

A Dramatic Entertainment Game

Goblinoid Games





The train whistle screams, and your passenger-car plunges into another tunnel. Six shots snap in the darkness. When sunlight floods the compartment once more, a man lies bleeding on the floor. He whispers a warning, then mysteriously fades away. Who was he? Why was he murdered? And, most importantly, who are you?

THE SANDMAN.

He knows your name. You don't.

He knows where you are. You don't.

He knows what you have done, and why you must die. You don't.

To survive, you must journey through a tempestuous world in search of answers to a question as tenuous as your own existence. You play the role of an amnesiac traveller, lost in a world beyond the natural. The rules are brief, preparation easy, and the story rich.

The SANDMAN is watching. . . . Why don't you face him?

INSIDE THE BOX:

- 64-page book with four adventures, each a full evening of entertainment
- self-standing panoramic game screen
- 8-page introduction to the game
- 2 ten-sided dice
- 48 full-color cards
- 32-page book of props (maps, illustrations, and players' information)

ADVENTURES IN THIS SET:

- The Sandman Comes
 - Desert reverie in Casablanca, where looks do kill
- The Prophet of Darkness
 - Mystical journeys through a dark, tattered land
- A Feast for the Eyes
 Gangsters, and fairylands of no child's dream
- The Map of Halaal
 - Journey beyond the Milky Way with Dionysius

Map of Halaal is part of the SANDMAN™ game series. All boxed sets (and all adventures within) are related, but each may be played alone. You need nothing else to play.







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