

LANCELESS AND THE FLYING COW'S SNACK

1

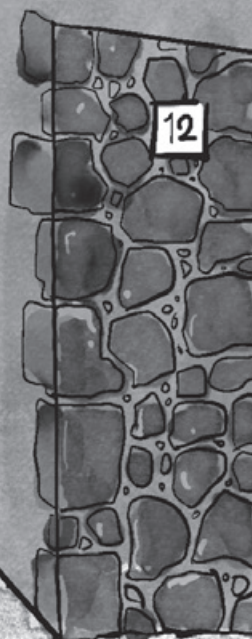
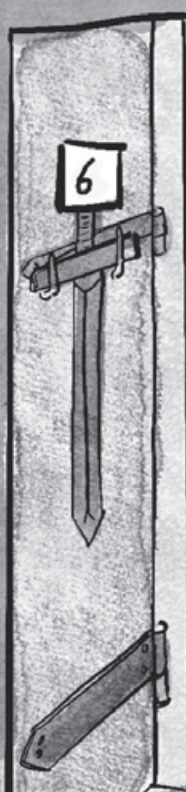
WELCOME,
SIR LANCELESS!
I REJOICE TO SEE
YOU HAVE ANSWERED
MY CALL.

AS YOU KNOW,
I HAVE A WONDERFUL
FLYING COW. HOWEVER, TO SU-
STAIN HER MAGICAL POWER, SHE
MUST BE FED BLUEBERRY-FLAVO-
RED OATS EVERY DAY. MY TRUSTY
STABLEHAND IS ON FAMILY LEAVE.
WOULD YOU LOOK AFTER MY
PET, ON HIS BEHALF?

DEAR LANCELESS, DO YOU WANT TO
TAKE CARE OF KING CHLODOVECH'S
FLYING COW? CHOOSE YOUR ANSWER.
"YES, I DO!" GO TO PAGE 2.
"NOT A CHANCE IN HELL!" GO TO PAGE 3.

2

YOU NEED TO FIND THE ROYAL STABLE, BUT YOU DON'T KNOW WHERE IT IS! FOLLOW THE NUMBERS IN THE IMAGES AND TEXT TO MOVE FROM ONE PAGE TO THE OTHERS. BE CAREFUL, THOUGH: SOME OF THOSE NUMBERS COULD BE HIDDEN!



YOU START YOUR ADVENTURE WITH 20 HEALTH POINTS (HP). IF THEY DROP TO ZERO, YOU'LL BE DEFEATED, BUT IN THE FULL VERSION, YOU'LL BE ABLE TO PLAY UNTIL THE END.

3

SIR
LANCELESS, YOU
HAVE DISRESPECTED
THE MAGNANIMOUS KING
CHLODOVECH AND HIS
FLYING COW. YOU ARE
SENTENCED TO THE
STOCKS!

WOE
IS ME!

GAME OVER



4

PÈM

YOU CHOSE TO DO THE MOST OBVIOUS THING: SNOOP AROUND IN THE ARMORER'S CLOSET.

YOU LOSE
2 HP.

LANCELESS,
HAVEN'T I TOLD
YOU TO BE CAREFUL?
NOSING INTO OTHER
PEOPLE'S BUSINESS
IS A DANGEROUS
IDEA!

HE'S DEFINITELY
RIGHT. GO TO
PAGE 15.



WHAT? THE ROYAL
STABLE? LOOK, ALL
I KNOW IS THAT IT'S
NOT UPSTAIRS. I
NEVER LEAVE THE
KITCHEN, YOU KNOW.
DISASTER MAY
BREAK OUT AT
ANY TIME!

HONESTLY, HE'S
PROBABLY THE BIGGEST
THREAT AROUND HERE!
YOU SHOULD LEAVE
HIM ALONE.
GO TO PAGE 7.

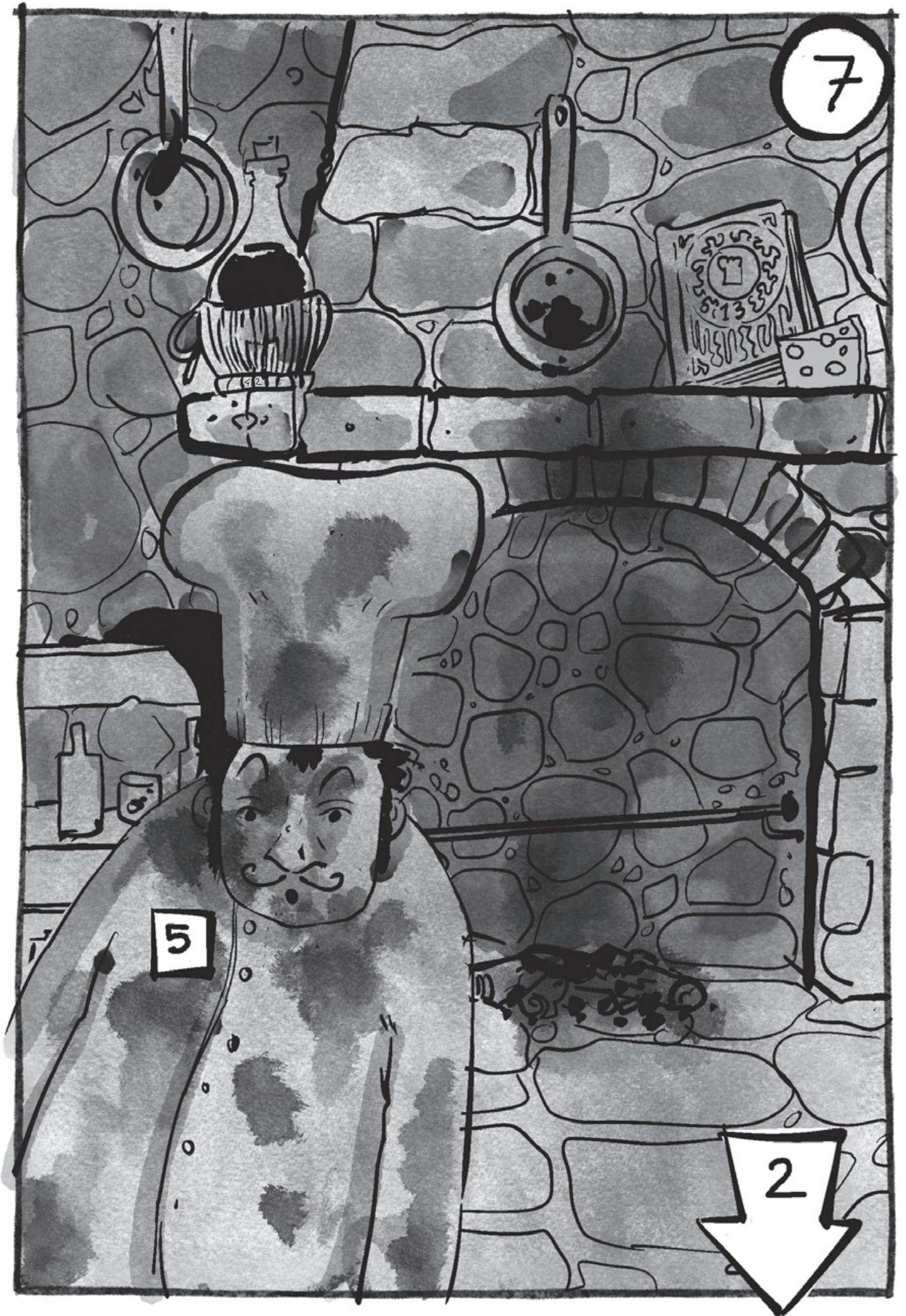
6

THIS IS THE ARMORER'S
ROOM. THERE ARE NO
COWS HERE.

4

15

2



OUCH! YOU LOSE
2 HP. YOU CAN'T
GO THIS WAY
(FOR NOW).

inglese impaginato.indd 8



10

GOOD HEAVENS, LANCELESS! A TRUE HERO NEVER FORGETS HIS WEAPON! YOU STILL HAVE SO MUCH TO LEARN. HERE, TAKE THIS SPARE SWORD.

NOTE THAT YOU OWN A



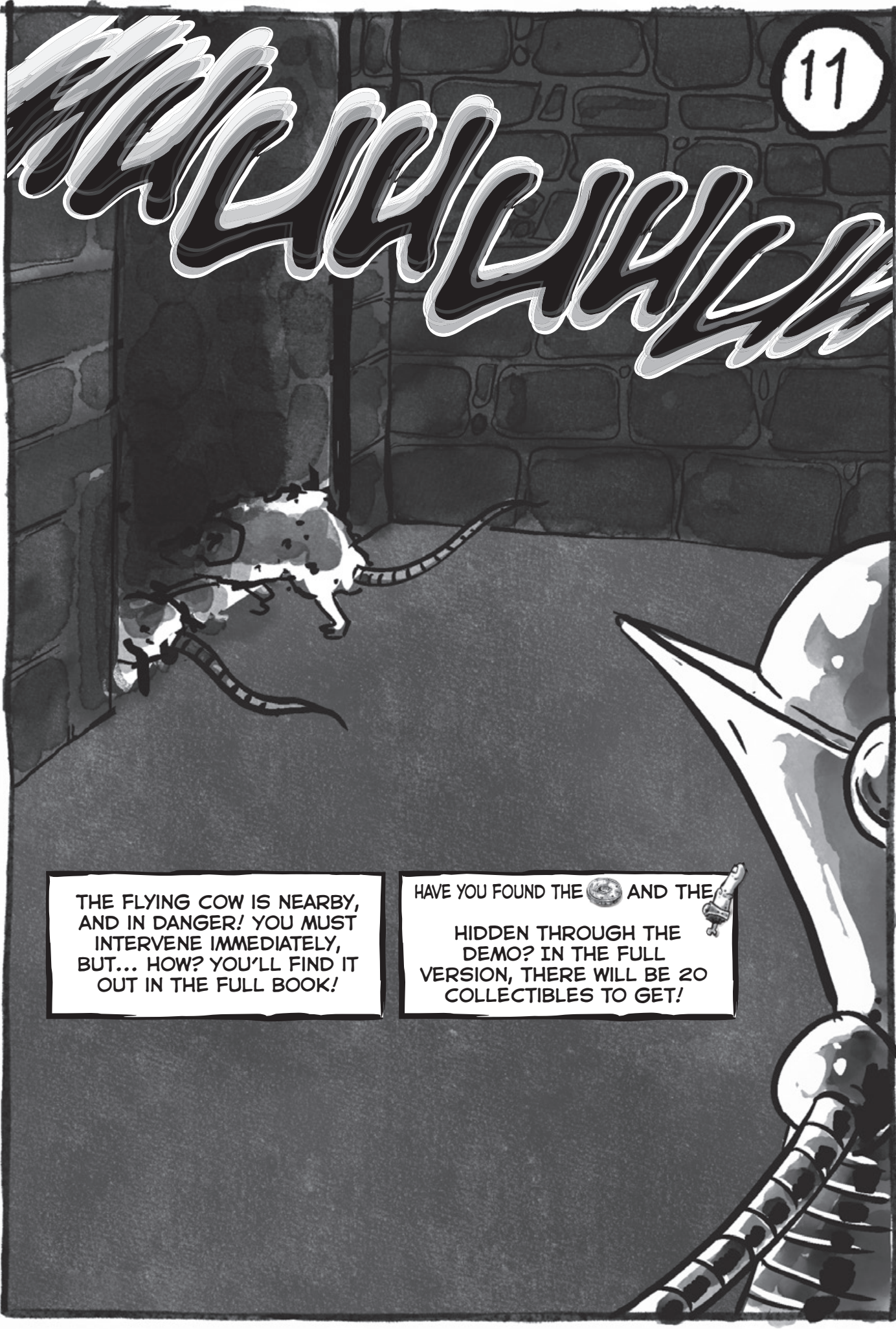
THIS TREASURE GETS ACTIVATED IN COMBAT, BECAUSE ITS SYMBOL IS ON ONE OF THE 2-VALUE CARDS! INDEED, YOU'LL FIND A DECK OF CARDS IN THE FULL BOOK, TO RESOLVE BATTLES WHILE PLAYING LANCESEVEN-AND-UP, THE OFFICIAL MEZZO EVO CARD GAME!

SPEAKING OF FIGHTING! IF YOU WANT TO CREATE A HOME-MADE DECK FOR THIS DEMO, USE SOME FRENCH-SUITED CARDS. TAKE FIVE CARDS WORTH HALF A POINT (LIKE, COURT CARDS), THREE 1S, TWO 2S - ONE OF WHICH HAS TO BE RECOGNIZABLE, BECAUSE IT WILL HAVE THE SYMBOL



AND A 5. YOU'LL FIND OUT HOW TO USE THESE CARDS LATER.

SAY "THANK YOU" TO THE ARMORER AND RETURN TO PAGE 2



THE FLYING COW IS NEARBY,
AND IN DANGER! YOU MUST
INTERVENE IMMEDIATELY,
BUT... HOW? YOU'LL FIND IT
OUT IN THE FULL BOOK!

HAVE YOU FOUND THE  AND THE 
HIDDEN THROUGH THE
DEMO? IN THE FULL
VERSION, THERE WILL BE 20
COLLECTIBLES TO GET!

12





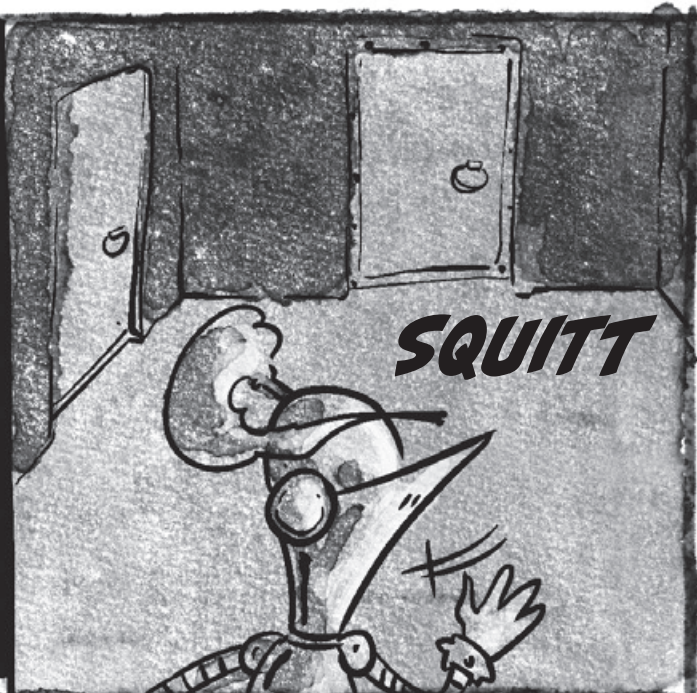
WELL,
MY REAL
CUISINE
TALENT IS
JUST EA-
TING.

YOU CAN
SNATCH SOME



IF YOU LIKE.
IN ANY CASE,
GO TO
PAGE 7.

14



THOSE RATS LOOK MENACING.
DO YOU HAVE

THE TREASURE 
AND WANT TO USE IT? GO TO **PAGE 16.**
OTHERWISE, GO TO **PAGE 9.**





IT'S GOOD
TO SEE YOU AGAIN, LAN-
CELESS! I KNOW KING
CHLODOVECH HAS EN-
TRUSTED YOU WITH AN
IMPORTANT MISSION. ARE
YOU CARRYING YOUR
TRUSTY
SWORD WITH
YOU?



IF YOU DON'T HAVE
THAT TREASURE, AND
WANT TO ADMIT IT TO
THE ARMORER,
GO TO **PAGE 10**.

OTHERWISE,
EXCUSE YOURSELF
AND RETURN
TO **PAG. 2**.

16

YOU HAVE TO FACE THE PI-RATS IN COMBAT.

IF YOU GET A TOTAL OF 7.5, YOU SUDDENLY WIN! OTHERWISE, ROUND DOWN AND DEAL DAMAGE TO THE ENEMY, ACCORDING TO THE HIT TABLE.

TO FIGHT THEM, YOU'LL USE A DECK OF CARDS, AS PER INSTRUCTIONS ON P. 10. EACH ROUND, SHUFFLE THE DECK AND REVEAL CARDS ONE BY ONE. STOP WHENEVER YOU WANT, OR WHEN YOU EXCEED A TOTAL OF 7.5: IN THAT CASE, YOU'VE GONE BUST.

SUBTRACT THE HITS YOU DEAL FROM THE ENEMY'S DEFENCE. IF THE DEFENCE DROPS TO ZERO, YOU WIN THE BATTLE!

HIT CHART:

1-3: N.A.
4-5: 1 HIT
6: 2 HITS
7: 4 HITS
BUST: -2 HP

IF YOU GO BUST, YOU LOSE HP AS WRITTEN AND DO NOT INFLICT ANY HITS.

DEFENCE: 7



COUNTERATTACK:

0,5 AND 1:
SCRATCHES! -2 HP
2 AND 5:
BITES! -4 HP

SIMPLIFIED MODE:

IF YOU DON'T WANT OR CAN'T USE CARDS, FOLLOW THE INSTRUCTIONS IN BOXES LIKE THIS ONE. YOU'LL WIN THIS FIGHT ONLY IF YOU'VE GOT THE TREASURE



GO TO PAGE 11

OTHERWISE, YOU'LL BE DEFEATED!

IF YOU HAVE THE TREASURE  REDUCE THE PI-RATS' DEFENCE BY 2 POINTS. THE TREASURE  ON THE OTHER HAND, IS ACTIVATED ONLY IF YOU DRAW THE 2-CARD WITH ITS SYMBOL. IF YOU DO SO, YOU CAN REMOVE THAT CARD FROM THE TOTAL TO DOUBLE THE HITS DEALT TO THE ENEMY - BUT YOU ALSO DOUBLE THE HP YOU LOSE IF YOU GO BUST! AT THE END OF THE ROUND, THE SPECIAL CARDS (THERE WILL BE MORE IN THE FULL BOOK) ARE ALL SHUFFLED IN THE DECK, LIKE THE OTHER CARDS.

IF YOU SURVIVE, GO TO PAGE 11.

