



JAMES M. WARD & STEPHEN A. LEE

THE LOST 77 WORLDS

AN APOCALYPTIC SPACE™ GAME

QUICK START PLAYER'S GUIDE

By JAMES M. WARD



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Ward Card System

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This set of quick start rules supports the Lost 77 Worlds Role-playing campaign. The back story for this campaign is complex and rich. 315 years ago mankind was at the top of its game. All of the sciences were being advanced through the use of memory chips that gave mankind instant experience with the sciences. One of three chips was inserted into the skull and a special brain device accessed that information. Years of study could be absorbed in a 24 hour period. Aliens became alarmed at the science advances of humanity.

On June 24, 2192 the 77 solar systems of mankind and all of its space lanes were attacked by powerful hordes of alien armadas. Mankind defended itself with automated space ports and robot controlled S-ships. Soon these were overwhelmed. When the S-ships logically determined they weren't strong enough to stop the alien invasions, all of the S-ships abandoned their military posts and rushed back to the Earth Prime system at warp speeds.

What those ships found was a solar system in ruin. The alien ships had gone from the outside of the solar system to the inside taking the time to blast away the settlements and factories of man. Those same aliens had seeded the planets of man with a tailor made alien DNA. This was to serve to kill off any exposed portions of humanity. The defenses of Earth's system were strong. Those same defenses

did great damage to the armadas of the aliens, but they weren't enough to completely stop those war forces. Remains of the three alien armadas were in the act of blasting the Earth into three sections when the S-ships flew in and attacked. The aliens were blasted out of the skies of Earth. However, the Earth was in ruins with no intact buildings. The very crust of the planet had been rocked. Huge strips of volcanoes circled the Earth and spewed forth lava and volcanic soot.

Earth's moon had become a tourist center over the centuries. There were three historically accurate domes on the moon. 40,000 tourists could come to the moon and experience the culture of Ancient Egypt and the City of Thebes or a dome of King Arthur's Camelot or Chicago in the Roaring Twenties. The aliens had tried to destroy the moon's spaceport, but they had left the three domes intact to study what was left of humanity.

After their victory over the alien forces, the remaining S-ships parked above Earth waiting new orders. There were no Earth officials to give those orders. The artificial intelligences controlling the domes of the moon decided to make the tourists of the domes actually think they lived in the cultural times those tourists only wanted to play in.

315 years have gone by.

RULE BOOKS

BASIC BOX SET

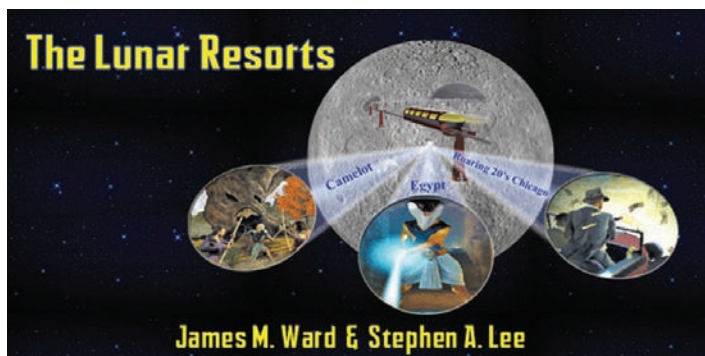
The Basic Box Set is for a Game Master to referee life in the three historical domes on the moon. One can be an Egyptian Warrior in ancient Egypt in the city of Thebes along the Nile. One can be a Knight of the Table Round and go out on quests given by King Arthur. A player character can also be part of a gang in Chicago and take part in gang wars and running bootleg gin.

In the basic set a player can become one of nine different character types: Adventurer, Entertainer, Fighter, Forester, Medic, Mentalist, Scientist, Sentinel, and Tinker.

Added to the fun of running quests and meeting androids and robots in the domes, is the presence of alien cultures. Each of the three alien races landed forces on the moon and tried to take over the domes. This effort was thwarted when their equipment was destroyed by humanities nanotechnology that ruined anything not of the proper period coming into the domes. Those alien groups were stranded in those domes and forced to develop cultures of their own.

BASIC CORE RULES

The AS1 Basic Core Rules book is all you need to begin playing in the Lost 77 Worlds. Characters begin their adventures on the Lunar Resorts domes. The characters adventure and gain ranks and abilities as they move from dome to dome. Eventually, they discover the means to leave the moon and explore Blasted Earth Prime.



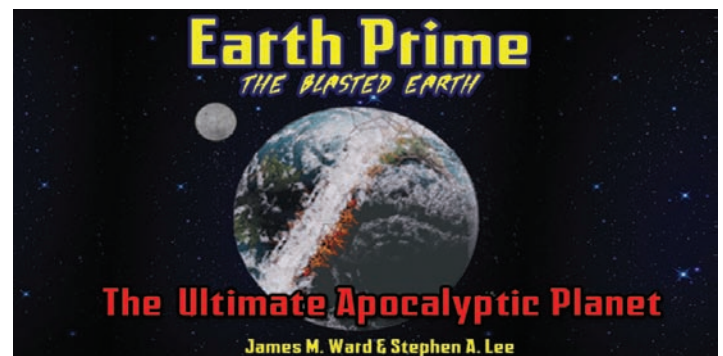
THE LUNAR RESORT

The AS2 Lunar Resort Sourcebook provides a set of fun adventures in each of the domes. There are also quest adventures written for each of the domes for a Game Master to use for his players. These products can be bought on the official website.

THE BLASTED EARTH EXPANDED RULES

The AS3 Earth Prime - “The Blasted Earth” source book expands the rules for the ultimate apocalyptic planet. The Earth has been ravaged 315 years ago. Some of humanity mutated and developed a new culture. Unsupervised androids and robots developed their own agendas and started spreading over the Earth. The character types you can play in this rules set is vastly different from the basic set. Those characters include the following: Tourist, Mutant Warrior, Mutant Scientist, Mutant Beast, Robot, Earth Warrior and Earth Talent.

Exploration is the name of the game in the Blasted Earth. There is ancient technology to be found in the ruins of the cities. One can even find alien technology in the crashed spaceships the aliens left behind. Through all of this the players use a deck of cards to resolve all the randomness of the game. Currently there are written adventures for the Blasted Earth. A series of 12 adventures is available for sale. These are specially designed adventures to lead characters all across the Blasted Earth. Eventually, the adventures take the characters up into the S-ship armada and the exploration of mankind’s solar system.



WARD CARD SYSTEM

There are many situations during the session of a role-playing game where an action needs to be decided that the Game Master or the player can't determine without help. The issue here is the aspect of fairness to the player. A Game Master making decisions against the better interest of a player character can be considered unfair. The use of a drawn card to make that decision is random and considered totally fair for the Game Master creating a game and the player character trying to survive in that game.

The 52 card deck plus the two jokers can supply all the randomness needed in the game for both the Game Master and the Player. During the course of the game each player and the Game Master need their own deck.

Once a storyline is known, and there are creature encounters planned, the colors of each card and the value of each card determine all that is necessary for the play of the game.

DECK HANDLING

Each game begins with a shuffled deck. Cards are drawn when the Game Master needs to determine something and the player is told to draw a card. Creation Cards are detailed on page 5. These four cards are taken from the player's decks and placed in front of each player at the beginning of each game.

SHUFFLING THE DECK

After an ace or joker is drawn, all of the cards and discards are shuffled into the deck.

DRAWING A JOKER

Whenever a joker is drawn something extraordinary occurs. That drawn joker is discarded into the box of cards and not used again during that gaming session. The drawn joker means the deck and discards are shuffled together. If the player draws the Joker, they have wild success in their action.

If the Game Master draws the card, the characters suffer severe effects.

DRAWING AN ACE

Whenever an ace is drawn something extraordinary occurs. Black aces mean dark and nasty things happen. Red aces mean positive lucky things happen. The ace is also a signal to shuffle all of the discards and the other cards in the deck. Yes, it is possible to draw the ace of ♥ and draw it again on the very next card.

♥ HEARTS

Positive Combat Cards

♥ Hearts are the attack cards and when a player or a Game Master wants to strike a target they must draw a ♥ for the full effect of the attack or action. Consult the Combat rules to see those effects during combat. The value of a ♥ or ♦ show the degree of success.

♥ Hearts are also positive influence cards during the game. When a ♥ is drawn by the player during the game and it is not an attack, there is a positive role-playing result. The higher the ♥ in rank, the more positive the result. For example, the player characters are at a robot security installation facing a robot guard. If a 2♥ is drawn, the guard ignores the group, but lets them go into the installation. If a K♥ is drawn the guard thinks the group is some type of royalty and goes over board in helping the party find what they need in the installation.

♦ DIAMONDS

Glancing Blow Cards & Technology Indicators

♦ Diamond draws in combat denote partial success. It's far better than a miss, but it's only a glancing blow with the attack form being used. When a character wants to figure out a new bit of technology either Alien or from the Ancients the Game Master determines how difficult the item is to figure out. For example if it was an unknown

lap top computer the Game Master might say a J♦ or higher is needed to turn on that machine and get information from its files. On the other hand if it was an already strung longbow any ♦ would work to fit an arrow to the bow and try to hit a target. See the combat rules for more information on glancing blows.

♣ CLUBS

Positive Dexterity Cards

♣ Clubs appearing during the course of the game signify *minor inconvenient* moments. However, when a character is trying to do something dexterous they need to draw a ♣. For example, a character wants to climb a building wall to get to the roof. The Game Master knows there are lots of hand holds on the wall. He tells the Rank 3 card drawing characters that they need a ♣ draw to be successful. The player draws 3 cards and gets a ♣. That character makes it to the top of the building. If they didn't draw a ♣, they wouldn't have climbed the wall.

♠ SPADES

Negative Action Cards & Positive Defensive Cards

♠ Spades when not in combat, the ♠ signifies a *harmful outcome* for the player character. For example, a character gets stopped by the police. The Game Master draws a 10♠ and the disposition of the police is angry and confrontational. A draw of a 2♠ would mean the policeman was mildly irritated. A draw of the A♠ would have the policeman take the character to jail no matter what the character tried to do. In other words, the higher the ♠, the worse the trouble the character experiences. In battle the character always has one chance to try and draw a ♠ in his defense against a successful attack.

DIFFICULT TASKS

When characters attempt risky or iffy actions – anything where the outcome involves some chance element – the player flips up one or more cards depending on the rank of his character or the Game Master's read of the situation.

Rank is described later in the rules. The rank of a character can allow them to draw more than one card increasing their chance at a good outcome.

The action determines what suit is needed to accomplish the goal. The Common Actions Chart provides examples of the types of actions and the suits needed.

The Game Master determines any needed additions according to the conditions of the situation. In combat a character could be trying to hit a foe. Normally a ♥ or a ♦ is sufficient to note a successful strike. However, if that target was in amongst some trees the Game Master might say you need a 3 or higher to succeed. If the character were in trees and moving fast the Game Master could say you need a 7♥ or higher to succeed. Other factors in the combat could further increase the number of the card needed for a successful strike.

The Game Master should consider the following:

- ***Simple Task*** – any number in the suit works
- Tasks needing skills or luck – 5, 6, 7
- *Complex task* with a time factor – 8, 9, 10
- *Skill needed for the task* – Jack or higher

JOKERS

If a joker is pulled in a multi-card draw, all the other cards are ignored. A player drawing a joker signifies a major success for the character. A Game Master drawing a joker signifies a major setback for the character party.

In one game session the drawn joker is placed back in the card box and not used again in that game session. After the draw of a joker, the deck and discards are shuffled and the total deck is made ready for drawing again.



Ward Card System

CHARACTER CREATION CARDS

CREATING A CHARACTER & STARTING A GAME

At the beginning of character creation, the character draws four cards that help define that character. Those four cards are taken from the player's deck at the beginning of every game and placed in front of the character. During the course of the game, instead of drawing cards, one of those four cards can be used for the result. After use, that card is placed in the discard pile. Note: if the card is an ace or a joker, the discard pile and the deck are shuffled back together.

At the start of every new game, those four character creation cards are placed in front of the character and used again during the game. Allowing the player to influence the outcome at critical points.

For example, a character has the following creation cards: 9♥, K♦, 5♣, A♠. During the course of the game, the player really wants his character to hit a target. Instead of drawing cards he uses his 9♥. The card is used, the character strikes the target and the 9 is placed in the discard pile. Later the character is faced with a difficult door to open and it has some type of strange alien keypad to unlock the door. Again, instead of trying to draw a ♦ to figure out the technology of the lock, the player uses his K♦ and is automatically successful. He discards the K♦ into the pile and continues on. In the course of the adventure the character has to risk jumping over a pit. The character is worried about falling into a death trap. The player uses his 5♣ and is successful. The player discards the 5 and he only has one card left to play for the entire game. A battle happens and the character is totally surprised by a powerful successful attack. He is facing losing most of his hit points in one blow. He uses his A♠ to deflect that attack. When that ace is put in the discard pile he must shuffle his discards and undrawn cards together to make a new draw deck. Those creation cards used up while playing the game session are not placed in front of the character until the start of the next new game.

CREATING A NEW CHARACTER AT THE BEGINNING OF THE GAME

A player draws two rows of four cards. If they don't draw any red cards in that process they discard those 8 cards and draw again. They pick one of the rows, (usually the one with the highest red cards). They then replace one of the low value cards in that picked row with a better card from the discarded row.

Optional: If they drew a joker, they can pick a card from the rest of the deck and substitute the joker for that card.

This is their **Character Creation Set**. This set of cards starts out in front of them at the beginning of every game.



COMBAT

DEFENDERS SINGLE CARD DRAW

If a character is successfully struck in a combat round, they must draw one card from their deck. The draw influences the strike doing the most damage in the combat round. If multiple strikes happen only the most damaging strike merits a defensive card draw.

Any ♠ has the following influences

- The armor of the victim is not adjusted downward, because a ♠ was drawn.
- The value of the ♠ subtracts from the value of the damage done to the victim. For example: a victim takes 10 points from a foe's strike. The defender draws an 8♠. The ten points is reduced to 2 points of damage.
- Jack = 11, Queen = 12, King = 13, Ace = 14.
- Creation cards can be used instead of drawing a card.

ARMOR

Armor of all types subtracts damage attempts on the wearer. Each type of armor is capable of stopping a specific amount of damage or less done in a combat round. After each successful strike, that armor takes damage and does one point less in protection. For example: a mutant is wearing a leather suit that normally protects the mutant from 5 points of successful damage done on the mutant's body in a single combat round. In combat the mutant gets struck by two arrows in the same combat round. The armor would stop 5 points of damage from each arrow. In the second combat round that armor would only stop 3 points of damage as it was struck by two different attacks in the last round.

MUTATIONAL COMBAT

Using mutations on a foe is just like any other combat. The aggressor must draw a ♥/♦ to successfully strike a foe. The foe gets to use a single defensive card draw. A ♠ allows the victim to

throw off the effects of the mutational attack and his armor.

The mutant cannot do other types of attacks as they make their mutational attack.

ATTACKING AND RANK

Life is faster on the Blasted Earth than in the Lunar Resort theme parks. This factor alone takes a Patron from the moon and makes them Rank one on *The Blasted Earth*. How a character rises in rank on Earth is far different than what happens on the moon. On the moon encounters are at a slower speed as the tourist's quest areas are designed to be easily accomplished by tourists. *Death comes quick on the Blasted Earth*. Use the following chart for changes in a character's rank.

Quests are completed when the Game Master says they are completed. At the beginning of the adventure the Game Master should have some agenda in mind for the characters. When they accomplish that agenda the Game Master should tell his players that fact. This would usually happen at the end of the game. However, it is possible to happen in the middle of the adventure when one quest is finished and a new quest presents itself.

Feel free to let your players advance quickly on the Blasted Earth. The danger level is high there and they need to draw cards and have larger hit points.

RANK ACTION

Completed Quests	Rank Increase	Number of Cards to Draw
3	1-2	1
6	2-3	2
9	3-4	3
12	4-5	4
15	5-6	5
16+ Patron Class	6+	5

RANK AND HIT POINTS

A character draws a new hit point card when they achieve ranks 2, 4, 6, 8, 9, and 10. In trying to draw for new hit points, the player keeps drawing from their deck until they draw a ♥ or a joker. The draw of a ♥ gives the character that number in additional hit points. The draw of a Joker gives that character 15 hit points.

Creation cards cannot be used in this card drawing process for hit points. If the character comes from the moon they bring along their hit point total from their moon experiences.

COMBAT INITIATIVE

The character or creature with the most current hit points goes first in the combat round. Order is then checked from the highest hit point total to the lowest. Who or what goes first can change with every combat round.

CARD PRECEDENCE

When multiple cards are drawn the person drawing the cards gets to pick the one they use. The exception is in combat. The ♥ suit always takes precedence over all other suits except for the joker. A joker always signifies outstanding success.

On the Game Master's part, they can use all the cards drawn to determine how the action of the story proceeds. In combat the Game Master draws for the attacking nonplayer characters. In a range of cards not only can the ♥ or the ♦ indicate a successful strike; draws of high black cards indicates dark times ahead for the characters.

REAR ATTACKS OR PRONE ATTACKS

When a character is struck from behind the defender's armor protection is reduced by 2. The defender's shield has no influence on the successful attack.

Characters having fallen on the ground get struck automatically for a ♥ result without the need

to draw a card, from any possible aggressor. In the prone case and a need for a ♥ number, the aggressor keeps drawing cards until they get a ♥ or joker.

ROLE-PLAYING COMBAT

There is a need for the Game Master to make any combat a fun experience for their players. There are steps every Game Master should take toward that goal.

Describe the area where the combat is taking place. Try to give sight, sound, and smells of the area with the words you use to describe the location.

Describe the creatures the group is going to face. If the creatures are too tough for the characters make sure to give the players a retreat option.

Use the Game Master deck of cards to determine who the creatures attack. Then make sure you draw the combat cards of the creatures and show those cards to the players.

Who the creatures attack in the player character party should be a function of cards drawn. It can be as simple as matching a suit to a player. If I draw a ♥ the mutant bear attacks player character A. If I draw a ♦ it attacks player character B, and so on.

RANGES

The short range listing is an approximation of what the weapon can do. To figure out medium range for missile weapons multiply the short range score by two. To figure out the long range distance multiply the short range number by four.

The short range listing uses the rank of the character plus any factors from the combat rules in drawing cards. The medium range uses one less card draw from the rank of the character. The long range uses two less cards in the draw. There is never less than one card drawn.

Combat rules will add and subtract damage as well as card draws.

SURPRISE ATTACK

Generally the surprise attack is an ambush attacking the player characters. For whatever reason, a group of characters is surprised by an attack. Those surprised people can't attack on the first combat round. They don't even draw a defense card when successfully struck. On the second combat round both sides can attack with the highest hit point character going first in the attack round unless other factors dictate who goes first.

TRAPS

There are thousands of types of traps. They are generally used to keep unwanted beings out of an area. Normally, draw two cards with only a ♥ determining that the player character fell into a trap. For example:

Standard Pit Trap – The trap is in the wilds. It's a simple hole in the ground and light and leafy branches cover the pit. The Game Master draws two cards and on a ♥ the player character falls into the trap. All other suit cards mean the trap was avoided.

Standard Poison Needle Chest Trap – If a chest is tampered with a long needle with a thick poison covering the tip juts out. The Game Master draws two cards and on a ♥ the needle injects poison into a player character.

SUB DUAL DAMAGE

At any time when a character wishes to capture a foe, they can announce that they are doing subdue damage. Intelligent creatures often take prisoners instead of killing foes. During that type of combat, the character is doing bruising damage. Points are kept track of and when the foe is down to zero hit points the foe is unconscious for at least an hour. Those lost subdue points are all restored 24 hours later. However, bullet weapons cannot do subdue damage.

WEATHER CONDITIONS IN COMBAT

Let weather into your game. Heavy snows, hail and lightning storms, fog, strong winds are all things that need to be dealt with in the game. When these conditions impact combat all aggressors suffer and only draw one card in combat no matter what their rank indicates. The deserts are famous for huge sand storms that can cover ruins or uncover vast ruined cities in a few hours. The volcanic areas often belch forth huge soot and hot hail storms. The forests are known for massive rain storms where several inches of rain fall in less than an hour. The creatures of the *Blasted Earth* can sense these storms and that is a reason for them to run from a fight that they are clearly winning.

MOVEMENT IN COMBAT

When a character is moving in combat and trying to strike, they only draw one card no matter what their rank indicates. When a target is on the move, the attacker draws one less card in trying to strike the moving target. The attacker never draws less than one card.

BEHIND BARRIERS IN COMBAT

Often time's defenders hide behind things. To strike a foe hiding, consider how much of their body is covered. If half of their body is covered by something the attacker must draw a 7 or higher ♥/♦ to strike. If three quarters of the defender's body is protected the attacker draws one less card and must draw an 8 or higher ♥/♦ to strike the target.

MORALE IN COMBAT

Living beings that can run in a combat will do so if their morale falls. When a creature is driven down to their last 5 hit points or less the Game Master draws a card for that creature. On a red result the creature stays and fights. On a black result the creature runs in fear for its life.

Plants can't normally move, and androids and robots never check morale.

BRAIN CHIPS

The marvel of the age, brain chips gave mankind instant technology. Any type of science could be learned in 24 hours. There were program chips for everything from military combat to sewing. Soon, every mother, daughter, son, and father had the bio attachment that allowed them to install three brain chips in their skulls. This remarkable feature is what drove the alien civilizations over the edge. They couldn't figure out how to duplicate this concept. They determined that mankind must be eliminated before they became too technologically superior. Hundreds of years later the bio-conditioning was still allowing the surviving humans and even some particular mutants the use of brain chips



EQUIPMENT

The basic items for survival are supplied to characters without cost. On the moon each dome has its own technology levels. Swords and shields are plentiful in the Arthur dome. Tommy guns and cars can be had in the Roaring '20s level. On the Blasted Earth, there is a general Middle Ages technology giving people equipment. The barter economy is very forgiving and a character can ask for a complete knight's kit and not have to give goods and services back for years. However, what is desired is the technology of the ancients and the technology brought by aliens in their crashed spaceships. Characters decked out in alien force field power armor and using alien plasma rifles do much better than those who have acquired police riot gear and drum fed shot guns.

HOW THE GAME USUALLY WORKS

A fan of the game takes the time to read the rules and even buy one of the adventures and reads through that adventure. They become the Game Master and they will be describing the world to their players as well as acting the parts of the various characters the characters of the game meet during the adventure. No one else needs to know the rules, except for the Game Master. All of the other players generate a character to play in the game.

The Game Master uses one of the professionally generated adventure quests for the game or they have the fun of making up their own adventures. They introduce their players to the game and they all have a gaming session. The player's using their characters creates agendas and try to accomplish certain experiences. They learn to be successful as they finish some of their agenda points and acquire knowledge and equipment during the game.

As characters complete quests they rise in Ranks. New added Ranks allow the character to draw more than one card from their decks. With the drawing of more than one card, the chances of getting a ♥ or a ♦ draw increase.

Eventually, the player character learns about the domes of the moon, the lands of the Blasted Earth and their characters get off the world and into the solar system and eventually on to the colonies.



OTHER ROLE PLAYING CONCEPTS

The Lost 77 Worlds campaign material has only just gotten started. There are adventures written for the moon and twelve special adventures are being written for the Blasted Earth. After the Earth is explored there is the rest of the solar system to explore. There is a huge alien dreadnought floating in space between the Earth and Mars. Mars has developed a robotic society without the control of mankind. Jupiter's moons are still producing S-ships that every twenty years fight off an alien armada intent on finishing what they started. What has happened in the 76 star systems of mankind is an open question that needs answering. Then there are the home planets of the aliens. Mankind needs to be avenged and at the very least the aliens must be stopped as they continue to invade the Solar system and who knows what other star systems.





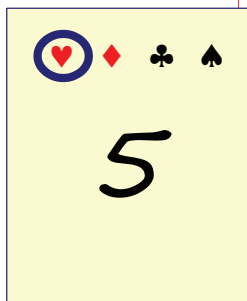
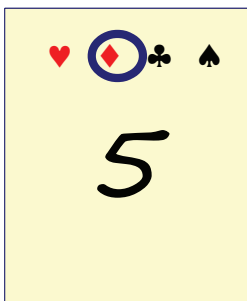
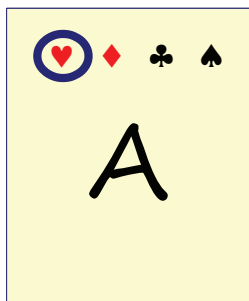
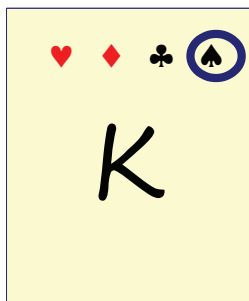
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THE LUNAR RESORT

A 77 WORLDS GAME SETTING

77worlds.com: Character Sheet

Creation Cards



NAME: William Character: **Fighter**

Origin: LR: Egypt Entity: Human

Character Abilities:

Causes 2 extra points of damage per rank.

Reduces damage from multiple attacks by his rank

Draws 1 extra attack card with ranged weapon

Character Rank Quest Completed

1

1

Advancement Table

Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest
0 to 2	1	1	1, 2, and 3
3 to 8	2	2	5, 7, and 9
9 to 17	3	3	12, 15, and 18
18 to 29	4	4	22, 26, and 30
30 to 34	5	5	None
35	Patron	7	35

Equipment

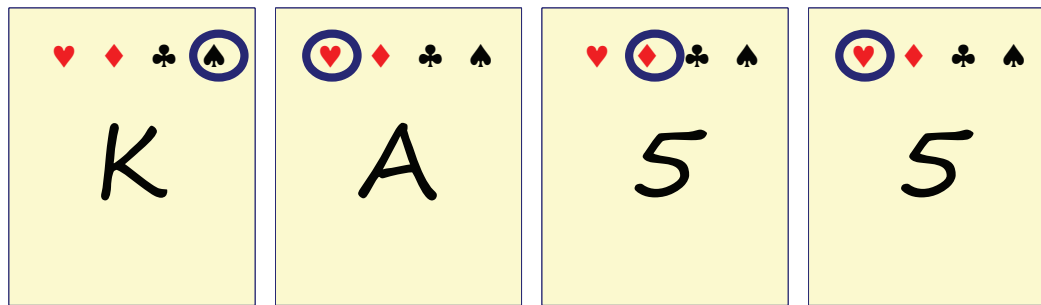
Location: (Easy to Reach on belts or bandoleers?)

- 1) Healing Herbs
- 2) Torch, 2
- 3) Rope 20'
- 4) Pry Bar
- 5) Spike, 3
- 6) Sack
- 7) small flask of Cayenne Cayenne helps digestion, muscle movement, and stops bleeding

Background & Notes:

Fighter Attack & Defense Sheet

Creation Cards



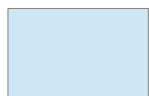
Attacking

Current Rank

of cards to Draw

1

Entertainer Points



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Current Health

16

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Shield(s) :

3

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Armor :

5

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0000000 0000000

Special Equipment / Ability

Item / Ability	Charges	Regen	Effect

Special Defense Attributes

S1: Large Shield (3)

S2:

A1: Leather Suite (3)

A2:

A3:

Suite	Statistic	Trait/Skill	Attacking	Damage Done	Defending
♥ Heart	Constitution	Health	Solid Strike	HP & Armor	Fail
♦ Diamond	Intelligence	Technology	Glancing Hit	Hit Points	Fail
♣ Club	Dexterity	Agility	Miss	Miss	Fail
♠ Spade	Strength	Endurance	Miss	Miss	Dodge/Deflect

NOTE: A Solid Strike will also damage Armor if a Spade is not drawn in Defense

Weapon	Range/ Type	Heart Damage	Diamond Damage	Special Attributes
Spear	6ft	6	2	None
Dagger	2ft	4	1	None
Bow	20yd	7	2	up to four arrows per turn



Other Products by FSC

Lunar Resorts Anthology Series
Earth Prime Anthology Series
Apocalyptic Space Anthology Series

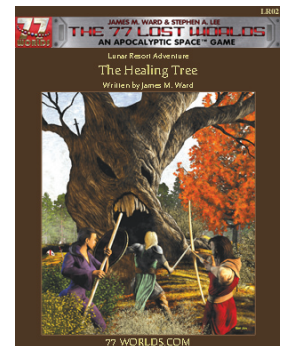
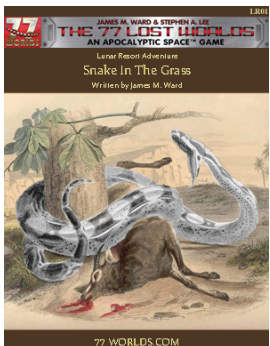
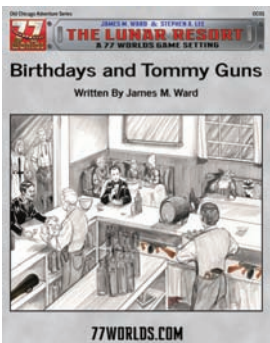
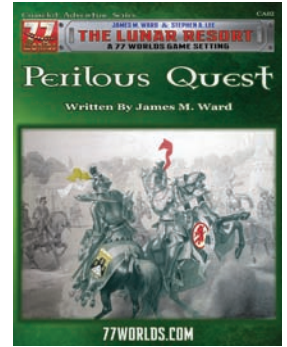
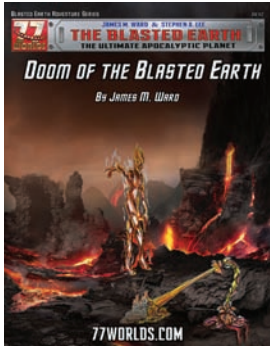
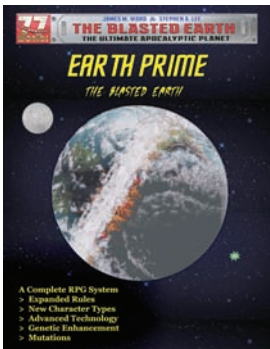
Egyptian Tomb Adventure Series
Camelot Adventure Series
Old Chicago Roaring '20s Adventure Series
Blasted Earth Adventure Series
Lunar Catacombs Adventure Series
Lunar Surface Adventure Series
Lunar Resort Card Adventures

77 Worlds RPG

AS1 Basic Core Rules Book
AS2 Lunar Resort Source Book
AS3 Blasted Earth Source Book

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