

FLYING BUFFALO'S

GAME CATALOG & LOST WORLDS TOURNAMENT RULES

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FREE

HAVE A BLAST WITH NUCLEAR WAR - THE CARD GAME!

NUCLEAR WAR CARD GAME: A comical cataclysmic card game for 2-6 players of all ages. A humorous confrontation between touchy world powers as each player attempts to sway his opponents' populations with diplomacy, propaganda, and finally nuclear weaponry. Little old ladies defect in electric cars and the dread SUPERGERM spreads devastation! Takes about 10 minutes to learn and about 45 minutes to play. Invented by Doug Malewicki in 1965, this game has remained popular for over 35 years. Anyone who ever had to participate in a "civil defense drill" by hiding under his or her desk in grade school, or ever had a bomb shelter in the back yard should play this game. One of the few games where it is possible to have NO WINNERS (often everybody loses!). You have to play it to believe it. This game's a blast! It was chosen for Games Magazine's "Games 100" for 1984. And in 1998, at the Origins Game convention in Columbus Ohio, Nuclear War won the Origins Hall of Fame award for one of the best games of all time! "The quintessential 'beer-and-pretzels' game: simple, fast, easy to learn, and loads of fun. Minimal prep time: shuffle the decks and deal." - Tim Kask, Adventure Gaming Magazine. \$29.95

NUCLEAR ESCALATION CARD GAME: intended as the 'expansion set' for Nuclear War, this game can be played separately or shuffled in with Nuclear War to make a bigger game. It brings the devastation up to date with cruise missiles, MX missiles, new Special cards, sneaky Spies, and Space Platforms. (And don't forget 'Skippy' the feared Super Virus). This game won the HG Wells Award for best SF Boardgame of 1983 awarded at Origins 1984 even though it is a card game! (Boxed, 148 cards plus our special "radioactive" nuclear malfunction die). \$29.95

NUCLEAR PROLIFERATION the second 'expansion set' for Nuclear War, this explosively funny card game is for 2-6 players of all ages. Choose which world power you'll play; Little Bittyland, Bananaland, Bermuda Triangland, Bagmad, or one of many others included. Use your country's Special Power, secrets, secrets, & propaganda to gain control of, or eliminate your enemy's population. When that fails, all-out war breaks out as players launch stealth bombers, submarines, scud missiles, and fire atomic cannons at each other. Nuclear Proliferation adds special trading sessions, new secret and other special cards. A humorous look at the futility of Atomic Warfare in the post-cold war 1990's & can be played alone, or combined with Nuclear War, Nuclear Escalation, or both! \$29.95

NUCLEAR WAR: THE COMPUTER GAME The old DOS game by New World Computing. One player computer version sort of like the Nuclear War card game. Available in the IBM format on a CD. Note that this was written for a 386 computer and if you have a fast computer the animations may go by too quickly to enjoy. Also you have to be able to run a DOS based program on your computer. Price only \$10.

NUCLEAR WAR BOOSTER PACKS: All-new set of full color Nuclear war cards, same backs, same size as the other Nuclear War cards. Each booster pack comes with 8 new, full-

color randomly selected bonus cards to add to your Nuclear War set. New secrets, new specials new sizes of warheads, including the incredible 200-megaton bomb & the horrifying Doomsday device. (Unfortunately these cards are sold out, we do NOT plan to reprint.)

BOOSTER PACK SPECIAL DEAL: Get most of the 47 cards from the booster packs, in this hand-assembled set. You only get a couple of the "super rare" cards. \$30

WEAPONS OF MASS DESTRUCTION: The newest expansion for Nuclear War. Includes new missiles, new warheads, and some cards that can be EITHER a warhead or a missile, whichever you need at the moment. Also includes deluxe population cards. \$19.95

DELUXE POPULATION CARD DECK: from above. \$10.

NUCLEAR WAR BLANK CARDS: These are identical to the cards in the game, except the fronts are blank for you to write or draw your own secrets, specials, or odd-sized warheads. Only \$10 for a deck of 56 cards.

NUCLEAR WAR BONUS PACKS:

Bonus Pack #1 includes 9 new "countries" not provided in Nuclear Proliferation, plus a bumper sticker, an extra population set, & some warhead cards. Only \$7.

Bonus Pack #2: "The India/Pakistan War". This is rules for combining Nuclear War with India Rails from Mayfair games. You are playing India Rails, but when your opponent gets close to winning, you Nuke his railroad! Includes actual India Rail cards that can be shuffled into the draw deck, plus an orange crayon for drawing the radioactive areas on the India Rails map! You must have India Rails to use Bonus Pack #2. Only \$7

Nuclear War Online: You can play our game online at www.gametableonline.com - for a low monthly fee you can play our cardgame, plus lots of other popular boardgames and cardgames with opponents from all over the world.

INDIVIDUAL NUCLEAR WAR CARDS: 200 megaton warhead, Alien Technology, Mad Scientist, Fold in Space only \$3.00 each.

SUPERGERM TEMPORARY

TATOO: in color 75 cents.

You can get an "app" which is the Nuclear War official spinner for android at the Android Marketplace for 99 cents, or from the iPhone store when we are approved. Claudia Christian (from Babylon 5) does the voiceover. Search for "Nuclear War Spinner" from TalcMedia.



SHIPPING & HANDLING FEE: for each order, add \$3 for shipping/ handling, (per order, not per item) if shipped to any USA address. For outside USA add \$11 for Canada, \$19 for Europe, \$27 for Japan or Australia.

TUNNELS & TROLLS

the fantasy role-playing game for solo or group play

Have you ever dreamed of being a bold and fearless adventurer, a warrior-king, or a cunning and powerful magician? You can be all these when you play TUNNELS & TROLLS - the worlds you explore and great quests you pursue are limited only by your imagination!

You'll find that T&T is easy to learn and easy to play. You can adventure through the T&T solitaire adventures by yourself - or play with your friends in our Game Master adventures (Or design your own gamemaster adventure for your friends). We have a complete line of T&T gaming aids to keep you going.

T&T is also an ideal starter game for someone's first role playing game.

Rulebook contains:

The Basic Game, Creating Characters, Equipping Characters, Provisions and Equipment, General Supplies, Weapons Charts (includes over 100 different weapons, including such things as a Shotel, Bec de Corbin, Guisarme, Assegai, Misericorde, Chakram, Ankus, and even a sword cane.), Armor and Shields, Creating Monsters, Combat, Saving Rolls, Adventure Points, Character Types, Character Kindreds, Height & Weight Charts, Character Levels, The Logic of Magic, The Spell Book (20 levels of spells), Sequence of Events (Combat turn Sequence, Magic In Combat), Missile Weapons, Unarmed Combat, Too Heavy Weapons, Speed and Movement, Unusual Combat Situations, More about Monsters, Personalizing Monsters (w/ 36 sample monsters), Wandering Monsters, How to be a GM, Do This When You Get Out, a sample adventure (Trollstone Caverns), and a solitaire adventure (Buffalo Castle).

Plus: More about City, World, and Dungeon building, Treasure Generator, Miniatures in T&T, Languages, Charisma Effects, Alternate Humanoid Characters, Auxiliary Characters, Berserker Fighting, Time & Ageing, Gunnes, Marksmanship, and an extensive weapons glossary (want to know what a Shotel is?) (Version 5.5 of the rules now available: includes the complete Buffalo Castle- the first solitaire adventure for role playing games, plus the Chronology of Trollworld and more.)

TUNNELS & TROLLS BOXED SET

Contains everything you'll need to play, and more:

T&T Rulebook: easy to understand, filled with in-depth examples. Everything you'll need to know to play T&T, including Combat, Magic, Weapons & Armor Charts, and Monsters, plus Elaborations, Weapons Glossary, Index, and Trollstone Caverns (an introductory game master adventure).

Buffalo Castle: A T&T adventure that you can play by yourself- because in place of a game master, the BOOK directs you through the adventure by offering written options.

Castle Ward: a gamemaster adventure, easy for a new GM to moderate. A nearly deserted castle guards the entrance to a monster stronghold.

Player Character Pack: 10 T&T characters to get you started, all completely attributed and equipped.

Three six-sided dice (games sold outside the US do not contain dice).

Boxed set: (Includes all the above) - \$24.95

T&T 5.5 Rulebook - \$19.95 (If bought separately)

T&T FICTION

Mage's Blood & Old Bones. An anthology of short stories (not a game) about the T&T world, written by the various people who created it: Ken St Andre, Mike Stackpole, Liz Danforth, Bear Peters, & others. \$7.95

SORCERER'S APPRENTICE: Although this fantasy role-playing and fiction magazine is no longer being published, we have several back issues available. Each issue has either a short gamemaster adventure or a mini-solo adventure for T&T. . We have 1 back issue (No. 12) available for only \$5. I may have a limited number of a few other back issues. Write and ask.

Issue #12: fiction by Charles de Lint, articles by Manly Wade Wellman, Larry DiTillio, and Lee Duigon, T&T Mini-solo.

GAMEMASTER ADVENTURES FOR TUNNELS & TROLLS:

Map, key and room descriptions for the game master to use. Use these books to take your friends on an adventure. Easy to use.

The Isle of Darksmoke: by Larry DiTillio. Part 1, The Nameless Village and the Dome Level. Journey to the fabled land of Zind, to the enchanted Isle of the mighty warrior-wizard Darksmoke, and ancient and subtle master of arcane arts and fell toxins. Only the clever, the stout of heart, and the strong-willed ones pass the Swirling Forest to reach the Dome of Darksmoke - and fewer yet return...! 14 Cardboard Heroes (tm) included. Sorry OOP.

Catacombs of the Bear Cult: by Jim "Bear" Peters. The Cult of the Great Bear has become a deadly menace, and a special reward has been promised for the person who captures Bjorni oso-Medved, the Cult leader. Your group of characters has entered Cult territory. Their fame and fortune - and their lives - depend upon how well they deal with the shape-shifting highwaymen of the Great Road! - \$3.95

Dungeon of the Bear: Levels 1-3. by Jim "Bear" Peters. We have some slightly shopworn copies (cover slightly scuffed) of this adventure left. Please specify "shopworn ok". Includes "Castle Ward" by Michael Stackpole. Sorry OOP.

TUNNELS & TROLLS COMPUTER GAME:

New World Computing's computer game based on the T&T universe. This game is true to the original RPG & the solos. Liz Danforth, the editor of the T&T rules worked on the computer game, which is quite extensive. IBM format for 3 1/4" version (comes in zip lock baggie - no box). (Requires 640K, hard drive & mouse optional, requires two floppy drives or hard drive. EGA or CGA) \$14.95 Or on a CD with the color map and book scanned \$10.

TUNNELS & TROLLS 7th Edition:

2005 was the 30th Anniversary of T&T. To celebrate, we licensed a very nice Canadian company to put out the "7th Edition Rules" which includes everything Ken wanted to add to the game but didn't have room before. This comes in a metal tin, and includes the complete new rules, plus optional rules, a monster manual, some cardboard characters and monsters, and a CD with Buffalo Castle, Dungeon of the Bear, and other added material. Way too much stuff and sadly sold out. But now there is a version 7.5 which is in a cardboard box instead of the (easily damaged) tin box. Even more stuff for \$35.



Missed all my vital spots!

GAMEMASTER ADVENTURES for T&T 7.0

Goblin Crag by AR Holmes, edited by Ken St Andre, Art by Simon Tranter. The players gather at the Dead Ranger Tavern in Khazil where Baldergron, the Captain of the City Watch has come to find recruits and make them an offer. It seems an Ogre and a band of Orcs and Goblins has been terrorizing the farms north of the city. \$5.00

Trollstone Caverns by Ken St Andre, Art by Simon Tranter, Maps by A R Holmes. The Lair of the Silver Serpent. \$5.00

SOLITAIRE ADVENTURES FOR USE WITH TUNNELS & TROLLS

All on your lonesome and you want to play T&T? Well, how about a couple of T&T Solitaire Adventures? The book is the gamemaster, and each can be played many times. The solo adventures listed here are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included. [Note: Missing numbers are out of print. Please don't ask us for them.]

#1: Buffalo Castle by Rick Loomis. Good basic training for warriors. 1 War, Level 1-2. Available on the internet at: www.flyingbuffalo.com/bcintro.htm and included in the rulebook.

#2: Deathtrap Equalizer by Ken St Andre. Adventure on the incredible Trip of the Lion - or for the fainthearted, the Trip of the Frog. 1 Any, L1-4 (up to 70 adds recommended.) Out of Print.

#3 Labyrinth by Lee Russell Sorry OOP

#4 Naked Doom by Ken St Andre. They caught you...and now you must go on a forced march through the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation. 1 War, L1-2. - Sorry OOP

#8 Beyond the Silvered Pane by James and Steven Marciniak. Step into the mirror worlds of Marcelanuis the Fair - if you're lucky you'll step out again! 1 War, L1-4 up to 70 adds. -\$8.95.

#9 City of Terrors by Michael Stackpole. The deluxe outdoor adventure in the city of Gull, on the sun-baked isle of Phoron. 1 Any, up to 275 adds. - \$8.95. Also available in the "Pocket Sized" edition for \$3 (you miss out on some of the great art.)

#12 Arena of Khazan by Ken St Andre. Blood-lust on the gory sands of the Arena...Fight for your freedom - or fight for your life. 1 Any, MM. - \$8.95.

#13 Sewers of Oblivion by Michael Stackpole. Takes place beneath the City of Terrors. 1 Any, up to 7th level, up to 425 combat adds. Sorry OOP

#14 Sea of Mystery by G. Arthur Rahman. Shoulder your bag and march toward the port, to take ship on the Sea of Mystery! 1 Any, up to 45 adds, MM. - \$8.95

#17 Gamesmen of Kasar by Roy Cram. Are you bold enough to face the challenge of the Gamesmen? 1 Any, up to 110 combat adds. - \$8.95

#18 Beyond the Wall of Tears by K Martin Aul. Lost in nightmares of terror, can you rescue your little sister from the cruel lord of Iron Cantahf? 1 Any, no restrictions, MM. - Sorry OOP

#19 Captif d'Yvoire by Steven Estvanik You were surprised, captured by your master's foe, the evil Duc de Binaire. Escape seems impossible, but you must! 1 Any, L1-4, up to 80 adds. MM. - \$8.95.

#20 The Amulet of the Salkti by David Steven Moskowitz. You must find the lost amulet and save the city of Freegore from the evil demon Sxelba and his armies of orcs. 1 Any, L1-8, up to 33 adds. MM. - \$8.95.

#21 Red Circle by Michael Stackpole. with cover by Liz Danforth. 1 Any, up to 60 personal adds. - \$8.95

#22 Caravan to Tiern by Andrea Mills. Tiern sounds like the perfect place to travel toward, but you'll have to pass through the Plain where the Rararadin have begun raiding. So you join a caravan for safety! 1 Humanoid, any level, up to 72 personal adds, MM. - OOP

#23 Dark Temple by Stefan Jones. Are the followers of Krestock simple pilgrims, victimized by lies, or an evil cult seeking the magical Phoenix scroll to give their foul leader power over the land? The

answer to your quest lies in the Dark Temple. - \$8.95

#24 When the Cat's Away by Catherine DeMott, also includes New Sorcerer Solitaire revised by James Walker, and Solo For The Intellectually Challenged by Rick Loomis. 3 solos in one 80-page book. In 2 of them, you are a young wizard out on a quest. The 3rd solo is a hilarious parody! 1 humanoid, lower level, up to 45 adds, MM. - \$8.95

DEEP DELVING by Ken St Andre. A short adventure for trolls. It takes place deep beneath the surface of Trollworld, and is part of the secret war between trolls and dwarves that is completely unknown to the dwellers of the surface world. \$8.95

A TRAVELER'S TALE by Ken St Andre. Would you rather fight dire wolves in a blizzard, or spend the evening drinking with a one-eyed dwarf in a cozy tavern? That's a no-brainer, right? You might want to reconsider because you'll be safer with the wolves. L1-3 up to 100 adds - \$8.95

A SWORDED ADVENTURE by Ken St Andre. Just another day in the city of Khazan -- get your sword fixed, deal with a pick pocket, battle some uruks, and fight hordes of undead. For a human warrior with up to 50 adds. \$8.95

THE WIZARD'S TEST by Ken St Andre. Do you have what it takes to serve as an agent of the Death Goddess? Find out as the Wizard's Test challenges your wit and prowess in some very sticky situations indeed. L1-3 human or humanoid warrior or rogue. \$8.95

TAVERN BY THE SEA by Ken St Andre and Andy Holmes. You've wandered into the only tavern in the rogue-filled town of Frrarrg. So far, so good, but it's a rough place. Will you be able to get out alive? For any humanoid fighter L1-3. \$8.95

The DewDrop Inn is the most famous hotel on Trollworld. It's run by a retired adventurer, an old wizard who wants to try his hand at being Dungeon Master. You have nothing to fear in this hotel, unless you're an adventurer. In that case, you might be sorry you dropped in to the DewDrop Inn. For any humanoid character no more than 10 feet tall. By Ken St Andre, art by David Ullery. \$11.95

Goblin Lake, Abyss, and Circle of Ice are T&T mini-solo adventures which are now out of print.

Pocket-book sized double solo adventures:

Naked Doom & Deathtrap Equalizer sorry out of print

Amulet of the Salkti & Arena of Khazan as above. \$5.95

Captif d'Yvoire/Beyond Silvered Pane as above. \$5.95.

Sword for Hire & Blue Frog Tavern by James Wilson. Hire out to explore the dark recesses of a wizard's tower. 1, any, L1-3; & Team up with Quartz the rock demon to recover the magic Blue Frog Amulet. 1, any, up to 15 adds. \$5.95.

Gamesmen of Kasar & Mistywood, Gamesmen of Kasar as above. Mistywood by Roy Cram. What horrors lurk in Mistywood? With Duke Bronzo's men hot on your heels, you must find out! 1 Any, up to 110 adds. \$5.95.

TUNNELS & TROLLS SUMMER SPECIAL #1:

Package includes the T&T box set, (which includes the solo adventure Buffalo Castle and the GM adventure CASTLE WARD, plus the complete rules), plus two GM adventures: Catacombs of the Bear Cult, and Isle of Darksmoke, plus a solo adventure, plus the "Missed My Vital Spots" bumper sticker (the one with the ogre with an arrow sticking out of his forehead.) Plus Mage's Blood & Old Bones (book of short stories about T&T) Retail value over \$50.00 - only \$39.95.

TUNNELS & TROLLS BONUS PACK #1: This package contains a reprint of the long out of print solo adventure ABYSS by Paul Creelman (a solo adventure that will let you get a dead character back to life), plus the "Survival Kit" from the old (also long out of print) T&T Gamemasters screen (charts for the gamemaster), plus a NEW short gamemaster adventure by James Walker "Tomb of the Mummy King", plus an expanded treasure generator chart, a random monster encounter chart AND a pack of T&T character sheets. All this for only \$9.95

MERCENARIES, SPIES & PRIVATE EYES:

Designed by Michael Stackpole, this is contemporary role-playing at its best. The name says it all: the adventurers are flinty mercenaries, suave spies, gumshoe detectives, and more. The system is easy to handle and complete, with nearly 100 skills for character development, an extensive weapons list, and a detailed section about how to run mystery & crime scenarios. MSPE basic rulebook is just \$10.00

Adventure of the JADE JAGUAR by Michael Stackpole Solo adventure for MSPE. Revolutionaries stalk you through the steamy jungle, but you slip by. Suddenly you are facing a jaguar so huge it would dwarf a Bengal tiger, and its a brilliant shade of Green! Includes conversions to allow it to be played with the Hero System. OOP

MUGSHOTS 1: Case of the Pacific Clipper by Dave Arneson It's 1937 & you've been hired to find out what has been happening to the clipper plane fleet. Is it sabotage, revenge or worse? Suspects include the Japanese, a madman, aliens & secret organizations with hidden bases. Includes characters, places & situations that can be used as a GM adventure after the solo adventure is over. \$8.95

MUGSHOTS 2: Taking Care of Business by Michael Stackpole & Deb Wykle. A book of numerous Contemporary Characters and 30 detailed maps of places for any modern role-playing game. Also includes a short solo adventure for MSPE. \$9.95

STORMHAVEN: Gamemaster materials for contemporary role playing game adventures set on Savage Island in Lake Champlain. Contains two booklets: one describing the buildings, people, procedures and adventures, the other of maps and floor plans. Statistics to allow use in both MSPE and Espionage! campaigns included, plus 23 Cardboard Heroes (tm) created for this package. Stormhaven won the HG Wells/Origins Award for Best Role Playing Adventure \$7.95

RAID ON RAJALLAPOR: gamemaster adventure for 4-6 players. \$4.95

MSPE CHARACTER FOLDERS: Package of 20, \$3.95

Mercenaries, Spies & Private Eyes SPECIAL: The rules, Mugshots 1 & 2, Stormhaven, and two sets of character sheets/folders, everything available for MSPE, retail value over \$49 for only \$35

Also by Michael Stackpole: The "Fiddleback" Trilogy; These techno-horror novels by New York Times bestselling author Michael A Stackpole are finally available in one set. These novels, originally written to support GDW's 'Dark Conspiracy' game, have aptly been described as "the books that Phil Dick and H. P. Lovecraft would have produced from a collaboration" because of the combination of a dark future with terrifying monsters. Packed with action and spiced with a touch of humor, these novels can be read alone or combined into one long pulse-pounding saga of a handful of stalwart individuals fighting against ancient horrors intent on the conquest of the Earth.

A Gathering Evil; Evil Ascending; and Evil Triumphant (what a set of names, yes?). Originally sold by GDW for \$5 each, Flying Buffalo is offering all three for \$10. We're not going to reprint these, so get them before we sell out.

OTHER ASSORTED ITEMS

The Complete Brigadier: How to set up and fight miniature battles of the blackpowder era. The game can be played with 150 miniatures of any scale (or with cardboard counters provided). The stand organization is compatible with many other games. Fast game system averages four turns an hour, four hours a game. Different types of weapons & units represent four tactical periods: 1680-1740; 1740-1800; 1800-1850; 1850-1880. One rule system applies to all four periods. Rules emphasize command control, morale & maneuver over fire & melee. Maneuvers require historic commands & formations. Boxed: \$19.95

BERSERKER: man against machine in a race for survival! This board game for two players is a tactical space conflict game based on the novels & stories by renowned SF and fantasy author Fred Saberhagen. The fearsome robotic dreadnoughts from deep space race toward Earth in their attempt to destroy the birthplace of mankind. Fighting against extinction is a hastily gathered force of much smaller human ships. Includes full-color die-cut counters, optional rules, campaign rules. Note that this includes a page of rules called "Second edition rules". If you have a first edition of the game, these rules are available on our webpage. (Boxed) \$6.95

T-SHIRTS: It's difficult to keep all sizes and styles in stock at the same time, so please tell us if we are allowed to substitute either size or type, and if not, be prepared to wait up to 10-12 weeks if necessary. (If you don't want to wait or substitute, just say so & we will return your money instead, if your shirt is not available.) Sizes are mens' sizes, please specify Large, or Extra Large (Extra Extra Large available for an extra \$2). Styles: The **FLYING BUFFALO** shirt has our buffalo in his bi-plane in black ink on a blue shirt. The **SUPERGERM** shirt has the Supergerm character from Nuclear War in several colors. The **TUNNELS & TROLLS** shirt has the ugly ogre with the arrow through his head saying "Nyahh, you missed my vital spots." in black ink on a tan shirt. The **GRIMTOOTH** shirt may be available in several variations, but always features our lovable troll. \$14.95 each.

ORIGINS POKER DECK: An ordinary poker deck except the four kings are four famous game designers, and the rest of the cards contain ads from various game publishers, game stores, game artists, or game conventions. The 2008 deck honors Gary Gygax, Dave Arneson, Jim Dunnigan, and Redmond Simonsen. (If you don't know who these men are, you need to get this deck and find out!) \$5. Specify the RED backs or the BLUE backs. Or get both! The 2009 deck honors Lou Zocchi, Tom Shaw, John Hill, and Duke Seifried. \$5 specify purple or green backs. The 2010 deck honors the four GDW guys: Loren Wiseman, Marc Miller, Rich Banner, and Frank Chadwick. \$5 specify black or orange. The 2011 deck honors Steve Jackson (USA), Greg Stafford, Don Greenwood, and Sid Sackson. \$5. Specify Blue or Brown deck. Or buy all eight for \$30.

Note: There is a \$3 postage fee charged for each order. If the order is to be shipped outside the USA, then the postage fee is \$11 for Canada, \$19 for Europe, or \$27 for Japan or Australia.

CATALYST GAME-MASTER'S AIDS FOR ALL ROLE-PLAYING SYSTEMS

All Catalyst products are presented without game mechanics of any kind; the nature of things, their causes and effects, NPC (non-player character) personalities, and everything else vital to good gaming are fully described. Game Masters need only supply the appropriate game statistics to the people, places, or devices described to adapt them easily into their games. Please note that these are NOT books that are really intended for some particular game that "can be adapted" to other systems. These are genuinely for ANY fantasy or medieval role-playing game system. Look for the "Catalyst" trademark. ("A catalyst for your imagination")

There are now seven books in the Grimtooth line. These are some of our best selling books and are not only useful, but are hilarious to boot! As I print this catalog, we are out of most of the Grimtooth



books. We plan to reprint them soon. The titles are: Grimtooth's Traps, Grimtooth's Traps Too, Grimtooth's Traps Fore, Grimtooth's Traps Ate, Grimtooth's Traps Lite (kinder, gentler traps and introducing Grimtina, Grimtooth's little sister), Grimtooth's Traps Bazaar (trapped items), and Grimtooth's Dungeon of Doom, a guided tour of the nastiest dungeon your players can imagine. A fully mapped dungeon full of traps. **GRIMTOOTH'S TRAPS** The Original! Digitally remastered by the artist, Steve Crompton. 64 pages, paperback. Product number 8501 \$14.95

GRIMTOOTH'S TRAPSTOO 101 engines of evil and bemusement for the befuddled! Room traps, Corridor traps, Door traps, artifacts, etc. And 16 pages of new material. 96 pages, paperback. Product number 8502 \$14.95

: **The Wurst of Grimtooth**, (compilation of traps from all the books), hardcover book by Necromancer Games \$35.00

CITYBOOKS

Citybooks describe all sorts of places that one might find in a fantasy or medieval city. All these books include maps, descriptions, scenario suggestions, and character descriptions.

CITYBOOK I: Butcher, Baker, Candlestick Maker. 25 detailed businesses, many colorful NPC's and over 70 supplemental adventures for city-based scenarios. This book won an H.G Wells Award for best Role-playing supplement. Edited by Larry Ditillio. Art by Stephan Peregrin, Liz Danforth, & Steven Crompton. \$14.95

CITYBOOK II: Port O' Call. 22 businesses and services for seaport cities. Establishments are complete with detailed maps, fully developed NPC personalities & over 60 scenarios. Edited by Danforth and Michael Stackpole. Art by Danforth, Crompton, Dave Helber. Written by Stackpole, Helber, Dave Arneson, Charles de Lint, Janrae Frank. CB2 is currently out of print.

CITYBOOK III: Deadly Nightside. 18 businesses & establishments in the part of town where you're most likely to be caught dead! 36 scenarios & over 60 NPC personalities. Edited by Stackpole, art by Danforth. \$11.95

CITYBOOK IV: On the Road. 13 travel related businesses and over 72 NPCs and scenarios. Edited by Paul Jaquays & Stackpole. Authors Danforth, Dennis McKiernan, John Nephew, Lisa Stevens, Dennis Sustare. \$11.95

CITYBOOK V: Sideshow: This has 19 Non-Human City-based establishments in the city's exotics quarter! Edited by Jaquays. Written by Danforth, Nephew, Stackpole, Bear Peters, Lawrence Watt-Evans. Art by Jaquays, Danforth, Susan Van Camp. \$11.95

CITYBOOK VI: Up Town; 17 richly filled establishments and additional chance encounters all catering to the tastes of the city's rich & famous. Citybook VI is currently out of print.

CITYBOOK VII: King's River Bridge: Cross over the great stone bridge and visit 25 frp locations, including "The Cornerstone Ghost", "Sweeney's Pie Shop", and "The Rivor Raptors". Includes

over 70 NPCs. Edited by Deborah Kerr, Cartography by Steven Crompton, Art by Liz Danforth. \$14.95

OTHER CATALYST BOOKS

MAPS: The Book of Cities. Usable with any Role-Playing system, this book contains maps of cities (over 20) which can be used anywhere in your campaign. Each city is fully mapped, with major points of interest & the background of the city described. Adventure ideas for gaming are included in this 96 page book. (Sadly this book is also out of print - we hope to reprint soon.)

MAPS 2: Places of Legend.

Provides maps, details & Adventure ideas for such legendary places as Camelot, Atlantis, King Solomon's Mine, Capt. Nemo's submarine base, Lemuria, The 13th floor, Bermuda Triangle OZ & others. More art, adventure ideas for every place & crossover scenarios included. 96 pages.

Lejentia Campaign Books

If you're tired of the same old fantasy world where everyone knows all the races, all the monsters, and all the magics, then these books are what you've been looking for! All fully described in Citybook style. Discover the world of Lejentia.

LEJENTIA CAMPAIGNS BOOK I: Skully's Harbor contains a fully described and mapped town, world map, over 50 NPCs, & 75 different scenarios. Plus the first 40 pages of the book describe new races, magic spells, and a detailed description of the culture and religions of this unique world. 160 packed pages - \$14.95.

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LOST WORLDS COMBAT PICTURE BOOKS

Many of you may remember the lost worlds books by Nova Games from years ago. These books are a DICELESS fantasy combat system. Each player has a book, and you play by giving your book to your opponent, who reciprocates. You each pick a maneuver from your list of options, and tell the other player a page number (simultaneously). You cross reference the page numbers at the easy chart at the bottom of the page, and turn to the page showing what the other person is doing. For instance, you may choose to lunge at me, while I choose a side swing. When I turn to your page, I see you lunging at me, and when you turn to my page, you see yourself getting a hit on me. After I take a specified number of hits, you have won the combat. It's very easy (the complete rules are included on each book) and very quick. Note that you must have at least TWO BOOKS to be able to play this game. You and your opponent must each have one.

We at Flying Buffalo were licensed to produce Lost Worlds books based on favorite characters from TUNNELS & TROLLS, so they say TUNNELS & TROLLS on the cover, and 4 Lost Worlds books based on the Knights of the Dinner Table characters. However, these are LOST WORLDS books, fully compatible with all the other Lost Worlds books. There are nearly 100 different Lost Worlds fantasy books that have been published, each with it's own special advantages & disadvantages. Although the combat system is deceptively simple, if you haven't played all of the books against all of the others, you still have more to learn!

FLYING BUFFALO/TUNNELS & TROLLS Lost Worlds Books: **Umslopagaas of the shiny teeth; scorpion/man wizard with mage's staff.** From the famed Deathtrap Equalizer Dungeon solo adventure. Magic user: 17 body, 14 red spell points, scorpion tail sting, "entrancing" smile. . \$5.95

Flaming Cherry; barbarian beauty with falchion and shield. Called Flaming Cherry for the exotic color of her hair, she is one of Ken St Andre's favorite characters. 12 body, 8 "luck points", dagger throw, trip. \$5.95

Kharis; the Royal Mummy with mace. Undead: 12 body, 3 "luck points", shriek, give disease, head butt. \$5.95

Chiron; Centaur Guard with short axe & shield in chain mail. Magic user: 20 body, 6 red spell points, kick, trample. \$5.95

Praxides; female flying gargoyle with spear. Magic user: 15 body, 12 purple spell points, flying. \$5.95

Macaber; highland warrior with Claymore. 12 body, 4 "tactics points", javelin throw, fearless.. \$5.95

Lost World with Photographs instead of art: \$8.95 each Amara Wintersword. Woman in chainmail with axe. (Also known as "Chainmail Girl")

Meresin, Dwarf with warhammer (Also known as "Michael Stackpole")

Mischa Redblur, Ultra Sorceress (Doug Malewicki's daughter)

Azlana Darque, Sorceress with broadsword

Zocchi the Magician with Dicebag (Lou Zocchi)

Chessex Lost Worlds Books:

Brimstone, the Fire Giant, \$5.95

Cimeree, Elfin Maid \$5.95

Othere, Djinn of Distinction, \$5.95

Sir Percival, Mounted Knight, \$5.95

Lost Worlds Fantasy Cards

The above books come with four semi-random fantasy cards, (spells, items, tactics, luck). If you don't like the cards that come with your book, you can buy extra cards. Each set is the same as others of the same letter, except for one random chase card. Some cards are only available as tournament prizes.

Set A: 9 Red Spells & 8 Items (18 cards) \$5

Set B: 9 Luck and 8 Weapons (18 cards) \$5

Set C: 10 Weapons & 5 Luck (16 cards) \$5

Set D: 9 Purple Spells and 6 Tactics (16 cards) \$5

Set E: 6 Yellow Spells & 7 Red Spells (13 cards) \$5

Set F: 7 Amara Cards (4 items, 1 tactic, 2 yellow spells) plus 6 assorted other cards. \$5

Old Lost Worlds Books Published by Nova Games:

\$5.95 each = Man in Chainmail, Man w/short sword & dagger, Manticore, Skeleton, Winged Gargoyle, Woman w/ quarterstaff.

The Runesword Set: Cal, fighter hero; Bith, Female Mage; Endril, Elf Bowman; Hathor, Troll. Set of 4 books, plus extra two extra red spell cards and two ninja gimmick cards, \$14. (Or you can buy the 4 individual books for \$4 each).

Reprints: \$7.50 each. Arafael the Angel, Arcanthus the Sage, Cold Drake, Eilee the Sprite, Felina the Tiger Lady, Halfling with Sword and Shield, Ninja with Ninjato, Samurai with Katana, Woman in Scale with Sword and Shield, Unicorn.

Along this line, we have a scenario called Curse of the Tarbella which includes the Wraith and the Skeleton books. A haunted ship scenario. \$15. (This scenario is available free online, but if you bought the books separately they'd be \$13.50 so you are getting the printed map and rules for only \$1.50)

Battle Tech:

The Lost Worlds system was also used for a licensed Battle Tech edition. 6 books were originally printed. You can get three of them (Locust, Rifleman, & Wasp) for only \$4 each. The 4th 5th and 6th (Warhammer, Griffin and Shadowhawk) are no longer available. These cannot be reprinted when they are sold out.

Ace of Aces:

This is the game that started all the "Combat Picture Books". These are sets of two books, so if you buy only one, you can play it. While they last. (We don't have any of these at present, but hope to reprint the whole series as soon as finances permit.)

KNIGHTS OF THE DINNER TABLE (© 2000 Kenzer and Company. All rights reserved.) Lost World books.

Available now: \$8.95 each.

Teflon Billy - magic user with fireball (Brian)

El Ravager - fighter with +12 Hackmaster Sword (Dave)

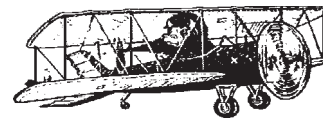
Thorina - female barbarian with double-bladed axe (Sara)

Knuckles - thief with crossbow (Bob)

Covers by the same artist who does the comic covers.

Note: Knights of the Dinner Table, Brian, Bob, Dave, Sara, Thorina, El Ravager, Knuckles, and Teflon Billy and all prominent characters and likenesses thereof are trademarks of Kenzer and Company, used here under license.

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