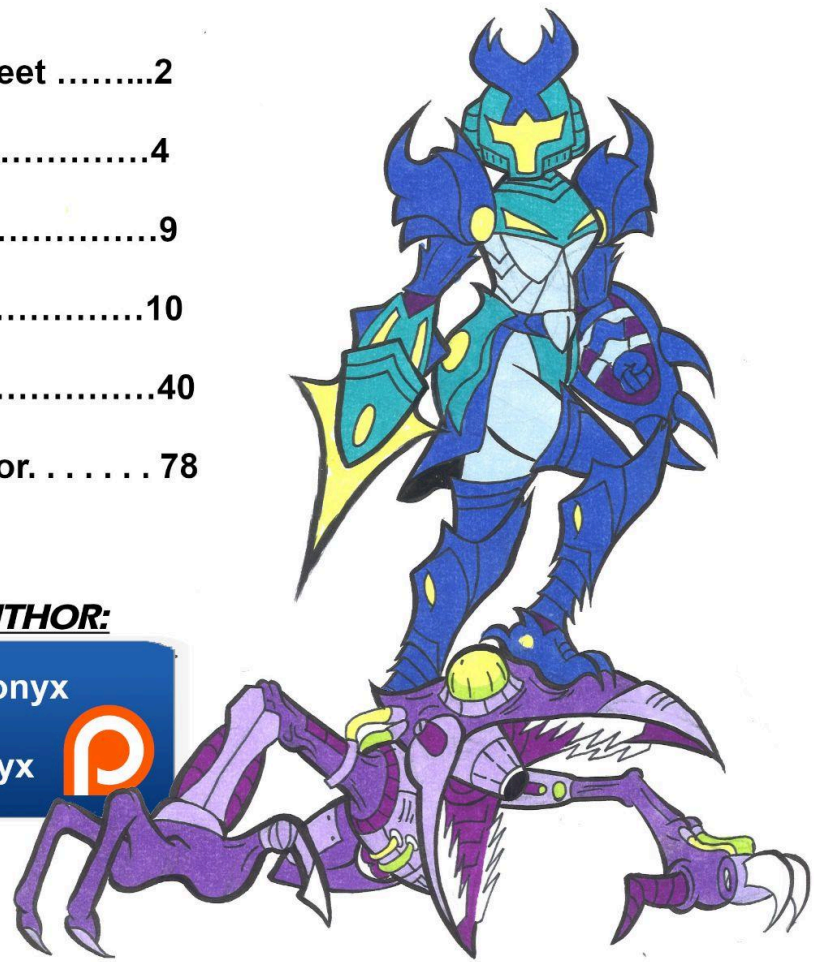


METROID

PLANET OF THE DEATH EATERS

THE UNOFFICIAL GAMEBOOK
WRITEN, ILLUSTRATED, & DESIGNED by ELI GUERRA

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MAP & CHARACTER SHEET

		A3 - START		

CURRENT EP / MAX EP CURRENT MP / MAX MP DF WEAPON AT | MISSILE AT

CURRENT EP / MAX EP AT DF POISON VENOM

COMBAT

BEAM
 Roll to see if hit
 1-3: MISS
 4-6: HIT

POWER UPS
 Use powers gained

MISSILE
 -1MP to hit

RUN AWAY
 Lose EP

SPARE TANKS /20

UPGRADES /20

03

-INCOMING MISSION BRIEFING-

WARNING:

The contents of this briefing include classified information. If you are caught sharing intel from this briefing beyond this highly monitored channel, you may be court martialed for treason, and all rights as a federation citizen will be revoked.

Would you like to proceed?

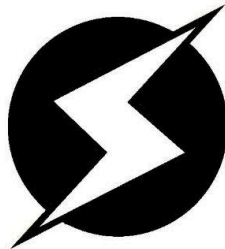
<Y>/N

This should be a simple extraction & reconnaissance mission. Your destination is the remote planet of Zephile; a newly discovered world on the very fringes of Federation territory. The scientists deployed there believed that the planet may have been previously colonized by an ancient tribe of space-faring chozo that pre-dates anything we've previously known.

Due to the importance of such implications, an escort was dispatched to ensure the safety of the crew as they excavate any chozo relics and artifacts, before enemies of the federation can get ahold of them. But shortly afterwards, the outpost was attacked by unknown forces and we have since lost contact. This attack must surely be space pirates.

We need you to travel to the Zephile Research outpost and rescue any survivors. If there are none, then you are to bring back the artifacts recovered that are stored in the vault room. You have been selected for this operation due to your experience handling chozo tech and your... aptitude for working alone. We need this job done as discreetly as possible, and we can't afford any more unnecessary losses.

This is a prime opportunity to regain favor in the eyes of the military brass. I had to pull a lot of strings and personally vouch about your merits to get you this job. Failure WILL NOT be tolerated.



04

How To Play

You will need 3 things: A pencil, an eraser, and a single 6 sided die.
(alternatively, there are free digital dice apps available for free for mobile devices.)

You are Samus Aran, a cadet for the Galactic Federation military. You have been tasked to retrieve dangerous artifacts from the mysterious world of Zephile; A newly discovered planet whose entire biosphere is based on fungi and giant mushrooms. In order to find the vault, you will have to traverse through the mycium jungle, fighting off vicious predators and life forms, and make yourself stronger by gathering chozo power-ups hidden throughout the land. What was the purpose of these artifacts? Only you can decipher that.

The Mycium jungle is separated into 30 small groves that you walk between. From each grove you can travel either North, West, East or South, depending on what each grove allows. But everytime you enter into a different grove, you will be attacked by one of the 8 creatures native to the jungle. If you are to survive, you must keep your wits about you if you are to discover the location of the vault, and more importantly, discover the power ups that will help you survive!

Pay attention to your environments, make split second decisions in combat, and you will discover the secrets of Zephile, and get paid.

Starting equipment

Here are the stats that measure your combat effectiveness in a fight,
and your ability to survive the Mycium Jungle:

EP - Energy Points

- This number represents the durability of your power suit. Every bit of damage you take reduces EP, and once it reaches 0, your power suit will fracture. The toxic air of Zephile will cause any non-native lifeforms to instantly die.

MP - Missile Points

- This number represents a type of energy that your power suit converts into specialized weapons and abilities.

AT - Attack Power

- This represents how powerful attacks from your weapons are, and how much attacks from enemies hurt you. When in battle against tough opponents, subtract the target's EP count with the number of AT to get their remaining EP.
 - For example, a space pirate has a starting EP of 15. Your Astral Beam has an AT of 2, so on your turn when you attack them, you do this formula: $15-2=13$. With 13 being the remaining EP the space pirate has left.

05

- Conversely, when you are attacked, you subtract your own EP with the enemies AT. So on the space pirates turn, whose AT is 3 and your current EP is 20, you do: $20-3=17$. With 17 being the EP you have remaining.

DF - Defense Power

- Sometimes the armor or protection an enemy has is stronger than normal. Their DF represents how much damage they negate from the blow. Wherever their DF is, you subtract that from your AT.
 - For example, if an armored space pirate has a DF of 1, and the AT of your current beam weapon is also 1, then you do: $1-1=0$. Which means no damage is done to the space pirate at all.
 - If you find a beam upgrade that increases your AT by 2 points, then it becomes $2-1=1$, thus your weapon is now strong enough to inflict 1 point of damage to the space pirate's EP.

When you begin a new adventure, you start with:

Normal Beam (AT:1)

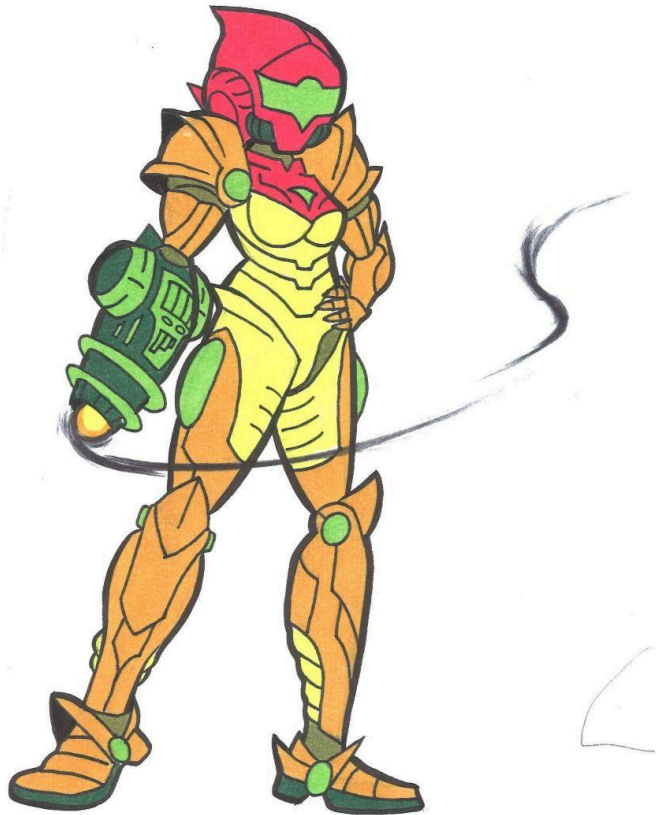
Normal Missile (AT:2)

Normal Suit (DF:0)

15 Max EP

5 Max MP

Be sure to write this on your character sheet which doubles as your bookmark. Whenever you gain new weapons or armor, be sure to write down the name and new points down. When you obtain new power ups, check them off on your character sheet. Refer to page 9 to be reminded what each power up does.



TRAVERSAL PAGE KEY

(10)

1 - BLUE SNOW FIELDS

ENEMY ENCOUNTER CHART		
1-2 p40	3-4 p41	5-6 p42

WEST
p20

3

EAST
p12

Stepping out onto the planet surface you are greeted with a cascade of blue snow that paints the landscape under blankets of blue hues. This isn't snow, those fires generated by the towering Mycium Jungle to the north and carried by the wind. To the east you see columns of billowing black smoke.

4

5

USE BOMB?
YES: -1MP
p51-A

6

SCAN LOG ENVIRONMENT

It appears to be glass slates with glowing runes on them left on the ground. The language appears to share traits with an ancient Chozo writing system. There's enough similarities between that a rough translation can be salvaged, but this slate is too damaged to decipher anything. Perhaps there are other glass slates with more pieces of data in-tact.

1- Name of Room

2- Enemy encounter table

- Everytime you enter a room, something will leap out and attack you.
- Take a single 6-sided die and roll it. Whatever number it lands on, that's the enemy you'll face, and you must flip to their corresponding combat page to fight them.
- Once the fight is done, return to the room and decide what to do within it.

3- Directions

- These are the directions you can go to next from within this room. If you can't go a certain direction then it won't be displayed. Go to the page number written next to the direction to travel to the next room.

4- Room Descriptor

5- Bomb Option

- Once you discover morph ball bombs you'll be able to spend 1 MP point to drop a bomb and potentially open up secret passageways to hidden rooms. If you use a bomb, flip to the page labeled to see what happens.

6- Scan Log

- The scanner in your helmet analyzes the environment and will describe information about Zephile and its many creatures and biomes. This is entirely optional unless you want to learn more about the planet itself.

07

COMBAT

Fighting Simple Enemies

When fighting the simple creatures of Zephile, all you have to do is read the instructions on each enemy page, and pick the option you think is the best outcome for the fight. Don't forget to record changes to your EP & MP on your character sheet.

Fighting strong enemies.

You may come across powerful foes that cannot be taken down quickly or easily. Some enemies will have their own set of stats of EP, AT & DF. The only way to defeat these foes is to deplete their EP to 0 before they deplete yours.

To do this you must engage in a lengthier battle in which you two will trade blows until you or your opponent reaches 0 EP.

1. You will go first every time unless stated otherwise. Choose to attack with

your beam weapon,



your missiles,



or any of the power up abilities you collected so far,



and that will be your action.

2. Take the AT of your attack, subtract it by the amount of the opponents DF (if they have any) and the remaining number will be the number of EP points you subtract from the enemies EP. Write down the resulting number in the enemies EP box.

$$\text{(Your AT - enemy DF) - enemy HP = Enemy's Remaining HP}$$

3. Then it will be your opponent's turn. To see what they do, roll a single 6 sided die. Every tough enemy has a chart below them that tells you what their resulting action will be, based on the number you rolled.

08

- a. If it's an attack, once again take the AT of their attack, subtract it by the amount of your own DF DF (if you have any) and the remaining number will be the number of EP points you lose from the enemy's blow. Write down the remaining number in your character sheet.

$$(\text{enemy AT} - \text{your DF}) - \text{your HP} = \text{Your Remaining HP}$$

4. Repeat from step one until one of you reaches 0 EP

STATUS EFFECTS

Some of the creatures you will encounter, both simple and strong, may try to afflict you with conditions that will hurt your ability to traverse the planet and fight in battles. The 3 types of status effects you will encounter are:

Poison: If you are hit by a poisonous attack, roll a die.

- 1 or 6 the attack misses and nothing happens
- 2-5 You are poisoned. Take the number your dice has rolled and write it down on the 'poison counter' box in your character sheet.
- For every room you enter, or for every turn that passes in battle, subtract -1EP from your current EP and subtract 1 from the poison counter. Keep doing this for every room or for every turn until the poison counter reaches 0.

Paralyzed: If you are hit by a paralyzing attack, roll a die.

- 1 or 6: the attack misses and nothing happens
- 2-5: you are paralyzed and the opponent is free to assault you for as long as you are paralyzed. Subtract your current EP by the amount shown on the die.

Venomized: If you are hit by a venomous attack, then color in the 3 venom circles in your character sheet. For every turn that passes, erase one circle. If 3 turns pass and you do not cure the venom from your body, then it will instantly kill you no matter how much EP you still have.

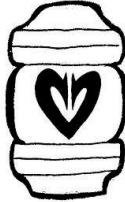
Game Over

If at any point you reach 0 EP, you will collapse and your ship will immediately come and evacuate you. You will have to start at the very first room with half your current EP & Missiles, but you keep everything you've collected so far.

- *Mission briefing over. Prepare to disembark and enter the Mycium Jungle. -
Happy hunting, lady.*

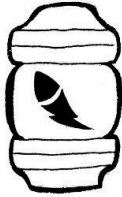
09a

UPGRADES



Energy Tank

- Increases your maximum EP.
- Also gives you a spare tank that can be filled with extra EP or MP if you're maxed out on either.
 - Use whatever amount is filled in the spare tank to restore an equal amount of EP or MP.
 - Once activated, everything stored inside the spare tank has to be consumed all at once.



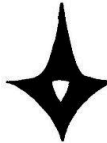
Missile Tank

- Increases your maximum MP.



Super Missile

- Increases the AT of missiles by 1.



Astral Beam

- Increases the AT of your beam by 1.



Rector Suite

- Will increase your DF by 1, allowing you to take less damage from enemies and be immune from poison & paralysis attacks, and allow you to cross acidic waters.

096

POWER UPS



Charge Beam

- Spend one turn to charge up your normal beam. You will take a hit from the opponent, but the shot you fire will have an increased AT by 1 for the turn, and will guarantee hit anything.
- OR - Once charged, you can also choose to fire a missile shot which will also increase it's AT by 1 for the turn.



Paralyze Missile

- Spend 2 MP to launch a missile that will do no damage but will freeze the opponent for 2 turns, allowing you to act twice.



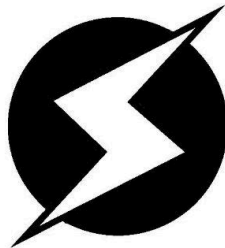
Bomb/Morphball

- When exploring - use 1 MP to drop a bomb in your current room to potentially open up secret passageways, or discover buried zephite batteries that can completely fill a spare tank.
- In combat - spend a turn to transform in/out of morphball mode.
- being in morphball mode will increase your DF by 1. But you can only attack back using Missiles which cost 1 MP,



Crystal Flash

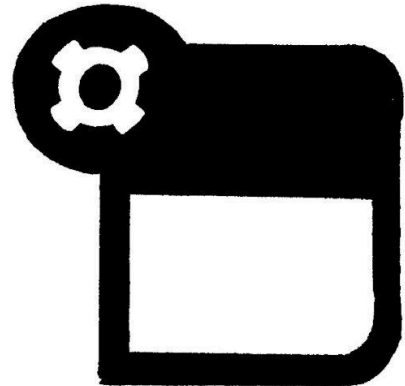
- Spend 5 MP to regain 10 EP and cure any status effects.



A3 - VOHR ETERNA**REFILL CURRENT EP
TO YOUR MAX AMOUNT****NORTH
p11**

Stepping out onto the planet surface you are greeted with a cascade of blue snow that paints the entire landscape under blankets of ghostly blue hues.

This however isn't snow, those are spores generated by the towering Mycium jungle to the north and carried by the wind. To the east you see columns of billowing black smoke.

**SCAN LOG****Federation Records: Vohr Eterna**

MV class starship of unknown make & model, bought and paid for by the federation for this mission. Previous owner: Gorrhak Zaan, operator of Gorrak's Quality Used Starships. Gorrak could not provide official documentation providing how he obtained the ship. Missile recharge station conspicuously missing.

B3 - BLUE SNOW FIELDS

ENEMY ENCOUNTER CHART

1 - 3
p40

4 - 5
p41

6
p42

WEST
p20

EAST
p12

In addition to the blizzard of spores filling the air, the sky is full of flat, disc-like creatures that feed off of the spores. These have been dubbed 'spore fairies' by the research team.



USE BOMB?

YES: -1MP
p51-A

SCAN LOG

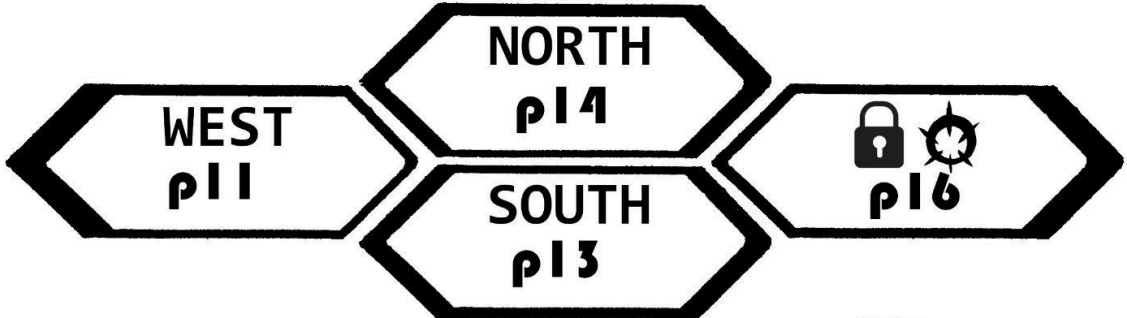
ENVIRONMENT

It appears as though the geemers act as pollinators of sorts. Spores are collected on its shell which it then spreads as it travels. They feed off of the mycelium roots, and if the fungi are not strong enough to survive its roots being eaten by the geemers, then it allows the spores on its shell to devour the dying fungi and take their place.

B4 - DACHARON PRAIRIE

ENEMY ENCOUNTER CHART

1 - 3 p40	4 - 5 p41	6 p42
---------------------	---------------------	-----------------



An open Savanna where a herd of Dacharon are roaming. These giant, ostrich-like creatures have a breathing apparatus around their backs, with a nozzle with tubes that lead to sacs of water on their back. They aren't disturbed by your presence suggesting they must be domesticated. There's a domed structure to the west that's guarded by an energy field.

USE BOMB?

YES: -1MP

p52-A

SCAN LOG **ENVIRONMENT**

There appears to be glass slates with glowing runes on them left on the ground. The language appears to share traits with an ancient Chozo writing system. There's enough similarities between languages that a rough translation can be salvaged, but this slate is too damaged to decipher anything. Perhaps there are other glass slates with more pieces of data in fact.

A4 - INFANT LICHEN TREE

ENEMY ENCOUNTER CHART

1-2

p40

3-4

p41

5-6

p42

NORTH

p12

Surrounding the small Lichen tree are various mounds. These mounds are arranged in a series of circles surrounding the tree, and most of these mounds were forcibly dug out recently. Vehicle tread marks suggest they were federation vehicles and they didn't finish digging up whatever is buried here.



USE BOMB?

YES: -1MP

p53-A

SCAN LOG

ZEPHITE LORE

“By the time the host dies from starvation, the parasite will have grown large enough to enter its adult phase, in which it will eat through the corpse to emerge from the body. It will then spend its entire life hunting for prey to devour and inject its spores into. If it encounters a clone of itself- *(Full log on p66-A)*

C4 - IVORY PILLARS

ENEMY ENCOUNTER CHART

1-2

p40

3-4

p41

5-6

p42

NORTH

p15

SOUTH

p12

You walk through two rows of towering, curved columns made of petrified calcium.

These pointed spires appear to have markings and patterns carved into them and glowing mushrooms wrapped around them. They appear to be deliberately planted in this swirling pattern to decorate this area.



USE BOMB?

YES: -1MP

p54-A

SCAN LOG

ENVIRONMENT

Zephile is surrounded by two sun's on both sides of its hemisphere. One is a red star that's too far away, and the other is a white dwarf, meaning that the planet has no day or night cycle and is constantly in a twilight stasis. The atmosphere is also thick with nitrogen and has a dense Ozone layer that helps retain moisture in the air.

D4 - MIGRATING FORES

ENEMY ENCOUNTER CHART

1-2

p40

3-4

p41

5-6

p42

NORTH

p28

SOUTH

p14



USE 3

p18



You stand before the entrance of the Mycium Jungle itself, but to the east you see a massive structure that looks like a skull of some kind. This giant skull is large enough to go inside, but the entrance is sealed off by a door with an energy shield. Missiles may be enough to disable the shield.



USE BOMB?

YES: -1MP

p55-A

SCAN LOG

ENVIRONMENT

What appears to be several tree stalks moving in unison, is actually one giant organism that exists underground. The creature travels with the direction of the wind to catch spores from the jungle. This particular species is docile, but there's been reports on other sides of the planet of subspecies that are carnivorous and hostile.

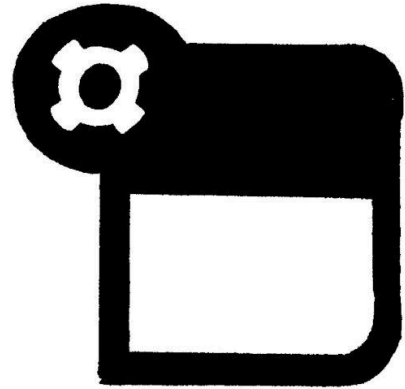
B5 - JELLY SLIME STOREHOUSE

**YOU FOUND THE
SUPER MISSILE UPGRADE**

Be sure to check off Super Missiles on your character sheet to start using it.

WEST
p12

This domed structure appears to be a stable for the Dacharon. Containers filled with deceased jelly slimes are being stored here in glass vats hanging from the ceiling. These vats are connected to tubes leading to a machine that smells like a bakery. The place is empty but whoever resides here intends to come back. Or intended to come back.

**SCAN LOG****ENVIRONMENT**

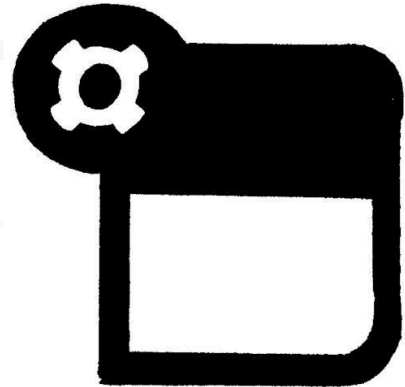
The creatures that the research team calls "Blob molds" are sentient, mold-like creatures. They ooze over surfaces absorbing anything that can be digestible and converting the material into pure nutrients. The jelly slimes here are in a pen that's filled with Dacharon droppings and other scraps of discarded material.

A5 - ZEPHITE TOMB**YOU FOUND THE
CRYSTAL FLASH POWER UP!**

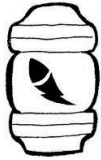
Remember to check it off your character sheet.

WEST
p13

Underneath the Lichen tree, surrounding its roots, are the skeletons of humanoid creatures that are fused with the roots itself. These roots are surrounded by trinkets and artifacts of unknown purposes.

**SCAN LOG****ZEPHITE LORE**

The gods saw fit to purge the land, and brought down a blight of cinders that would destroy all life on the surface. The Goddess Perfume, who had become attached to Zephile and her creatures, instructed the Zephites to gather the seeds of all the life and to shepard them deep underground. It is these very caverns that still serves as the home of Zephites to this day.

D5 - SKULL ROCK**YOU FOUND A MISSILE TANK!**

Add 5 to your TOTAL MP and
refill your CURRENT MP.

WEST
p15

This building is actually the cranium of a massive creature. The inside contains an air-sealed laboratory protecting it from the spores outside. It is filled with glowing swirling machines of alien design that are converting various fungi & acids into foodstuffs, fabrics, medicine, soaps and many other supplies.



**USE
BOMB?**

YES: -1MP

p56-A

SCAN LOG**ZEPHITE LORE**

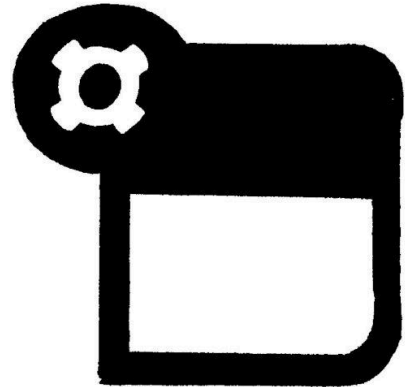
“We were able to replicate the genetic strain of one of the organisms found in the fossils. With how wide-spread this fungi was in such a short period of time, its ability to rapidly spread may prove itself to be a stable source of food. Its lack of reliance on air-borne spores may also mean it can be contained directly within the cities without fear of contaminating the air supply.”

C5 - HIDDEN LAB**YOU FOUND A MISSILE TANK!**

Add 5 to your TOTAL MP and
refill your CURRENT MP.

NORTH
p18

You discovered a hidden room that appears to have been abandoned for years, if not decades. Every centimeter of the wall is covered in black soot. The equipment, cages, and containers have been smashed and melted beyond recognition if not outright incinerated by blaster fire from unknown weaponry.

**SCAN LOG****ZEPHITE LORE**

“After many attempts, we’re finally successful in cloning the other organism found in the fossils. This parasitic creature operates entirely differently than anything else on the planet. For one, it doesn’t spread its spores by directly injecting it into the prey it bites. Once the spores grow large enough, they mutate the host, and once it gets into the brain-”

B2 - SCORCHED FIELD

ENEMY ENCOUNTER CHART

1 - 3

p45

4 - 5

p44

6

p46

NORTH

p21

WEST

p23

EAST

p11

The ground surrounding the research outpost has been burned repeatedly in order to build the outpost. More recently, the walls of the outpost are peppered with blaster fire of unknown weaponry, the front gate has been melted down and fresh bodies of federation personnel are scattered across the camp grounds.



USE BOMB?

YES: -1MP

p56-B

SCAN LOG

FEDERATION LOG

Daily Report by chief medical Officer DuFresne:

The escort team has made contact with the research outpost, and not a moment too soon. The entire expedition force is ill and a couple are in critical condition, and one has gone missing. Despite being on the planet for a relatively short time, the entire scientific staff has to be evacuated off world. *(Full report on p72)*

C2 - COMM TOWER

ENEMY ENCOUNTER CHART

1 - 3
p45

4 - 5
p44

6
p46

NORTH
p22

SOUTH
p20

 
p26

The communications tower is connected to all the other pavilions on the outpost. The top of the tower has been completely obliterated. Energy readings cannot decipher what kind of weaponry was used. The entrance to the lab in the east is under lockdown, and is using an experimental protection field.



USE BOMB?

YES: -1MP
p57-A

SCAN LOG

FEDERATION LOG

Transmission Log:

This is Captain Flowers of the escort team requesting either reinforcements or an extension to the operation timeline. Many personnel, particularly soldiers, have come under an illness that doesn't match the symptoms that the research team experienced. (Full report on p72-B)

D2 - ACID LAKE**ENEMY ENCOUNTER CHART**1 - 3
p454 - 5
p446
p46


p33 To
Jungle



p21 To Out-
Post

A lake of acid flows through this area.

You can only cross it if the **Armor Upgrade** is obtained. Otherwise, turn around and return to the previous room you came from.



**USE
BOMB?**

YES: -1MP

p58-A

SCAN LOG**ENVIRONMENT**

Between the digestive acids secreted from the mycelium roots and the thousands of types of spores, this lake has been rendered completely incendiary to the touch. Even your power suite is ill equipped to cross it without the acidic liquid killing you.

B1 - BUNKER

ENEMY ENCOUNTER CHART

1 - 3
p45

4 - 5
p44

6
p46

 **USE 3** 
p25

SOUTH
p24

EAST
p20

It appears that most of the able-bodied staff was murdered in their sleep or killed while they were rushing from their beds.



USE BOMB?

YES: -1MP
p59-A

SCAN LOG

FEDERATION LOG

Diary of Private Dexter

God this has got to be the most obnoxious planet I've ever been on in my tour! It smells, the skin under my armor always itches, and there are these monkey creatures that are constantly harassing us with their ear splitting screeches! Why are they constantly bothering us?? (Full log on page 73-A)

A1 - VAULT ENTRANCE

ENEMY ENCOUNTER CHART

1 - 3
p45

4 - 5
p44

6
p46

NORTH
p23

 
p27

Using your own gunship to carry the vault is ill advised, since the previous transporter was easily shot down. Therefore the targets must be transported by foot to your ship. The seal to the vault is protected by the highest grade of barrier protection the federation has available. With no way to unlock it, you will need a powerful beam weapon to open it.



USE BOMB?

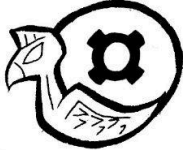
YES: -1MP
p60-A

SCAN LOG

FEDERATION LOG

SOS Message:
HELP!! SOMEONE! ANYONE! HELP US! WE'RE BEING ATTACKED! We've never seen these things before, they came outta nowhere! They're using weapons we never- AUGHH!! The soldiers... the ones that got sick... they're- they're attacking us too-

C1 - ARMORY

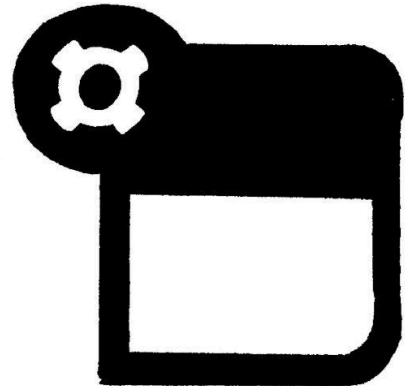


YOU FOUND MORPH BALL BOMBS!

Be sure to check off Bombs from your character sheet to start using them and refer to page 9 for instructions.

SOUTH
p23

The weapons stash is contained in the vehicle hangar, which houses several digging vehicles, many transport vehicles armed with turrets, several tanks and flying patrol aircraft. Each one contains enough fire bombs to glass a nation. There's also 3 war mechs listed in the inventory, yet only 2 are in the hangar.



SCAN LOG

FEDERATION LOG

Report to Command:

This appears to be a logistics report that was sent to command prior to the SOS signal. According to the documentation, everything has been operating smoothly since touchdown on the planet with no complications. Document history however indicates that the file was edited by the admin.

C3 - ANALYSIS LAB

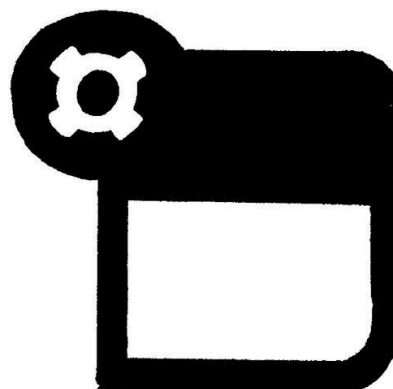


YOU FOUND THE PARALYZER MISSILE

Be sure to check off the Paralyzer Missile from your character sheet to start using them and refer to page 9 for instructions.

WEST
p21

This facility is completely untouched by combat. Most of the non-combat personnel tried to take shelter here, however the power to the building was cut off and the filtration system was sabotaged from the outside. Now the room is filled with spores and the corpses of the staff who choked from Zephile's toxic air.

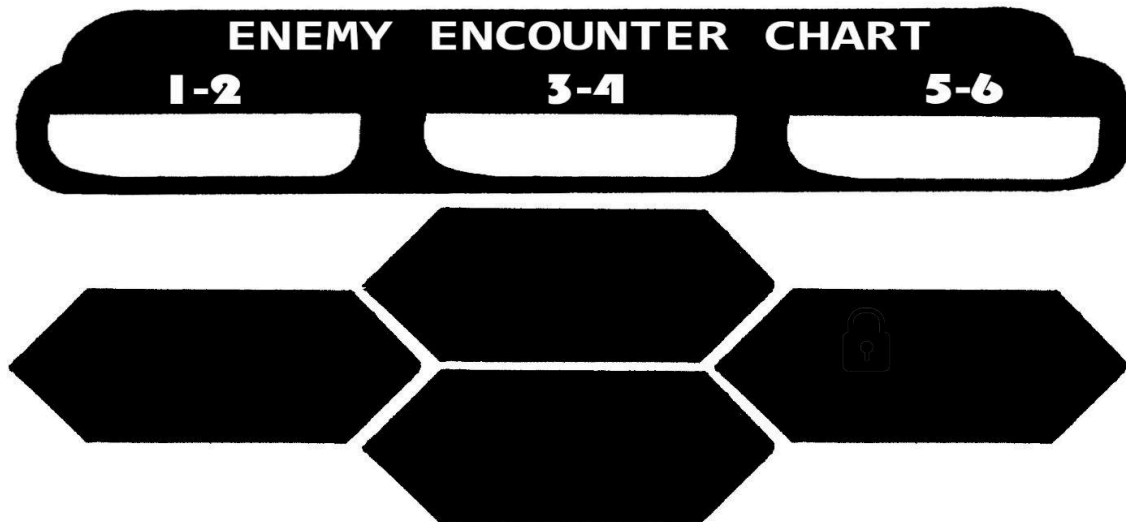


SCAN LOG

FEDERATION LOG

Experiment Results:

The artifact that was discovered by the research expedition, appears to be a weapons download module identical to chozo tech. Since Chozo tech is the basis the fed's equipment, it may be possible to reverse engineer these weapons and tools to be compatible with modern equipment. *(Full log on page 74-A)*

A2 - VAULT INTERIOR

As the massive vault doors slowly slide up, you raise up your arm cannon, ready for anything that may unexpectedly emerge from it. The first thing you notice is how empty it is. The very few boxes inside are disheveled and scattered across the dark chamber. All except for one large blacked out box that sits ominously in the dead center like a black monolith.

Suddenly the box hums and hisses, then starts to grow taller, its shadow draping over you. Then lights all over its body flicker alive as its engine roars awake. This was no box, it's a prototype combat mech strapped with experimental chozo weaponry. And its guns are all pointed at you.

GO TO p48 FOR COMBAT.

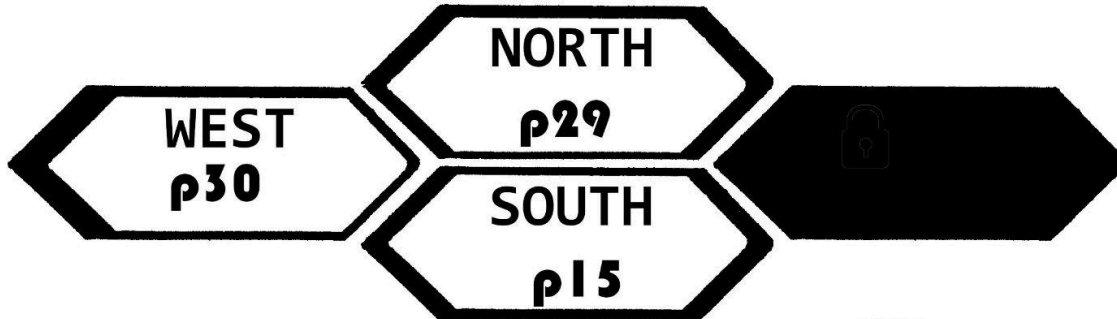
E4 - MYCIUM JUNGLE

ENEMY ENCOUNTER CHART

1 - 3
p42

4 - 5
p43

6
p47



Between the flesh colored trees, the slimy ground, and the air being so moist it's as if you're drowning, entering the Mycium jungle is more like entering the insides of a giant breathing organism. Surrounding you in all directions are the sounds of the jungle, which are a chaotic chorus of whoops, blips and clicks echoing all over as if the fungi were talking to each other...



USE BOMB?

YES: -1MP
p61-A

SCAN LOG

ZEPHITE LORE

In the beginning, there was nothing but a chaotic void. From the great cosmic egg, the mother was born, who sought to bring order from the chaos. She flew across the void, spreading her seeds of light, yet none of these seeds would take root, becoming nothing more but faint lights that are the stars. But one day, a seed did take root. *(Full log on page 74-B)*

F4 - JELLY TREE GROVE

ENEMY ENCOUNTER CHART

1 - 3
p42

4 - 5
p43

6
p47



This part of the jungle is nothing but Jelly Trees that are evenly spaced out from each other. The branches that normally leak the hallucinogenic gasses are tied up into sacs that are condensing the gas into a liquid. This area is riddled with blaster fire from federation weapons and the dead bodies of small humanoid creatures litter the ground.

USE BOMB?
YES: -1MP
p62-A

SCAN LOG

ENVIRONMENT

Transmission Log:

The bodies of the alien humanoids come in various sizes, likely due to being at various ages from young children to adults. At first glance it appears like their bodies are naked and covered in thick layers of fur, and they have insect-like heads with giant bug-eyes. But- *(Full report on p74-C)*

E3 - BRAIN BUSHES

ENEMY ENCOUNTER CHART

1 - 3
p42

4 - 5
p43

6
p47

WEST
p33

NORTH
p31

EAST
p28

SOUTH
p32

You stumble upon a patch of massive, house sized fungi. They are wrinkly like a brain and ooze a dark red-like substance that looks like blood, but is far more viscous and thick like jam. These "bushes" are rising up and down as if they're breathing.



USE BOMB?

YES: -1MP
p63-A

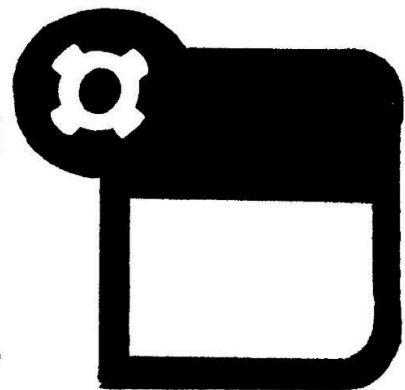
SCAN LOG

ZEPHITE LORE

The With the birth of Zephile, the mother bird sent down her children to tend to the new world. These powerful gods could command Zephile's weather, instruct the growth of plants, and created the many beasts to maintain the land. To keep these beasts in check, the gods created one last creature, we the Zephites. *(Full report on p73-B)*

F3 - FED TRANSPORTER**REFILL YOUR MP TO YOUR MAX AMOUNT****SOUTH
p30**

The ASV Phyllis has been partially submerged underground after falling into a ditch. Soil disturbances indicate the ground had been dug up prior to the vehicle's arrival. The vehicle is riddled with blaster fire from unknown weaponry and is completely incapacitated. However the weapon recharge station is still functioning.

**SCAN LOG****FED RECORD**

PM drafted by Lieutenant Leonard:

Dear Allison, It feels like everything on this planet is actively trying to kill us or get in our way. Even the 'grass' along our patrol route now actively slows us down. But nothing else has gotten more annoying than these blue monkey-like creatures. (Full report on p73-C)

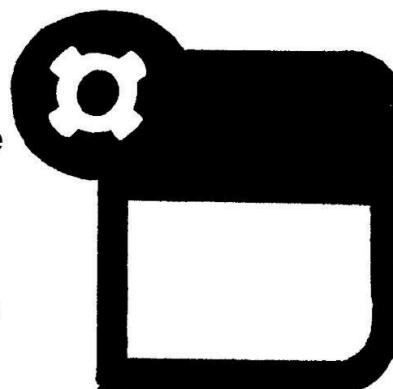
D3 - MOTHER SHRINE**YOU FOUND THE CHARGE BEAM**

Be sure to check off the Charge Beam off your character sheet to use it and refer to page 9 for instructions.

NORTH

p30

A statue depicting a humanoid female. One arm of the statue is being consumed by fungus with her skeletal arm holding a white sun. This half of her face is that of an old hag. The other arm is smooth as a newborn and is holding the red sun. This half of her face is that of a youthful woman. The statue appears to have been recently knocked over and shattered.

**SCAN LOG****ZEPHITE LORE**

For our obedience and loyalty the gods would reward us by revealing to us their divine wisdom. The gods taught us the ways of war, the ways of conducting & seeking magic, and the ways of listening to Zephile & its creatures, becoming one with them. With their gifts we became more powerful than any other creature on Zephile. *(Full report on p75-A)*

E2 - EYEBALL GROVE**ENEMY ENCOUNTER CHART**1 - 3
p424 - 5
p436
p47WEST
p34SOUTH
p22EAST
p30

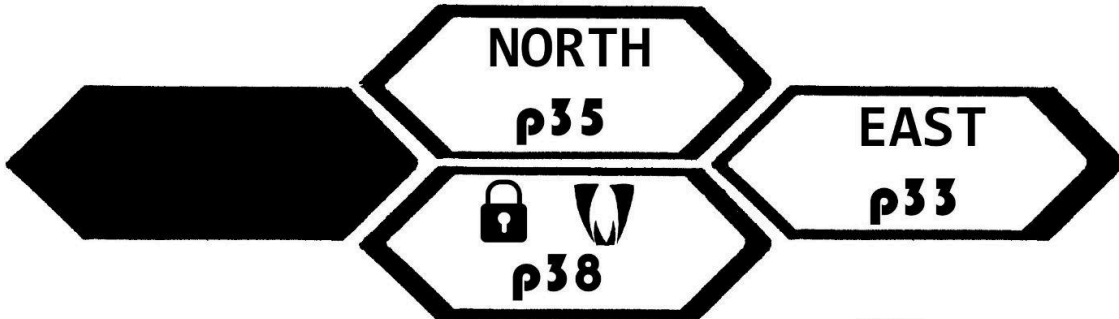
The types of fungi growing here are more passive unless directly disturbed, and there's an increased presence of a moss that has primitive ocular structures growing on it. It's unknown how robust the vision of these orbs are, or what would be watching you, but you cannot shake the feeling that you're being watched all the same.

**USE
BOMB?**YES: -1MP
p62-B**SCAN LOG****ENVIRONMENT**

The ground of this place is covered with pieces of glass armor that's arranged to form a large circle. The pieces of glass armor include chest pieces, shoulder guards, boots, gauntlets, helmets of four eared creatures, and more. There is no complete set of armor as all the pieces vary in size, but every single piece is cracked or damaged in a significant way. *(Full report on p75-B)*

E1 - FEDERATION CORPSE

ENEMY ENCOUNTER CHART		
1 - 3 p42	4 - 5 p43	6 p47



You stumble upon the corpse of one of the original research team members. Even though he is covered head to toe in insulated armor designed for the vacuum of space, molds have still found a way inside the suit as cordyceps grow out from the armor. The mold was so aggressive in its decay that only bones remain, and even these are being devoured.

USE BOMB?

YES: -1MP
p64-A

SCAN LOG **FED RECORD**

Journal by Expedition Officer Richard
 I found more soil samples that just make things even weirder. According to these samples, this planet was primarily a barren green house world completely devoid of any form of life. But then, rather suddenly-
 (Full report on p75-C)

F1 - GIANT LICHEN TREE

ENEMY ENCOUNTER CHART

1 - 3
p42

4 - 5
p43

6
p47

SOUTH
p34

The lichen trees are the tallest creatures in the Mycium jungle and are the primary source of spores flying through the air. This specific Lichen tree is the tallest of them all and lies at the center of the jungle. It no longer produces spores and sonar scans indicate it has been hollowed out, even lights can be seen glowing from within it.



USE BOMB?

YES: -1MP
p65-A

SCAN LOG

ENVIRONMENT

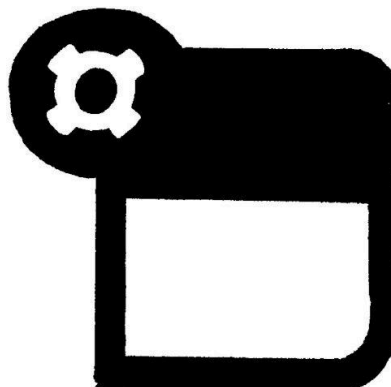
Sonar scans indicate that all of the giant lichen trees across the planet are connected to each other through a complex network of mycelium roots. In addition to using these fungi to send nutrients and antibodies to other trees, they are also sending electro-chemical signals to each other, in pulses that appear to be in deliberate patterns like a communication network.

E5 - SACRIFICIAL ALTAR**YOU FOUND AN ENERGY TANK**

Increase your max EP by 5, and add 5EP to your current EP. Also check off a spare tank on your character sheet.

WEST
p28

You enter the trunk of a small, hollowed out lichen tree. Inside is a circle of glowing mushrooms. At the center is a figure of a bird-like humanoid carved from the trunk. Its hands are cusped and are reaching out as if asking for an offering. The hands are stained a dark magenta color and the base is surrounded by the bones of various creatures.

**SCAN LOG****ZEPHITE LORE**

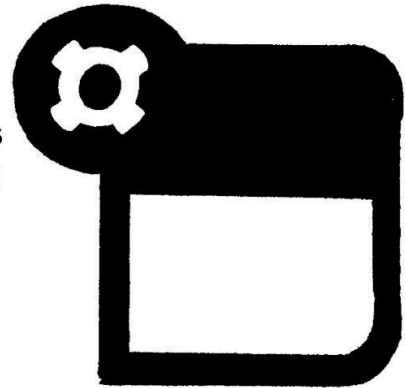
For untold ages, Zephile prospered under the divine guidance of the gods and the diligence of our people. The land was green and lush with life, and yet it still wasn't enough to appease the gods. We don't know what went wrong to conjure their wrath. Had we the Zephites grown arrogant with the abuse of our gifts? Had the gods become weary of the great evil that was brewing beneath?

F5 - SHRINE OF ASHUME**YOU FOUND THE ROCTOR SUIT**

Permanently increase your DF by 1 on your character sheet and check off the suite upgrade. You are immune to the effects of being poisoned and paralyzed and can cross acidic bodies of water.

WEST
p29

You stand before a statue, chiseled from a glowing stone. It depicts a giant bird-like humanoid adorned in robes. On one hand is an open scroll with unknown text written on it. The other hand holds a staff with unknown technological devices protruding out of it. The beak is wide open as if it's speaking.

**SCAN LOG****ZEPHITE LORE**

There are some who still believe the Gods never left. They are still up in the sky watching us, continuing to influence Zephile's nature. When Zephile conspires against us, we see fit to appease the gods and regain favor with them. Whatever the motive may be, we zephites will continue to use the gifts and wisdom bestowed to us. We will protect Zephile, and safeguard her wisdom.

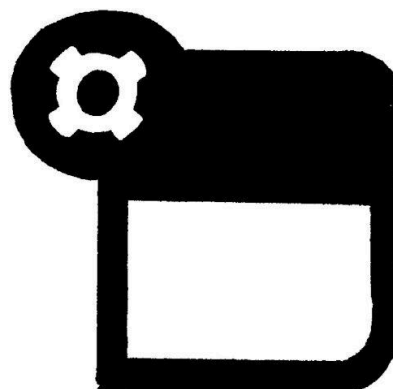
F5 - SHRINE OF ASHUME**YOU FOUND THE ASTRAL BEAM**

Permanently upgrade the AT
of beam attacks by 1.

NORTH

p34

You stand before a statue forged from Iron depicting giant bird-like being adorned in armor. In one hand is a sword, his other holds a shield, and his beak is holding two scales being perfectly balanced while his eyes are filled with an unflinching determination.

**SCAN LOG****ZEPHITE LORE**

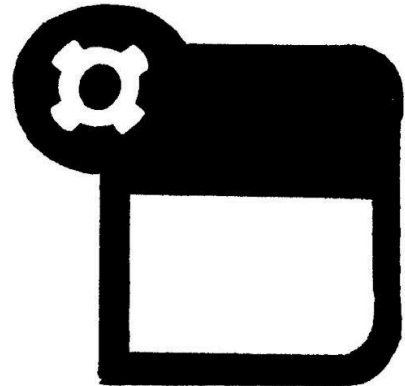
From the ashes of the old world, the lichen trees thrived and once again began to breathe new life into the land. Throughout the generations we protected the trees, and slowly witnessed the creation of all new creatures emerging around the trees. We watched as the animals adapted to these new beings, and a new world unlike anything seen before was born. *(Full log on p76-A)*

F5 - SHRINE OF ASHUME

YOU FOUND AN ENERGY TANK
Add 5HP to your Maximum HP and check off a spare energy tank to use.

WEST
p35

You stand before a statue carved out from the trunk of a lichen tree depicting a giant bird-like being. On one hand is a budding flower, on the other hand a farming tool, and her face is carved with a serene expression of tranquility.

**SCAN LOG****ZEPHITE LORE**

When our ancestors emerged from the caves, they found a world forsaken by the gods. Glassed and burned into a desolate wasteland, as barren as when the gods first found it. Yet the gods themselves were nowhere to be seen. Had they forsaken us, or was this a means to test our faith & resolve?
(Full log on p76-B)



GEEMER

These creatures feed off of the mycelium roots of the various fungi growing on the ground. They are also capable of drinking up the amino acids the mycelium produce and spit this acidic substance back as a defensive tactic.



Use Beam: Roll die. 1-3 = miss. 4-5 = hit.

- If you miss, subtract -1EP from current EP due to the Geemer's counter attack, then choose an action again.
- If you hit, it kills the Geemer and you add +1EP to current EP. The fight is over.



Use Missile:

Use -1MP from current MP to launch a missile, instantly killing the Geemer and adding +1EP to current EP.



Use Astral Beam (if acquired):

Instakill the Geemer without rolling or using MP. Add +1EP to current EP.



Run Away:

Return to the traversal page, but the Geemer attacks you as you flee and you lose -2EP from current EP.

**ONCE YOU ACHIEVE VICTORY,
RETURN TO YOUR TRAVERSAL PAGE**



SWOOPER

These insect-like bats are the dominant air-borne predator in the area and come in many different sub-species like raptors do on Terra. Some feast on spore fairies, others are nocturnal, and the ones in this jungle specialize in ambush hunting.

CHOOSE 1 ACTION

DODGE

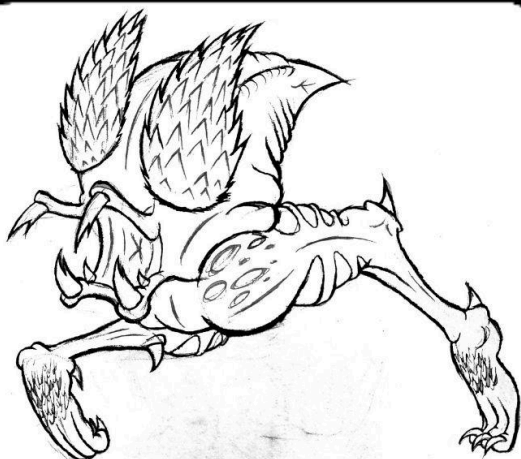
Take no damage,
return to
traversal page.

BLAST IT

Receive +IMP to
current MP
at the cost of
subtracting -IEP
from current EP
from the acid blood
splashing on you.

Return to traversal
page.

***ONCE YOU ACHIEVE VICTORY,
RETURN TO YOUR TRAVERSAL PAGE***



HOPPER

Due to how rapidly corpses are broken down on Zephile, predators are rare. So when a creature can fill a niche, it's because they are deadly and efficient. The Hopper is able to immediately kill its catch, then quickly devours the entire body on the spot before the fungi can ever take hold of its prize.



Use Astral Beam (if acquired): Roll die. **1-3 = miss.** **4-5 = hit.** If you miss, subtract **-4EP** from current EP due to the Hopper's counter attack, then choose an action again. If you hit, it kills the Geemer and you add **+5EP** to current EP. The fight is over.



Use Missile:

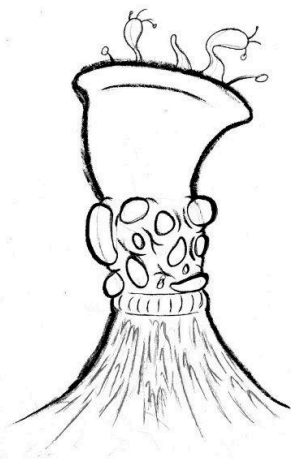
Use **-1MP** from current MP to launch a missile, instantly killing the Hopper and adding **+4EP** to current EP.



Run Away:

Return to the traversal page, but the Hopper attacks you as you flee and you lose **-3EP** from current EP.

**ONCE YOU ACHIEVE VICTORY,
RETURN TO YOUR TRAVERSAL PAGE**



JELLY TREE

These balloon-like creatures inhale spores as a source of food, filter out the toxins, and exhale them out as poisonous gases used to dissuade airborne predators. Even upon death they leave behind a noxious cloud that will make its attacker die from sickness.

CHOOSE 1 ACTION

USE PARA- LYZE MISSILE



-2MP

The paralysis missile causes the sacs to stop producing gas, allowing you to proceed through the jungle. Return to traversal page.

RUN AWAY

Roll a die to see if you run away successfully.

Even numbers: Successfully run away. Return to traversal page.

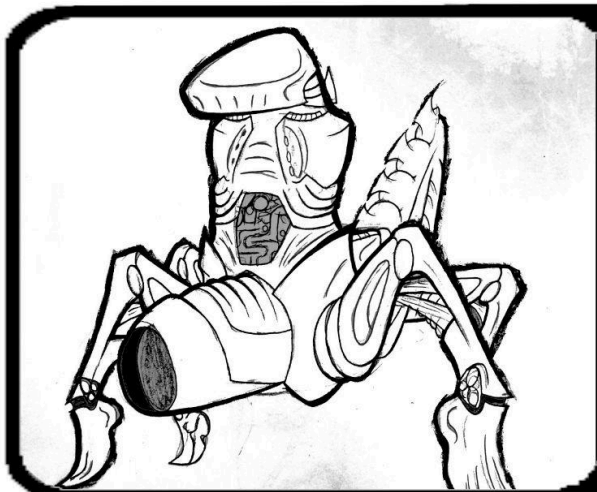
Odds: You get hit with hallucinogenic gases that will warp you one of 3 locations of the map based on the number rolled:

1 - page 15

3 - page 34

5 - page 20

***ONCE YOU ACHIEVE VICTORY,
RETURN TO YOUR TRAVERSAL PAGE***



AUTOMATON

A bio-mechanical automaton powered by unknown technologies. The outer-shell is made from a flexible glass-like material. In addition to firing energy weapons, it also fires a paralyzing toxin derived from some of the poisonous fungi that grow in the jungle.

Use Beam: Roll die. 1-3 = miss. 4-5 = hit.

- If Miss, then you will get hit with a paralyzing beam that stuns you. Roll the dice again to see how long you're immobile and helpless to defend yourself:
 - - 1 or 6: It misses and you may now take your turn.
 - - 2-5: Subtract your current EP by the number on your dice roll. Take your next turn.
- If you hit, it kills the Auto and you add +3EP to current EP. The fight is over.

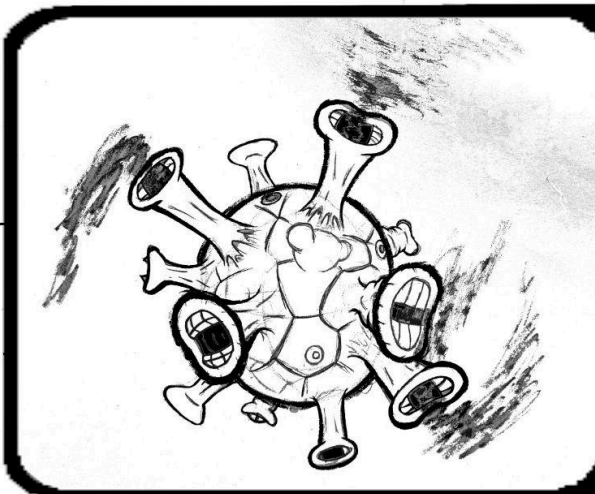
Use Missile:

Use -1MP from current MP to launch a missile, instantly killing the Auto and adding +3EP to current EP.

Run Away:

Return to the traversal page, but the Auto attacks you as you flee and you lose -2EP from current EP.

**ONCE YOU ACHIEVE VICTORY,
RETURN TO YOUR TRAVERSAL PAGE**



PUFFER

These balloon-like creatures inhale spores as a source of food, filter out the toxins, and exhale them out as poisonous gases used to dissuade airborne predators. Even upon death they leave behind a noxious cloud that will make its attacker die from sickness.

CHOOSE 1 ACTION

IGNORE

Nothing happens

Return to traversal page.

BLAST IT

Add +5MP to current MP, but you must roll a die to see if you become poisoned.

1 or 6: You avoid getting poisoned. Return to the traversal page.

2-5: You are poisoned. Take the number your dice rolled and write it down on the 'poison' box in the character sheet. Every room you enter, or every turn that passes in battle subtracts -1EP from your current EP and subtract 1 from the poison counter. Keep doing this until the poison counter reaches 0.

**ONCE YOU ACHIEVE VICTORY,
RETURN TO YOUR TRAVERSAL PAGE**



HUSK

These soldiers have been infected with a parasitic cordyceps that grows in the brain. As it grows, it kills its host and takes over all motor functions and uses the host body to find ideal spots to spread spores. It appears that certain pheromones can influence the behavior and movements of these husks.



CURRENT HP/ MAX HP

/ 5

AT

1

DF

0

YOUR TURN:

Beam: Roll to see if you hit the enemy with your BEAM AT.

Missile: Use -IMP to deal MISSILE AT.

Other: Use any of the power ups you have found so far.

Run Away: Return to the Traversal page, but first roll to see if you get poisoned as you flee.

THIER TURN:

Roll a die and the number will result in thier action:

1-3: Normal Attack

4-5: Self Heal

- Opponent gains +2EP

6: Inflict Poison

- (roll to see if successful)

- - 1 or 6 The attack misses and nothing happens

- - 2-5 You are poisoned. Take the number your dice has rolled and write it down on the 'poison counter' box in your character sheet.

**ONCE YOU ACHIEVE VICTORY,
ADD 5 POINTS TO YOUR SPARE TANK.
RETURN TO YOUR TRAVERSAL PAGE**



WARRIOR

These humanoid creatures are wearing armored suits made from a thick and malleable type of glass that's air tight, and is generating an energy signature that's similar to your own power suit. No other information of these creatures are available.



CURRENT HP/ MAX HP

/ 10

AT

2

DF

1

YOUR TURN:

Beam: Roll to see if you hit the enemy with your BEAM AT.

Missile: Use -IMP to deal MISSILE AT.

Other: Use any of the power ups you have found so far.

Run Away: Return to the Traversal page, but first roll to see if you are attacked.

- Evens: Success
- Odds: Fail. Take the rolled number and subtract it from your current EP.

THEIR TURN:

Roll a die and the number will result in thier action:

1-3: Normal Attack

4-5: Charge Beam

- Enemy uses it's turn to charge up it's normal attack. On it's next turn it will hit you with an attack with an AT of 3.

6: Energy Drain

- (roll to see if successful)
- - 1 or 6 The attack misses and nothing happens
- - 2-5 Take the number your dice has rolled and subtract that amount from your current MP

**ONCE YOU ACHIEVE VICTORY,
ADD 5 POINTS TO YOUR SPARE TANK.
RETURN TO YOUR TRAVERSAL PAGE**

[CLASSIFIED]

This is a prototype mech designed by the federation and built to utilize chozo tech. Once the prototype is perfected, several lances are to be mass produced to serve as automated police on federation planets.

CURRENT HP/ MAX HP



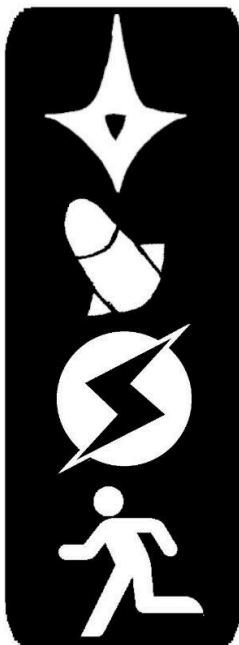
/ 20

AT

3

DF

X

YOUR TURN:**THEIR TURN:**

Roll a die and the number will result in thier action. This combat mech currently has an energy shield active around it. While this shield is active it's DF is 3. This barrier can be disabled with a paralyzing missile, dropping it's DF to 0.

1-3: Normal Attack**IF SHIELD RAISED:**

- 4-5, Heal 3EP
- 6, Devestation Beam (an attack that bypasses DF)

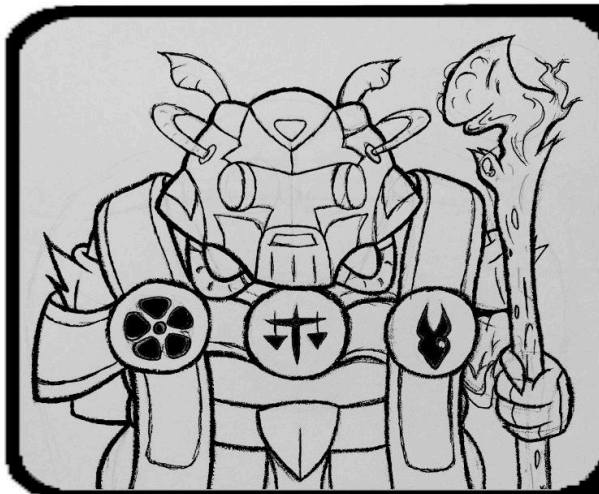
IF SHIELD DOWN:

- 4-5, Raise Shield
- 6, Venom Shot

If you are hit by a venomous attack, then color in the 3 venom circles in your character sheet.

For every turn that passes, erase one circle. If 3 turns pass and you didn't cure the venom, then it will instantly kill you no matter how much EP you still have.

ONCE YOU ACHIEVE VICTORY, GO TO PAGE 50



CHIEF

These humanoid creatures are wearing armored suits made from a thick and malleable type of glass that's air tight, and is generating an energy signature that's similar to your own power suit. No other information of these creatures are available.



CURRENT HP/ MAX HP

/25

AT

3

DF

3

YOUR TURN:

Beam: Roll to see if you hit the enemy with your BEAM AT.

Missile: Use -IMP to deal MISSILE AT.

Other: Use any of the power ups you have found so far.

Run Away: Return to the Traversal page, but first roll to see if you are attacked.

- Evens: Success
- Odds: Fail. Take the rolled number and subtract it from your current EP.

**UPON VICTORY,
GO TO PAGE 67**

THEIR TURN:

Roll a die and the number will result in thier action:

- 1-3: Normal Attack
- 4-5: Extreme Poison
 - Bypasses the Rector Suit. Roll to see if poisoned.
 - - 1 or 6: You avoid getting poisoned.
 - - 2-5: You are poisoned. Record the number in your poison counter.
- 6: Energy Drain
 - (roll to see if successful)
 - - 1 or 6 The attack misses and nothing happens
 - - 2-5 Take the number your dice has rolled and subtract that amount from your current MP

The giant mech explodes and collapses before you. the thud it creates as it smashes the ground quakes the floor beneath you as if the entire planet buckled. But as the crackling of the cinders fade, you hear a different sound emerging from behind you.

Footsteps, gentle footsteps, yet one that clanks with armor all the same. You twist your body around with your arm cannon charged and ready, and you see a hunched over humanoid creature donned in the Zephite armor, but draped in robes decorated with symbols.

CHIEFTAN

“Well done star warrior. Not since the time of the gods has a warrior fought with such ferocity and grace. You do the ancestors proud. That is, if you fight on behalf of the ancestors as was foreseen in our visions. Or do you fight on behalf of the invaders who seek to steal from us?”

It seems like this creature doesn't want to fight. Perhaps you'll be able to talk your way out of this encounter. You choose to respond using your own chozo dialect. How shall you respond?

You can only choose one response:

- ***Who are you? (p51B)***
- ***Are you responsible for the murders at this outpost? (page 52B)***
- ***I didn't come here to steal anything, but these artifacts are too dangerous to leave here. (p53B)***

A

You found nothing.
Return to p11

B

CHIEFTAN

"We are the Zephites, the natives of this planet. Long have we guarded these lands on behalf of the gods, and now invaders have descended from beyond the stars to defile this sacred realm and soil its grounds with their wicked desires."

- Why did these "invaders" attack you? (page 54B)
- Are you responsible for the murders at this outpost? (page 52B)
- I don't think you realize danger you're possessing. These artifacts need to be kept in a secure facility! (53B)

A

You found nothing.
Return to p12

B

CHIEFTAN

"Yes, but not by choice. We tried to communicate with them first, numerous times. But they would attack our messengers without hesitation. They then proceeded to destroy our land, slaughter our people, and pillage our most sacred idols for themselves. What choice did we have when force was the only language the invaders understood?"

- **There is still a chance to talk things over. Come with me and we can resolve this whole thing peacefully. (p57B)**
- **That doesn't justify what you committed here. Are you sure you didn't exhaust every possible option first? (p60B)**
- **Then let me give you a choice now: Let me walk away with the artifacts and no else has to die. (p58B)**

A***YOU FOUND A
SECRET PASSAGE!***

Turn to page 17

B**CHIEFTAN**

“And what authority does an invader have to lecture us on what we have? These idols that you possess, that the invaders so selfishly desire for their insatiable needs, are artifacts that our ancestors guarded. It has been a duty passed on from generation to generation. These artifacts are part of our heritage and our culture, you have no right to take them away from us!”

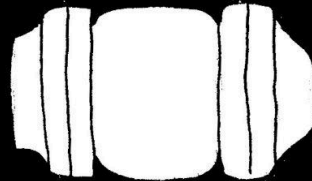
- If I were to return these to you, how could I trust that you wont try to use them against the Federation? (page 63B)

- The Federation isn't trying to steal your history, they're trying to prevent them from falling into the wrong hands! (page 65B)

- And what exactly is this heritage? Who are you people? (page 51B)

A**YOU FOUND AN
ENERGY CACHE!**

Completely fill up 1
spare energy tank.
Return to page 14.

**B****CHIEFTAN**

"We had done nothing to incur their wrath. We had been living peacefully among ourselves when they began to burn and kill. Now that the deaths of our loved ones have been avenged, we desire nothing else than the return of our sacred idols, and to be left alone."

- I want to help, but the feds will want answers. Come with me to make your case to them and we can resolve all of this peacefully. (page 55B)

- That doesn't sound like the federation! (page 64B)

- That doesn't justify what has happened here. People have died and need closure and justice. (page 61B)

A

You found nothing.
Return to p15

B

CHIEFTAN

"We have no reason to trust you. Your "Federation came unto our world unannounced, murdered our people without warning, while pillaging and burning everything they saw.

Imagine if your own world was besieged by strange entities beyond the stars and started destroying everything you've known and loved. Then again, how could ever know such a tragedy? No amount of sorrow or sympathy could capture the horrors we have endured by the hands of the invaders.

So please, if you wish to truly help us, let us reclaim what is ours and leave us alone."

- ... (page 68)

A

***YOU FOUND A
SECRET PASSAGE!***

Turn to page 19

B

You found nothing.
Return to page 20

A

You found nothing.
Return to p21

B

CHIEFTAN

"No, no more invaders upon our grounds. We have no reason to trust you won't summon more burners. Not after everything that has already happened."

- What can I do to prove that we don't mean harm?
(page 59B)

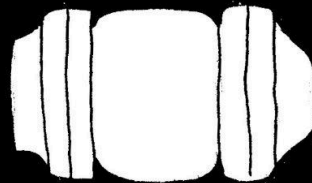
- I have to do it this way. This is how the Federation operates.
(page 58B)

-

A

YOU FOUND AN ENERGY CACHE!

Completely fill up 1 spare energy tank. Return to page 22.



B

CHIEFTAN

"That is the ultimatum you have to offer? Your Federation only options peace after they already, violating people's lands and have gotten what they wanted?? If this is how they operate, then we want no part of it!"

- (Negotiations have failed. Flip to page 49 for combat)

-

-

A

You found nothing.
Return to p23

B**CHIEFTAN**

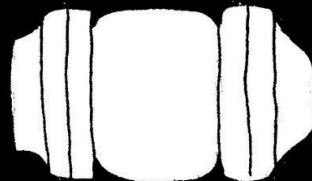
"You can prove it by letting us reclaim our idols. Return the idols in your possession, and leave this planet. As long as the federation never returns unless we ask them to, then we won't pursue any further."

- (Follow his request. Go to page 68B)
- How can I trust you will be true to your word? (page 63B)
-

A

**YOU FOUND AN
ENERGY CACHE!**

Completely fill up 1
spare energy tank.
Return to page 24.



B

CHIEFTAN

"And exactly how much time could we afford to weigh our
"options" while our way of life is being destroyed?"

- That doesn't justify what has happened here. People
have died and the families of those people need closure and
justice. (page 61B)

- Why did they attack you in the first place? (page 54B)

A

***YOU FOUND A
SECRET PASSAGE!***

Turn to page 36

B

CHIEFTAN

"Justice wouldn't have to be delivered if we were left alone to begin with! You want revenge for the dead invaders, then we will seek revenge for our spouses, children, and elderly who were murdered!!"

- (Negotiations failed, flip to page 49 for combat)

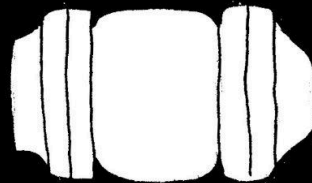
-

-

A

**YOU FOUND AN
ENERGY CACHE!**

Completely fill up 1
spare energy tank.
Return to page 29.



B

You found nothing.
Return to page 33

A

You found nothing.
Return to p30

B

CHIEFTAN

"You think so lowly of us that we have no sense of honor?
You are no better than the invaders!"

- (Negotiations failed, flip to page 49 for combat)

A

 **N+**
(p77)

B

CHIEFTAN

"You are either attempting to deceive us or horridly ignorant. In either case, neither one is the kind of person who will listen to reason."

- (Negotiations failed, flip to page 49 for combat)

A

***YOU FOUND A
SECRET PASSAGE!***

Turn to page 39

B

CHIEFTAN

"The wrong hands? What possible worse hands could there be than the hands of thieves? You and your Federation are no better than plundering pirates of the stars!"

- How **DARE** you compare me to them!
(Flip to page 49 for combat and take the first attack.)

- The space pirates are far worse than you could ever imagine!
You do not have the means to fight against them if they try to attack your world for these artifacts! (page 66B)

66

A

If it encounters a clone of itself, (as in the spores were produced by the same parent) then it will actually fuse with each other to create an even larger specimen. It even adopts the memories of it's previous host, creating a hive-like creature that becomes more intelligent and powerful the more clones it spreads. It's unknown if there's a cap to how large a single organism can grow by absorbing its clones."

B

CHIEFTAN

"First you invaders disregard our well being, you accost our land and our people, steal that which is holy to us, then you wish to further insult us by telling us that we are mere primitives incapable of defending ourselves?? We fought off the invaders and won! We will fend these pirates, and we will slay you all the same and reign victorious!"

- (Negotiations failed. Flip to page 49 for combat)

-

-



Incoming message from a restricted channel:

Cadet Aran, we have received your report and want to congratulate you on a successful operation. With the data and info that was in your final report, we are sending reinforcements to the planet in order to establish a more permanent research outpost. The resources on this planet may provide us invaluable assets in developing new technologies that will gain us an advantage against all those that oppose the Federation.

After proving yourself in this mission, we are reinstating your rank within the Galactic Federation Army, as well as a promotion upon your arrival to FedHQ. You have a promising career ahead of you Ms. Aran.

Glory to the Federation.



MISSION COMPLETE

Turn to page 70, and-
Scan the QR Code for a special reward!



You say nothing, as you slowly lower your arm cannon. You then mentally command your suite to eject all non-essential functions and modifications that you picked up since going planet-side.

In a flash of light, the artifacts burst out from the power suit in ribbons of streaking light, before landing before the Zephite Chief, manifesting themselves in physical form as they once were. Your suite has now reverted back to its original state. You walk away from the now wide open vault, you don't turn to face the chieftain as you say:

"You better grab your stuff quickly. I'm going to level this entire facility, and report it as a total loss to the Federation. They will have no reason to ever come back here."

"Thank you star warrior. You've done the ancestors proud."

Said the chieftain as he watches you walk towards Zephile's yellow & green sunset. You don't say anything back to him, you don't even turn your head. But you do raise your arm up, and do a very subtle wave goodbye.

(Turn to the next page)



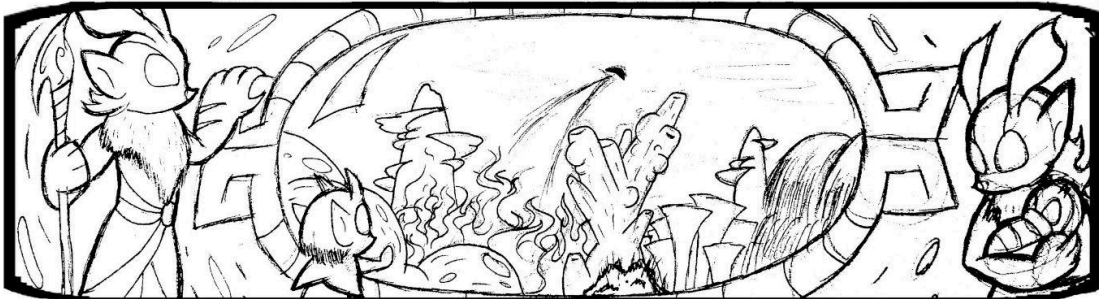
Incoming message from a restricted channel:

Samus... I received your report, videos and the retrieved documentation on the incident on Zephile. The Federation Military has considered the expedition a total failure. It is clear that the environment of Zephile is ill suited for long term colonization, and the worth of the chozo artifacts was greatly overblown due to a lack of substantial data.

As if you couldn't make the news anymore bitter, you just had to attach a letter of resignation as well. As much as I want to tell you otherwise, I know you well enough that arguing with you is pointless. Still, let me atleast give you my personal contact info. If you're going to go freelance then the federation has plenty of jobs to offer for bounty hunters.

You can keep the ship. Consider it a parting gift. Good luck Aran.

~Com. Adam Malcovich



MISSION COMPLETE

Turn to page 70, and-
Scan the QR Code for a special reward!





THANKS FOR PLAYING!

But the fun doesn't have to end here!

You can either-

- Turn to page 10 with a clean character sheet and play again with the N+ power up, allowing you to unlock even more secrets!
- You can also play on HARD MODE by starting with only 10HP
- Or you can play using the Randomizer rules! (see p71)
- Or you can go to page (70) to see all the other projects the author is currently working on, some are already available for free on the website elonyx.hub
- Let us know about your experience playing by filling out a survey so we can improve future gamebooks! Follow us on the website and social media for updates on our next gamebook:

ZELDA

TOURNAMENT OF COURAGE

SUPPORT THE AUTHOR:





How to Play the Randomizer Rules.

STEP 1: Start a new game

STEP 2: Get two, 6-sided die or one 12-sided die (or download a free dice app)

STEP 3: Every time you obtain a power up or upgrade, instead of gaining the item on the page, you roll the die(or dice).

The number you get represents the item you obtained, use the list to find out what you got, then cross off that item on the list.

The next time you roll the same number, go down the list until you reach an item that hasn't been crossed off yet.

Randomizer Chart

- 1- Missile Upgrade**
- 2- Suite Upgrade**
- 3- Energy Tank**
- 4- Paralyzer Missile**
- 5- Missile Tank**
- 6- Charge Beam**
- 7- Bomb**
- 8- Energy Tank**
- 9- Crystal Spark**
- 10- Missile Tank**
- 11- Beam Upgrade**
- 12- Energy Tank**

A

Report by DuFresne (cont)

It seems that the atmosphere is so dense with spores that no amount of filtration in our suites can prevent fungal particulates from slipping into human lungs. If given more time, perhaps we can develop filtration systems optimized for this planet's ecosystem. Federation Command has denied the request for more time, instead ordering an accelerated timetable to extract the targets.

B

Transmission Log

Afflicted personnel are experiencing rapid degradation of health faster than that which infected the research team, indicating an entirely new ailment. These illnesses will impede progress and thus operation will need new staff replacements or more time to extract the targets delicately enough to retain their properties for further study.

This is Federation Army Command receiving your request. Your request has been denied by the Army Administration. Unit is ordered to proceed with operation with current personnel and on the scheduled timeline.

ADiary of Private Dexter:

There's gotta be something on these things in the egg-head's journals, but all of the info they gathered about the planet is locked on the computers behind the irpasswords! I asked IT I'd they could bypass it for us, but they say they gotta get permissions first from higher departments. That crap is gonna take like 2 cycles to get approved, and we're gonna be gone by then!

BZephite Lore

They shaped our bodies by taking the clay from zephile and molding it into our shape, then brought life to us by taking their plumes and planting them into our heads. Our purpose: to serve the gods and their machinations and to maintain the balance between all creatures of Zephile.

CPM drafted by Lieutenant Leonard

Our Sergeant has now ordered us to immediately shoot and burn anything that gets in our way. Feels a bit excessive, but orders are orders no matter what. The sooner we get this done, the faster I can put this disgusting world behind me, and the sooner I can see you and the kids again.

A

Experiment Results:

This may give the federation the edge in developing weapon systems faster than the space pirates, and thus gain an edge in the arms race against them. The more artifacts that can be covered, the more workable data we'll have and the faster the process can run.

B

Zephite Lore

The seed took the form of a giant lichen tree, whose roots then reached across the void to pull together earth to form the ground. From its roots all plant life was born, from its pores it breathed out the sky, and the world of Zephile was born. A beacon of paradise among the endless sea of chaos.

C

Environment

But upon closer inspection, it turns out they are actually wearing suits and helmets that are deliberately decorated to make their appearance resemble local predators.

AZephite Lore:

We will watch this world the same way the gods observed ours. We will tend to it the same way they nurtured ours. Maybe someday the gods will see this bold new world and return to us. Where the old world had disgusted them, maybe this one will please them.

BZephite Lore:

For no matter their reason for leaving, if they left at all, we could not abandon our duty. Mother Zephile was dying and we could not stand by and watch our home succumb to chaos once more. We took the spores of the great lichen tree which we had saved before the purge, and scattered them across the world, hoping that they will birth a new world the same way the first tree birthed the old. We will protect these trees with our lives, sacrificing our own being if it means the trees can live once again.

A

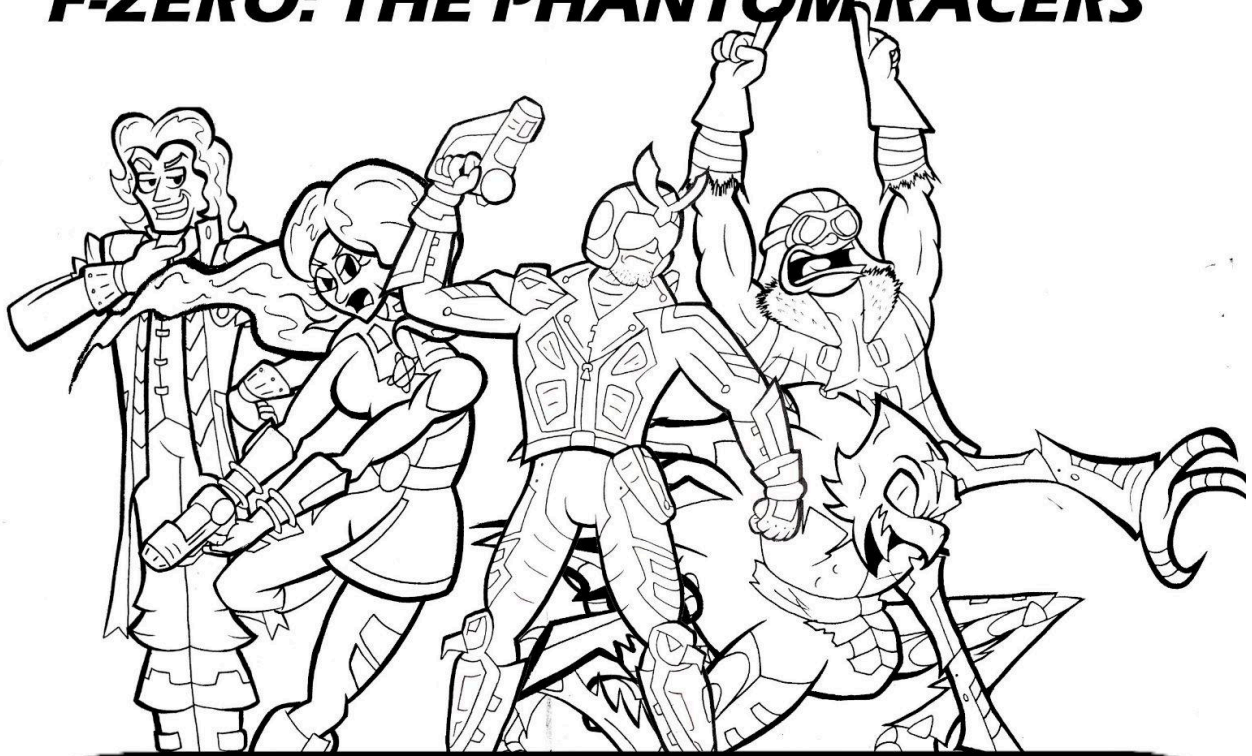
If you found this and are reading this... ummm. I actually don't know what to say. I'm writing this at 12 at night, delirious and sleep deprived. This is the only time I could work on this game when both the wife and child are asleep.

This book took about a week to design, another week to write, and about a month to design the layout of the pages, draw the creatures and assemble it all together.

But doing all that between a day job, family responsibilities and other projects, this started in Jan 2023, worked on it until March, procrastinated on it for the rest of the year, started up again in April 2024, and got it all done by the end of May.

B

F-ZERO: THE PHANTOM RACERS



It is 2201, and earth's discovery by the Galactic Federation has forever changed the planet. Intergalactic travel has exposed humanity to new technologies, new civilizations, and new dangers. One of which is the rise of planet-wide crime syndicates that grip an ever growing population of impoverished aliens and humans, displaced by the immense wealth and disparity brought by galactic trade.

As the population rises within the slums, so too does the popularity of the dangerous sport of F-Zero: an illegal street racing league where death and crashes are all but guaranteed. What drives people to participate in these death races, and what lengths will they go to win?

Webcomic COMING SOON

**[patreon.com/
elonyx](https://patreon.com/elonyx)**



Mars is supposed to be the planet of opportunity, yet Elijah has worked harder than anyone else and STILL can't catch a break. All he wants to do is build his giant robot so he can chase his dream of becoming a Mech Arena champion. However, everything conspires to get in his way: from a dead-end job that doesn't pay him enough to satiate a greedy landlord, to the silver-spoon fed competition who have endless money to out-build him. Will he ever be able to escape his underdog status, or will he have to choose between pursuing his dream or paying rent?

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[elonyx](https://patreon.com/elonyx)

80

ZANGBETO

SHADOW SWORDSMAN



Zangbeto: a cult of vigilante african warriors who stalked the night, protecting their communities from criminals, invaders, and wicked spirits.

In the mystical world of Akuban, the mysterious swordsman Mezule reluctantly becomes a Zangbeto of the Kingdom of Aldurine. Accepting it only because it's a second chance at life, a way to put his sinful past behind him.

But just as he's opening up to those around him, the kingdom is suddenly attacked by his old clan. Now he must choose between his old friends, his new family, or find a way to make peace between the two before they destroy each other.

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