



Instructions

***ENCHANTED
COUNTRY***

English translation and editing by **kod_connect**

Original rules were chaotic and confusing at times and the translation preserves this style intentionally.

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Enchanted country

THE GAME

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ENCHANTED COUNTRY

The game «Enchanted Country» is interesting for children and adults, promotes the development of abstract thinking, develops imagination and intuition.

The players depart to a magical land inhabited by demi-humans, dragons, mages and all kinds of monsters. The participants of the game are searching for treasures in enchanted cities, fighting unknown dangers on forest roads, learning magic spells, and fighting evil sorcerers in mysterious castles. And only the brave, honest and kind will be able to survive in this mysterious country.

One of the participants becomes the presenter. He is the narrator and referee of the game. The number of players is from two to six. The position of the players and their opponents in the game is determined by the number of life points or so-called risk points (RP). During fights, when the player or his enemy is damaged, these points are taken away from them. The one who lost all RP is eliminated from the game.

The combat is processed with the help of dice. Two dice are rolled: three-digit and six-digit. The result of a three-digit dice roll is considered as follows: 1 - 0 points, 2 - 6 points, 3 - 12 points. The result of a six-digit dice is added to that value (example: «2» on a three-digit dice and «5» on a six-digit dice mean $6+5=11$ points).

The number of points required to hit your opponent is determined by his ARMOR CLASS (AC).

Target armor class	8	7	6	5	4	3	2	1	0	-1	-2	-3
Points needed to hit	9+	10	11	12	13	14	15	16	17	18	19	Killed only by a spell

The number of points required to hit a player is determined the same way.

For the elimination of each danger, the player is given a certain number of game points (the cost of danger). If risk points determine your life in the game, then game points (GP) represent the success of your adventures.

When the required number of GP is accumulated, the participant rises his level. At the start of the game everyone is at level 0. Those who rise to the level can receive a spell and the right to increase their RP from 1 to 6 points (i.e., roll one six-digit dice). Rolling a die to determine the RP is called a life die roll (for the danger).

Dangers do not have their RP predetermined, they only have the number of their life dice.

3. The presenter's role

The presenter is the main character of the game. The interest of the other players depends on his imagination. In front of the players there is a country map with roads, castles, and cities. The same map is in the book of the presenter, but with the adventures and dangers set out and described. In essence, the players travel through this book, and the presenter tells them what they see and where they are. The whole choice is up to the players. They decide where to go and how to behave in a given situation. All controversial issues are resolved with the help of a die. The presenter talks and fights for the opponent of the players. Before the fight, he rolls the number of life dice of danger and thus receives the amount of it (risk points). If there are several dangers in front of the players at the same time, life cubes are rolled for each danger separately.

All the players are in the castle or the city. The presenter asks where they are going, and says only what they see for themselves. He asks them to roll the dice to find out if the secret door has opened. And most importantly - no hints to the players.

THE GAME SET

1. Map	1
2. Rules	1
3. The Presenter's Book	1
4. Dices: 3-digit	2
6-digit	4
5. Box	1
6. Castle cards	15
7. Danger cards	100

THE PRESENTER'S ROLE

The presenter is the main character of the game. The interest of the other players depends on his imagination. In front of the players there is a country map with roads, castles, and cities. In front of the presenter is a book with castle plans and also the description of corresponding adventures and dangers. The players travel through this book, and the presenter tells them what they see and where they are. The choice belongs to the players: they decide where to go and how to behave in a given situation. All controversial issues are resolved with the help of dice. The presenter talks and fights for the opponents of the players. Before the combat, he rolls dice for the enemies and thus gets their number of risk points. If there are several dangers in front of the players at the same time, dice are rolled for each danger separately.

When the players are in a castle or town, the presenter asks where they are going, and says only what they see for themselves. He asks them to roll the dice to find out if the secret door has been found. And most importantly — no hints to the players. The presenter must carefully study the rules and the book of the presenter, otherwise the game may be incomprehensible to the players.

Preparation

Before going on a journey, the presenter must formalize all the players according to the following chart:

Attributes:	Character	Risk points	Armor class	Level	Game points
Strength 17	FIGHTER	6	2	0	
Dexterity 15	Weapons and possessions cost		Spells and magic items:	Points to the next level (1st)	Warg 30 Kobold 70
Wisdom 9	breast plate 80	Attacks		<u>2000</u>	
Constitution 6	two-handed sword 35	4—9		animals:	
Courage 13	big sack 2	400 (capacity) coins			
Additional abilities: target +3 AC		<u>117</u>			
Money 120	Total 120-117=3				

You start with filling Attributes first.

ATTRIBUTES - are the characteristics of the player that affect his RP and his combat capabilities. Therefore, players should try to roll as many points as possible: the player rolls two six-digit dice twice, the smallest one is discarded, the other three are summed up. This is done for each of the five characteristics. After that, the player chooses which character he will be. There are five characters: a fighter, an elf, a magician, a kron or a dwarf. Each of them has its advantages and disadvantages. But before choosing a character, you need to see if your qualities correspond to its main attributes using the table №1 (CHARACTERS).

Table 1

CHARACTERS

Fighter

Main attribute: Strength (at least 9)

Risk points: 7-8

Armor, shield and weapon: Any

Special abilities: Easier to hit the enemy by 1 (target AC +1)

Level	Game points	Spells
1	2000	—
2	4000	—
3	5500	level 1
4	7000	—
5	9000	—
6	11000	level 2
7	12000	—
8	13500	level 3
9	15000	—
10	17000	level 4
11	20000	—
12	25000	level 5

Elf

Main attributes: Strength, Courage (at least 9)

Risk points: 4-5-6-7-8-9

Armor, shield and weapon: any, except for plate and two-handed

Special abilities:

Level 1 spell at level 0

Resistance to Spider Crab poison and Ghouls paralysis.

Level	Game points	Spells
1	2000	level 2
2	4000	level 3
3	6000	level 4
4	8000	level 5
5	9000	level 6
6	10000	level 7
7	12000	level 8
8	13500	level 9
9	15000	level 9
10	18000	level 10
11	21000	level 11
12	26000	level 12

Mage

Main attribute: Wisdom (at least 9)

Risk points: 5-6-7-8-9-10

Armor: Leather. Shield: Forbidden

Weapon: Daggers

Special abilities:

Driving away stone- and shapeshifters

Level	0	1	2	3	4	5...
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Result to drive away	9	8	7	6	5	4...
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Target AC +2

On hit from the enemy additional 1 risk point is removed

Chance to improve all attributes: 0-0-0-1-2-3

LR is easier by 2

Level	Game points	Spells
1	500	level 1
2	1000	level 2
3	1500	level 3
4	2000	level 4
5	3000	level 5
6	4000	level 6
7	5000	level 7
8	6500	level 8
9	8000	level 9
10	10000	level 10
11	12000	level 11
12	15000	level 12

Kron

Main attributes: Wisdom and Dexterity (at least 9)

Risk points: 5-6-7

Armor and shield: except for plate

Weapon: shortsword and shortbow

Special abilities: Driving away animals

Chance to improve attributes: 0-0-1

Level	Game points	Spells
1	1000	level 1
2	2000	level 2
3	3000	level 3
4	4000	level 4
5	5500	level 5
6	4000	level 6
7	7000	level 7
8	8500	level 8
9	12000	level 9
10	14000	level 10
11	16000	level 11
12	19000	level 12

Dwarf

Main attributes: Dexterity and Constitution (at least 9)

Risk points: 6-7-8

Armor: except for plate (costs +5 for the smaller size)

Weapon and shield: except for two-handed, longsword and longbow

Special abilities: It's harder to hit a dwarf by 1 (AC lower by 1)

Level	Game points	Spells
1	1400	level 1
2	2300	—
3	4000	level 2
4	7000	—
5	10000	level 3
6	12000	—
7	13000	level 4
8	14800	level 5
9	16700	—
10	18500	level 6
11	20000	—
12	23000	level 7

Explanations: each character up to the 1st level has its own number of points. It is indicated on the right: the spell of what level he receives. After filling out the chart, you can start the game.

Table № 3

Dexterity affects your Armor Class and improves your chance to hit with ranged weapons.

Dexterity	AC and to hit bonus	
3	—3	Example: You have AC 3 from your armor. With Dexterity 15 it becomes AC 2 and it's easier to hit your enemies by 1.
4—5	—2	
6—8	—1	
9—12	0	
13—15	+1	
16—17	+2	
18	+3	

Wisdom	Bonus to Save rolls	
3 =	harder by 3	Example: With Wisdom 9 there is no bonus. (Save rolls are explained later)
4—5 =	harder by 2	
6—8 =	harder by 1	
9—12 =	0	
13—15 =	easier by 1	
16—17 =	easier by 2	
18 =	easier by 3	

Constitution	Bonus to Risk points	
3 =	—3	Example: Fighter has 7 RP. With Constitution 6 it becomes 6 RP.
4—5 =	—2	
6—8 =	—1	
9—12 =	0	
13—15 =	+1	
16—17 =	+2	
18 =	+3	

Sometimes your opponents can poison, paralyze you or turn you into stone. Dragons spew acid, fire and gas. In order to avoid that, the character is given a chance — he makes a luck roll (LR)*. It is necessary to roll a certain number of points (for each danger its own). The presenter determines the number by the list of dangers. This takes into account the Wisdom of the character and his other abilities.

This is done as follows. For example, a skeleton has two attacks: a loss of 0.5-1 RP and paralysis (14 points or more). If the skeleton hits you, the presenter rolls the dice again. If he rolls 14 or more points, then the skeleton tries to paralyze you, and you have to make a luck roll (LR). 10 points are needed to protect against paralysis.

Roll these numbers and you are safe, if not then:

Dragon breath	— loosing from 1 to 18 RP
Paralysis	— loosing from 1 to 18 RP
Poison	— loosing from 1 to 18 RP
Petrification	— death
Mage spell and the magic staff	— death

* On the Danger cards, the luck roll (LR) is called the protection roll (PR).

So, the character is selected. Now players need to arm themselves and purchase the necessary equipment. To do this, the players again roll six-digit dice twice. That determines their own amount of money. Each point gives 10 coins. Thus, the maximum amount is 180 coins (the minimum result is discarded).

When buying a weapon, see if it's allowed for your character and try to leave at least some money for the road: they might be very useful to you. If you don't have enough for something you need, don't worry; you can purchase it during the game. There is a shop selling items and weapons in almost every city or castle.

The "ATTACKS" column means the number of RP taken from the enemy by this weapon. See table № 2 (WEAPONS AND ITEMS)

Table 2

WEAPONS AND ITEMS

Armor	Cost	Armor Class			
Plates	150	2			
Breastplate	80	3			
Silver chainmail	50	4			
Iron chainmail	40	5	Shield improves AC by 1 (was 3, becomes 2)		
Leather-silver	30	6	Shield — 15 (cost)		
Leather	20	7			
No armor	0	8			

Weapon	Cost	Attacks	Weapon	Cost	Attacks
S w o r d s			R a n g e d		
Two-handed	35	4—9	Longow	40	
Long	20	2—7	Longow arrow	1	2—7
Short	15	1—6	Shortbow	25	
D a g g e r s			Shortbow arrow	1	1—6
Golden	30	1—5	Crossbow	20	
Silver	60	1—6	Crossbow arrow	1	2—4
Simple	3	1—3	Sling	15	
O t h e r			Sling stone	0	1—3
Halberd (two-handed)	25	3—8	Sling bullet	1	1—5
Spear	7	2—4	Dart	1	1—3
Warhammer	6	1—3	Throwing axe	5	2—4
Waraxe	30	1—9	Catapult	250	
Stone	0	0—1	Catapult stone	20	1—18 (1—6 dangers)

I t e m s	C o s t	A n i m a l s	C o s t
Sack	1	Mule	25
Big sack	2	Horse	50
Wine (3 l)	3	War Horse	200
Chart	100	M a g i c i t e m s	
“Adviser”	1000	Holy water	
Drink identifier	200	(turns shapeshifters)	25
Stake	2	Holy aconite	
Lockpicks for opening chests	5	(turns undead)	50

	Pockets	—	100
	Sack	—	200
Capacity	Big sack	—	400
	Chart	—	6000
	Mule sack	—	1500
	Horse sack	—	1700

“Adviser” — the presenter answers all the questions of the players (bluff chance is 1/6).

Drink identifier — the presenter says that for a drink you are offered the opportunity to cheat 1/6.

- Stake — Vampire elimination.
- Mule — RP 5-6-7 AC 8.
- Horse — RP 4-5-6-7-8-9 AC 8.
- War Horse — RP 4-5-6-7-8-9 AC 5;

Attacks: deals damage from 1 to 18 RP.

So, you have acquired everything (you cannot have both a shield and a two-handed weapon at the same time). Now you can check your attributes. Each of the 4 characteristics has its own influence (Courage has no influence). Taking into account these influences and additional capabilities of your character, fill out the chart to the end (see table 3).

Table № 3
(second part)

How Strength affects to hit.			Affects the result
Strength			
3	=		-3
4—5	=		-2
6—8	=		-1
9—12	=		0
13—15	=		+1
16—17	=		+2
18	=		+3

Example: When your enemy has AC 2 you need to roll 15 on d18 to land a successful hit. With Strength 17 it's enough to roll 13.

4. Game start

The players start their journey from the Outpost. They choose the road they will take. The presenter tells them about the events taking place according to the Presenter's book. The players tell him about their actions. That's how the whole game goes.

When combat takes place, it is necessary to find out who strikes first: the players or the opponents. One of the players rolls a six-digit die, and the presenter rolls for the opponent. Whose side has the higher result goes first (When using a ranged weapon, you do not need to roll a die.)

The presenter rolls life dice for danger, checks its armor class, its attacks (on the danger cards). The battle begins. If the opponent is fighting against several players, the presenter should define the target for each of his blows. When someone is hit, a die is thrown to determine the number of risk points lost. For example, when hit with a two-handed sword (attacks 4-9), a three on a six-digit die will mean losing 6 RP. Luck is rolled when it's needed. Game points for the destruction of danger are recorded in the chart. Upon leveling up, the player rolls 1 life cube and can receive a spell. He can cast a spell at any time of the game.

If necessary, you can try to escape from danger. To do this, there is an "escape opportunity" on your opponent's card. There are the numbers of the six-digit dice, which you have to roll. If the presenter wants to, then your opponent can also try to escape. (The number of points required for this is indicated on his card called "Morale". It is rolled when danger loses half of its RP or when half of the dangers of different types are eliminated (for each danger, a separate roll). "Morale" is rolled by the presenter. If the required number of points is rolled, then your opponent runs away and can only be stopped by a spell. The letters "AM" mean "amoral", i.e. the opponent does not run away.

5. Other

A. In order to avoid disputes, the behavior of all monsters and people encountered by the players is regulated by AGGRESSIVENESS (which, of course, is rolled by the presenter).

Aggressiveness

- 1 — does not attack, does not pay attention, sleeps
- 2 — pays attention, does not attack
- 3 — talks, is rude, attacks
- 4 — speaks sharply and rudely, can attack
- 5 — rude, attacks at the slightest provocation
- 6 — attacks.

(all the monsters in the game are talking).The presenter speaks for them.

B. All weapons and items are sold in shops.

The owner of the shop is TRURL (-3 AC of armor).

In addition to the necessary purchases, money can be exchanged at the store for game points (1:1) (no more than 1000 at a time).

C. During the game, you may be offered to play dice and cards.

Dice: roll 4 six-digit dice, the one with the highest result wins. Any bet.

Cards are played by 2 to 6 people (the sixth is the banker). Any bet is at stake. 1 person — 1 or more numbers per cube. The one who guessed the right number takes the whole bank.

D. In taverns, castles, cities you will be offered drinks. There could be any magic liquid in it: the one that increases or decreases your RP or affects your attributes. Think before you drink it. You can identify contents with the help of the “Drink identifier”, without it you drink a bottle at your own risk.

In castles and towns you can find magical weapons and magical items. The list of bottles and magic items is at the end of the presenter’s notebook [In the Appendix]. Money (treasures) can be in a chest. To unlock it, use a set of keys, a spell, or “1, 2, 3, 4” — on a six-digit die. If it doesn’t open, take it with you.

Opening secret doors “3” on a three-digit die and casting a spell.

(see Table № 4).

Table № 4

SPELLS

- level 1
 - “Light” (5 times) — the light comes on.
 - “Darkness” (5 times) — it gets dark: you run away.
 - “The Voice” (5 times) — the pursuers are chasing the voice. It does not work at 33%. [2/6]
 - “Resist fear” (5 times) — danger comes back.
 - LR for dangers is 12 (against your spells).
 - “Initiative” (10 times) the player hits first.
- level 2
 - “Unlocking doors and chests”
 - “Speed spell” (5 times) — escape easily.
 - “Spell against paralysis” (5 times).
 - “Spell against poison” (5 times).

- level 3 “Spell against acid and gas” (5 times) — against dragon breath, Blembia, Dark.
 “Dexterity-1” (2 times) — for 1 fight. Dexterity +2
 “Drink identification”.
- level 4 “Panacea” — (1 time) — restores original RP. Can be cast on others
 “Strength” (2 times) — strength +2.
 “Anti-petrification spell” (5 times).
 “Gold-1” — 500 stones turned into coins.
- level 5 “Invisibility spell” (3 times) — for 1 fight. Increases the AC.
- | | | | | | | | | | | | |
|-----------|---|---|---|---|---|---|---|---|----|----|----|
| AC before | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 |
| AC after | 3 | 2 | 2 | 1 | 1 | 0 | 0 | 0 | -1 | -2 | -3 |
- “Phantom-1” (1 time) — your phantom copy appears, with the same weapon and the same attributes. Game points for eliminating the danger by phantom goes to you (50%).
 “Weakness” — the opponent’s AC increases by 2 (for 1 fight).
 “The Invisible Wall” — (3 times) — a quiet escape.
 “Fear-1” (1 time) — 10 dangers disappear.
 “Flying shield” — a shield flies behind the owner of this spell (10,000 coins) — the capacity of the shield.
- level 6 “Web” — from 1 to 5 dangers are entangled in the web and lose half of the risk points. 50% of game points are given.
 LR for dangers — 13.
 “Spell against fire” (5 times) — Dragon breath, Foerbarts.
 “Dexterity-2” (2 times) for 1 fight dexterity + 3.
 “Phantom-2” (1 time) — 2 “phantom-1”
 “Gold-2” — 1000 coins.
 “Fear-2” (1 time) — 20 dangers.
 LR for dangers — 13.
- level 7 “Recovery” (2 times) — restores life points. Can be cast on others
 “Super invisibility” (5 times) for 1 fight.
 “Gold-3” — 2000 coins.
 “Might” (3 times) — increases strength by 5 for 1 fight.
- level 8 “Dexterity-3” (3 times) for 1 fight dexterity + 3.
 “Phantom-3” — 3 phantoms.
 “Lightning” (3 times) — lightning incinerates 1 danger, 1/3 game points are given. LR for dangers — 14.
 “Staff of wisdom” — recognizes danger in the next room or ahead.

- level 9** “Blindness” (3 times) — opponents (up to 10) become blind. Your AC is improved by 3. 2/3 game points are given. LR for dangers — 14.
 “Life formula” (1 time) — +8 RP. Can be cast on others
- level 10** “Gold-4” — 5000 coins.
 “Death ray” (2 times) — danger is struck by a ray (up to 5 dangers). 1/5 game points are given. LR for dangers — 15.
 “Formula of life” (1 time) — +15 OR. Can be cast on others
- level 11** “A spell for depetrification” (1 time) — Can be cast on others
 “Gold-5” — 10,000 coins.
 “Absolute ray” (3 times) — up to 5 dangers. 1/5 game points are given. LR for dangers — 15.
 “Fireball” (3 times) — affects 1-18 dangers. Game points are not given. LR for dangers — 16.
- level 12** “Resurrection from the dead” (1 time) — not to yourself.

Danger makes a luck roll (LR) against your spell. To cast spells, you must first hit the enemy and cast a spell instead of damaging it with a weapon (this is for spells that affect the enemy).