

Twas



The Krampus Night Before Christmas

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SNOWBOOKS

In the Deep Midwinter

Introduction

The book you hold in your hands is the gateway to a magical wintery world, and an adventure inspired by the literature and legends of Christmas. Inside its pages, you will undertake an epic quest to rescue Father Christmas from the anti-Santa Krampus, and avert a Christmastide catastrophe.

For this is no ordinary book. Rather than reading it from cover to cover, you will discover that at the end of each narrative section you will be presented with a series of choices that allow you to control the course of the story.

In *'Twas – The Krampus Night Before Christmas* YOU become the hero of the adventure, directing the course of the narrative thanks to the choices you make. Success is by no means certain and you may well fail to complete the adventure at your first attempt. However, with experience, skill, and maybe even a little luck, each new attempt should bring you closer to your ultimate goal.

In addition to the book itself, you will need two six-sided dice, or a conventional pack of 52 playing cards, a pencil, an eraser, and a copy of the *'Twas – The Krampus Night Before Christmas* Adventure Sheet (spare copies of which can be downloaded from www.Snowbooks.com).

Playing the Game

There are three ways to play through *'Twas – The Krampus Night Before Christmas*. The first is to use two conventional six-sided dice. The second is to use a conventional pack of 52 playing cards. The third is to ignore the rules altogether and just read the book, making choices as appropriate, but ignoring any combat or attribute tests, always assuming you win

every battle and pass every skill test. (Even if you play the adventure this way, there is still no guarantee that you will complete it at your first attempt.)

If you are opting to play through *'Twas – The Krampus Night Before Christmas* using the game rules, you first need to determine your strengths and weaknesses.

Your Attributes

You have three attributes you will need to keep track of during the course of the adventure, using the Adventure Sheet. Some of these will change frequently, others less so, but it is important that you keep an accurate record of the current level for all of them.

- **Agility** – This is a measure of how athletic and agile you are. If you need to leap across a chasm or dodge a deadly projectile, this is the attribute that will be employed.
- **Combat** – This is a measure of how skilful you are at fighting, whether it be in hand-to-hand combat, or wielding a keen-edged blade in battle.
- **Endurance** – This is a measure of how physically tough you are and how much strength you have left. This attribute will vary more than any other during the course of your adventure.

Unlike some adventure gamebooks, in *'Twas – The Krampus Night Before Christmas* your strengths and weaknesses are not determined randomly. Instead, you get to decide what you are good at and, conversely, what you might not be so good at.

Your *Agility* and *Combat* attributes start at a base level of 6. Your *Endurance* score starts at a base level of 20. You then have a pool of 12 extra points to share out between *Agility*, *Combat* and *Endurance* as you see fit, but you can only add up to 6 points to each attribute. So the maximum starting score for *Agility* and *Combat* is 12, and the maximum starting score for *Endurance* is 26. (You must apportion all 12 points one way or another, and cannot leave any unused.)

For example, you might choose to add nothing to your *Agility* score, 6 points to your *Combat* score, and add the remaining 6 points to your *Endurance* score, making you a mighty warrior and giving you the following starting profile for the game:

Agility = 6, *Combat* = 12, *Endurance* = 26.

Alternatively you might want to add 4 points to each of your attributes, making you more of an all-rounder, which would give you this starting profile:

Agility = 10, *Combat* = 10, *Endurance* = 24.

Having determined where your strengths and weaknesses lie, record the value of each attribute in the appropriate box on the Adventure Sheet in pencil, and make sure you have an eraser to hand, as they will doubtless all change at some point as you play through the adventure (and some more than others).

Although there are limits on how high each of your attributes can be at the start of the adventure, there is no limit as to how high your *Agility* and *Combat* scores can be raised during the course of the adventure, dependent upon bonus points you may be awarded. Your *Endurance* score may also go higher than its starting level, but it may not exceed 30 points. However, should your *Endurance* score ever drop to zero, or below, then your adventure is over and you should stop reading immediately; if you want to tackle the adventure again, you will have to re-start it from the beginning, determining your attributes anew, and then starting the story from section 1 once more.

Testing Your Attributes

At various times during the adventure, you will be asked to test one or other of your attributes.

If it is your *Agility* or *Combat* that is being tested, simply roll two dice. If the total rolled is equal to or less than the particular attribute being tested, you have passed the test; if the total rolled is greater than the attribute in question, then you have failed the test.

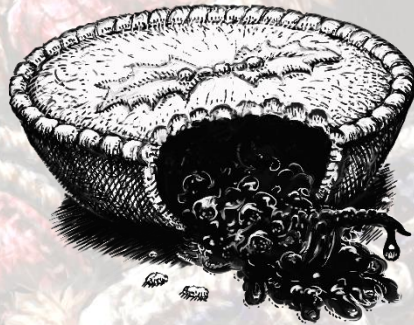
If it is your *Endurance* score that is being tested, roll four dice in total. If the combined score of all four dice is equal to or less than your *Endurance* score, then you have passed the test, but if it is greater, then what is being asked of you is beyond what you are capable of and you have failed the test.

Restoring Your Attributes

There are various ways that you can restore lost attribute points, or be granted bonuses that take your attributes beyond their starting scores, and these will be described in the text.

However, an easy way to restore lost *Endurance* points is to find sustenance. Sometimes you may find enough sustenance that you can take some with you to consume later on in the adventure.

Make sure that if you do find any supplies of this nature you record them on your Adventure Sheet, along with any information about exactly how many attribute points they will restore when consumed. (Unless you are told otherwise by the text, one Meal will restore 4 *Endurance* points.)

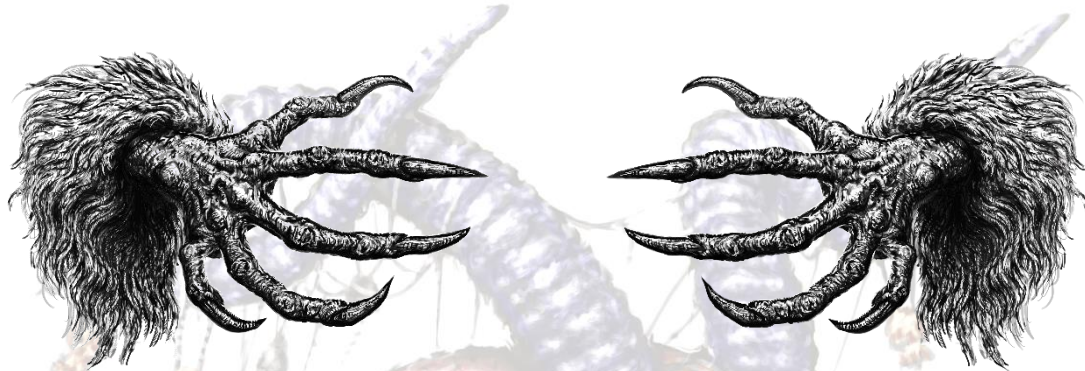


Special Abilities

In addition to your three basic attributes, you also have two special abilities that you can employ at critical moments during your journey through the nightmarish wintry world you are about to enter.

- ***Naughty or Nice*** – If you find yourself in a tight spot, you can use this ability to change the nature of the magical world around you. However, this may result in you actually making things worse for yourself, rather than better.
- ***The Pen is Mightier*** – This ability allows you to avoid coming to blows with an enemy, by altering the narrative of the encounter and thereby enabling you to get away unscathed.

These very special abilities can only be used three times each during the course of the adventure. Each time you call on one of them, you must cross off a box on your Adventure Sheet under the appropriate special ability.



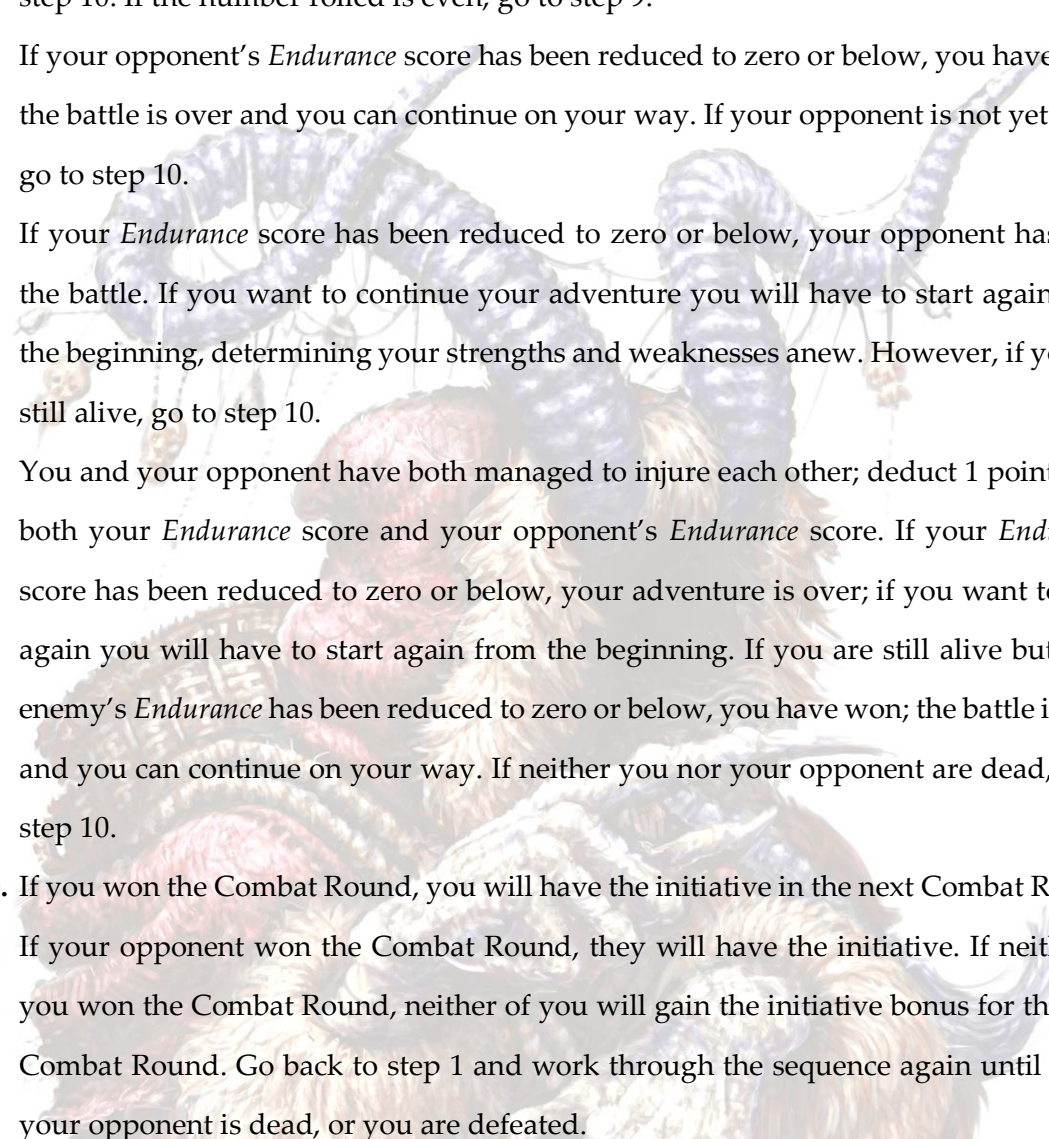
Combat

You will repeatedly be called upon to defend yourself against the denizens of the warped winter wonderland. Sometimes you may even choose to attack these horrors yourself. After all, as they say, the best form of defence is attack.

When this happens, start by filling in your opponent's *Combat* and *Endurance* scores in the first available 'Twas Encounter Box on your Adventure Sheet.

Whenever you engage in combat, you will be told in the text whether you or your enemy has the initiative; in other words, who has the advantage and gets to attack first.

1. Roll two dice and add your *Combat* score. The resulting total is your *Combat Rating*.
2. Roll two dice and add your opponent's *Combat* Score. The resulting total is your opponent's *Combat Rating*.
3. For each Combat Round, add a temporary 1 point bonus to the *Combat Rating* of whichever of the combatants has the initiative for the duration of that round.
4. If your *Combat Rating* is higher than your opponent's you have wounded your enemy; deduct 2 points from your opponent's *Endurance* score, and move on to step 7.
5. If your opponent's *Combat Rating* is higher, then you have been wounded; deduct 2 points from your *Endurance* score, and move on to step 8.

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6. If your *Combat Rating* and your opponent's *Combat Rating* are the same, roll one die. If the number rolled is odd, you and your opponent deflect each other's attacks; go to step 10. If the number rolled is even, go to step 9.
 7. If your opponent's *Endurance* score has been reduced to zero or below, you have won; the battle is over and you can continue on your way. If your opponent is not yet dead, go to step 10.
 8. If your *Endurance* score has been reduced to zero or below, your opponent has won the battle. If you want to continue your adventure you will have to start again from the beginning, determining your strengths and weaknesses anew. However, if you are still alive, go to step 10.
 9. You and your opponent have both managed to injure each other; deduct 1 point from both your *Endurance* score and your opponent's *Endurance* score. If your *Endurance* score has been reduced to zero or below, your adventure is over; if you want to play again you will have to start again from the beginning. If you are still alive but your enemy's *Endurance* has been reduced to zero or below, you have won; the battle is over and you can continue on your way. If neither you nor your opponent are dead, go to step 10.
 10. If you won the Combat Round, you will have the initiative in the next Combat Round. If your opponent won the Combat Round, they will have the initiative. If neither of you won the Combat Round, neither of you will gain the initiative bonus for the next Combat Round. Go back to step 1 and work through the sequence again until either your opponent is dead, or you are defeated.

Occasionally you may find yourself having to fight more than one opponent at once. Such battles are conducted in the same way as above, using the ten step process, except that you will have to work out the *Combat Ratings* of all those involved. As long as you have a higher rating than an opponent you will injure them, no matter how many opponents you are taking on at the same time. However, equally, any opponent with a *Combat Rating* higher than yours will be able to injure you too.

An Alternative to Dice

Rather than rolling dice, you may prefer to determine random numbers during the game using a pack of playing cards.

To do this, when you are called upon to roll dice, simply shuffle a standard 52-card deck (having removed the jokers) and draw a single card. (If you are asked to roll four dice, draw two cards.) Number cards are worth the number shown on the card. Jacks, Queens and Kings are all worth 11, and if you draw an Ace, it counts as being worth 12 (for example, if you are engaged in Combat), and is an automatic pass if you are testing an attribute – any attribute.

After drawing from the deck you can either return any cards you have drawn or, using the Pontoon method, leave those drawn cards out of the deck. Both styles of play will influence how lucky, or unlucky, you may be during the game, when it comes to determining random numbers.

Equipment

You start your adventure with nothing, but the pyjamas you stand up in. During the course of your quest you will no doubt acquire all manner of other items that may be of use to you later on. Anything that you do collect should be recorded on your Adventure Sheet, including any clues or passwords, as well as weapons, provisions, and other miscellaneous objects.

Hints on Play

There is more than one path that you can follow through *'Twas – The Krampus Night Before Christmas* to reach your ultimate goal, but it may take you several attempts to actually complete the adventure. Make notes and draw a map as you explore. This map will doubtless prove invaluable during future attempts at completing the quest, and will allow you to progress more speedily in order to reach unexplored regions.

Keep a careful eye on all of your attributes throughout the game. Beware of traps and setting off on wild goose chases. However, it would be wise to collect useful items along the way that may aid you further on in your quest.



Ending the Game

There are several ways that your adventure can end. If your *Endurance* score ever drops to zero or below, your trials have exhausted and overcome you. If this happens, stop reading at once.

There may also be occasions where you are prevented from progressing any further through the adventure thanks to the choices you have made, or if you meet a sudden and untimely end. In all of these cases, if you want to have another crack at completing the adventure you will have to start again with a new Adventure Sheet and begin the story afresh from the beginning.

There is of course one other reason for your adventure coming to an end, and that is if you successfully complete your quest, the very same quest that awaits you now...

TWAS

The Krampus Night Before Christmas Adventure Sheet

AGILITY

SPECIAL ABILITIES

THE PEN IS MIGHTIER

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COMBAT

NAUGHTY OR NICE

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ENDURANCE

MEALS

EQUIPMENT

CODE WORDS

TWAS Encounter Boxes

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'Twas the Right Before Christmas...

*When all through the house
Not a creature was stirring, not even a mouse;
The stockings were hung by the chimney with care,
In hopes that St. Nicholas soon would be there;
The children were nestled all snug in their beds,
While visions of sugar plums danced in their heads.*

You wake with a start, as the clock in the hall starts to chime midnight. You lie in bed listening – the covers pulled up tight under your chin, your heart beating an excited tattoo, like a little drummer boy – wondering if he's been yet. It is Christmas Eve after all.

Eleven... Twelve... Thirteen.

The reverberating sound of the last chime echoes through the silent house.

Thirteen chimes? There must be something wrong with the clock.

You are just wondering whether you should go and take a look when you hear a crash, followed by a heavy thud, come from somewhere downstairs. You stay where you are, your body fizzing with adrenalin, wondering what could have made the noise – are you being burgled? – and whether someone else is going to go and take a look.

But when several long second have passed, without any of the other bedroom doors opening, your curiosity gets the better of you and you decide to investigate yourself.

Getting out of bed, you pull your dressing gown on, over your pyjamas, put on your slippers, and creep out of your bedroom.

The moon is visible through the window at the end of the landing – someone having forgotten to draw the curtains upon going to bed – and by its wan light, with silent footsteps, you cautiously make your way downstairs.

Now turn to **1**.