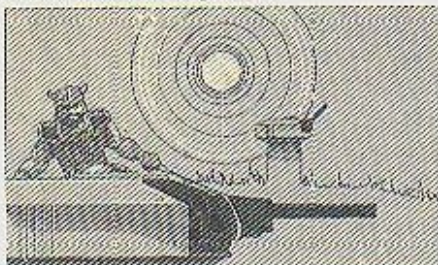


Death awaits from holocausts past. . .



Jas N'orn was Cidri's most renowned collector of the wierd and bizzare. He had the most, yet wanted more. . . Mnoren gates to a ruined Earth gave Jas his chance: nuclear genocide had rained down on the world's green hills. Burrowing in the rubble, Jas' searchers found a functioning remnant. Its technology was strange and its secrets dangerous. Jas knew he must have it. Such was the way that the mystery and death of the SECURITY STATION came to Cidri's past. With the Mnoren gone, it now kills on alone.

SECURITY STATION is a programmed fantasy adventure that can be played solitaire or by a group. You become a treasure seeker in a menacing relic of Earth's atomic demise. Great secrets and immense wealth await the brave invaders of this strange place. Create and equip your character and with a group of hardy friends, you will step into the pulsating curtain of multi-colored lights. There is no turning back, an adventure of fear and intrigue has begun.

WARNING

SECURITY STATION is a supplementary publication of Metagaming's THE FANTASY TRIP role-playing game system. You cannot play this adventure unless you own the Micro-Games MELEE and WIZARD or the ADVANCED MELEE and ADVANCED WIZARD rules modules.

Introductory fantasy gaming for 1 to 6 intelligent players age 12 and up.

Suitable for solitaire play.

Includes rules booklet, die, map and play counters.

Metagaming

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