

On the Subject of Absolutely Guaranteeing Adventure Game

This appears to be a strange manual for an adventure game module. All of the tables you have come to know and love, but none of the extra text.

- Use the weapon which has the highest advantage (or lowest disadvantage).
- If weapons have the same advantage, any of them can be used.

Stat	Abbr.	Weapon	Power	Enemy	STR	DEX	INT
Strength	STR	Broadsword	STR	Demon	50	50	50
Dexterity	DEX	Caber	STR + 2	Dragon	10	11	13
Intelligence	INT	Nasty Knife	DEX	Eagle	4	7	3
Height	HGT	Longbow	DEX + 2	Goblin	3	6	5
Temperature	TMP	Magic orb	INT	Golem	9	4	7
Gravity	GRV	Grimoire	INT + 2	Troll	8	5	4
Pressure	PSI			Lizard	4	6	3
				Wizard	4	3	8

Item	Use if...
Balloon	GRV < 9.3 or PSI > 110, and not Eagle.
Battery	Bat. ≤ 1, and not Golem or Wizard.
Bellows	If Dragon or Eagle, PSI > 105. Otherwise, PSI < 95.
Cheat code	Never.
Crystal ball	INT > last serial number, and not Wizard.
Feather	DEX > STR or DEX > INT.
Hard drive	Duplicate port.
Lamp	TMP < 12 and not Lizard.
Moonstone	≥ 2 unlit indicators.
Potion	Always. Stats could change.
Small dog	Not Demon, Dragon, or Troll.
Stepladder	HGT < 4', and not Goblin or Lizard.
Sunstone	≥ 2 lit indicators.
Symbol	Demon or Golem or TMP > 31.
Ticket	HGT ≥ 4' 6" and 9.2 ≤ GRV ≤ 10.4.
Trophy	STR > first digit serial number, or Troll.