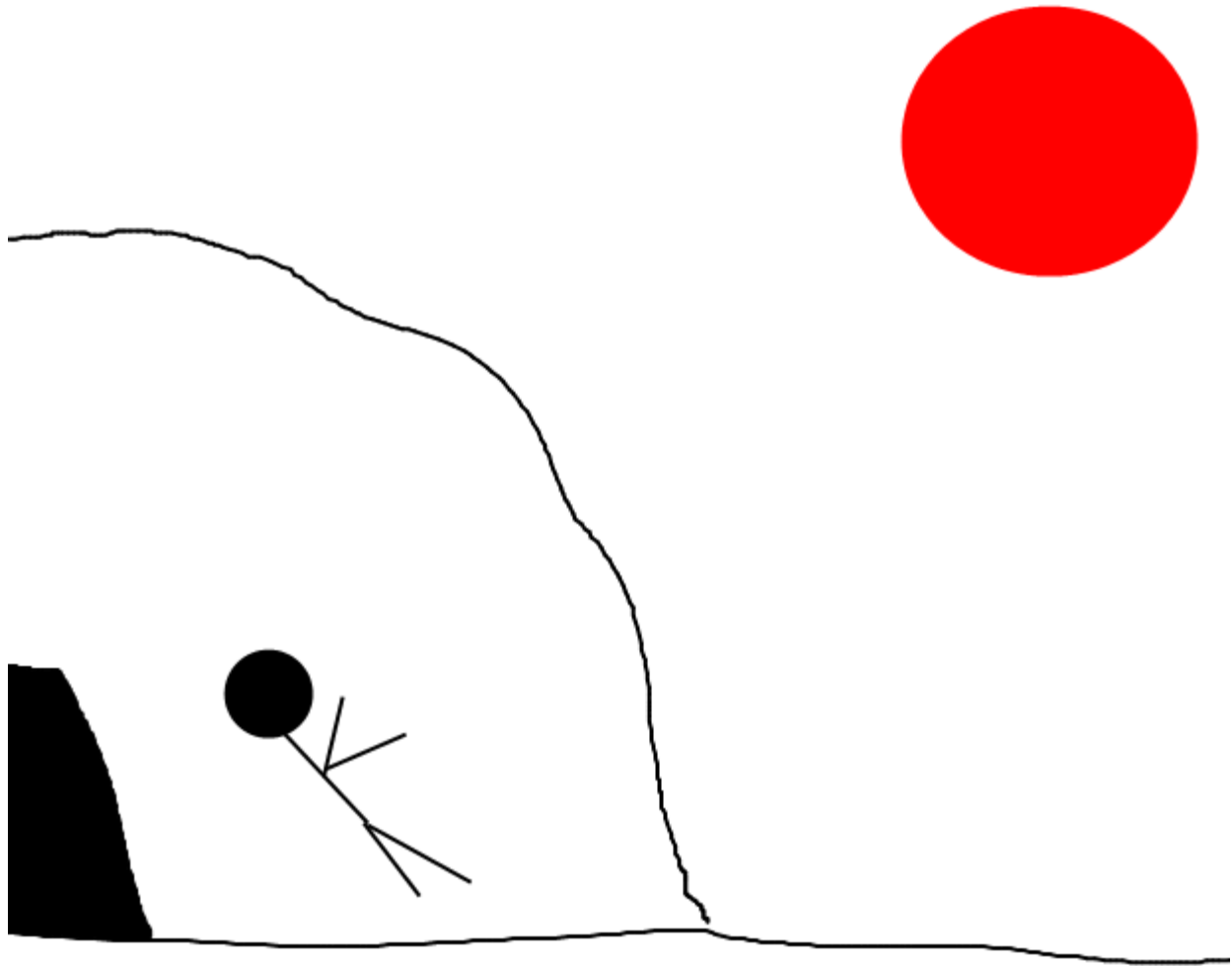


A Princess of Mars - T&T Solo Adaptation



An exciting take on a classic book!

Introduction

This fine adventure is based on Edgar Rice Burroughs' 'A Princess of Mars'. Haven't read it? You can get free copies from Project Gutenberg at <http://www.gutenberg.org>. Please turn to Paragraph 1.

Adventure

Paragraph 1

You are brave Captain Carter and you're off mining gold in the mountains of Arizona. You have recently stumbled upon a rich vein of gold. Your trusty friend Powell puts on his red shirt and rides to get supplies. Shortly after you watch him ride over the crest of a distant hill, you see three shapes that appear to be following him. Playful antelope? Fearsome jackalope? You can't tell from here. What do you do?

"He's fine," you think, "there's no such thing as a jackalope and everyone knows the local Apaches are friendly." If you keep mining, turn to Paragraph 12.

"I've always wanted to bag me a jackalope!" If you follow him go to Paragraph 7.

Paragraph 2

You lose your way in the desert and eventually die of thirst. Sorry about your luck.

Paragraph 3

Your horse stumbles and falls to the ground. As you scramble up, you hear the first of the Apache ride by and choose a different path. They don't know you're here! After the entire army runs by, you quickly backtrack towards the camp, make a wide swing around it and return to the mine. You load the horse up with as much gold as possible and ride off, hoping to spend the rest of your life as the Princess of a Small Mansion in Montana. You get 2 AP and 5,000 GP.

Paragraph 4

Make a level 5 savings throw on luck. Did you make it? Turn to Paragraph 3. If not, try Paragraph 6.

Paragraph 5

There is no way a coward like you can ever be a Princess of Mars. Turn in your spurs and guns and start a new life as a mud farmer.

Paragraph 6

Yeah, that wasn't a good plan. The Apache are startled as you both round a corner and stare at each other, yet they recover quickly enough and you spend your last moments in some considerable agony.

Paragraph 7

You jump on your horse and race off across the hills! You notice that, sure enough, there are tracks of 3 horses following Powell. Please make a level 2 savings throw on INT (talent of Tracking applies).

If you rolled a fumble, go to Paragraph 2.

If you failed but didn't fumble, go to Paragraph 11.

If you succeeded, go to Paragraph 9.

Paragraph 8

Best decision ever! You're totally on your way to being a Princess of Mars! If this were a real adventure, there'd be lots more choices after this, but since it's a sample I'm done. Earn a million APs and the ability to jump real high.

Paragraph 9

After hours of tracking you hear gunshots up ahead. Powell is in trouble! Racing forward you crest a foothill to see wave after wave of Apaches. A band of hundreds of warriors is all focused in on one person. From a distance you see the tatters of a red shirt. What do you do?

"Chaaaaaaaarge!" Turn to Paragraph 13.

"Hundreds of warriors did you say? I think I may have left something back at camp..." Crawl your yellow belly to Paragraph 5.

Paragraph 10

As you race valiantly in the other direction, reloading as fast as possible, your horse (cleverly named GPS) makes a wrong turn and you end up in a dead end with a cave overlooking the trail. What do you do?

Quickly turn around and try to find another path out of here by going to Paragraph 4.

Dive into the cave and hope for the best: Paragraph 8.

Paragraph 11

In your haste you lose track of the, um, tracks and instead wander into an ambush by wild jackelopes! There are 1-3 of them (roll a six sided die and divide by two, rounding up) and each have MR20. Any one you defeat without causing any spite damage you can take the pelt from and sell later for 50gp each. If you survive, you eventually find the trail and continue on to Paragraph 9.



Paragraph 12

You turn back to continue mining but notice something near the horses. You sidle on over and observe it's Powell's wallet. He won't be able to buy anything! Rush off in pursuit of him by going to Paragraph 7.

Paragraph 13

You ride full bore into the camp, yellin' and screamin' and firing off all your guns. Which means you're hoarse and out of ammo before you reach the first Apache. As they all turn towards you and start reaching for their weapons you observe that Powell's corpse is riddled with arrows and far past being helped. In a flash of brilliance, your horse makes a sharp left and you run headlong into the desert with a band of screaming warriors at your back. Turn to Paragraph 10.

Appendixes

Appendix A: Earth Wandering Monster Table

Encounter a random monster while still on earth? Roll on the following table:

Roll 1d6	Name	MR
1 – 2	Antelope	10
3 – 4	Jackalope	20
5 – 6	Apache	30

Appendix B: Mars Wandering Monster Table

Martians, Grape Apes, Princesses, etc.

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This is here to as a way for people using electronic readers and whatnot to quickly find a paragraph. For printed form, this probably doesn't add much value.

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