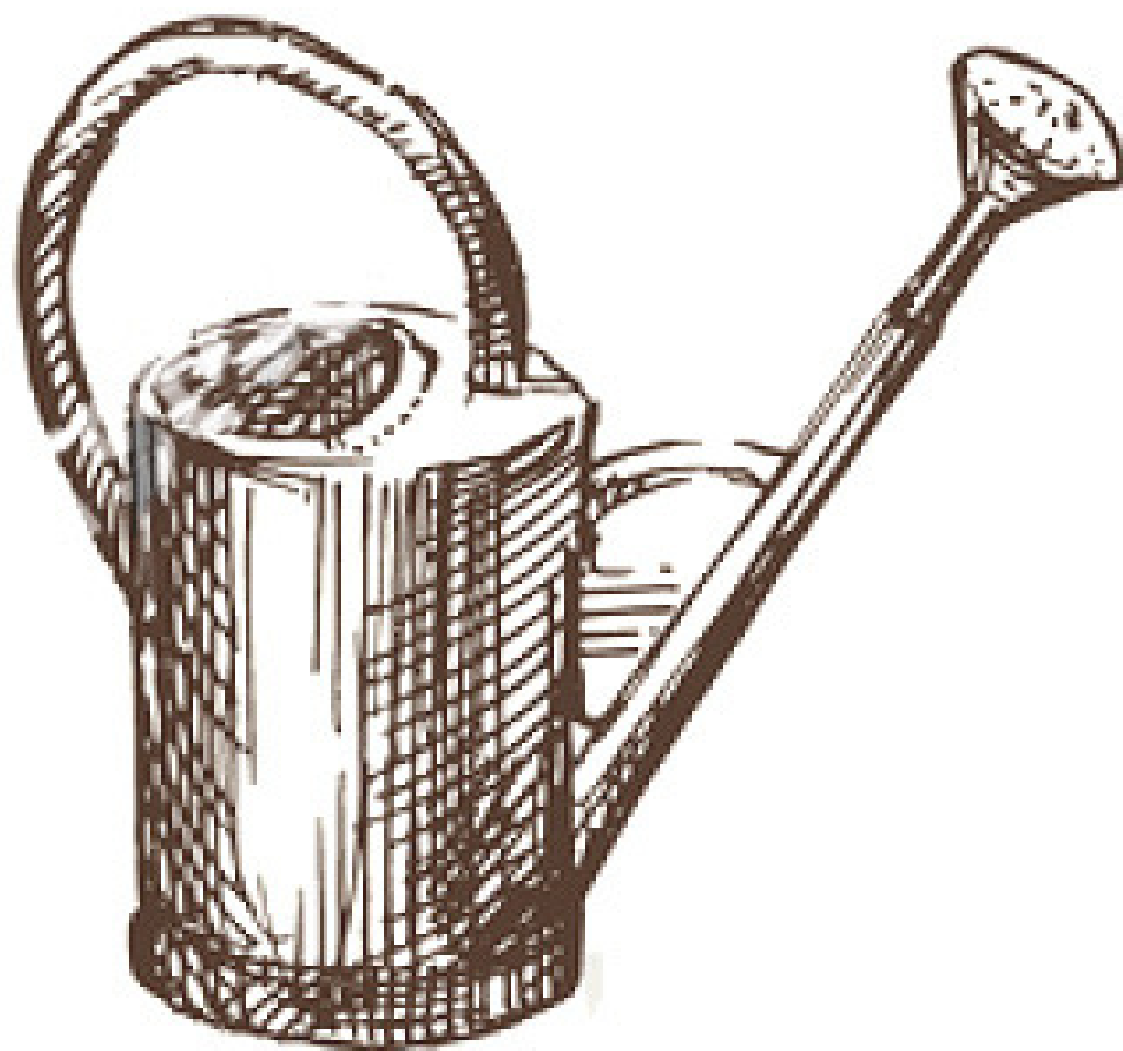
Turn to 14.



As you explore the strangely empty farm buildings, you and Sandra find buckets full of a strange liquid. "I dare you to drink that!" screeches Sandra. "In fact, I DOUBLE dare you."

A dare would have been bad enough, but now this is serious.

Test Your Luck - if you are Lucky, turn to 18. If you are Unlucky, turn to 2.



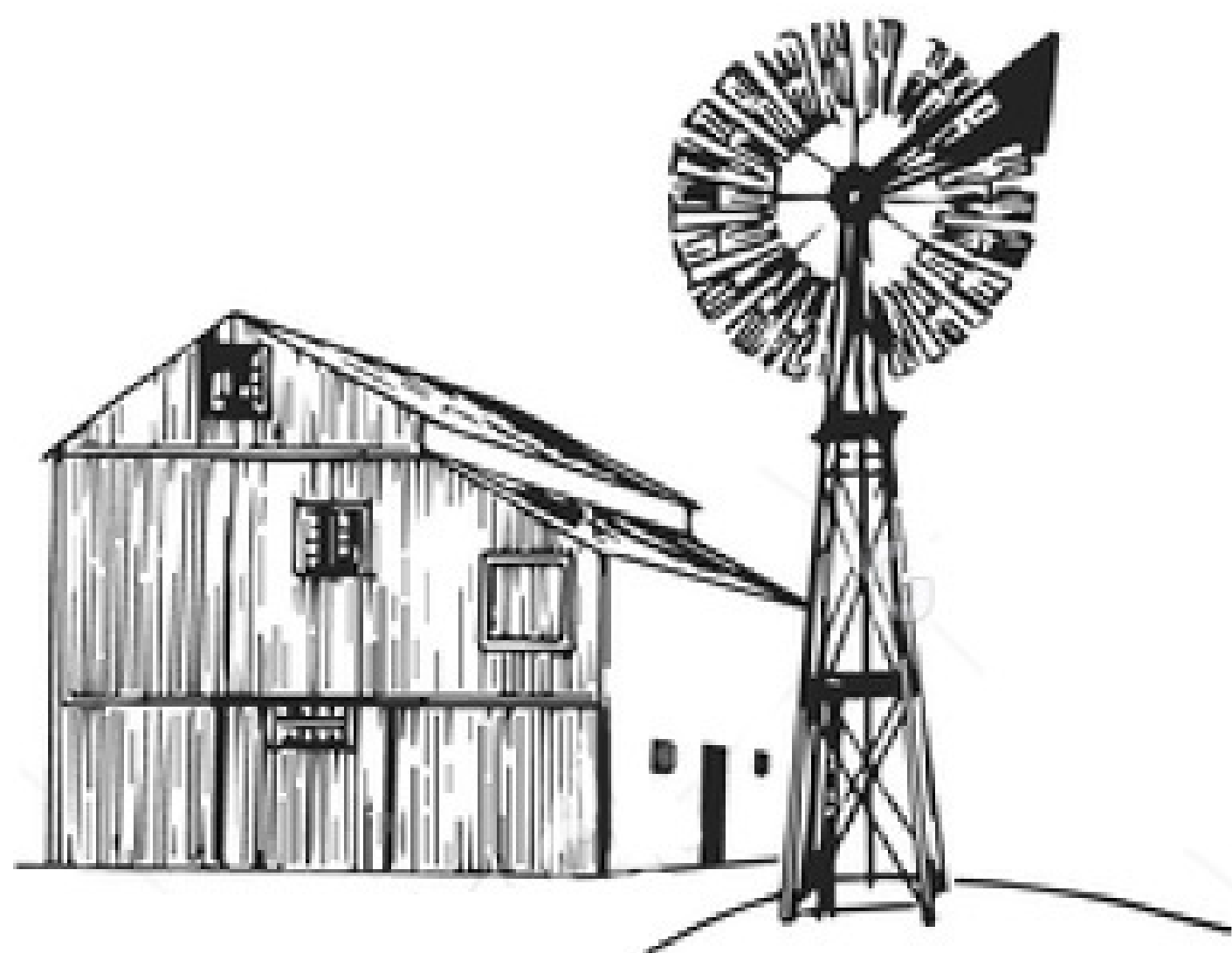
You shove Ronnie out of the way, more violently than is necessary under the circumstances.

“Who’s the king of the castle now?” You ask. “Is it you? No, it is me!”

You reach the top of the barn, but in the middle of your clumsy victory dance you hear wood creaking menacingly underneath you.

Suddenly, the roof gives way, and your fragile body plummets through and smashes into the hard ground below. you are dead.

Go back to the beginning and try again.



“Too late you cowardly slowcoach!” Sandra bellows, and picks up one of the buckets. She gulps down the stinking liquid inside surprisingly quickly considering how lumpy it is.

“Urgh!” she screams in agony, “Slops!”

She drops the bucket and begins to gurgle, her mouth turning into an horrific slops-fountain. She pleads with you for help between each disgusting emission, and eventually vomits herself inside out.

Turn to 6.



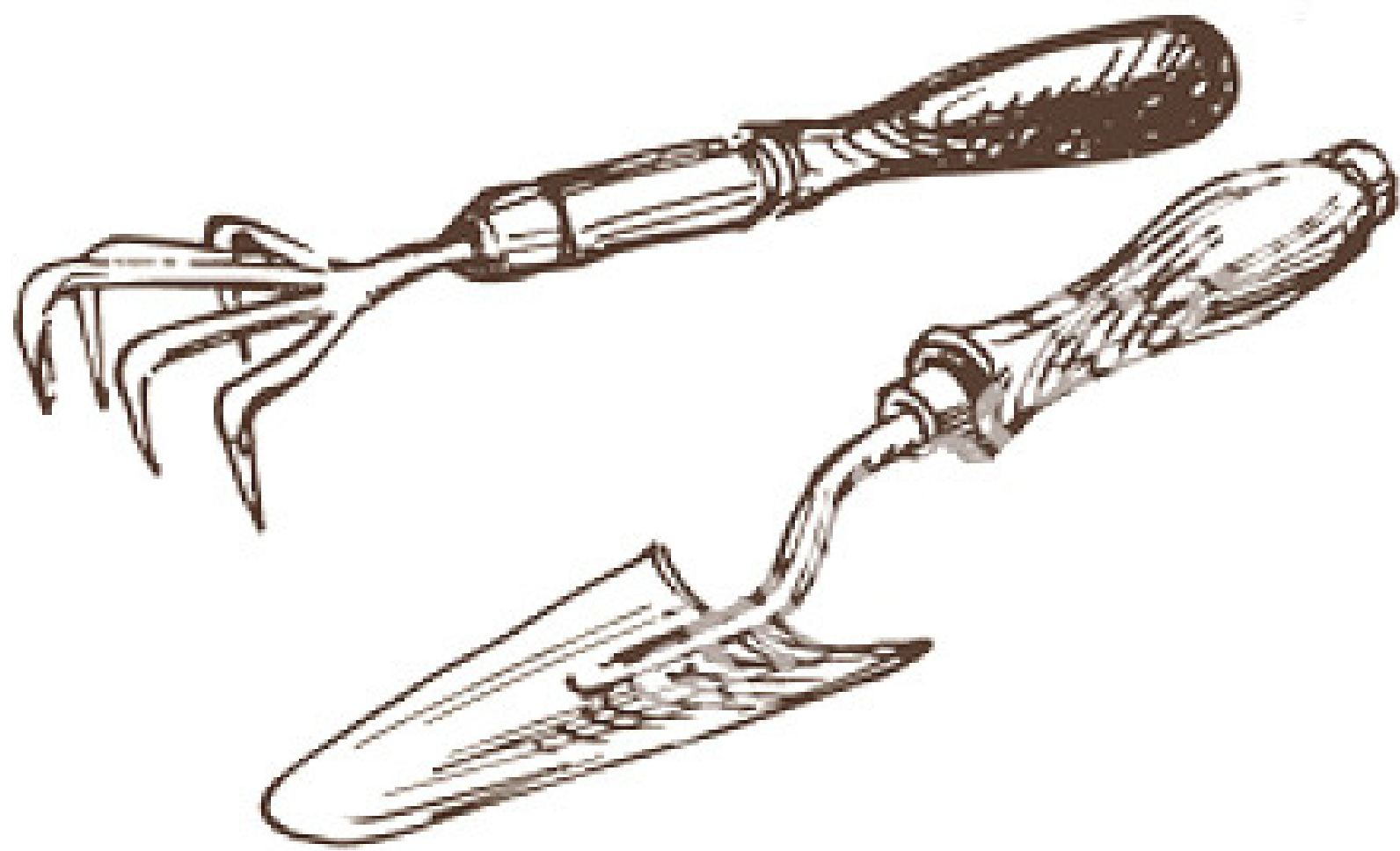
Ronnie, one of your weaker friends, decides he wants to make you look stupid by appearing to be better than you. He has his eyes on the barn.

"I'm the king of the castle!" he shouts, assuming he can get to the top before you.

"No, I am the king of the castle," you repeat, although as he said it first and you added nothing of any real value, you do appear a little foolish.

You both race for the ladder.

Test Your Luck - if you are Lucky, turn to 21. If you are Unlucky, turn to 17.



The cows ignore Karen, although there is also a BULL in the field, and it has noticed you.

It charges at you, and as you don't have a bicycle you are unable to outrun it.

The bull catches up to you and gores you, launching you ten feet ahead of it before trampling you.

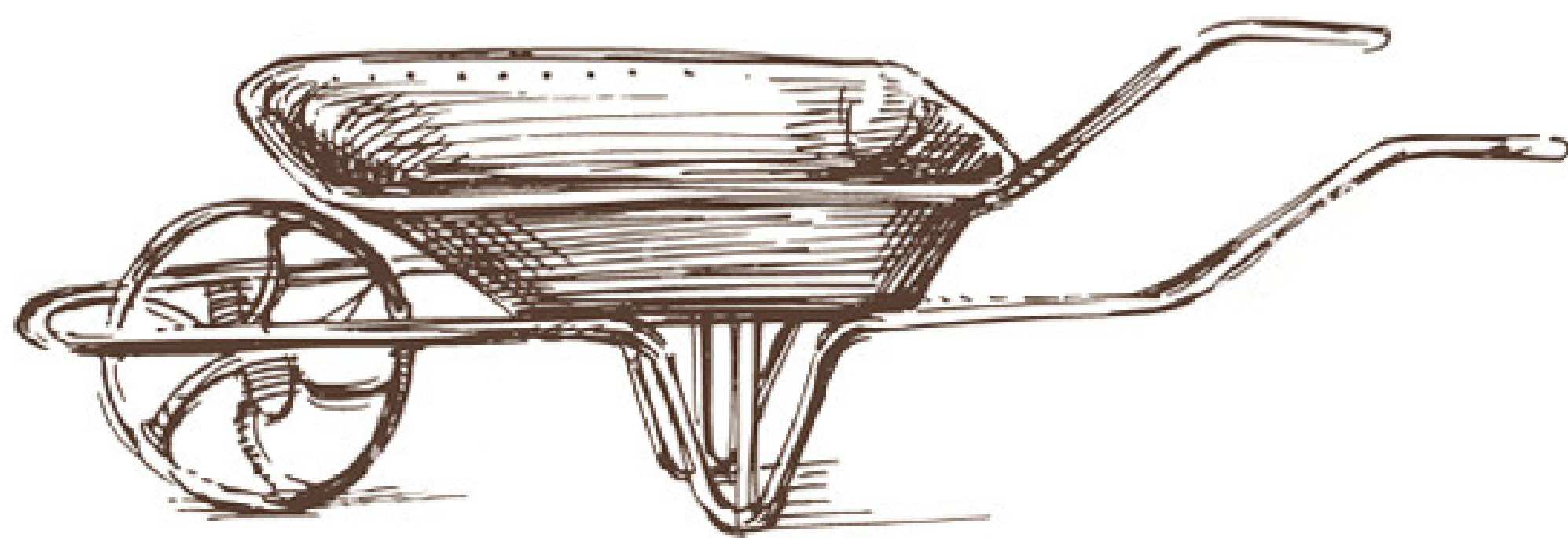
The last thing that goes through your mind is the bull's hooves...

Go back to the beginning and try again.



Ronnie gets to the ladder first, pushing you out of the way. Despite being weaker than you he is fast, and he took you by surprise. Yes, that must be it. As he reaches the top of the ladder he fires a small cap gun into the air, and he whoops with joy at the first victory he has probably ever experienced. By taking one hand off the ladder he has compromised his grip, and the weak rungs snap under him. His chin hits the barn roof as he falls, and he lands on the ground in a heap of broken bones.

Turn to 11.



Karen runs at the cows, shouting at them like the bossy idiot she is.

“You go over there,” she orders one cow, “And you go over there.” They start to move around, and seem to be obeying her. She is good at rounding up cows, you think to yourself, until it becomes apparent that in fact they don’t understand English. They surround Karen and she is soon crushed and trampled.

Turn to 8.



You leave the farm, broken, humbled and alone. All your friends have perished, and hopefully you have learned a lesson.

You make it to school the next day and hang up your coat next to a row of empty hooks. You look around at where all your friends would normally be sat, and you feel immensely sad.

Suddenly, the headteacher walks into the staff room. "Where is everyone?" She asks you, and you shrug, taking a sip from your coffee cup.

"Oh, and don't forget you're taking your class out today," she adds, "I'm sure the children will have a lovely time at the farm..."



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