

S I M O N W I E S E
THE WAY
OF THE QUAIL
 FANTASY ~ ROLEPLAYING ~ GAMEBOOK



Welcome!

This is a short sample adventure that gives you an impression of what awaits you in the book THE WAY OF THE QUAIL. Just start at section 1 and then follow the instructions, depending on which route you choose. Once you have made a decision, you cannot withdraw it. If you are involved in a fight, you have to throw the dice for your opponent, as well as for yourself, and add your Attack Points to the pips on the dice. The player with the smaller result loses the score and loses as many Vitality Points as the difference between the two results. There are so many attack rounds to be fought until either your opponent or you have no more Vitality Points. If your Vitality Points drop to 0, you have to restart the game. You begin the game with 10 Vitality Points and 1 Attack Point. Record these and any equipment won in the table below. Now all you need is a 6-sided die. If you don't have one, use the random numbers on the back of this booklet. Your adventure starts at section 1.

<i>Attack points</i>	<i>Vitality points</i>	<i>Equipment</i>
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1.

In the early morning you are torn from sleep by the sound of excited screams. They seem to come from the street, you immediately jump up and run to the window to look down at the alley. "Quick! Get yourself away!" a panicking neighbor calls up to you as he sees your face at the window. "The Barbarians are in town!" His words make you wince with fright. All the inhabitants of the small harbor town of Yantai were aware that the Barbarians had recently invaded China and would soon reach their homeland. You already had a plan to travel to Japan on your ship - but you didn't expect such a sudden invasion. Quickly you run down the stairs to the street. Do you want to try to reach the port via the main road (turn to 7) or rather go through the crooked alleys of the old town center (turn to 4)?



2.

In the morning hours of the following day, you notice another ship on the horizon, heading straight for you. As it approaches, you realize with horror that they are pirates! Soon they have reached you, and on the deck of your little ship begins a battle for life and death ...


 PIRATE attacks!
 Attack Points: 2
 Vitality Points: 6

If you defeat your opponent, turn to 13.

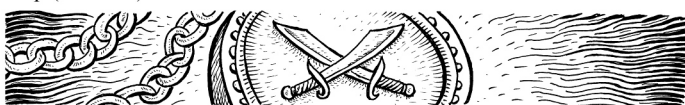


3.

As you approach the black rock, you notice that it is much larger than you initially suspected. Carefully, you climb ashore and start exploring the barren island, and you are attacked by a scaly creature that has been waiting for you behind a rock!

 SEA KAPPA attacks!
 Attack Points: 1
 Vitality Points: 3

If you defeat the Kappa, you examine the shelter of the strange creature, in which it has hidden all kinds of loot. You stumble upon a magical amulet that will give you an additional Attack Point and you return to the ship (turn to 2).




4.

Although the route through the old town center is much longer than the main road, it offers the advantage that the Barbarians have not yet entered this part of the city, so you believe you'll be quite safe here. On your way, you don't meet any other quail - the narrow alleys seem to be deserted. Soon you come to a fork in the road where an old warehouse is located. Do you want to enter the warehouse (turn to 10) or quickly continue your way to the port? If you decide to do the latter, you can either take the left (turn to 11) or the right way (turn to 8).

5.

Snorting with rage, the Barbarian comes running up to you, with another terrible war cry. You draw your dagger and face your opponent ...

 BARBARIAN WARRIOR attacks!
 Attack Points: 2
 Vitality Points: 4

If you defeat your opponent, you can take his axe, which increases your Attack Points by 1. In addition, the Barbarian carries a talisman around his neck. Then you continue your way towards the harbour and luckily soon arrive there without another incident (turn to 11).



6.

You haven't come far, when a strong storm is coming up and huge waves are rising on either side of your boat. It almost seems as if the sea-gods want to put an abrupt end to your journey! Fear seizes the entire crew and the sailors begin to send swift prayers to heaven. Throw a die:

1-2: Your ship sinks and you drown in the floods!
 3-5: You suffer a few injuries, but your crew will get away with their lives. You lose 3 Vitality Points.
 6+: The storm calms down.

If you possess a talisman, it proves to be helpful in this situation and you can add 3 points to the die roll.

If your ship survives the storm, you can continue your journey at 9.



7.

The main road leads directly to the gate through which the Barbarians have invaded Yantai. The path you have taken is anything but safe. When you have followed the course of the main road for a while, you suddenly hear approaching footsteps and a blood-curdling war cry. Immediately, you stand rooted to the spot. Do you want to put yourself at risk (turn to 5), or do you think it's more advisable to hide in one of the house entrances (turn to 12)?

8.


The alley looks run-down and dirty to you. As you hurry along, you meet an aggressive carrion bug, which attacks you without hesitation. Since you perceive it in time, you can also try to flee.

Throw a die:

1-3: You cannot escape, you lose 2 Vitality Points and you must fight!

4-6: Your escape is successful! Turn to 11.

If you do not want to flee, or if you fail to escape, you must fight:

 CARRION BUG attacks!

Attack Points: 1

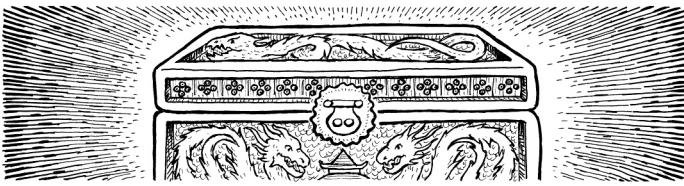
Vitality Points: 4

If you defeat the beetle, you can take some of its flesh. You can eat it at any time and regain up to 6 Vitality Points (turn to 11).



9.

The wind is strong, and so you leave the coast behind quickly. Since your trip is very quiet and you have enough supplies on the deck, you regain up to 5 Vitality Points. After about half a day of sailing, you notice a strange black rock that rises from the sea. Do you want to command Baihu to get closer to the rock (turn to 3) or rather give it a wide berth (turn to 2)?



10.

The warehouse has no windows, so it's hard for you to orient yourself inside, but your eyes soon get used to the darkness. Most of the supply crates here are too bulky to take with you when you flee. You are on your way back out of the warehouse, when you see an old chest that you didn't notice when you first came in.

13.

With one last blow you strike the pirate down. But your troubles aren't over yet, because a look across the deck tells you that things aren't going well for your small crew - the pirates seem to have the upper hand at the moment! With drawn sabers, two more pirates are facing you ...



Continue your adventure in our gamebook *THE WAY OF THE QUAIL!* Fight for your place in your new homeland. An open game world awaits you with over 800 sections and free character development as samurai, ninja or monk. Visit the marvellous cities of Japan, descend into dark dungeons, explore deep forests. Become a trader, hunt alien creatures, practice magic and swordfighting. Only then will you be strong enough to face your greatest challenge: saving Japan from an ancient menace!

On our website you will find the entire game book as a free PDF-file, including a hero sheet, map, colored poster and lots more!

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* THE WAY OF THE QUAIL is currently only available in German, but we are looking for committed gamebook fans who would like to translate the book into English. Since THE WAY OF THE QUAIL is purely a fan project for now, unfortunately we cannot offer any payment. Eternal glory from the quail gods and our endless gratitude will be your reward.

BE A HERO - BECOME A QUAIL!
<http://derwegderwachtel.jimdo.com>
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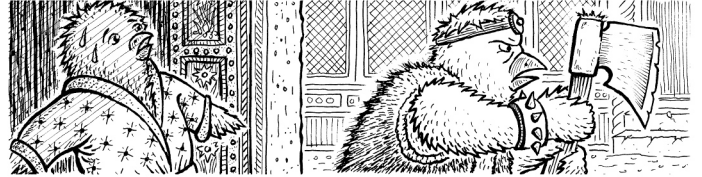
Taken by curiosity, you open the chest and reveal an old leather armor. Wearing it will protect you from being injured while fighting. From now on, you can never lose more than 2 Vitality Points in a fight. If you lose more Vitality Points in a turn, the number is reduced to 2. Then you leave the warehouse and can choose the left (turn to 11) or the right way (turn to 8).

11.

You are relieved when you finally reach the harbour and run straight to your ship, where the rest of your small crew is already waiting for you. "We thought the Barbarians got you!" Baihu the coxswain cries, and embraces you heartily. "Most of the other townsfolk have fled to the surrounding forests, some of them already escaped on another ship, but we couldn't leave without you, so let us set sail as fast as possible!" he advises releasing the ropes while you greet the rest of the crew. Soon the last preparations are made and your little ship is leaving the port of Yantai. Wistfully, you look back at your beloved hometown, from which smoke columns are rising to the sky. Throw a die:

1-3: The weather remains good (turn to 9).

4-6: You're getting into a storm (turn to 6).



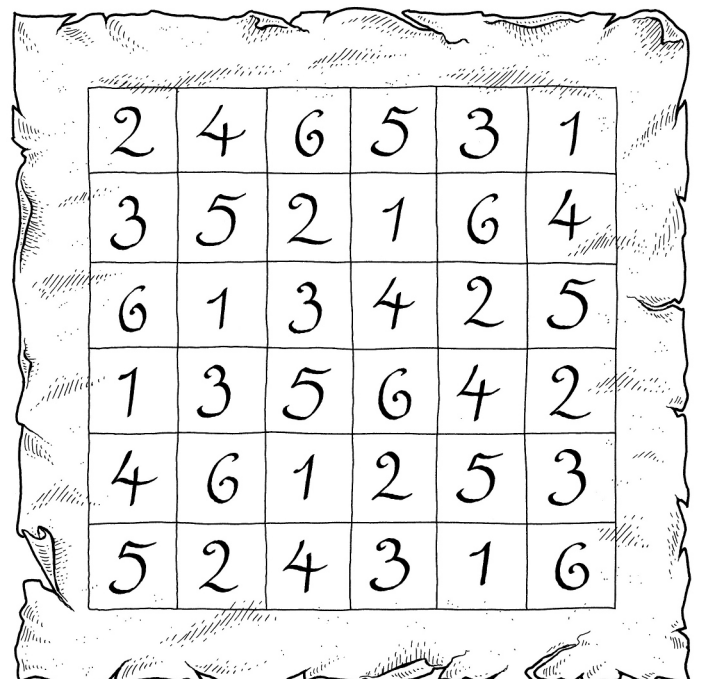
12.

Immediately, you hurry to one of the house entrances and try to hide in the shadows. The steps you've heard are getting closer and closer, and now you see that it is a single Barbarian storming up the road with his axe raised. Even though you are relieved to see that you are not dealing with a whole horde, the martial look of the savage is so frightening that you hide even deeper in the shadows. Throw a die to find out whether the Barbarian is noticing you:

1-3: You remain unseen and are able to continue on your way towards the port once the Barbarian has moved away from you (turn to 11).

4-6: The Barbarian discovers you and a fight starts (turn to 5).

❖ ~ Random Numbers ~ ❖



No die at hand? No problem: Close your eyes and tap this table with the tip of your pencil. The number you hit is your die roll.

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Font Kelmscott: © 2012 Scriptorium Fonts, Art and Design

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