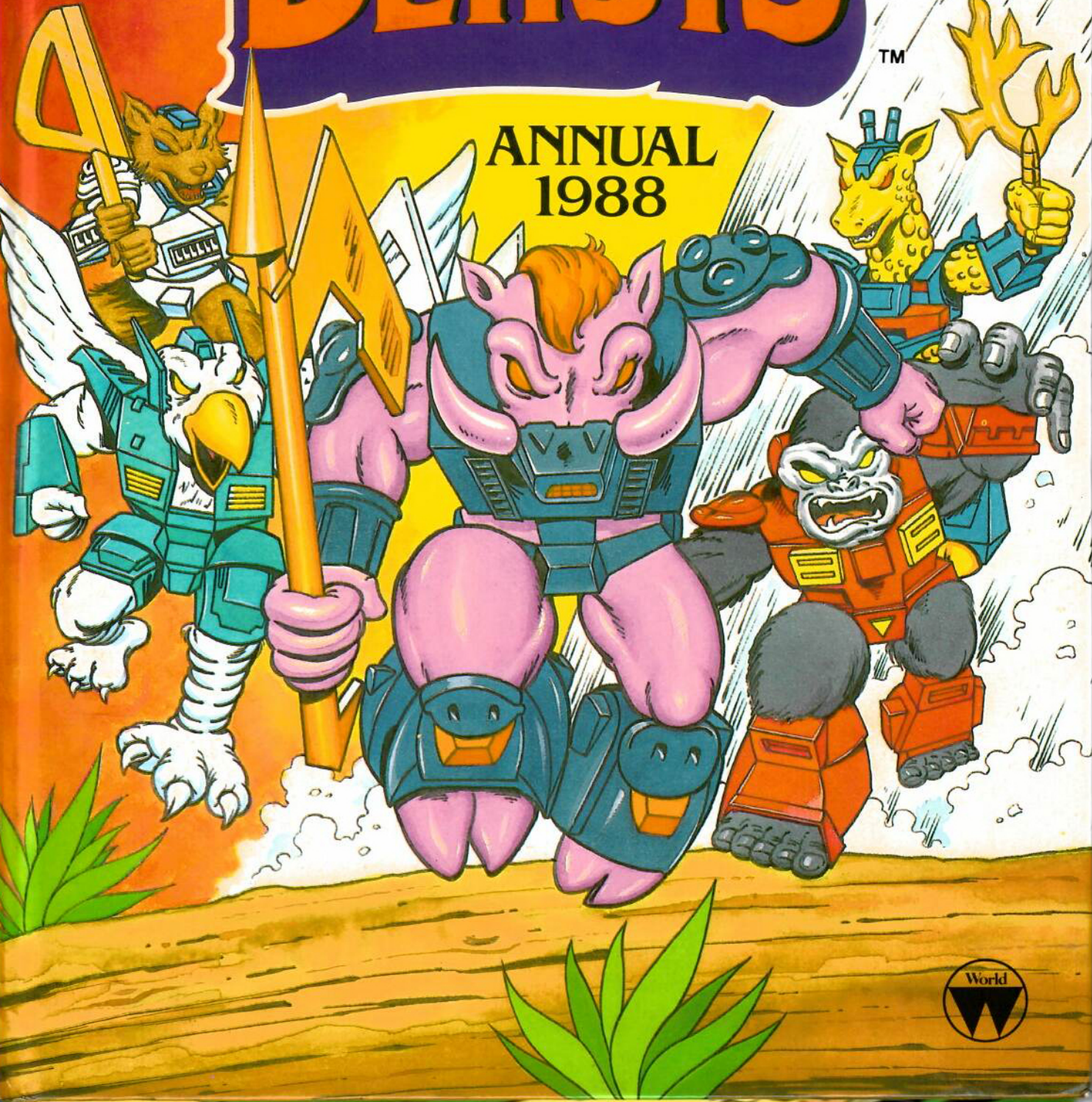


# BATTLE BEASTS



ANNUAL  
1988





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TM

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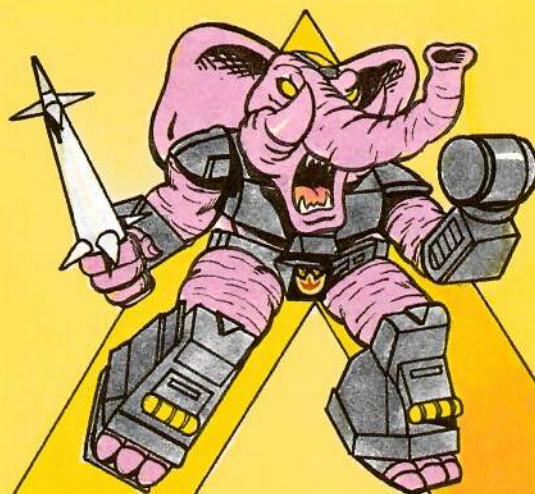
# BATTLE BEASTS!

The planet was like something from Earth's prehistoric past. The Great Ocean surrounded the dense, menacing jungle. Fire Mountain, with the ancient, smouldering fires of the volcano, trailed sulphurous fumes into the hot, steamy air.

And out of the jungle came the BATTLE BEASTS – half animal, half warrior. Each beast's ambition: to become KING OF THE HILL!

## FIRE

FIRE beats WOOD,  
equals FIRE,  
loses to WATER.



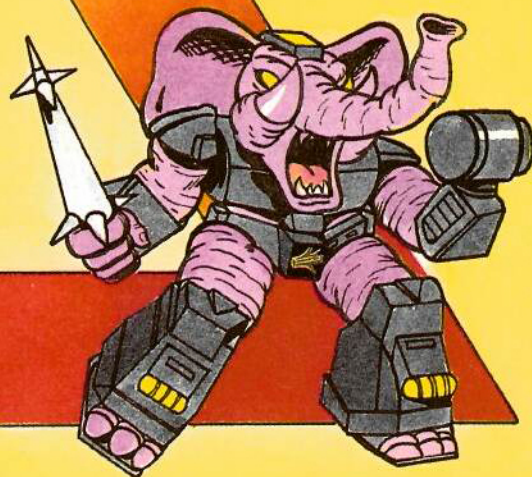
## WATER

WATER beats FIRE,  
equals WATER,  
loses to WOOD.



## WOOD

WOOD beats WATER,  
equals WOOD,  
loses to FIRE.



A legion of BATTLE BEASTS with three different strengths. Fire burns wood, wood floats on water, but ... water will put out fire every time!



# KING OF THE HILL

## THE BATTLE PLAN

Select the Battle Beast you feel has the best chance of becoming King of the Hill from page 6. Decide which emblem your warrior will wear – FIRE, WOOD or WATER. You may not change the battle emblem during the course of the game.

You must fight 20 combats exactly. Turn to the page you're directed to start on for your beast.

In combat, use your spinner (see right) to discover what your opponent's secret emblem is. If you win or draw, you may choose another opponent to fight. If you lose, you must move on to the next combat you're directed to.

SCORE 10 points for a victory, 5 points for a draw, 0 points for a defeat. There are bonus points to be earned too!

### Special Rules

If your Battle Beast should meet one of its own kind (eg lion meets lion) and defeats him, SCORE an extra 10 BONUS POINTS.

When you have completed your 20 combats report to page 60 to find out your rating.

## Emblem Spinner

Make a hole and put a used match through the centre.



Using tracing paper, copy this spinner with the FIRE, WOOD and WATER emblems. Make a hole through the centre and put a used match through it. Thick card makes the sturdiest spinner.

## Combat Sheet

Copy this combat sheet on to a piece of paper to keep a record of your score.

## COMBAT SHEET

BATTLE BEAST CHAMPION:

START COMBAT:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Victories																				
Draws																				
Defeats																				
Bonus Points																				
SCORE																				

TOTAL POINTS:

RATING:



## BATTLE BEASTS, BATTLE BEASTS, BATTLE FOR FUN!

The LION BEAST is rough, tough and courageous. A swashbuckling hero.	8
The CARP BEAST fights well in water, but is a strong adversary on land too.	28
The BIRD BEAST is a deadly hunter with exceptional powers of sight.	54
The RHINO BEAST is well armoured, a tough, stubborn warrior.	52
The TOAD BEAST is at home on land or in water and an athletic assailant.	32
The GATOR BEAST is a paladin on the planet, a mighty opponent.	36
The TIGER BEAST is swift, agile, and strikes like lightning.	56
The BUFFALO BEAST, sure-footed and sturdy in defence, a worthy rival.	34
The BOAR BEAST has both power and speed, and a good knowledge of jungle paths.	17
The GORILLA BEAST, strong on the ground, almost invincible in the trees.	16
The SNAKE BEAST possesses cunning and razor-sharp reflexes. A battle veteran.	14
The BAT BEAST not only has amazing powers of hearing but also fierce skills.	51
The BEAR BEAST, wily in combat, but fights long and hard.	33
The TORTOISE BEAST, a dangerous enemy, with excellent camouflage abilities.	12
The ELEPHANT BEAST is a master with the spiked sword, an imposing attacker.	11
The FOX BEAST combines daring, cunning and skill. A powerful fighter.	31
The DEER BEAST presents a formidable challenge, well armed and brave.	37
The GIRAFFE BEAST is swift-footed, fast to react and strikes with accuracy.	29

Choose your BATTLE BEAST warrior and begin his adventure on the page indicated.



LION BEAST



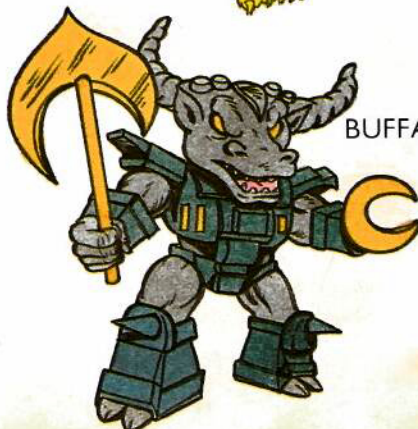
TIGER BEAST



BIRD BEAST



RHINO BEAST



BUFFALO BEAST



TOAD BEAST





BAT BEAST



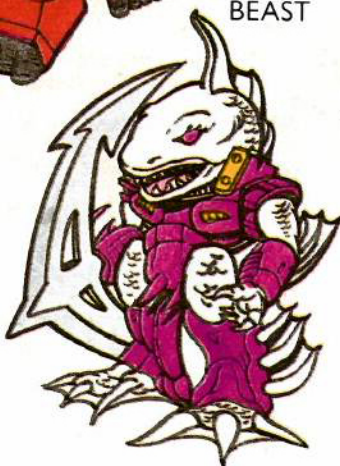
GORILLA BEAST



ELEPHANT BEAST



DEER BEAST



CARP BEAST



GATOR BEAST



FOX BEAST



BOAR BEAST



SNAKE BEAST



BEAR BEAST



TORTOISE BEAST



GIRAFFE BEAST



## THE DARK CAVE

The cave was set back from the cliff edge, disappearing through a narrow opening into the heart of the mountain. This was the way to the huge, underground caverns where the great feasts were held.

For now, the Battle Beast sought only to rest a while near its entrance. He turned the corner along the cliff path leading to the cave and came face to face with the Toad Beast.

The Toad simply uttered the single word, "Combat!". Then suddenly the Tiger Beast appeared from behind a rock. The Tiger snarled his challenge. The Battle Beast backed along the path so that only one challenger could meet him at a time. The Tiger sprang forward. Use your spinner to find out his emblem and begin to fight.



As the Toad Beast moved in to take up the challenge, a roar behind the Battle Beast signalled the return of the Gator Beast coming up the path from below. Select which opponent you will face first. Continue until defeated.

Now journey on along THE LAVA LEDGE on page 50.



## THE TRAIL OF TERROR

9

The sound of the waves beating on the shore faded from his hearing as he strode back into the jungle. The ocean was a strange place to him, and he always felt more at ease walking through the jungle.

He knew, however, this was not a time to relax. All the creatures in the jungle would have been disturbed by the activity of the volcano – which now, thankfully, seemed to have died down – and it was the perfect chance to catch someone unawares while they were still distracted.

The Battle Beast peered intently into the trees alongside him but saw nothing unusual. A faint scent of something wafted to him on the breeze, and made his nostrils burn. Smoke! Somewhere ahead along the path there was fire!

It seemed as if the volcano had thrown out some of its deadly, burning rocks and had set alight a part of the jungle. The Battle Beast tensed for action immediately, looking round to see whether the fire had crept to either side of him.

Some burning sparks, caught on the breeze, had been carried into the air, spreading the flames, and before he knew it, the Battle Beast found himself engulfed by fire on every side.

He looked desperately around. Flames seemed to be leaping from every tree, licking and curling their way upwards, and darting across the narrow path to set yet more trees on fire.

Urgently, he raced on ahead through the flames, hoping to get through before the path became impassable. Before long he came to a small clearing. In it were the Carp, Lion and Giraffe Beasts, all in the same difficulty as himself.

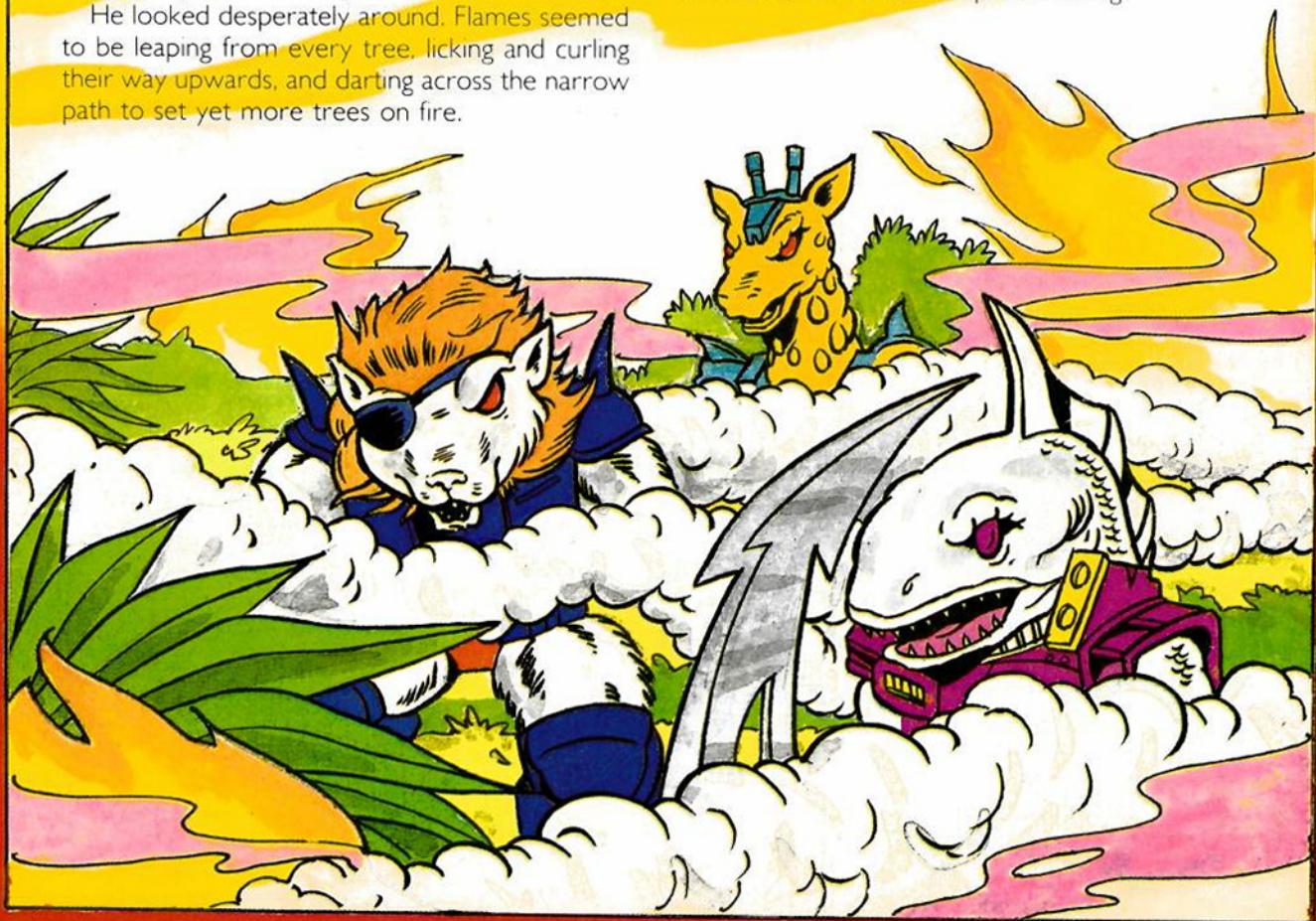
There was little time to be lost. Calling to them, the Battle Beast raced over. "Now is a time to act together," he said. "Between us we can defeat the flames."

With that, he began to dig hurriedly using his blade. Seeing what he was doing the others joined in, and soon they had made a large hole. "Into it quickly, and cover yourselves with earth," said the Battle Beast. "With luck it will protect us until the fire has passed."

Crouched in their hole in the very centre of the clearing the four Battle Beasts weathered the fire storm, and emerged hot but unharmed into the blackened aftermath of the volcano's rage. Then they went their separate ways. SCORE 10.

The Battle Beast now heads for THE HIGH PATH on page 29.

If you are the Snake Beast or the Bat Beast SCORE an extra 10 for quick thinking.





## THE RIVERBANK

As the Battle Beast walked away from the prolonged fight in the gully he felt the ground shudder underneath him again. There was no mistake, the ground was moving. Shielding his eyes against the sun he looked up towards Fire Mountain and saw that the volcano was spewing smoke and debris out from the top of its cone.

All the creatures of the jungle feared the wrath of the Fire Mountain, which poured burning rivers of lava and threw showers of molten rock onto the jungle below.

He hurried his steps towards the river, which was his quickest means of escape away from the mountains. The ground shuddered again.

It was faster to go on and join the river ahead rather than return to the fallen tree, as the raging current curved round in a big loop and turned back on itself. It should be just ahead beyond the next clump of trees, he thought.

Distracted by the volcano, the Battle Beast only saw the Carp Beast at the very last moment. The unexpected blow sent the Battle Beast spinning to the ground, but his blade arched upward to meet the descending stroke of the Carp Beast's weapon.

Metal sparked off metal, and the Battle Beast pulled himself rapidly to his feet to continue the fight. Again the ground heaved beneath their feet, causing both Battle Beasts to pause in their efforts. The Carp Beast was off guard for an instant and the Battle Beast saw his opportunity.

The Battle Beast drove forward, disarming the Carp Beast and the combat was his. Barely had they time to recover from their fight when they heard cries coming from the river.

The Carp Beast paid no heed, and raced off into the jungle away from the threatening volcano. Your Battle Beast is faced with a choice. Should he make his escape as fast as possible or should he try to help whoever is in trouble?

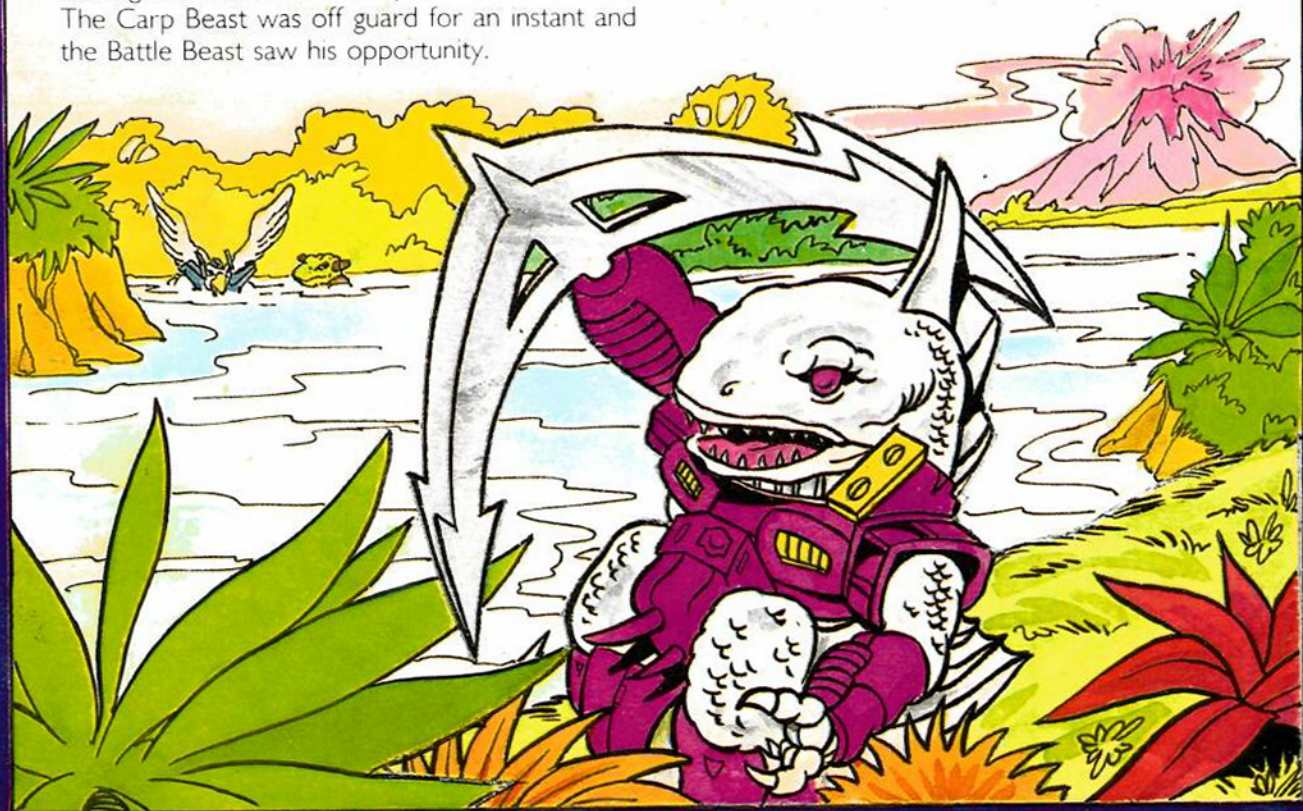
If he decides to escape go to THE OCEAN SHORELINE on page 37.

After deciding to investigate, the Battle Beast dashed to the riverbank to discover the Toad Beast valiantly trying to save the Bird Beast from being swept down the river.

The Battle Beast braced himself against a hanging tree and held out his arm as far as he could. The Toad Beast grasped it and between the two of them they pulled the Bird Beast to safety.

They found a large branch or two that would float, and, in order to escape from the raging volcano, they clung to them and let the current take them downstream to THE OCEAN SHORELINE on page 37.

If you are the Tiger Beast or the Boar Beast SCORE an extra 10 for bravery.





## THE FIGHTING GROUND

11

The trees opened out into a natural clearing in the jungle. Ahead of him the Battle Beast could clearly see the figures of the Lion Beast and the Fox Beast joined in combat.

A mighty blow knocked the Fox Beast to the ground and he conceded defeat. "Another challenger for you, Lion Beast," said the Fox, slowly rising to his feet. The Lion turned and made across the clearing to meet the Battle Beast.

Use your spinner to uncover the Lion's emblem. If undefeated, the Battle Beast turns to meet the challenge of the Fox Beast who has been watching the fight.

When combat is over go to THE GULLEY on page 31.





Every pool in the jungle was a place of special importance. All creatures need water to survive, and the Battle Beasts were no exception. Many animals came here to drink and refresh themselves, and each allowed the other time to spend at the pool.

Using the spinner, do one spin for each of the four Battle Beasts you meet at the water hole – the Giraffe, Lion, Deer, and Elephant Beasts. SCORE 20 for each sign that is the same as yours. Now go to where there is a **FALLEN TREE OVER THE RIVER** on page 55. But if you haven't already been down **THE OVERGROWN TRACK** go to page 33.





As he descended the mountain, the trees seemed to close in and protect him. He glanced up once before vanishing into the undergrowth, and his eyes fell on the smoking cone of the great volcano high above him.

Thin wisps of smoke were rising into the morning air, and for a moment the Battle Beast thought he sensed the ground move slightly under him. The Fire Mountain sometimes got angry and then hot stones and ash, smoke and rivers of fire poured out across the mountain.

The Battle Beast turned and hurried down towards the safety of the jungle. The sun disappeared beneath a green canopy of leaves, but he could still see its sharp, twinkling, golden rays as they danced in the treetops.

In the jungle, as he pressed deeper and deeper into its heart, life had begun to teem with the growing warmth of the morning sun. The plants that grew in profusion along the track were opening their leaves and stretching upwards. The hum of insect life filled the air.

All around him the great tall trees grew strong and powerful, reaching up into the sky. He felt their energy stir him, his body brightening and flexing.

He came across the Tortoise Beast bending down by the side of the path, feeding from some bush. Creeping forward, so as not to give away his presence, the Battle Beast advanced on the unsuspecting Tortoise Beast.

Almost when he was upon him, another figure darted out from the cover of the trees. It was the Bear Beast, his weapon drawn and ready for combat.

If you befriended the Bear Beast in the cave and didn't fight with him, he doesn't give you away but chooses to fight on your side. You SCORE 10, and beat the Tortoise.

If, however, you chose to fight with the Bear Beast in the cave, he warns the Tortoise Beast who turns to meet you, and escapes himself. The combat with the Tortoise is a draw. SCORE 5.

If you are the Carp Beast or the Bird Beast SCORE an extra 50 for extreme courage. If you are the Deer Beast SCORE an extra 40 for outstanding skill.

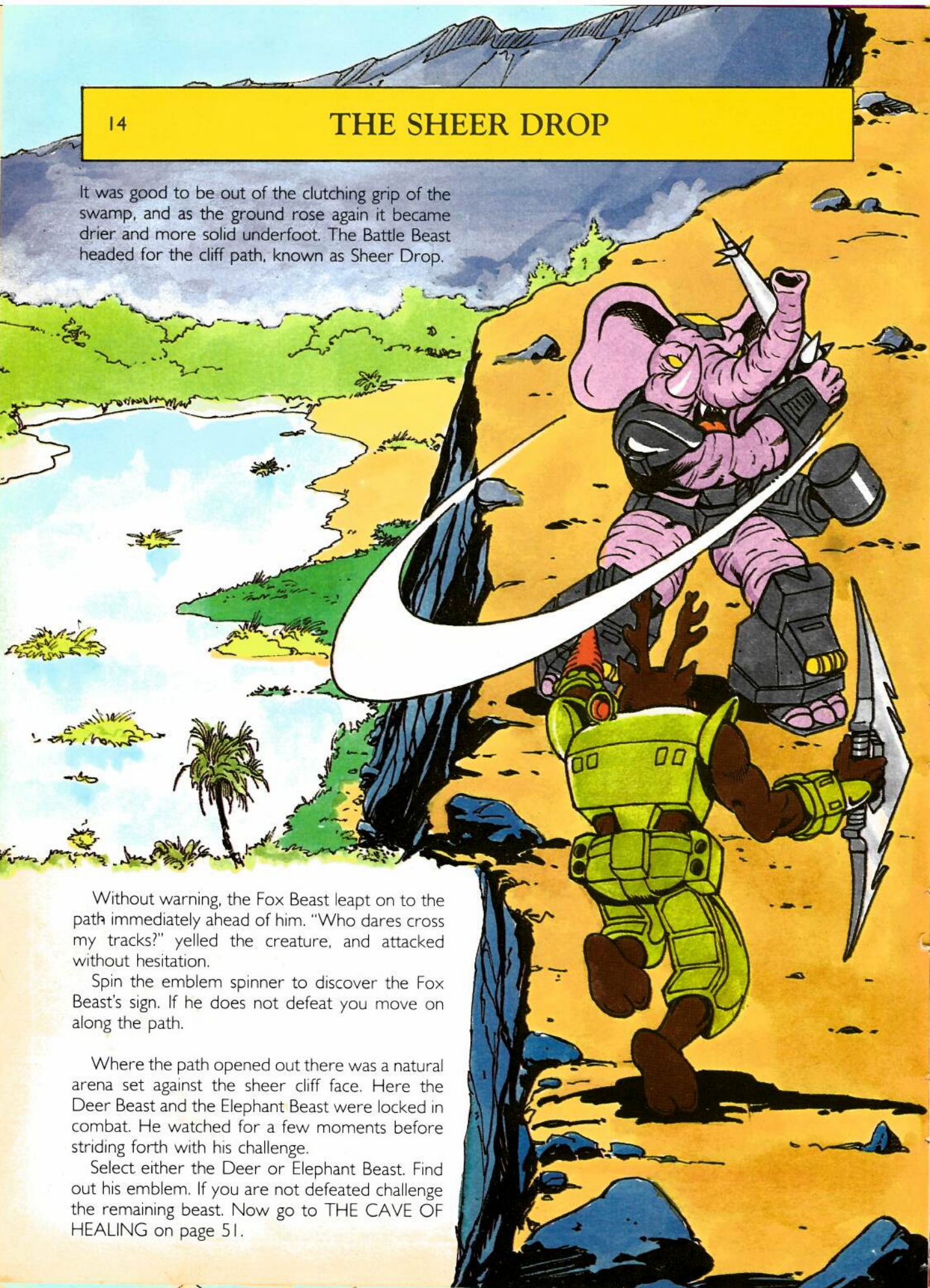
Now head down the path. Your Battle Beast is thirsty. If you decide to head straight for THE POOL go to page 12. If you decide to continue on the path and try more combats go along THE OVERGROWN TRACK on page 33.





## THE SHEER DROP

It was good to be out of the clutching grip of the swamp, and as the ground rose again it became drier and more solid underfoot. The Battle Beast headed for the cliff path, known as Sheer Drop.



Without warning, the Fox Beast leapt on to the path immediately ahead of him. "Who dares cross my tracks?" yelled the creature, and attacked without hesitation.

Spin the emblem spinner to discover the Fox Beast's sign. If he does not defeat you move on along the path.

Where the path opened out there was a natural arena set against the sheer cliff face. Here the Deer Beast and the Elephant Beast were locked in combat. He watched for a few moments before striding forth with his challenge.

Select either the Deer or Elephant Beast. Find out his emblem. If you are not defeated challenge the remaining beast. Now go to THE CAVE OF HEALING on page 51.



If you chose to come here from page 56 LOSE 10 points for choosing to fight in a confined space. If you were sent here SCORE 10 points for bravery at the dried-up riverbed.

The twin suns had set very quickly and the only light that could be seen was the glow of the fireflies flickering around the bushes that led up to a cave. The Battle Beast knew that this was where he would find the Bat, Boar and Buffalo Beasts. As he rounded a corner, he could see the light from a fire that crackled fiercely in their cave.

The Battle Beast crept quietly up to the cave entrance and looked inside. Perfect! The Bat Beast was the only one still awake and even he had his back to the entrance.

The element of surprise was always a distinct advantage. Clutching his weapon tightly, the Battle Beast ran into the cave.

However, the Bat Beast's superb hearing had allowed him to hear the Battle Beast's approach and he was ready when the strike came.

The sudden sound of clashing weapons awoke the Boar and the Buffalo Beasts, who had to allow their eyes to adjust to the firelight before they could help their comrade.

But the Buffalo Beast couldn't wait and still dazzled by the flames, he jumped up to join the fight. The mistake was his. Instead of helping his friend, he took an accidental swipe at him.

It does not take long for a beast to make new enemies, and the last the Battle Beast saw was the Bat Beast chasing the Buffalo Beast down the hillside, screaming loudly at him.

That left the Boar Beast. He scrambled around the floor looking for his weapon, unaware that the Bat Beast had taken it to help in his war against the Buffalo Beast.

"Curse you, Battle Beast!" he growled, as he edged his way along the wall to the back of the cave. Then suddenly, he was gone. He had escaped through a secret opening.

SCORE 10 points. If you are the Lion Beast or the Rhino Beast SCORE an extra 50 points for extreme courage.

If you were sent here from THE DRIED-UP RIVERBED go to THE NARROW LEDGE on page 34. If you chose to come here and did not fight at the riverbed you must go back to that page (56) to fight. You cannot choose to miss the challenge again.





## THE GROVE OF SHADOWS

The last wisps of smoke died away as the Battle Beast paused to draw breath and take his bearings. All around him the trees pressed close, and night clung heavily to the hanging vines.

He stopped for a moment and listened. The air was full of night sounds, but nearby he could hear the familiar clash of metal on metal. The lure of a fight drew him closer.

Through a gap in the trees he could just make out two shadowy shapes. As he closed on the combatants he recognized the Elephant Beast, and then as the other turned, the Snake Beast. Weapon raised, he rushed forward to meet them.



Who will your Battle Beast choose to meet in combat first? Select your opponent, and discover his battle emblem. Repeat until your warrior has fought both opponents, or until he's defeated. Then go to THE HEIGHTS OF HATE on page 53.



On either side of the path, the jungle rose tall and unfriendly. The jungle of the night was many times more frightening than the jungle of the day. It seemed somehow haunting and unearthly.

The Battle Beast walked on. I must be on my guard, he thought. Anyone could ambush me in the dark.

Almost the moment that the thought entered his head, he realized that in the darkness he had walked straight into a trap. He was surrounded. The Gorilla Beast stood in front of him, the Snake Beast was behind him and the Bat Beast stood on his right. He had only one free space left in which to manoeuvre.

Which opponent will the Battle Beast choose to fight first? When you have selected your adversary, discover his battle emblem. Repeat until you have fought all three challengers or until you are defeated. Then go to THE RAIN FOREST on page 57.

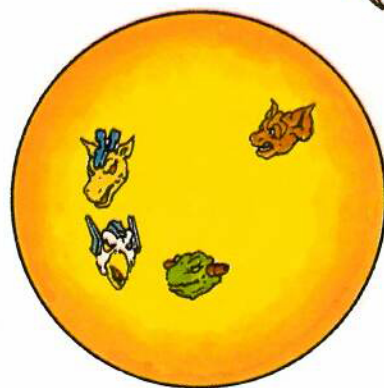




# THE FIRE CHALLENGE

## CIRCLE OF FLAMES

These seven Battle Beasts are all free to fight one another. On a piece of paper, can you draw three circles of flames that will separate all seven creatures from one another, and ensure that every Battle Beast is inside at least one circle? The first circle has been drawn in for you.



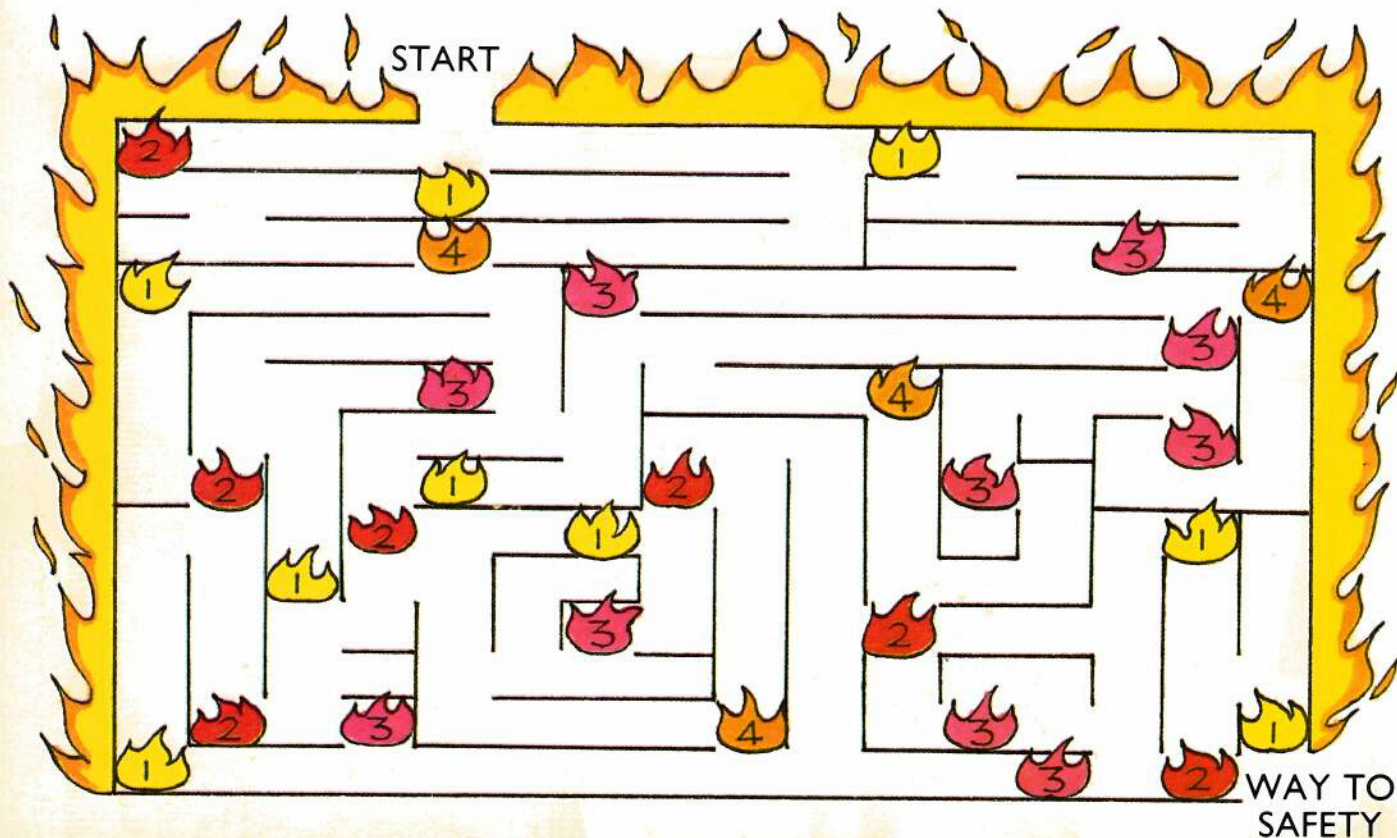
## JUNGLE FIRE

Lightning has set the jungle on fire and you must make your escape to safer ground. There are many obstacles and dangers in your way – the higher the number, the greater the risk.

Can you find the safest route, adding up to the smallest total?

Can you do better than 15?

Answers on page 62.





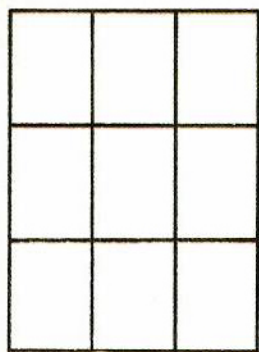
# FIRE SIGNS

This is a game for 2-4 players which will test your reflexes, a vital skill for any Battle Beast who wants to become King of the Hill.

## Making the Game

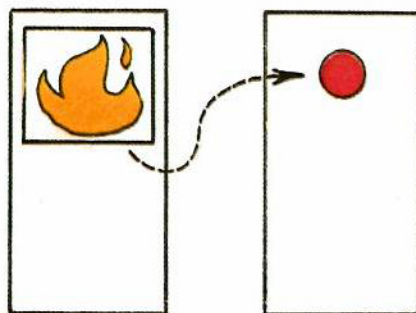
You will need: several sheets of plain paper  
cardboard (old cereal packets will do)  
non-toxic paper glue  
a ruler, pencil and scissors  
coloured pens or paints

- 1 Stick the sheets of plain paper to the cardboard.
- 2 Using a ruler and pencil, divide the paper into rectangles 5cm by 7cm. Make enough for at least 10 for each player. Cut them out.
- 3 At the top of each card use your coloured pens to draw one of the fire signs shown below. There are 10 altogether; make the same number of cards for each sign. On the opposite side, draw a large dot to show which end of the card has the sign on.
- 4 If you wish, use a large sheet of paper to make a game board like the one below. Now you are ready to play.

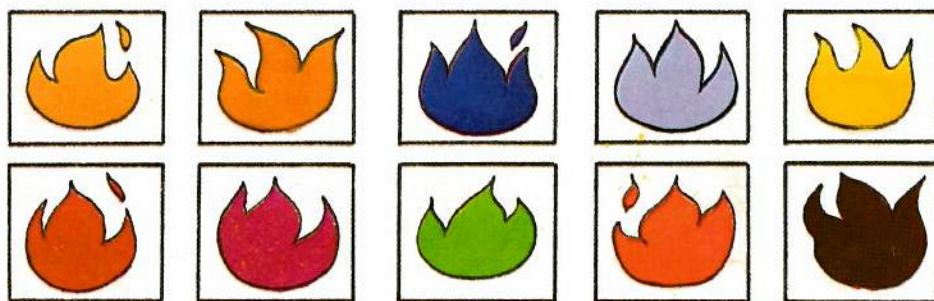


Stick paper onto card.

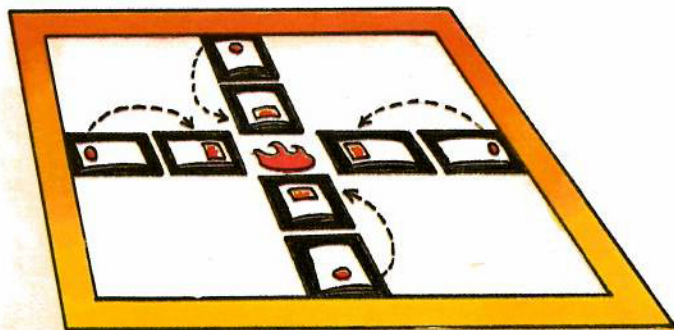
Divide into rectangles.



Mark each card with a sign and a dot.



Make each fire sign a different colour or pattern, like this.



Design your own full-size board to play on.

## Playing the Game

- 5 Shuffle the cards and deal them out *face down* with the dots nearest the player.
- 6 Count aloud up to three, and on the count of three, place your top card *face up* in the centre boxes. If you have a sign that matches one of the others, call out COMBAT! The first to call out takes the matching cards and places them, face down, at the bottom of their pile.
- 7 When a player has no cards left he takes the pack from the centre in front of him and begins again.
- 8 The game ends when one player has no cards left, and no pack in front of him. The others count all the cards in their hand, and the one with the most is the winner.



# HOT SPOT

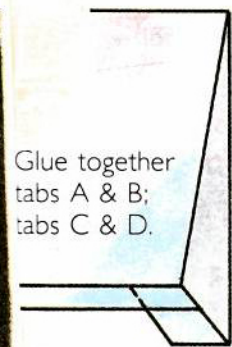
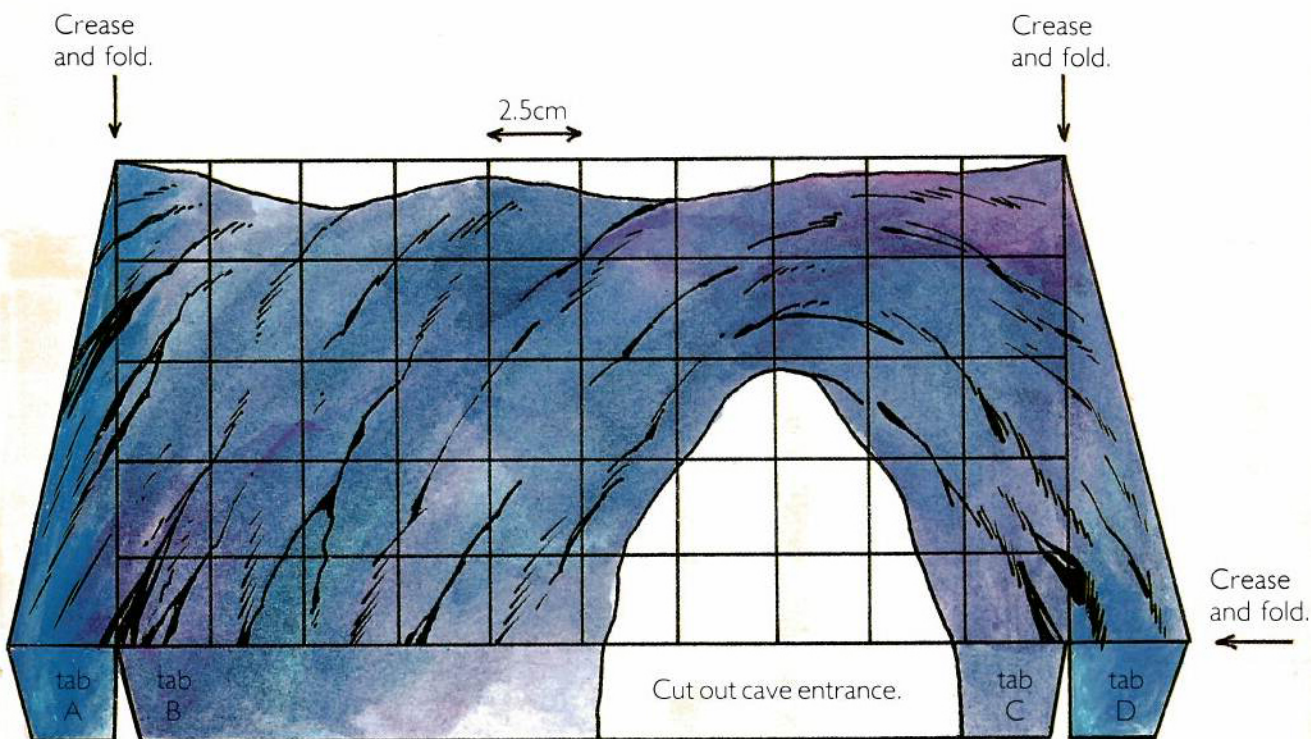
On a cold, wintry night the Battle Beasts join together in small bands – differences forgotten – to gather round the fire and defeat their common enemy – the elements. Can you spot ten differences between these two pictures?

Answers on page 62.

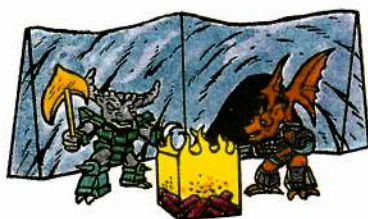




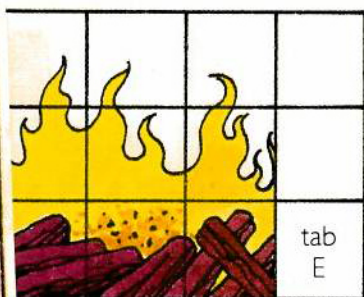
# DO-IT-YOURSELF CAVE SCENE



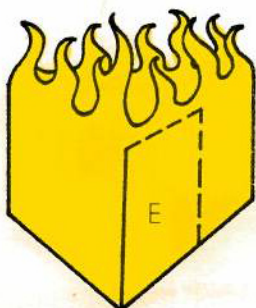
Artist's idea of finished scene.



If you bend your scenery in the middle it will be even sturdier.



Crease and fold.



Glue tab E to inside of fire.

Build your own Battle Beast cave by following the instructions below.

You will need: several sheets of plain paper cardboard (old cereal packets will do)  
non-toxic paper glue  
a ruler, pencil and scissors  
coloured pens or paints

- 1 Stick the sheets of plain paper onto the cardboard.
- 2 With a ruler and pencil mark out a squared grid, as below. Make your squares 2.5cm by 2.5cm, and the final model will be in scale with your Battle Beasts.
- 3 Copy the lines of the drawing onto your grid.
- 4 Colour in and cut out.
- 5 Don't forget to leave the support triangles at each end to help the scenery stand up. Glue these in place.

Look through the pages of the annual and see if there are any other ideas you'd like to use to make your own scenery.



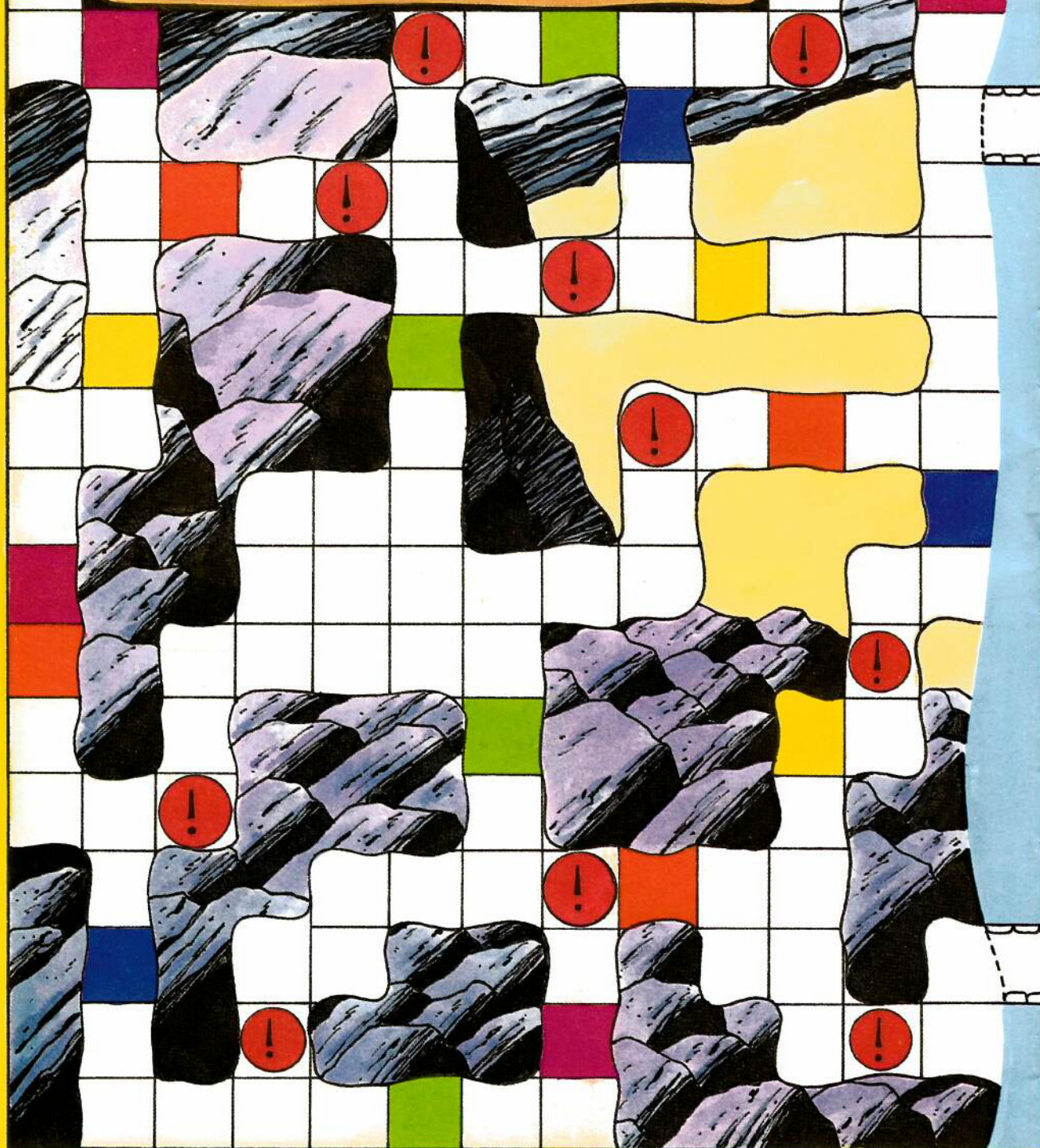
# UNDERGROUND LABYRINTH

A game for two or more players.

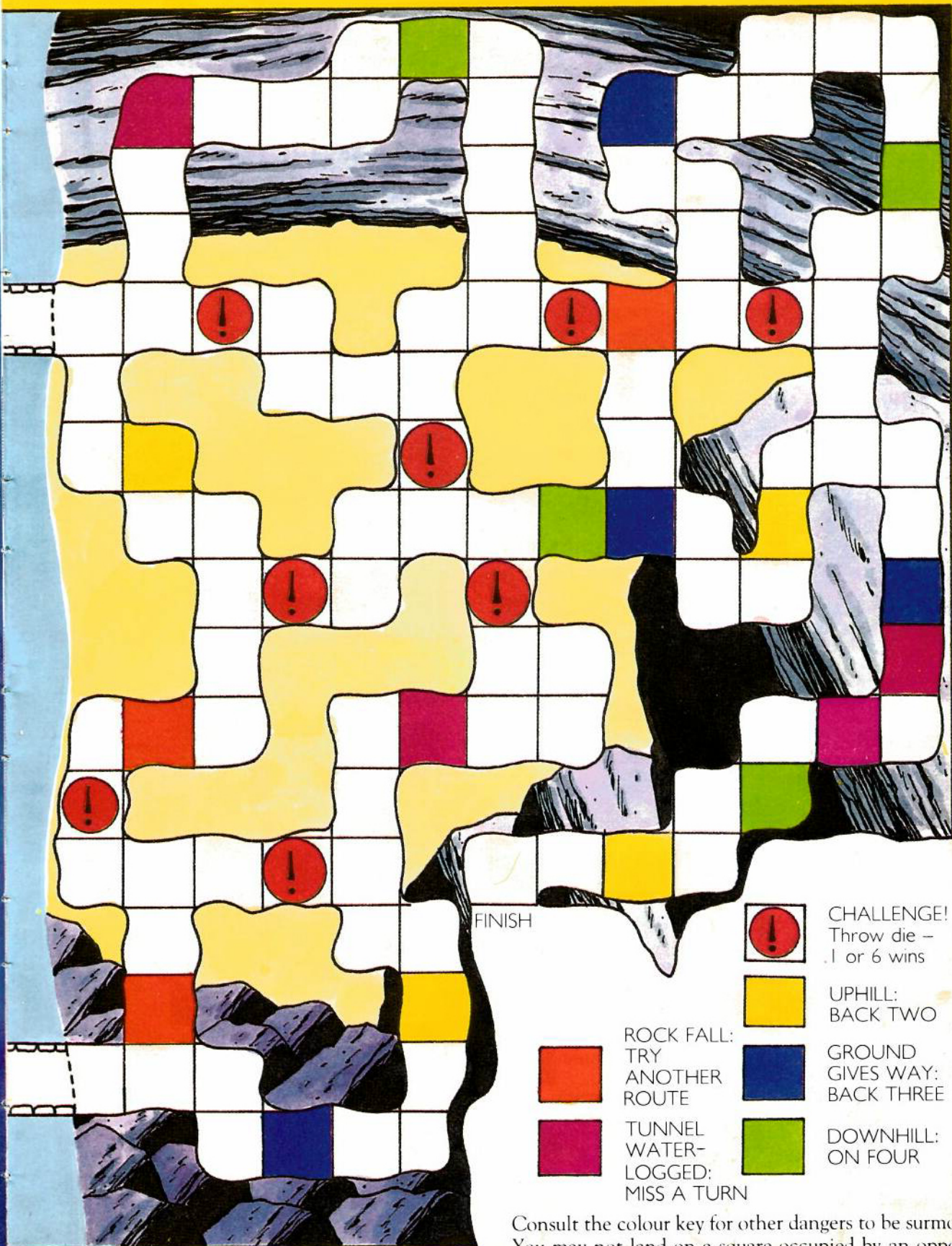
START

The Battle Beasts are trapped in a labyrinth of tunnels. They must fight their way out, facing combat with other beasts and overcoming natural hazards en route.

Throw a six to start. When you are challenged by a Battle Beast (red circles) you must throw a one or a six to beat him and pass by. If you cannot defeat him, or lose, you must retreat and try another route.







Consult the colour key for other dangers to be surmounted. You may not land on a square occupied by an opponent. The first Battle Beast to reach the surface is the winner!



# THE WOOD CHALLENGE

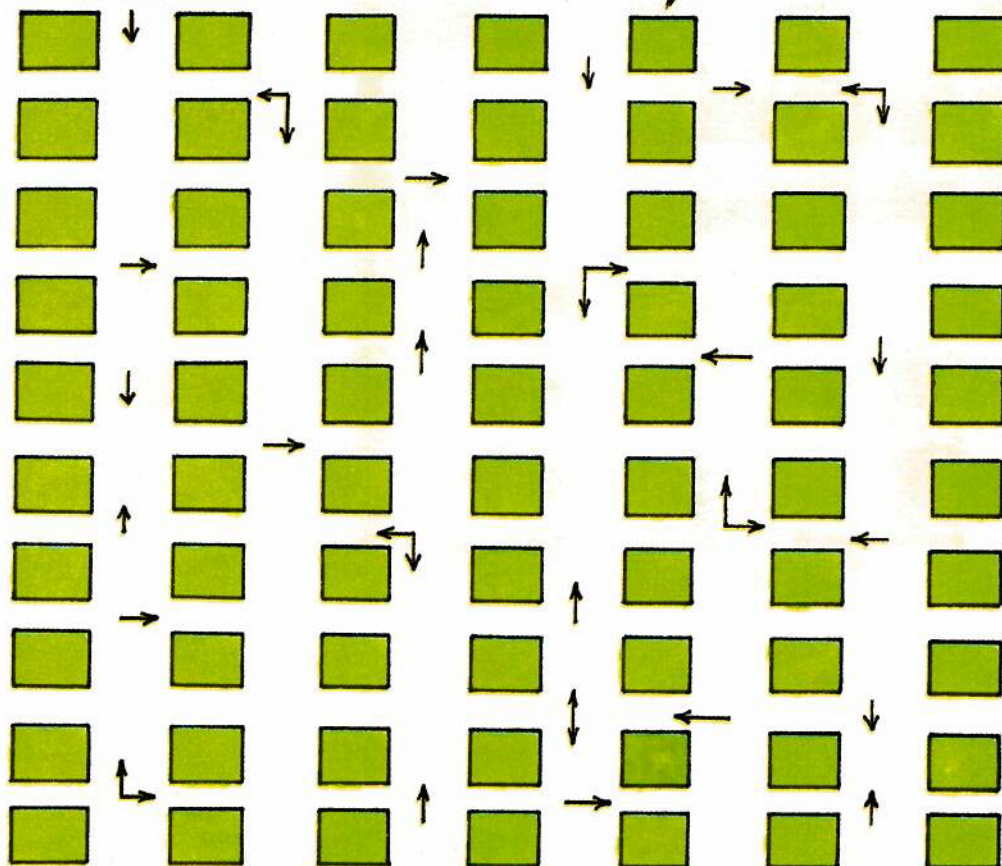
## JUNGLE MAZE

It is easy to become lost in the jungle if you're not familiar with the paths and shortcuts. Trace your way through the maze of vegetation and see if you can find the track that leads out of the jungle.

If you want to change direction you may *only* do so when you meet an arrow, but you *must* go the way it points. You may choose which direction to follow if you meet a double arrow. You may also cross your own tracks if you need to.

Answers on page 62.

START



FINISH



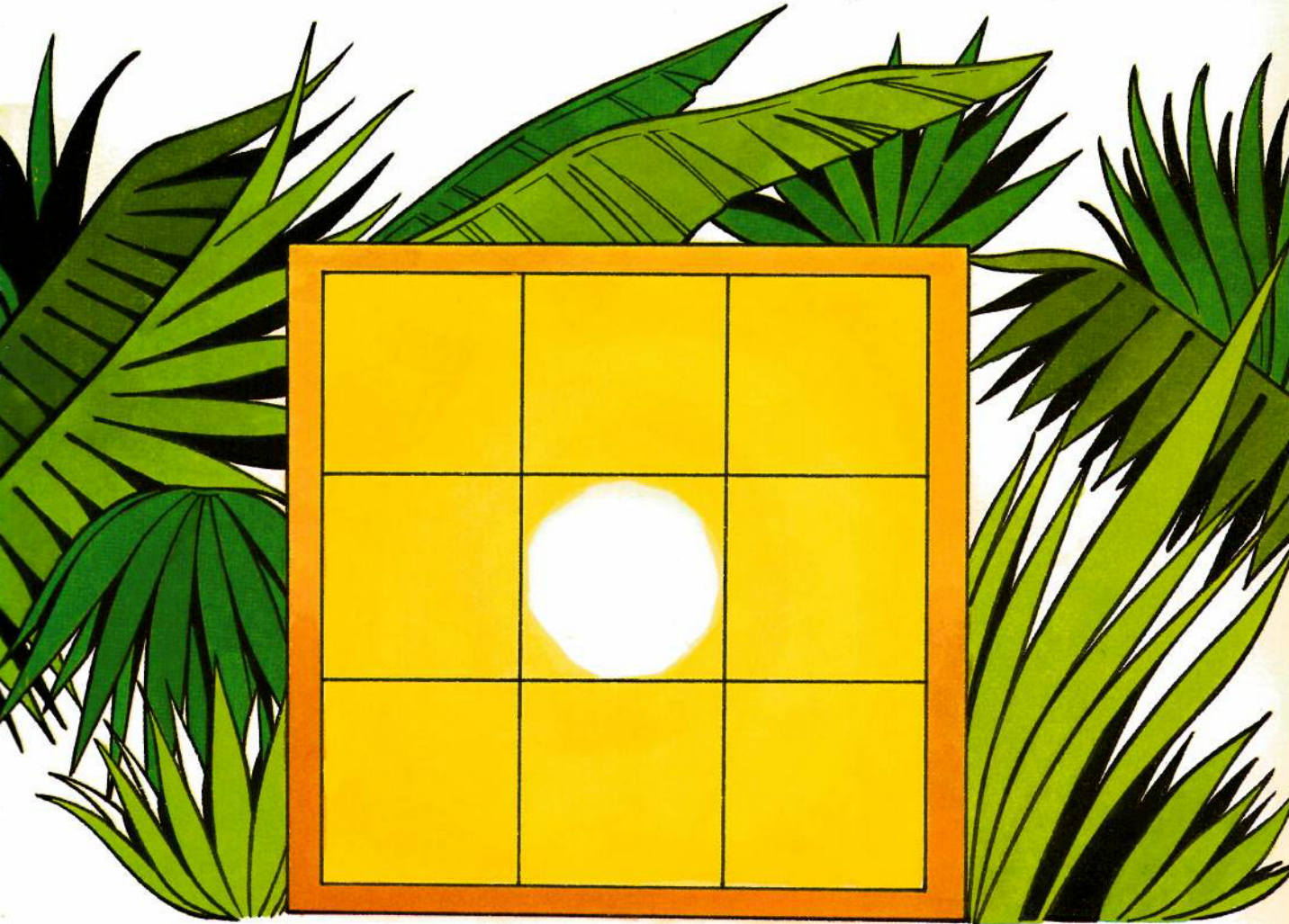
# LINE OF BATTLE

The still morning air is pierced with blood curdling cries. Into the jungle clearing come two Battle Beasts, intent on combat. Within moments two, then three, then four more beasts burst upon the scene. With a word barely spoken, they draw themselves up into equal sides of three...

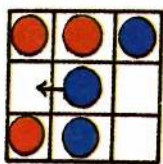
## How To Play

A game for two players. You will need two sets of three coloured counters. Using the board below, take turns in placing one Battle Beast in a square until all six are in play.

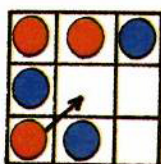
Moving one beast at a time – up, down, across or diagonally, try and manoeuvre your Battle Beasts into a straight line to win the game.



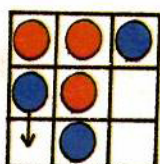
## Example Game



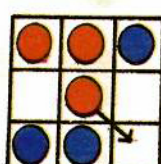
1



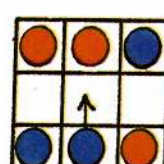
2



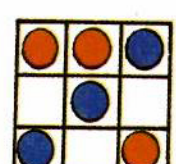
3



4



5



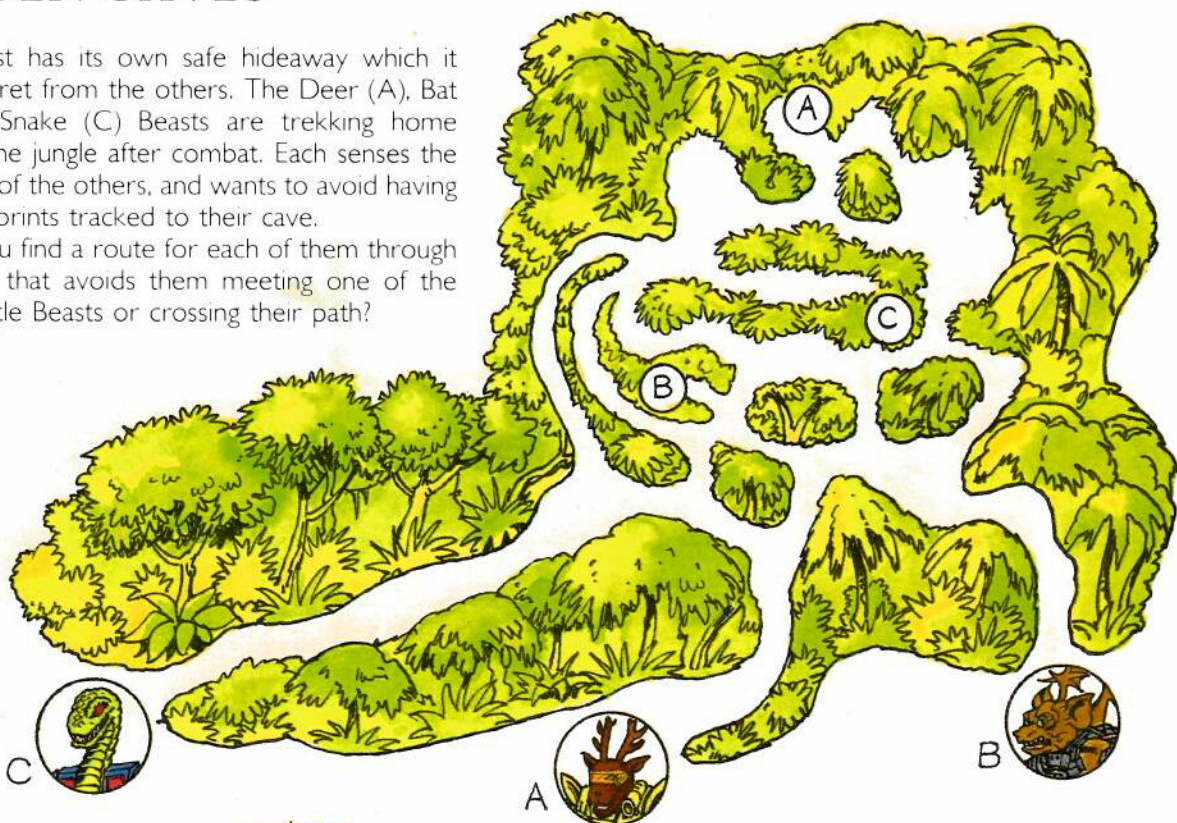
6



## HIDDEN CAVES

Each beast has its own safe hideaway which it keeps secret from the others. The Deer (A), Bat (B), and Snake (C) Beasts are trekking home through the jungle after combat. Each senses the presence of the others, and wants to avoid having their footprints tracked to their cave.

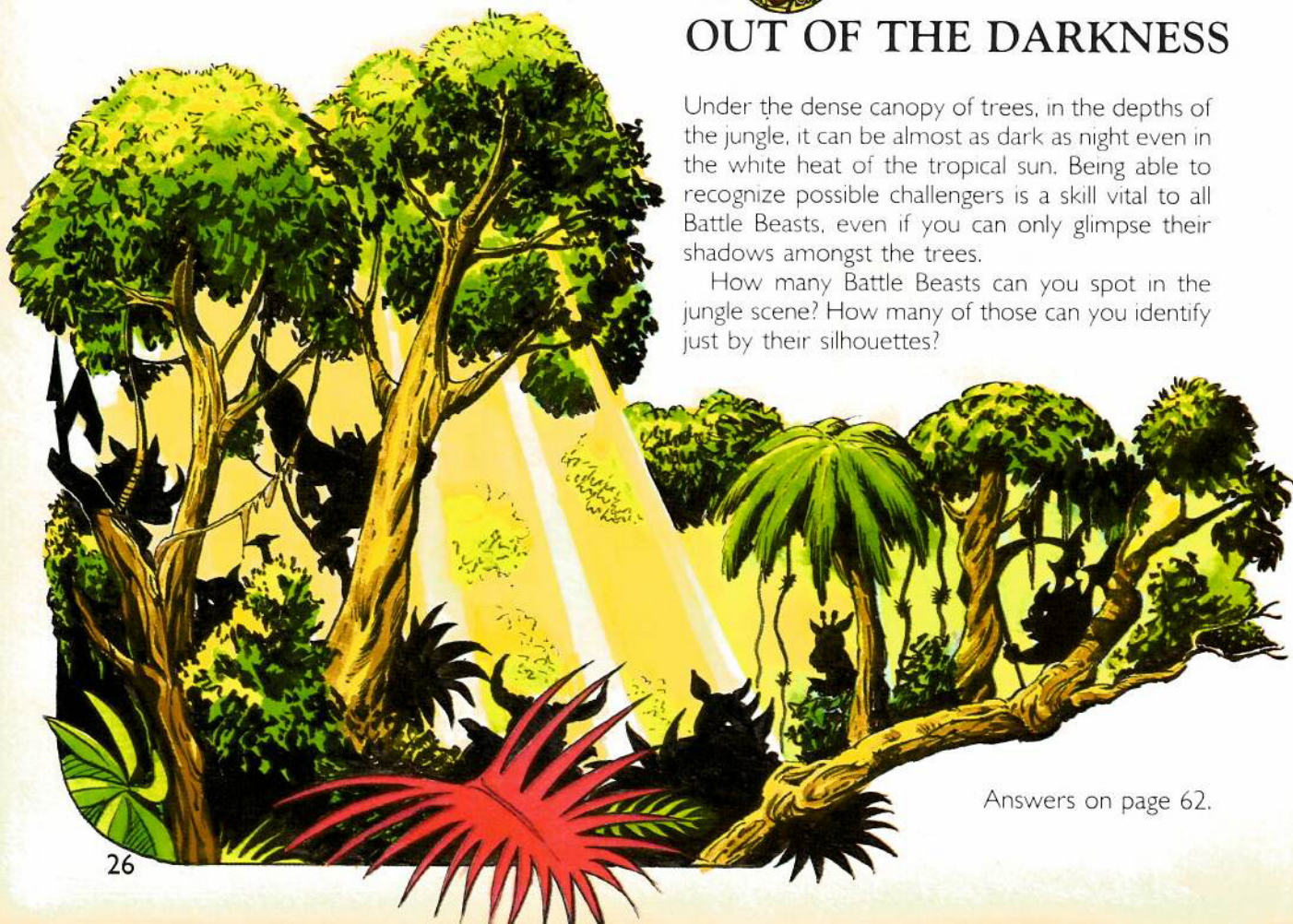
Can you find a route for each of them through the trees that avoids them meeting one of the other Battle Beasts or crossing their path?



## OUT OF THE DARKNESS

Under the dense canopy of trees, in the depths of the jungle, it can be almost as dark as night even in the white heat of the tropical sun. Being able to recognize possible challengers is a skill vital to all Battle Beasts, even if you can only glimpse their shadows amongst the trees.

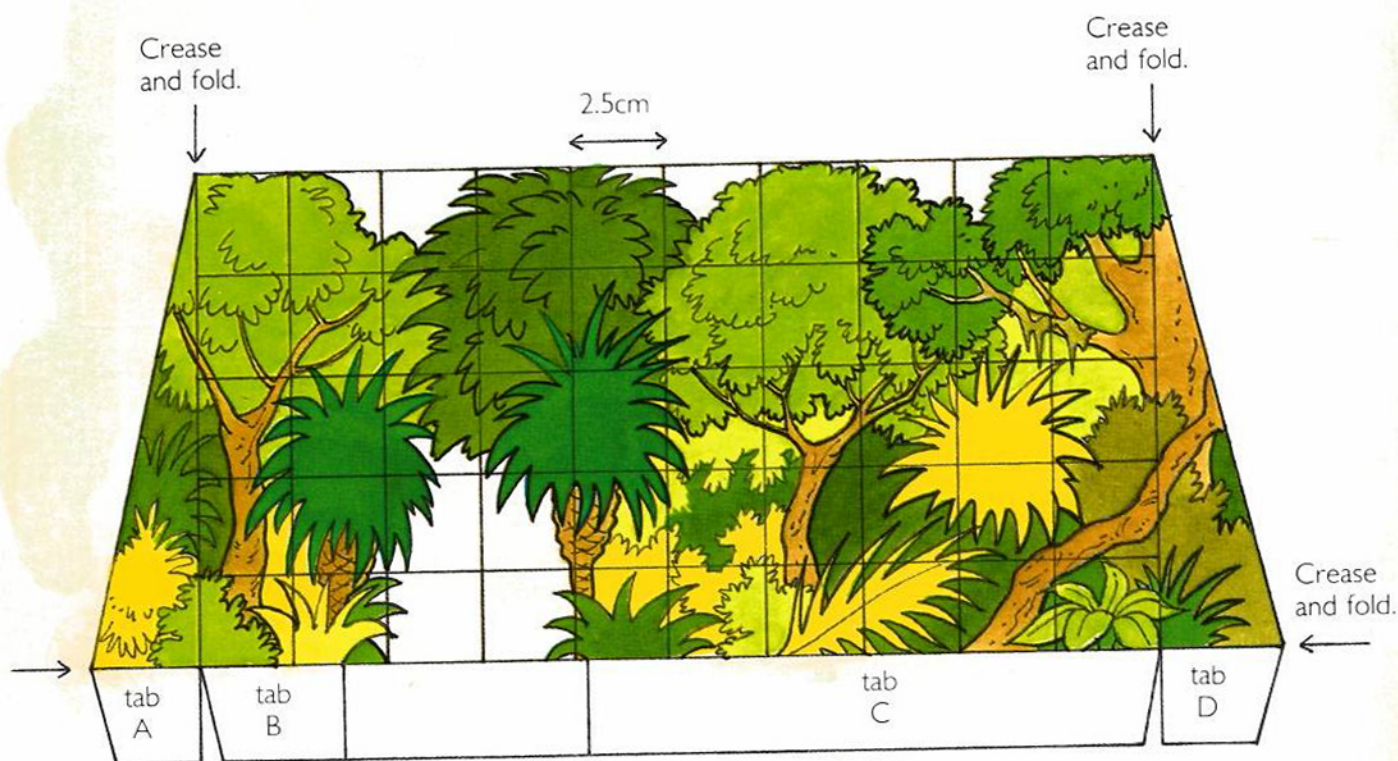
How many Battle Beasts can you spot in the jungle scene? How many of those can you identify just by their silhouettes?



Answers on page 62.



# DO-IT-YOURSELF JUNGLE SCENE



Cut out opening through the trees.

Artist's idea  
of finished  
scene.



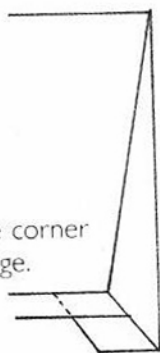
If you bend your scenery  
in the middle it will be  
even sturdier.

Make a jungle setting to go with your cave scenery  
on page 21, by following the instructions below.  
You will need: several sheets of plain paper

cardboard (old cereal packets  
will do)

non-toxic paper glue  
a ruler, pencil and scissors  
coloured pens or paints

Weight the corner  
and the edge.



Glue together  
tabs A & B;  
tabs C & D.

- 1 Stick the sheets of plain paper to the cardboard.
- 2 With a ruler and pencil mark out a squared grid, as below. Make your squares 2.5cm by 2.5cm, and the final model will be in scale with your Battle Beasts.
- 3 Copy the lines of the drawing onto your grid.
- 4 Colour in and cut out.
- 5 Don't forget to leave the support triangles at each end to help the scenery stand up. Glue these in place.

Once you've made this one, why not design your own jungle scenes and make some other, different settings?



# KING OF THE HILL

28

## THE WATERFALL

In the heat of the scorching suns, the Battle Beast gazed longingly at the cool water gushing down the mountainside.

I wonder if the ledge continues under the waterfall, he thought. He inched his way along to the edge of the waterfall and found that he could stand safely under its invigorating spray.

Suddenly, through the loud roar of the water, the Battle Beast could just make out the sound of voices.

"I know he came this way," protested the Gator Beast. "I followed him."

"Then where is he now?" asked the Rhino and Toad Beasts.

"Here I am, weaklings," roared the Battle Beast, as he emerged refreshed from the waterfall. "Let's see what you're made of. If you dare to fight!"

Decide which beast to fight first, then discover his battle emblem. Repeat until you have fought all three warriors or until you are defeated. Then go to THE CLIFFTOP on page 54.





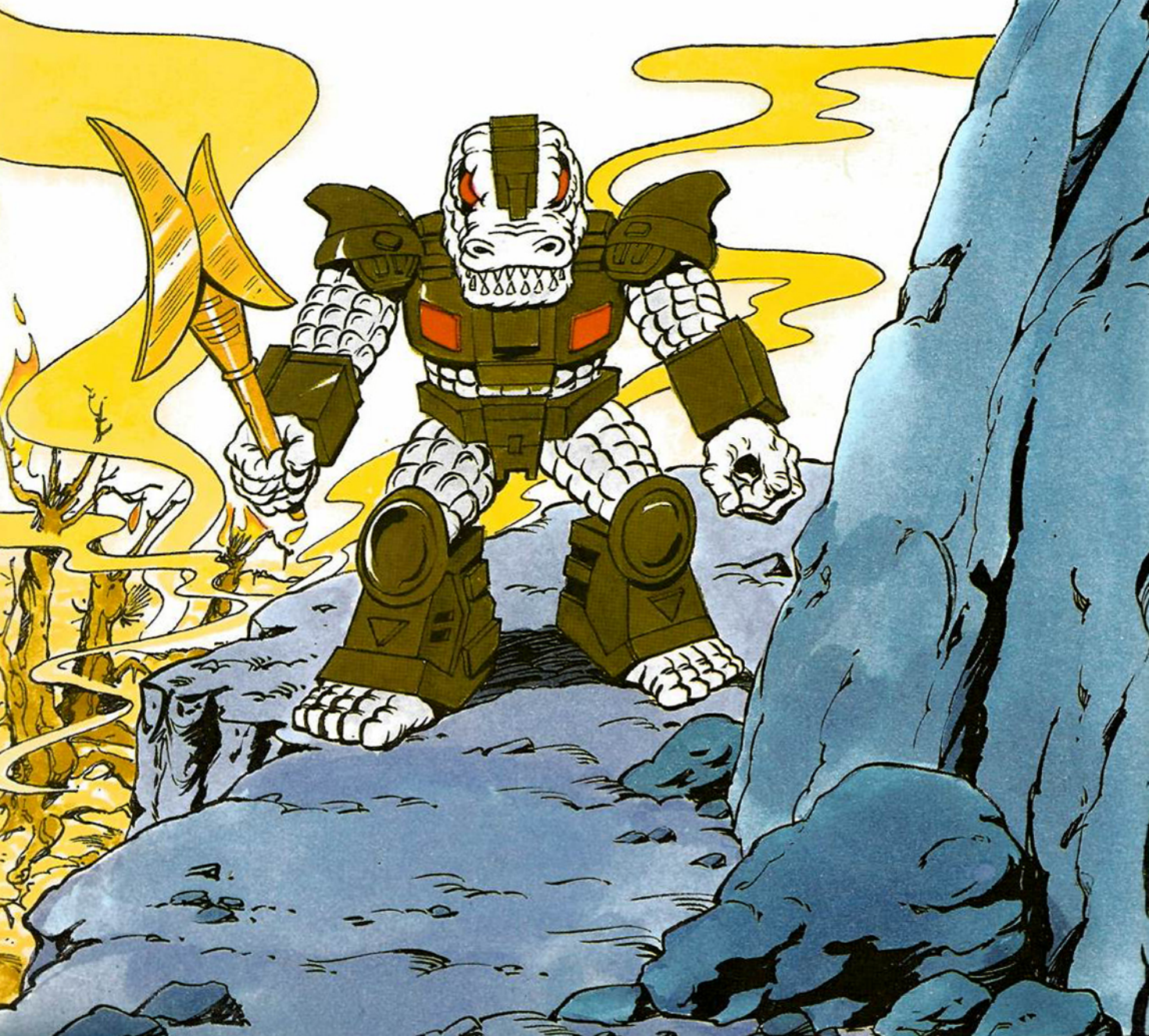
As he climbed, he could see below the area of jungle devastated by fire from the volcanic showers of burning rock. He was glad to be climbing higher into the clearer air.

His plan was to make for a cave he knew in the hills, and rest a while. First he must take the cliff path that hugged the side of the mountain. If he had chance to eat on the ocean shoreline, the extra strength sends him quickly upwards. SCORE 10.

Without food for some time the climb was slow and arduous. Just when he felt he must stop and rest the Gator Beast appeared on the cliff path ahead of him, the cry of a challenge bursting from his lips.

If your beast didn't eat at the shoreline and his slow pace causes him to meet the Gator, use your spinner to find out his emblem, and fight him.

Now go on up the cliff path to THE DARK CAVE on page 8.





## THE VINE THICKET

As the strong suns continued to beat down relentlessly, the Battle Beast found himself forcing his way through the dense undergrowth of a steaming jungle. Even here, underneath the heavy canopy of leaves, the fierce heat that seeped through caused the moisture on the ground to evaporate in eerie twists of steam.

Every twig that snapped caused the Battle Beast to turn swiftly and peer into the unending tangle of vegetation, looking for trouble. Suddenly a new sound mingled with the whispering of the clutching vines, a sound that he knew only too well. The Battle Beast swung around to face his old rival, the Boar Beast.

"We meet again," snorted the Boar Beast. His sharpened weapon glinted evilly in the few stray rays of sunlight that had found their way through the jungle ceiling.

The Battle Beast leapt aside as the Boar Beast lunged at him. The snorting creature turned to attack again, but the Battle Beast climbed onto a fallen log and with an almighty leap he grabbed at a hanging vine.

Swinging through the air, the Battle Beast kicked out with his powerful legs. Just as the startled Boar Beast realized what was happening, he found himself being flung backwards with such a force that he could hardly breathe.

"Just you wait," he rasped as he picked himself up and limped away into the jungle. "I'll be back!"

The Battle Beast was now fully alert and on the lookout for more danger. He moved quietly through the undergrowth until suddenly he came across the Toad Beast and Gator Beast, who were plotting to capture him.

Once again, the Battle Beast climbed high into the vines. This time as he swung from the trees, he caught his adversaries a smart blow on their heads from behind.

Knocked almost senseless, the Gator Beast and the Toad Beast were convinced that they were being attacked by a whole host of Battle Beasts, and they quickly fled into the jungle's darkness.

Laughing loudly, the Battle Beast continued on his journey.

SCORE 10. If you are the Carp Beast or the Bird Beast SCORE an extra 50 points for extreme courage. If you are the Deer Beast SCORE an extra 40 points for outstanding skill. Now go to THE GLADE on page 52.





The jungle clearing closing in behind him, the Battle Beast made for the gulley. He could hear the Bird Beast's footsteps pursuing, and decided to turn and face his assailant.

Discover the Bird Beast's emblem. If the Bird does not win, press on to the gulley.

The steep sides of the gulley were soon evident on either side of the path. The Battle Beast paused. For a moment it seemed as if the ground had moved beneath his feet.

There was no time to think on it. Before him the Rhino and Giraffe Beasts were standing, waiting for combat. Select your opponent and reveal his emblem. Continue fighting until defeated.

As the Battle Beast came to the end of the gulley one final challenger faced him: it was the Deer Beast. Discover his emblem and attack.

Now go on to THE RIVERBANK on page 10.





## THE SWIFT RIVER

Tired and thirsty after his battle with the Gorilla Beast, the Battle Beast wandered through more of the unfriendly jungle until he heard the sound of running water. He headed towards the sound.

Soon the Battle Beast found himself standing on the bank of a swiftly flowing river. The water was clear and inviting, and the Battle Beast threw himself down with relief and dipped his head into the cold, glistening liquid.

Once he had washed the dust of the journey from his eyes, the Battle Beast lowered his head to the water again, this time to take a long, cool drink. His thirst quenched, he was about to rise when a reflection in the water caught his eye. Standing on either side of him was the Tiger Beast and the Buffalo Beast.

Sensing that neither of his enemies knew that he was aware of their presence, the Battle Beast lowered his head again, pretending that he was about to take another drink. Suddenly, using his powerful arms as a lever, he twisted his body around quickly and knocked both of the waiting beasts off balance.

With a howl of anguish the Tiger Beast toppled into the water and the current carried the spluttering creature away downstream. The Buffalo Beast, however, was more fortunate. He quickly steadied himself and swung his pincer-like arm towards the Battle Beast.

The Battle Beast somersaulted backwards, out of harm's way. He grasped his weapon that he had left lying by the riverbank and lunged forward at the Buffalo Beast.

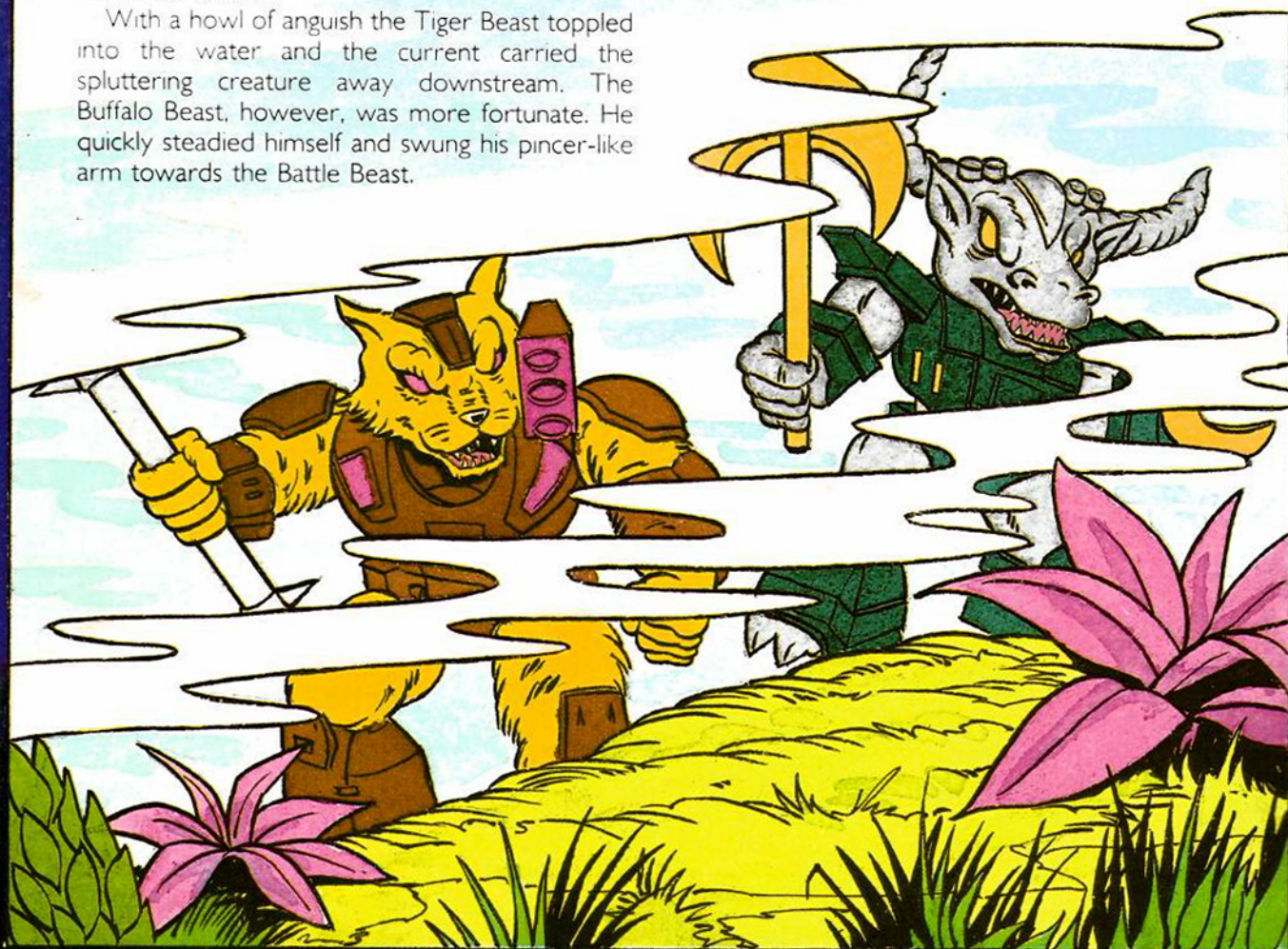
Metal sparked against metal as beast fought beast. The sounds of the battle disturbed a flock of large water birds and the sky was full of their eerie calls as they scattered into the air.

Suddenly one of the huge birds swooped down at the Buffalo Beast, blocking his vision for just a moment.

In that instant the Battle Beast lunged forward, head down and butted his opponent firmly in the stomach. This time the Buffalo Beast was thrown totally off balance. It only took one small push and he, too, was splashing his way to the opposite bank of the river, where a very bedraggled Tiger Beast was already waiting for him.

"So long, drips!" shouted the Battle Beast. Laughing to himself, he turned and started off upstream, towards THE EVERGLADE.

SCORE 10 then go to page 58.



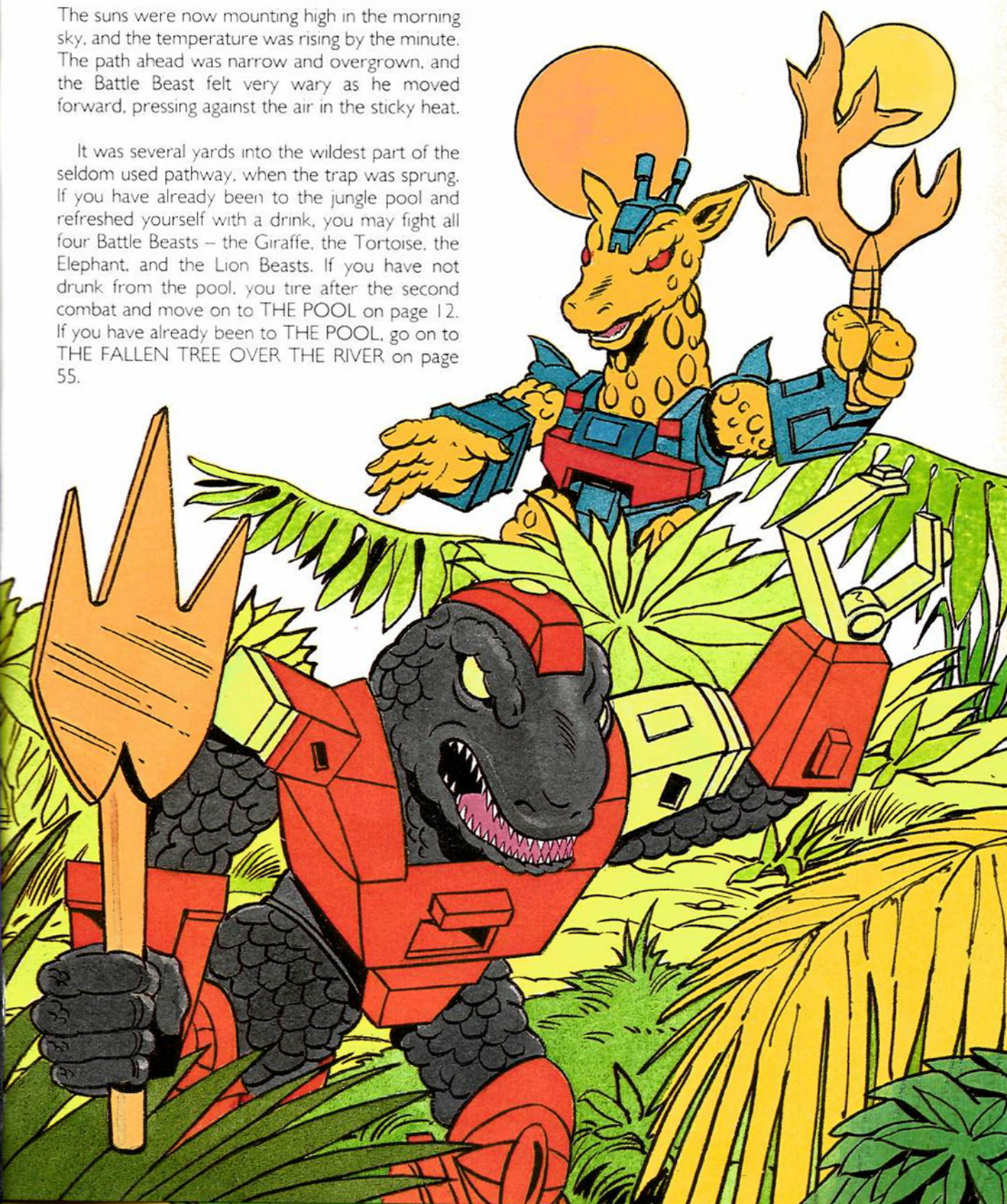


## THE OVERGROWN TRACK

33

The suns were now mounting high in the morning sky, and the temperature was rising by the minute. The path ahead was narrow and overgrown, and the Battle Beast felt very wary as he moved forward, pressing against the air in the sticky heat.

It was several yards into the wildest part of the seldom used pathway, when the trap was sprung. If you have already been to the jungle pool and refreshed yourself with a drink, you may fight all four Battle Beasts – the Giraffe, the Tortoise, the Elephant, and the Lion Beasts. If you have not drunk from the pool, you tire after the second combat and move on to THE POOL on page 12. If you have already been to THE POOL, go on to THE FALLEN TREE OVER THE RIVER on page 55.





## THE NARROW LEDGE

The Battle Beast took a glowing branch from the fire and ran to the opening at the back of the Bat Beast's cave.

He stepped outside and found himself standing on a narrow ledge. One step forward and he would fall one hundred feet down into the jungle below. Cautiously he began to edge his way along the ledge.

"Ssssstop right there!" a voice hissed. The Battle Beast raised his torch.

By the flickering light he could just make out the sly features of the Snake Beast and behind him, the Bat Beast. They were blocking the ledge, the only safe route down to the jungle path.

"You'll never get past us!" squeaked the Bat Beast, confidently.



Decide which beast you want to fight first and then discover his battle emblem. Repeat until you have fought both opponents or until you are beaten.

Then go to THE TRAIL on page 17.



Glad not to have been caught against greater odds in such unfavourable surroundings, the Battle Beast rapidly made his way down the ravine towards lower ground.

The landscape opened out into flatter ground, small mountain streams tumbling down from the surrounding cliffs to make the going soft and muddy.

Here the trees grew twisted and gnarled, their roots strong and powerful to take a firm hold in the shifting mud of the swamp.

Seeming almost to emerge from the swamp itself, the Tortoise Beast reared up in front of him, weapon raised. He must have raced ahead to ambush me, thought the Battle Beast, while I was busy fighting in the ravine. His own weapon flashed forward to meet the challenge.

Discover the Tortoise Beast's emblem and join battle. Then go to THE SHEER DROP on page 14.

If you are the Bird Beast or the Rhino Beast SCORE an extra 50 points for extreme courage.





## THE TALL TREES

After the foul stench of swamp gases, the fresh smell of leafy trees made a welcome change.

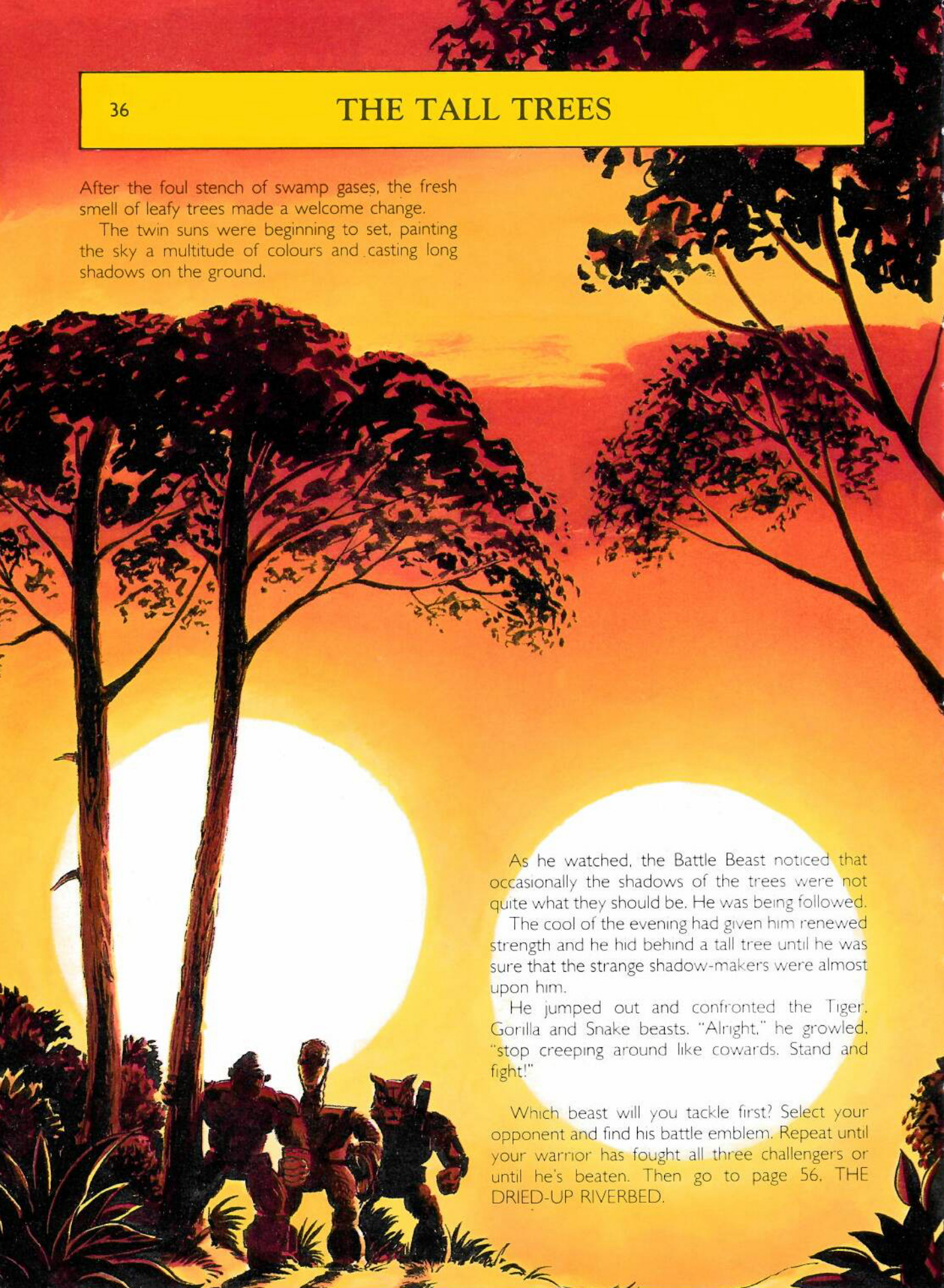
The twin suns were beginning to set, painting the sky a multitude of colours and casting long shadows on the ground.

As he watched, the Battle Beast noticed that occasionally the shadows of the trees were not quite what they should be. He was being followed.

The cool of the evening had given him renewed strength and he hid behind a tall tree until he was sure that the strange shadow-makers were almost upon him.

He jumped out and confronted the Tiger, Gorilla and Snake beasts. "Alright," he growled, "stop creeping around like cowards. Stand and fight!"

Which beast will you tackle first? Select your opponent and find his battle emblem. Repeat until your warrior has fought all three challengers or until he's beaten. Then go to page 56, THE DRIED-UP RIVERBED.





The river swept the branches swiftly downstream towards the sea, to be washed up on the beach where the river joined the ocean. If you helped the Toad and Bird Beast by the riverbank SCORE 10. If you didn't, use the spinner to discover the Toad's emblem, and join battle.

By the time the fight was over the Bird Beast had disappeared. In his place stood the Carp Beast and the Giraffe Beast ready for combat. Select your first opponent.

Use the spinner to uncover the emblem, and join battle. If your Battle Beast is undefeated at the end, he uses the opportunity to catch something to eat in the shallows and enjoys a welcome meal.

Looking up he saw that the volcano's roar had stilled, and the danger was over. Picking up his weapon, he made his way back along THE TRAIL OF TERROR on page 9.





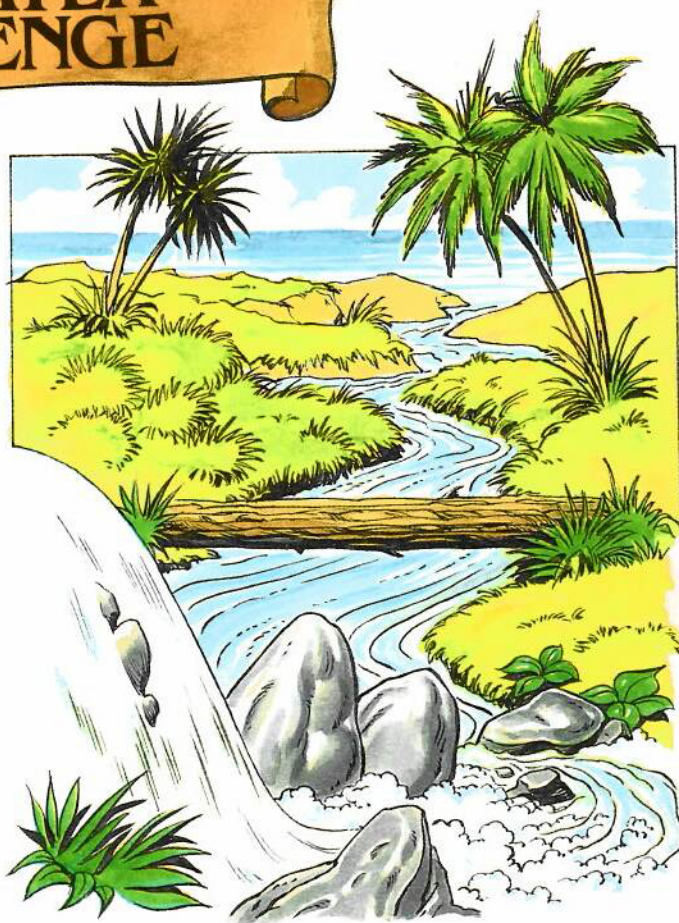
# THE WATER CHALLENGE

## WATERGRAMS

From tiny stream to mighty river, from cascading torrent to the wild seashore, water is an ever present element in the world of the Battle Beasts – a source of water to drink, a means of escape, a dangerous barrier to be crossed.

Below are a list of anagrams where words, sometimes one, sometimes two words, have had their letters mixed up. Can you unscramble these words and make a word or words to do with water?

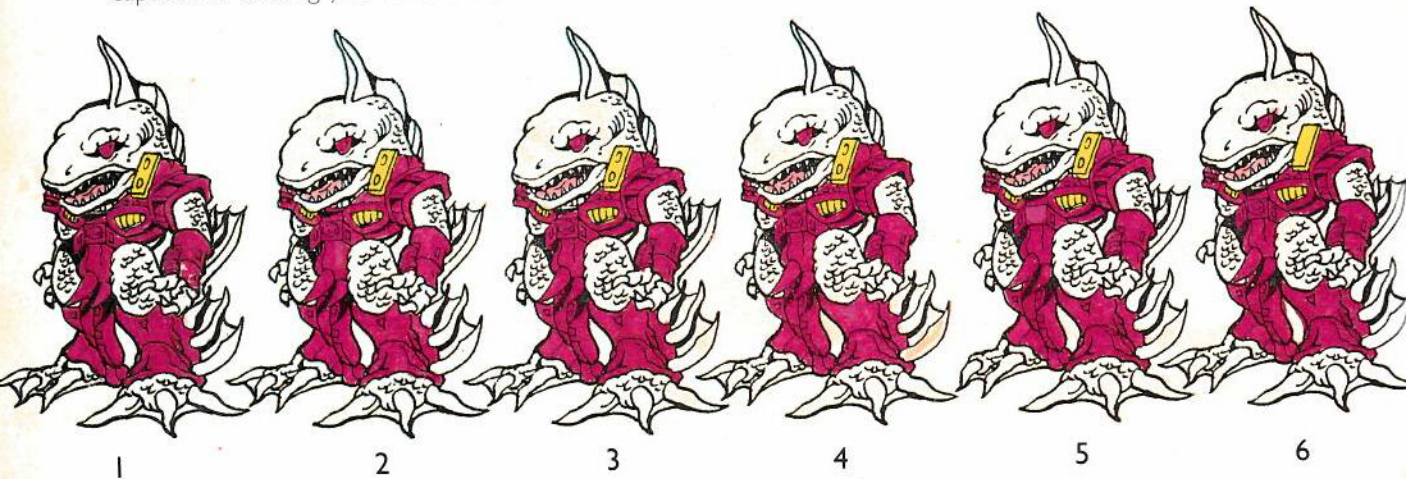
- |                 |                   |
|-----------------|-------------------|
| 1. LATER FLAW   | 6. JANE REST GLUM |
| 2. RIDE VERB    | 7. GO ON LIFT GAL |
| 3. CRAFTS TUNER | 8. HER NO LIES    |
| 4. BIG RED      | 9. SECT WORK      |
| 5. POOR WILL H  | 10. WID ATE VAL   |



## WOOD OVER WATER

If you were a Battle Beast with a **water** emblem, the creatures you would fear most would be those with a **wood** emblem, since they are capable of beating you in combat.

In this formidable array of Carp Beasts only two of them carry the wood emblem – and they are the only two that are identical. Can you work out which two Carp Beasts are exactly the same?



Answers on page 63.



# BATTLE FOR THE BRIDGES

A game for two teams of players.

Two groups of Battle Beasts are crossing the river in opposite directions. Each side wishes to cross quickly themselves and prevent the other side from making it successfully to the jungle beyond.

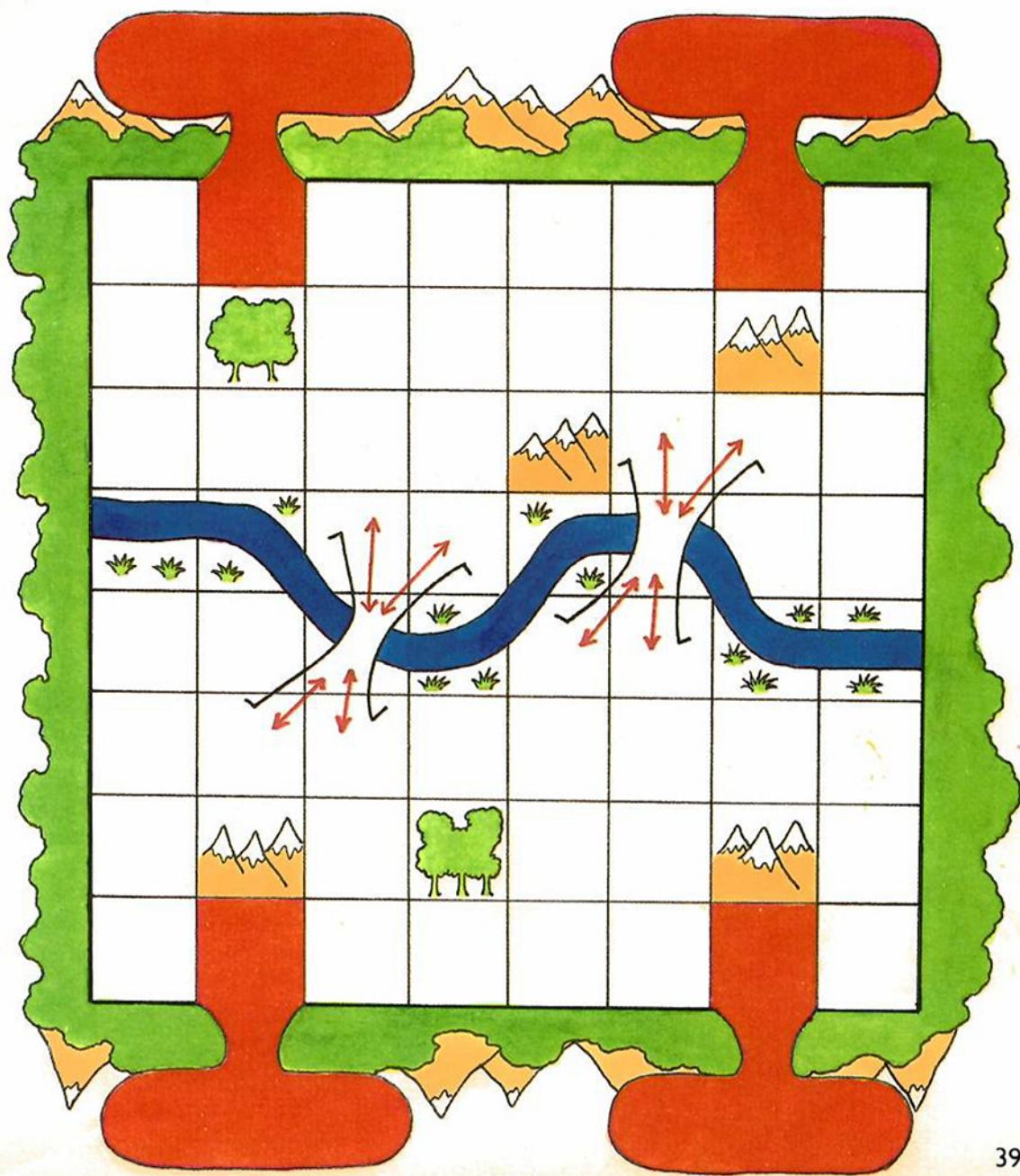
Using two sets of four coloured counters, line your Battle Beasts up in the jungle. Taking turns, each player moves one piece at a time – forwards, sideways or diagonally, but not backwards.

Take your opponent's piece by jumping over it,

but *only* if there is an empty square behind it for you to jump to. Taken pieces must return to the jungle to start again.

You may not enter squares with swamp , mountain  or tree  signs in. You may only enter or leave the jungle through the red squares.

The first side to get all Battle Beasts successfully into the jungle on the opposite side of the river wins.





## CROSS TRACKS

The Lion Beast, the Elephant Beast and the Fox Beast are all out searching for water. The Lion Beast already knows that the blue water hole is dry, so he does not need to look there.

Using a piece of paper and a pencil, can you work out routes for each of the beasts to visit each water hole without crossing one another's tracks?



# RIVER CROSSING

The Carp, Lion and Bear Beasts have captured the Toad, Fox and Gator Beasts, and taken their weapons. The group have come to a river they have to cross.

The prisoners decide they will escape the first time they outnumber the captors. They won't try to run away if left alone because they want to take their weapons back.

The Lion Beast finds a log that will float across the river, but it will only hold two at a time. The only beasts competent to get the log across the fast flowing river are the Carp (captor) and the Toad (prisoner) Beasts – so it is essential one of these crosses with the log everytime.

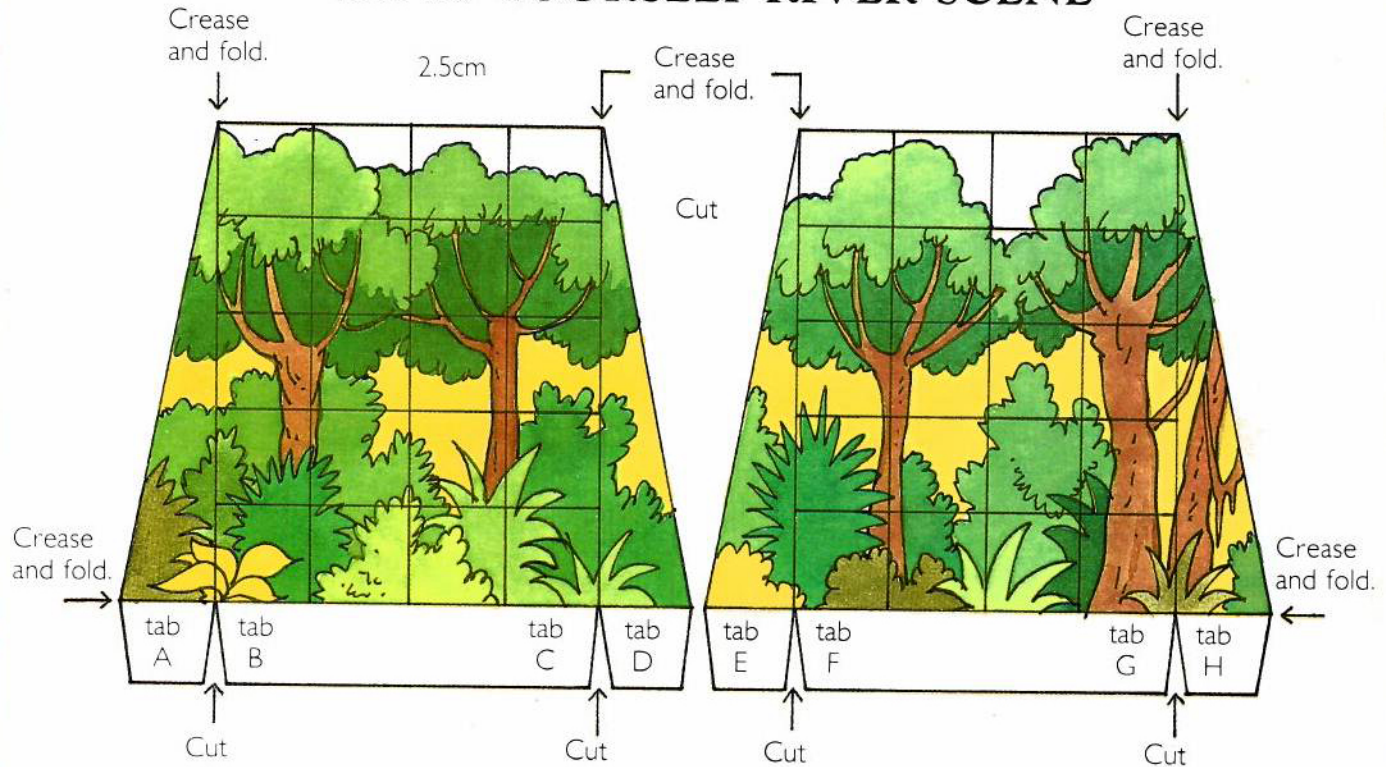
At no point must the captors (Carp, Lion, Bear) be outnumbered on the riverbank by the prisoners (Toad, Fox, Gator). How do the captors solve the problem of crossing without being outnumbered *at any time*?



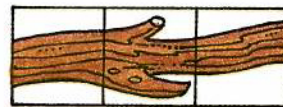
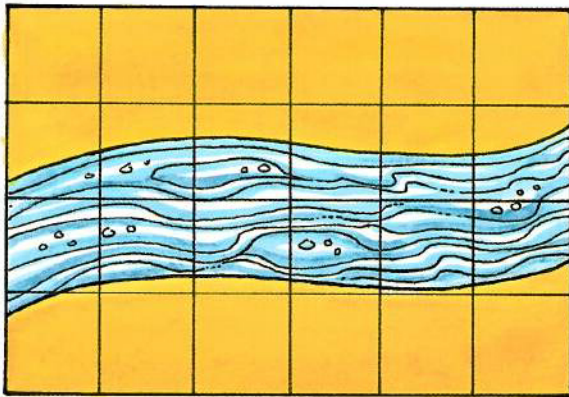
Answers on page 63.



# DO-IT-YOURSELF RIVER SCENE

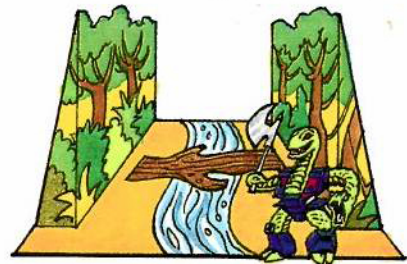


Glue together tabs A&B; C&D; E&F; G&H.



Cut out

Artist's idea of finished scene.



Construct a river, with a tree-lined bank and log bridge, by following the instructions below.  
You will need: several sheets of plain paper  
cardboard (old cereal packets will do)  
non-toxic paper glue  
a ruler, pencil and scissors  
coloured pens or paints

- 1 Stick the sheets of plain paper to the cardboard.
- 2 With the ruler and pencil mark out a squared grid. Make your squares 2.5cm by 2.5cm, and the final model will be in scale with your Battle Beasts.

- 3 Copy the lines of the drawing onto your grid.
- 4 Colour in and cut out.

- 5 Don't forget to leave the support triangles at each end to help the scenery stand up. Glue these in place.



Now you have a river, have a try at designing your own ocean shoreline. You'll find some ideas on page 37.



# TRIAL BY COMBAT



BUT EVEN THEIR FEARSOME  
CHANT WAS DROWNED BY THE  
NOISE OF THE STORM...



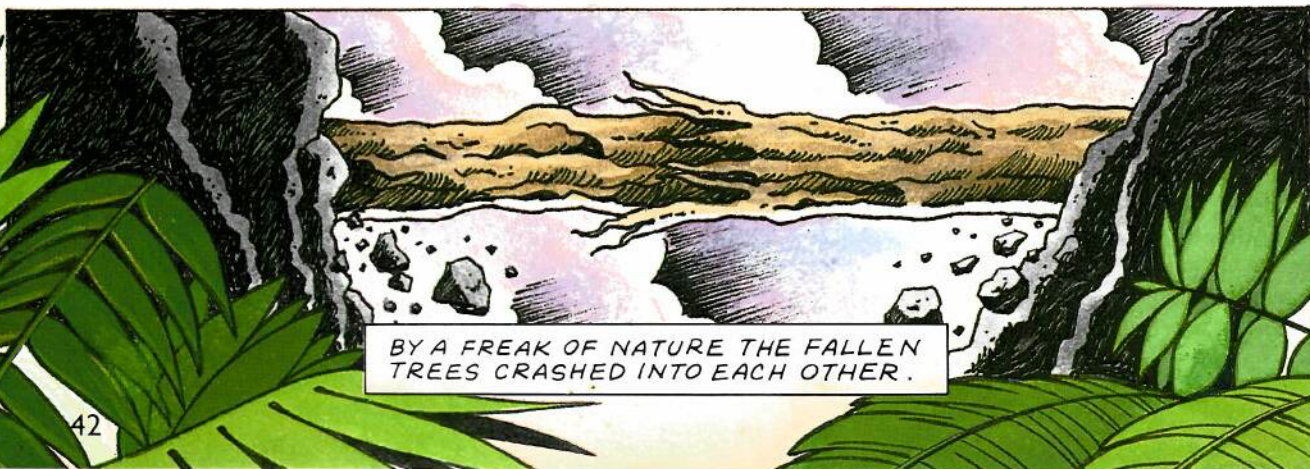
LIGHTNING RIPPED  
THROUGH THE SKY...



AND A SPLIT-SECOND  
LATER...



BY A FREAK OF NATURE THE FALLEN  
TREES CRASHED INTO EACH OTHER.













YES, CLEVER  
SNAKE BEAST.  
WE ACCEPT  
YOUR PLAN...

BUT WE  
HAVE NO FURTHER  
USE FOR YOU...

N-NO. SSSTOP!



HAAA!  
NOW LET THE  
TRIAL BY COMBAT  
BEGIN.

I AM  
READY TO  
FIGHT IF  
YOU ARE.



AIEEEEEEE!

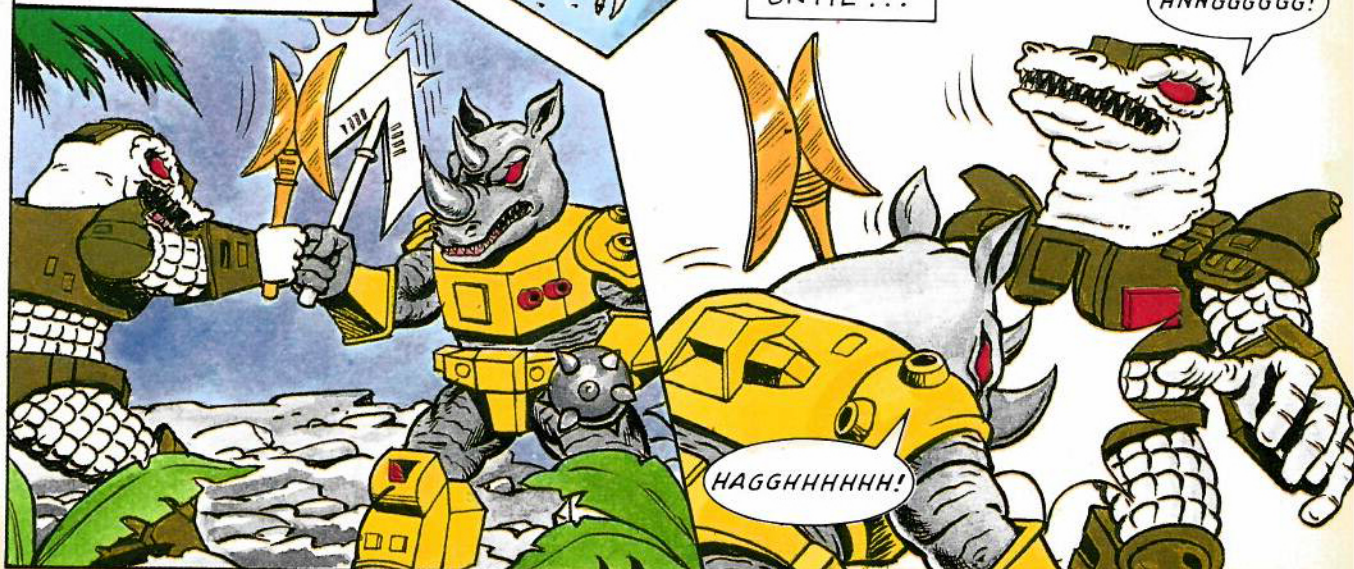
THERE WAS A  
MIGHTY BATTLE  
AS THE BEASTS SET  
ABOUT EACH OTHER...



UNTIL ...

HNNGGGGGG!

HAGGHHHHHH!







THE DEER AND LION BEASTS  
PITCHED INTO THE CHALLENGE...

BUT THE GORILLA WAS AGILE AND SWIFT...



WHEN THE DEFEATED PAIR  
WITHDREW DOWN THE HILL...

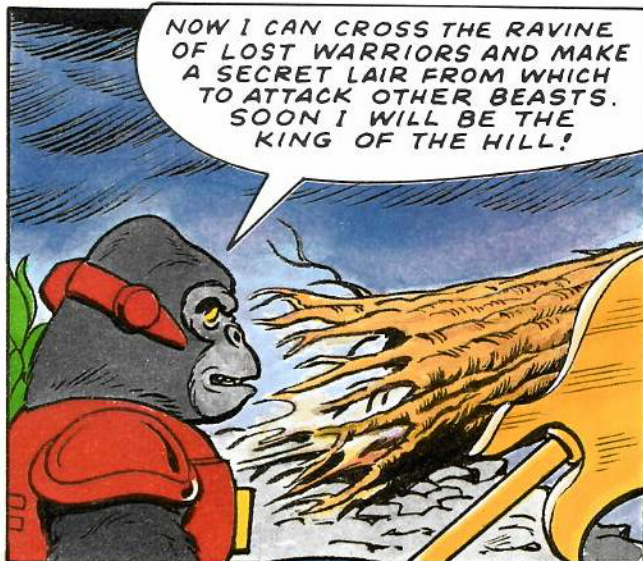






WE FOUGHT WELL TOGETHER, RHINO, BUT ONLY ONE CAN CROSS THE TREES. I CLAIM THE VICTORY. DO YOU YIELD?

GRNFFF...  
I SUPPOSE SO!



NOW I CAN CROSS THE RAVINE OF LOST WARRIORS AND MAKE A SECRET LAIR FROM WHICH TO ATTACK OTHER BEASTS. SOON I WILL BE THE KING OF THE HILL!



SNAKE!

YESSSS,  
SSSIMPLETON.  
I SSSEEEK  
YOU!



I LANDED SSSAFELY ON A LEDGE WHEN YOU CHASED ME OVER THE RAVINE. NOW I CHALLENGE YOU...FIGHT!

THE TREE IS STARTING TO MOVE....



THE FORCE OF THE FIGHTING BEASTS DISTURBED THE PRECARIOUS RESTING PLACE OF THE TRUNK!

JUMP!

THE BRIDGE HAS GONE. THIS WAS YOUR FAULT.

KKREECH!



NO. YOU ARE TO BLAME.

AND WITHIN SECONDS THE JUNGLE WAS ALIVE AGAIN WITH THE WAR CRY OF THE WARRIOR CREATURES....

I SHOULD HAVE CROSSED THE BRIDGE!

THIS IS YOUR DOING

YOU STOPPED ME FROM BEING KING OF THE HILL!



# JUNGLE

## JUNGLE ENCOUNTER

○ START FROM THE CENTRAL TRIANGLE AND CHOOSE ANY PATH.

○ MAKE ONE CIRCUIT OF A PATH, AND RETURN TO THE CENTRAL TRIANGLE, COLLECTING AS MANY EMBLEM POINTS AS YOU CAN IN COMBAT.

○ WHEN ALL PLAYERS HAVE RETURNED TO THE CENTRAL TRIANGLE, COUNT UP HOW MANY EMBLEM POINTS YOU EACH HAVE.



FIRE



WOOD



WATER

THE GREAT OCEAN

THE RIVER

A GAME  
FOR 2  
OR MORE  
PLAYERS



# ENCOUNTER

THE  
SWAMP

## EMBLEM POINTS



YOU CAN SCORE EMBLEM POINTS WHENEVER YOU LAND ON A TRIANGLE IN A COMBAT ZONE. KEEP A COUNT OF HOW MANY FIRE, WOOD AND WATER POINTS YOU COLLECT.

## COLOUR TRIANGLES



YOU FIND STRONG ALLIES IN TWO BATTLE BEASTS. YOU MAKE A FORMIDABLE TEAM. FORWARD 3.



YOU ARE SURROUNDED BY BATTLE BEASTS. IT TAKES A LONG TIME TO BREAK OUT. MISS ONE TURN.



A NATURAL HAZARD SLOWS YOU DOWN. BACK 2.

FIRE  
MOUNTAIN

You will  
need a  
die and  
counters



# KING OF THE HILL

## THE LAVA LEDGE

Beyond the cave the cliff path narrowed considerably and snaked upwards. The wall of rock pressed in hard against the Battle Beast's shoulder and the path became nothing more than a slender ledge.

The Battle Beast went on cautiously, his hearing finely attuned to catch each sound of falling rock. He became certain that a pursuer was closing in, and halted.

The twin suns, now directly overhead, beat down mercilessly with their fierce, midday glare. The Battle Beast waited. He heard the tell-tale footfall, and swung his blade in a wide arc and challenged the advancing Tiger Beast as he appeared round the corner. With a howl the Tiger withdrew and scuttled back down along the ledge.

The Battle Beast turned and climbed on, aware that the sound of fighting would have alerted any creature further ahead of his presence. As he turned a corner the Buffalo Beast swung into attack.

Behind the Buffalo Beast a molten river of lava was pouring down the cliff face. A cry of alarm from lower on the ledge stopped the two Battle Beasts in mid-conflict. "Lava flow!" cried the Tiger Beast, waving frantically. "Behind you!"

The Battle Beast waved acknowledgement. "Thanks, friend!" Turning to the Buffalo Beast he said, "We must save ourselves, we're cut off."

"Follow me," urged the Buffalo. The creature climbed down from the ledge, and led the Battle Beast under an overhanging rock which shielded them from the burning lava.

They made it to safety after great effort. "My way lies down there," said the Buffalo Beast. "Until we meet again." With that he was gone.

The Battle Beast looked around him. The way to the waterfall lay ahead. Barring his way was the Bird Beast, armed and ready to fight. The blows flew thick and fast, but neither seemed able to strike the winning blow. After a time they put up their weapons.

"Enough?" asked the Bird Beast, breathless.

"An honourable draw," gasped the Battle Beast, and warning the Bird of the dangers of the lava flow further on, made his way to THE WATERFALL on page 28.

SCORE 10, and if you are the Lion Beast or the Giraffe Beast SCORE an extra 50 points for extreme courage.





The suns had begun to climb high into the clear blue sky, and already the heat was shimmering in the air. The cliff path led down, and then turned sharply to the left, before apparently disappearing into a tangle of bushes.

The Battle Beast knew better. Here was a hidden cave, often used for resting or healing purposes. He crept through the bushes, and entered the peaceful darkness of the cave. Was that the sound of a breath? Is someone else here?

"Peace," said a voice. It was the Bear Beast. Will your Battle Beast fight him or be friendly? If you decide to be allies the Bear Beast agrees to go with you on the next stage of your journey.

If you fight, use the emblem spinner to find out his emblem. Now suddenly, Deer Beast enters the cave. He challenges you. If you are friends with the Bear Beast the two of you defeat the Deer. SCORE 20 points. If you fought the Bear, find out the Deer's emblem and fight him. Now go down the path and head back into THE JUNGLE on page 13.





## THE GLADE

Soon the dense jungle undergrowth started to thin out and the Battle Beast stepped into a glade.

Here and there, a few flowers lifted their heads toward the suns. In the light they could flourish, but in the darkness of the jungle they soon perished.



The position of the suns in the sky told the Battle Beast that he had plenty of time to reach his goal. He sat down to rest.

Still the vines whispered, almost as though they were warning him not to be too confident. Out in the open, anyone could be watching him. He glanced warily up into the trees. There in the gloom, he was sure he saw the Gorilla Beast.

As he marched toward the edge of the glade, the Gorilla Beast came down to meet him.

Discover the Gorilla Beast's battle emblem and then begin the fight. Whatever the outcome of the battle, go to THE SWIFT RIVER on page 32.



By the time the fight was over, the first rays of the morning suns were beginning to break through the densely packed leaves of the forest canopy.

It took only a few seconds to gain a sense of direction, and the Battle Beast made his way towards a path he knew lay close by.

Everywhere around him the plants and trees seemed to be almost visibly responding to the faint promise of dawn. He pressed on, bending now and then to pluck berries from the bushes, or reach up to grasp a ripe fruit.

The path began to climb upward, the trees continuing to line its sides like rows of tall, green soldiers stood to attention. Above lay the mountains, while below as he climbed higher and higher, the green, velvet mantle of the jungle lay spread before his eyes.

Vines dangled against his face as the vegetation pressed inward onto the path. He brushed them aside with barely a thought. Suddenly, what had appeared to be just a harmless bunch of creepers materialized into the deadly shape of the Snake Beast, who had been using it as camouflage.

"You don't escape me that easily, my friend," hissed the snake-like creature menacingly. The next second he shot forward, the cruel, scything blade powering down towards the Battle Beast.

Only instinctive reactions saved him, as he parried the downward blow and brought his foot up sharply knocking the Snake Beast off balance. His tumbling form disappeared down the hillside, the muffled cries fading into the distance. The Battle Beast smiled to himself, and continued up the path.

Before long the trees had begun to change, the more rarified atmosphere of the mountain favouring different trees than the ones down below where the jungle was thicker.

Dawn burst resplendent over the mountains. As the trees thinned he could see the Tortoise Beast and the Bear Beast stooped over a fire, sharing some tasty morsel they had caught. With a cry the Battle Beast surprised them from behind, catching the Bear Beast a blow that sent him scurrying away into the undergrowth.

As the Tortoise Beast pounced for his weapon, the Battle Beast snatched at the cooking breakfast, and was away over the edge of the cliff top before the startled Tortoise could respond.

SCORE 10 and go to THE RAVINE on page 59.



If you are the Carp Beast or the Toad Beast  
SCORE an extra 50 points for cunning and swift  
thinking.



## THE CLIFFTOP

The Battle Beast paused as he reached the top of the cliff. He shielded his eyes from the sun's glare and looked down into the thick, green jungle far below.

There was no shelter from the heat up on the wide plateau and the Battle Beast soon turned to start down the steep path that led down into the greenery.

He stopped abruptly. Coming up towards him were the Boar and Tiger Beasts. Both held their weapons at the ready.

The Battle Beast stepped backwards. He knew it would be foolish to attempt to fight on the slippery, shingle path.

He gripped his weapon firmly and waited for his adversaries to approach.

Decide which opponent to fight first, then discover his battle emblem. Repeat until you have fought both beasts or until you are beaten. Then follow the path until you reach THE VINE THICKET on page 30.





## THE FALLEN TREE OVER THE RIVER

55

The path led gently down the slope away from the clearing towards the river. As he stealthily made his way towards the river crossing, a warm, gentle rain began to fall. Instinctively, the Battle Beast looked down at the path beneath him to check for other tracks before the rain could wash them away.

It always paid to be observant and read the fresh tracks in the earth to see if any other Battle Beasts had passed that way recently and might be lying in wait ahead.

He could see nothing fresh and pressed on. The crossing was by a fallen tree over the river. One of the great trees that had stood by the riverbank had been brought down by a storm. Many of the animals used it to cross, and it was wise to be cautious.

The whole landscape was criss-crossed with rivers, providing both water to drink and a means of travelling fast and safely through the jungle. Here and there the water was shallow enough to cross on foot, or the banks were close enough to jump across, but the fallen tree provided a useful means of getting across to the far bank where the current was particularly strong.

The Battle Beast set his foot on the tree trunk and hauled himself up on to its massive girth. He looked around him, but the sound of the rain, the gurgling of the river, and the incessant hum of the insects were all that reached his senses.

At that very instant, the water below erupted upwards and the Toad Beast, who had been sheltering in wait underneath the bank, sprung up onto the tree.

It was a carefully laid trap. Seconds later, the Bird Beast swooped down from the overhanging branches on the opposite bank. The Battle Beast stood poised in the middle of the bridge, his eyes darting from one opponent to the other.

Feinting to the right, he turned suddenly and brought the full force of his blade sweeping in an upward arc, and caught the Bird Beast momentarily unprepared. The Bird Beast's weapon jerked from his claw and was sent dizzily spinning into the river.

Taking his chance, the Battle Beast launched himself forward and knocked the Bird Beast off balance, sending him tumbling into the rushing waters.

In two bounds, the Battle Beast was safely on the far bank. He turned back with a smile. "You'll have to plan your ambushes better than that," he said, and was off into the trees before the Toad Beast had chance to reply.

SCORE 10 and go to THE FIGHTING GROUND on page 11. If you are the Gator Beast SCORE an extra 20 points for great bravery.





## THE DRIED-UP RIVERBED

It was nearly dark when the Battle Beast reached the dried-up riverbed. It was cracked and dusty. No water had flowed here for a long time.

Suddenly from around the bend, the Battle Beast heard the sound of an argument. He recognized the voices immediately. It was the Buffalo, Boar and Bat Beasts.

Here he had a choice. He could stay at the riverbed to face his three enemies, or he could go on to meet them in their cave.



If he chose to go to THE FIRE CAVE, go to page 15. If he chose to stay, decide which of the three beasts you wish to fight first. Discover his battle emblem and start the combat. You must fight all three beasts even if one of them beats you.

If you have already been to THE FIRE CAVE on page 15 then go to THE NARROW LEDGE on page 34; if not, go to page 15.



There was something strange in the air as the Battle Beast walked towards the large clump of trees, something that he couldn't quite fathom out.

Then he realized the jungle animals were restless. Even the ones that usually slept at night were calling to one another. It wasn't long before the smell of smoke reached his nostrils and a number of animals started heading towards the river.

Fire! thought the Battle Beast. He ran through the trees until he saw the light of a small forest fire and heard the sound of raised voices.

"I told you to watch the fire," growled the Bear Beast, as the Bat Beast and the Gorilla Beast beat frantically at the smouldering bushes. The trees gave them a perfect cover, so they didn't want to see them burn.

"It was your turn on lookout," grunted the Gorilla Beast, as he successfully put out some of the flames.

The Battle Beast listened to the three creatures bickering at one another and watched for a full hour as they fought to keep the forest fire under control.

Eventually, the only fire that was burning was their camp fire and the three sank down next to it, completely exhausted.

This was the moment that the Battle Beast had been waiting for. With his weapon held high, he lunged into the clearing and caught the Gorilla Beast a sharp blow on the back of his head, knocking him to the ground.

"It looks as though the odds are more in my favour now," the Battle Beast laughed, as the Gorilla Beast crawled away into the forest, nursing a large bump on his skull.

"I doubt it," growled the Bear Beast, as he threw a sizeable rock at the Battle Beast, which knocked him off guard for just a moment.

Suddenly he realized that he was being attacked by both beasts at the same time. The Bat Beast was on his right and the Bear Beast on his left... and he was down on the ground.

With a yell, the two creatures rushed towards him. He rolled swiftly out of the way, just at the moment that they were nearly on top of him. The charging beasts realized, too late, that they couldn't stop.

As they smashed into each other, knocking themselves out, the Battle Beast headed off into the trees.

SCORE 10 and go to THE GROVE OF SHADOWS on page 16.



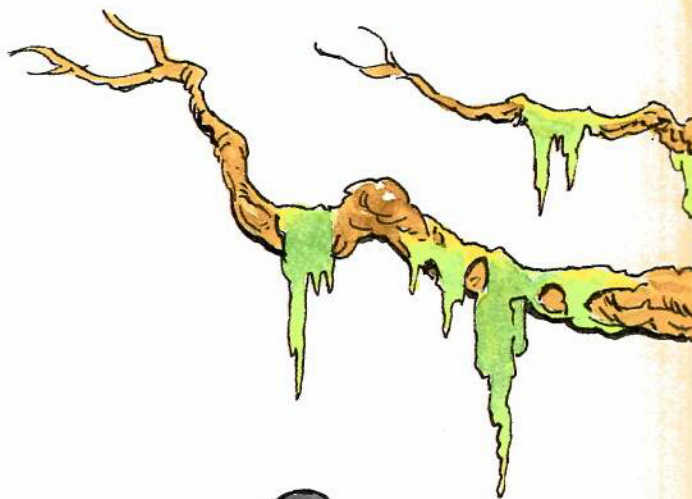


Softer ground underfoot meant that progress was slower than before. The earth became wetter with every step as the Battle Beast tried to pick his way through the everglade swamp.

Clouds started to cover the suns and the once warm air was now damp and chill.

All of a sudden, the Battle Beast was startled by a loud roar behind him. He had been so busy concentrating on getting through the swamp safely that he hadn't heard the Gator Beast and the Gorilla Beast approaching from behind.

"You can't escape us," sneered the Gator Beast. "The swamp is too dangerous to cross in that direction. You'll have to come back this way... and you'll have to fight!"



Who will your Battle Beast fight first? Choose your adversary and discover his battle emblem. Repeat until your challenger has fought both opponents or until he's defeated. Then go to page 36, to THE TALL TREES.



"A good morning's work!" laughed the Battle Beast, enjoying his stolen breakfast as he made his way slowly down the steep slope. The sky was now clearing into a brightening swirl of reds, oranges and blues as the twin suns rose into the sky.

The ground dropped sharply away, and the Battle Beast found himself descending into a narrow ravine. Falling rock made him turn quickly.

"Steal the food from my mouth, would you?" It was the Bear Beast. The Battle Beast turned to face him again.

A voice from the other direction interrupted their preparations to fight. "Leave him, Bear — he's mine!" cried the Fox Beast.

"Me first, I think," said the Elephant Beast, stepping out from behind a rock.

Who will your Battle Beast choose to tackle first? Select your opponent, and discover his battle emblem. Repeat until your warrior has fought all three challengers or until he's defeated. Then go to THE SWAMP on page 35.





## HOMeward BOUND

He had fought a long, hard day . . . 20 rounds of combat, many challengers, some brave victories, a few courageous defeats. It was time now to head for home. Eat, sleep and refresh himself for a new day.

His feet trod the familiar tracks back to his own secret hideaway. No other Battle Beast knew of its existence. It was his private domain, a place of refuge.

The weapon danced lightly in his palm as he walked along, and he looked up into the sky. Tomorrow would bring another day, another chance to become King of the Hill!

The glint of metal ahead brought him instantly out of his daydreaming. Here was he thinking of tomorrow and there were still combats to be fought and won today.

The figure stepped forward.

"Peace?" it said. "Or combat?"

The Battle Beast stopped and listened to the sounds around him. Familiar sounds. Sounds that were always there. Above him sky, below him earth, and the living pulse of water in the land.

The figure remained across the path, hand on the hilt of his blade, body poised. The Battle Beast suddenly laughed, and strode forward openly.

"Why, peace of course, friend," he said. "There is always time enough for combat. There must be quiet times too."

And so it was, for an hour or more, the two Battle Beasts sat round a wood fire, water steaming in the pot. They drank and ate and laughed together, recalling past adventures, dreaming future hopes.

And they told one another of the great feats they had seen, of the gatherings at the changing of the seasons. Then the great caverns, deep in the heart of the mountains, would echo to the roar of a thousand voices.

Tales of heroic deeds would be told, a feast of food and drink, and the wise ones would look into the secrets of stars, or gather round the hearth to read the signs of fire, wood and water in the bubbling of the cauldron.

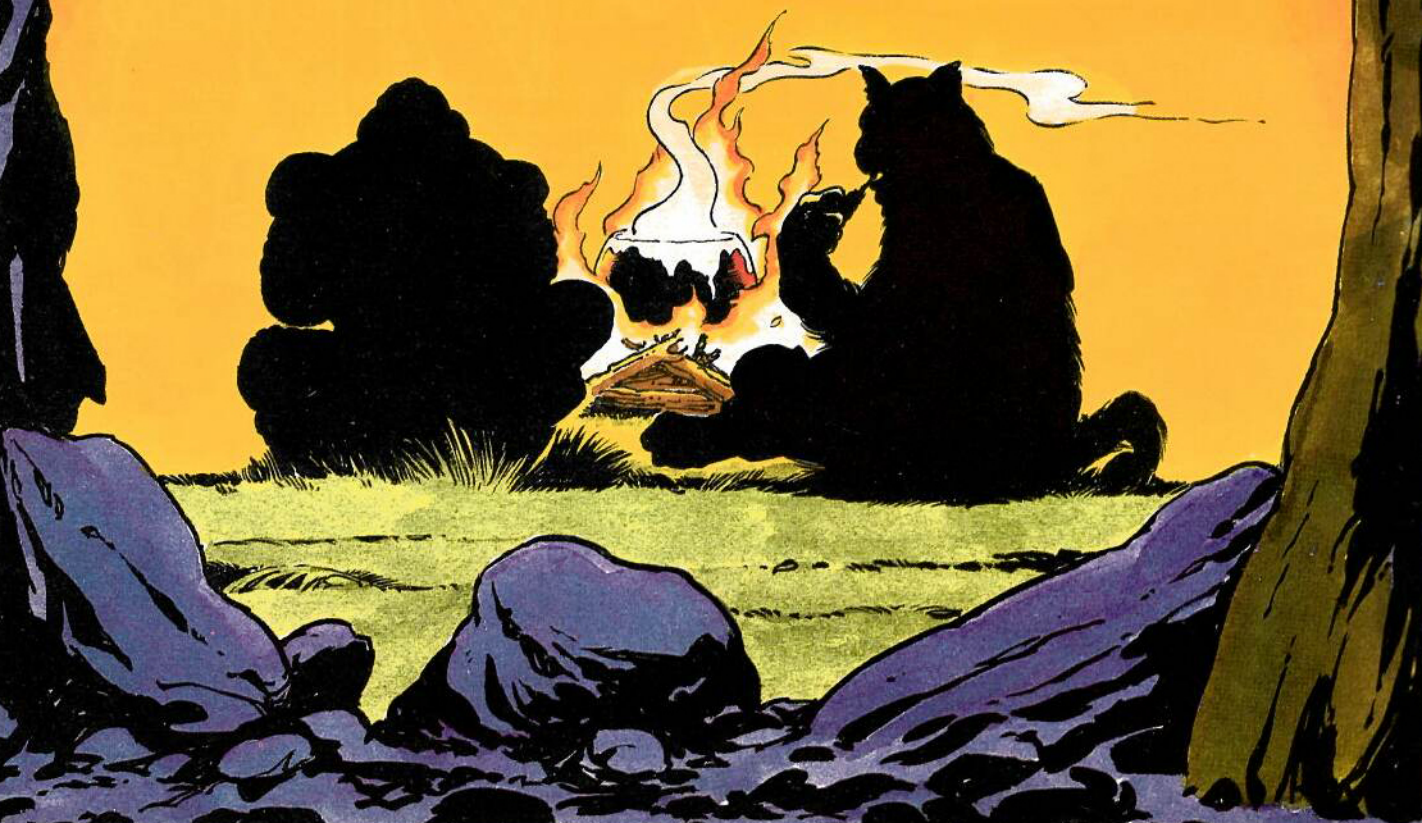
Those were fine times! And the future will be even better, they declare. Now the Battle Beast must sleep. He goes off to his secret place. Secure, well fed and ready for a good, sound sleep he lies down and ponders on the day's events, drifting gently into slumber.

How many combats?

How many victories, draws, defeats?

What bonuses had he scored?

You'll find your Battle Beast's rating on the next page. Check your combat sheet. How did he do?





# BATTLE BEAST RATING

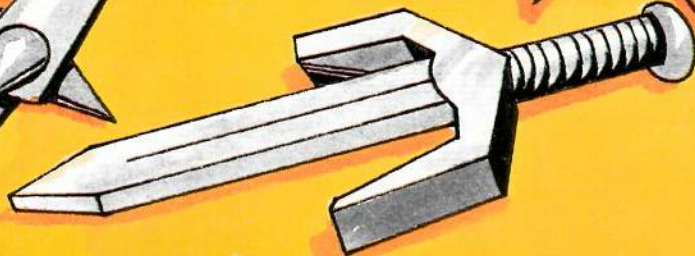


Under 200 \* It really wasn't your Battle Beast's day! Get some sleep, practise hard, and try again.

Over 200 \*\* A good fighter, but he needs to be more consistent in his victories. A better balance between courage and caution should improve his performance.

Over 300 \*\*\* A Battle Beast with one of the best chances of getting to the top of that hill! A few more successful combats and he could be there!

Over 400 \*\*\*\* **KING OF THE HILL!**  
Your Battle Beast is the supreme champion. He has the strength, courage and cunning that you need to climb to the top. Truly, the greatest!  
But remember: tomorrow is another day, and there are plenty of other Battle Beasts out there who want to be... **KING OF THE HILL!**

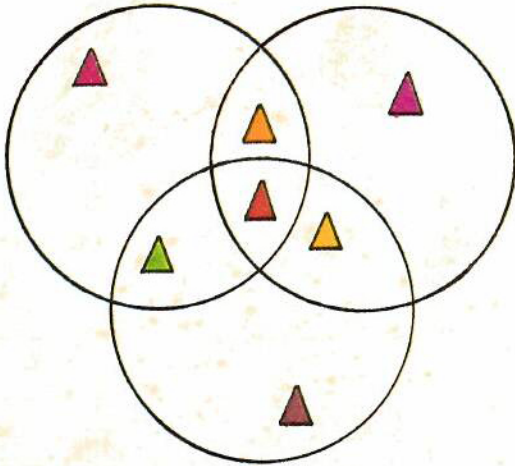




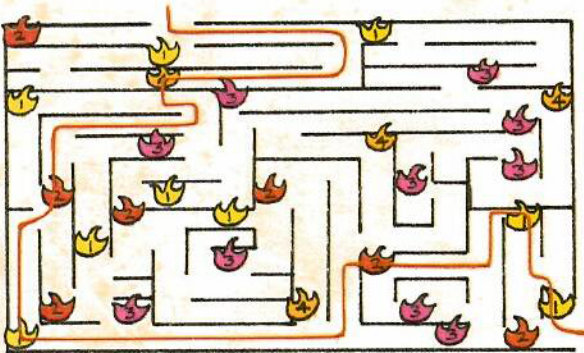
# ANSWERS

## THE FIRE CHALLENGE

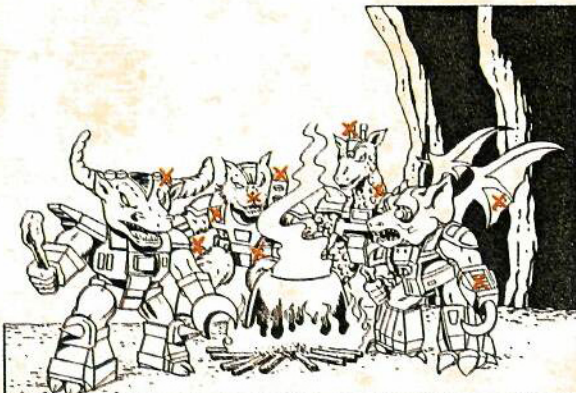
Circle of Flames (page 18)



Jungle Fire (page 18)

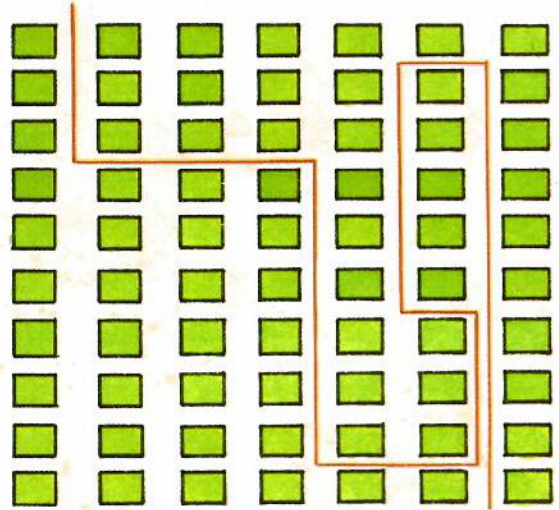


Hot Spot (page 20)



## THE WOOD CHALLENGE

Jungle Maze (page 24)



Hidden Caves (page 26)



Out Of The Darkness (page 26)

There are seven hidden Battle Beasts: Tiger, Giraffe, Bird, Bear, Rhino, Buffalo, Bat.



# THE WATER CHALLENGE

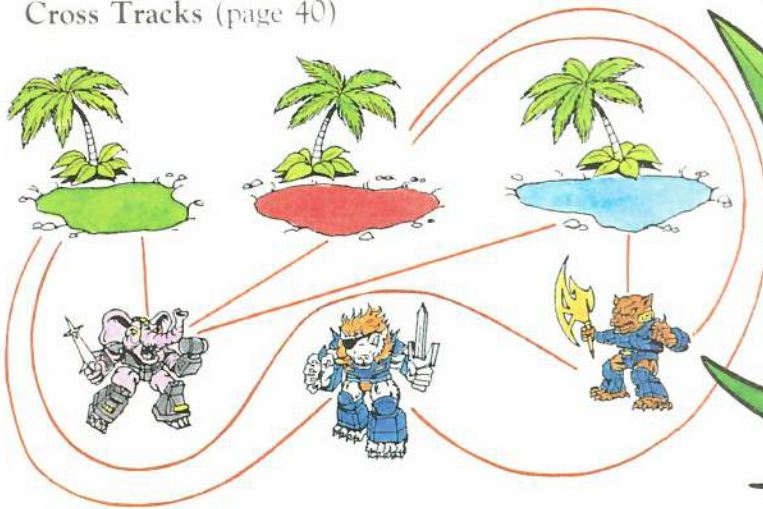
## Watergrams (page 38)

1. Waterfall; 2. Riverbed; 3. Fast Current; 4. Bridge; 5. Whirlpool; 6. Jungle Stream; 7. Floating Log; 8. Shoreline; 9. Wet Rocks; 10. Tidal Wave.

## Wood Over Water (page 38)

1 and 3

## Cross Tracks (page 40)



## River Crossing (page 40)

1. Carp crosses with Fox. Carp returns alone.
2. Toad crosses with Gator. Toad returns alone.
3. Carp crosses with Bear. Carp returns with Gator.
4. Carp crosses with Lion. Carp returns alone.
5. Carp crosses with Toad. Carp returns alone.
6. Carp crosses with Gator.

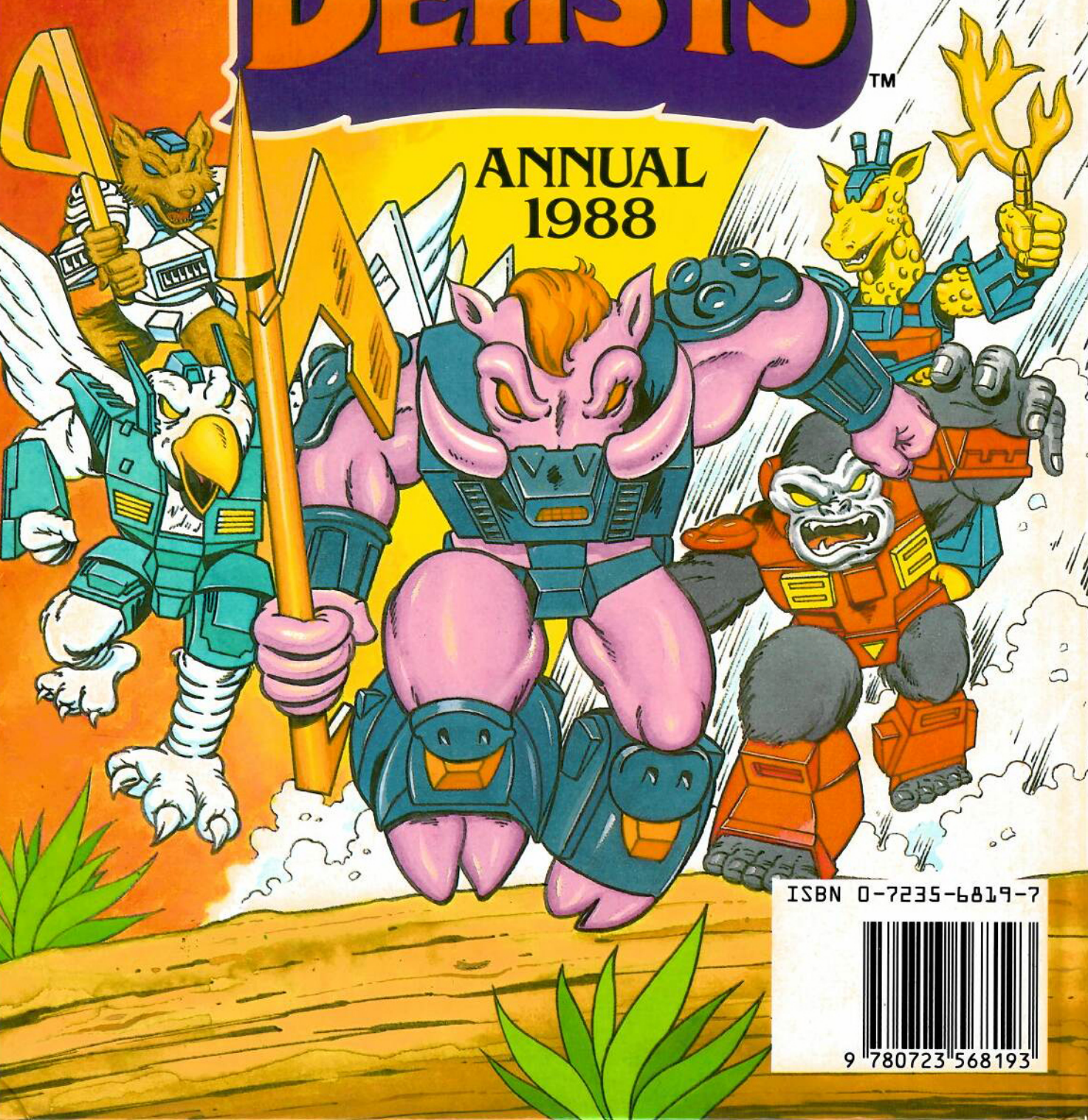


# BATTLE BEASTS

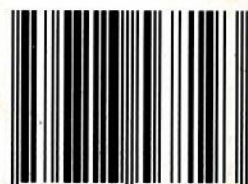


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