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.

Idea and concept: Simon Wiese
Translation: Birute Rosemann
Cover art, layout and drawings: David Staeger
Font Kelmscott: © 2012 Scriptorium Fonts, Art and Design
Copyright © 2006-2017 by Simon Wiese
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.

<table>
<thead>
<tr>
<th>Attack points</th>
<th>Vitality points</th>
<th>Equipment</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 Yan-tai 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)?

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! Or order the book as a signed softcover with additional extras! * Visit our website or our facebook page and contact us!

* 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 quasi gods and our endless gratitude will be your reward.