

**READ ME  
FIRST!**

# CHILL™ Introductory Folder

## Stepping into the Unknown

Good evening. You're about to have so much fun, it's frightening.

You are about to enter the world of CHILL, where unknown things sneak, and crawl, and creep, and slither in the darkness of a moonless night. This is the world of horror, the world of the vampire, ghost, and ghoul, the world of things not known, and best not dreamt of. CHILL is a role-playing game of adventure into the Unknown, and your first adventure is about to begin.

### WHO CAN PLAY?

Anyone who enjoys being scared can enjoy CHILL. However, it is recommended that players be at least 12 years old. CHILL can be played by a group of two to nine players. A group of four or five players usually has the most fun.

### WHAT IS A ROLE-PLAYING GAME?

Remember when you used to play "make believe" as a child? You were a cowboy, an Indian princess, a pirate or a nurse—anyone who appealed to your fancy. In the world of imagination, you became other characters, doing what they did, feeling what they felt.

Sometimes, when other kids joined in, problems came up. You'd shoot the bad guy, but the bad guy wouldn't fall down; there were no rules, and there was no referee to make sure everybody had a good time.

Playing a role-playing game is a more adult way to play make believe. You pretend to be somebody else. In your imagination, you act and feel just like the *character* you pretend to be. The rules of the game, some dice, and a referee help decide whether your character succeeds in what he or she is trying to do. In a role-playing game, the bad guys do fall down when you shoot them; the referee makes sure they play by the rules!

### WHAT'S IN THE BOX?

As you begin your journey into the realm of fear, let's take a look at what you'll carry with you—the contents of

your CHILL game. Take a quick look at each item as you read the following descriptions:

*This eight-page folder.* This folder has four pages of introductory rules and four pages with information about some interesting people. Lift out the four pages with the information about the people, and cut out the eight cards along the heavy black lines. You should now have eight *character cards*. Set these aside; you'll be using them soon.

*The 16-page adventure scenario, "Terror In Warwick House."* This is the adventure you're going to play in just a few minutes. For now, set that booklet aside, and don't let anyone look through it; seeing it ahead of time will spoil the fun.

*The big 64-page Campaign Book.* This book contains lots of information for use in later games. For now, turn it over so the CHILL Action Table on the back cover can be seen by everyone.

*The 32-page Horrors from the Unknown book.* This book tells of strange evil creatures and explains their horrible powers. You'll be using it in later games. There's even a special page for keeping track of creatures during play; copy it for use in later games. Right now, turn it over and place it so everyone can see the CHILL Action Table on the back cover. You should now have two copies of the Action Table in front of you, so everyone can see one when they need to during play.

*The game map.* Unfold the game map and lay it out on the table. One side is a map of The World of Chill, showing lots of exciting places you'll explore in future games. But for now, turn the map over to the black and white side. This side has the maps of the three floors of Warwick House. These maps are the game board for your first CHILL adventure.

*The counters.* The 140 cardboard playing pieces represent both your characters and other characters, animals and creatures you will meet during the game. Notice that the counters are also printed on the back: the backs show items of furniture, vehicles, doors, and stairs which you can use during your first game and in

later games. During play, move the counters to show where the characters are. For now, set the counters aside; you'll be using them in just a few minutes.

*The dice.* The three oddly shaped dice are called ten-sided dice. Each die has ten sides, numbered 0 through 9. The dice can be used in several different ways; these are explained in "Using The Dice."

*Additional equipment.* Each player will need a sheet of scratch paper and a pencil.

### THE CHILLMASTER

One player in the group gets to play a very special role in the game. This player is called the *CHILL Master* (or "CM"). The CM does not pretend to be a character in the same way the other players do. Instead, the CM gets to play all the creatures and people that the other players' characters meet during the game. The CM is also like a referee: he or she applies the rules of the game and helps the other players through their adventures.

Right now, pick one player to be the CM for your first CHILL game. Normally, this will be the player who bought the game. However, if someone in your group has played a role-playing game before, that player is also a good choice for CM.

Now that you have chosen your CM, hand him or her this booklet. The CM can begin learning to be a CM right now, by leading the group through the rest of these introductory instructions!

By the way, from now on, when these instructions talk about the "players" of the game, they'll be talking about all the players except the CM. The CM will always be called "the CM."

### THE CHARACTERS

The characters the players pretend to be, or "play," during a CHILL game are very special people indeed! The characters belong to a secret organization dedicated to protecting the world from horrible, evil creatures. This secret organization is named

"Societas Albae Viae Eternitata," which is Latin for "The Eternal Society of the White Way." The society is usually just called "S.A.V.E." (the abbreviation of its Latin name), or sometimes simply "the society."

All members of S.A.V.E. share one great secret: many of the things the civilized world regards as mere myths or legends, things like the vampire, ghost, and ghoul, *really do exist*. These creatures dwell in another dimension or world which S.A.V.E. calls "the Unknown." The mission of S.A.V.E. is to learn all it can about the Unknown, and to stop the creatures from the Unknown when they enter the everyday world of normal people and begin using their horrible powers! In short, the "White Way" of S.A.V.E. stands against the darkness of the creatures' "Evil Way."

Now it is time to pick the characters the players want to play in their first CHILL adventure. Place the character cards where everyone can see them and let each player pick one character. Each player will pretend to be the character described on his or her card. If more than one player wants the same character, have each of those players roll one of the ten-sided dice. The player with the highest die roll gets first choice of characters.

Have each player look at his or her character card. The front of the card shows a picture of the character, tells the character's name, and then gives a listing of the character's *Basic Abilities*. Next to each Basic Ability is a number: this number tells the player how good the character is in that Basic Ability. The numbers themselves are called *Ability scores*. The lowest possible score a character can have in any Ability is 26; the highest possible score is 80.

Let's run through these Abilities quickly. *Strength*, obviously, refers to the character's muscle power. *Dexterity* is hand-eye coordination, very important when you want to fire a gun! *Agility* is the ability to control your whole body and move quickly, leaping, jumping, and doing other difficult things. *Personality* is how the character gets along with others. *Perception* helps characters notice important clues or other things—like the hideous creature

waiting behind the door to jump them! *Willpower* is the character's courage and determination. *Luck* is just that; the random element in life. *Stamina* is how much damage a character can take before he or she is knocked out or (gulp!) killed.

Each of the characters also has several *skills*. Skills have scores just like Basic Abilities do, but the range of skill scores runs from 41 (the lowest) to 135 (the highest). Skills help characters do special things during a game; for example, a character with Martial Arts skill makes a terrific hand-to-hand fighter, while a character with Medicine skill can help that martial arts expert heal up after he tries to karate chop a vampire!

Finally, there are two special scores on the character card: *Unskilled Melee* and *Sensing Unknown*. Unskilled Melee is the score a character uses when he has to fight something hand-to-hand and doesn't have any other skill to use! The character uses his Sensing Unknown score to tell when some evil thing from the Unknown, such as an invisible ghost, is lurking nearby.

Don't worry about trying to remember all these facts right now; as you play your first CHILL adventure, "Terror In Warwick House," the use of Abilities and skills will become more and more familiar. Right now, it's time to learn a little bit about how to use the dice in the game!

## USING THE DICE

Take a minute to look at the ten-sided dice. There are three of them, each a different color. They can be rolled just like normal six-sided dice, but they are much more useful! The dice are used in several ways to determine how successful the characters are at doing what the players want them to do.

First, roll one of the dice. The number that comes up on top is the number rolled. If the number rolled is "0," it is read as "10" instead.

Next, roll two or three of the dice together, and add the results, remembering that any "0" rolled counts as "10." During the game, rolls like this

are called "rolls of d10." The small letter "d" stands for "dice," and the "10" indicates that ten-sided dice are used. Often, the abbreviation "d10" will have another number in front of it, such as "2d10" or "3d10." These abbreviations mean to roll two or three of the ten-sided dice and add the results together.

The dice can also be used to "roll percents," that is, numbers between 1 and 100. When percents are rolled, the dice are read differently. One die is always used to represent "tens," and another die is always used to represent "ones". The final result is read as a two-digit number. When rolling percents, a "0" is read as a "0," not as a "10." A roll of "0" on both dice is read as "100."

Right now, the CM should decide which die will be used as the "tens" die in your game, and which will be used as the "ones" die. Let's say the CM decides to make a red die the "tens" die and a white die the "ones" die. A roll of "5" on the red die and "6" on the white die would then be read as "56." A roll of "0" on the red die and "5" on the white die would be read as "05" or just "5." A roll of "5" on the red die and "0" on the white die would be read as "50."

## HOW TO PLAY CHILL

We're almost ready to start your first CHILL adventure. But before we do, let's get a basic idea of the way the game works.

A CHILL game is a continual conversation between the CM and the players. The CM, based on the information provided in the adventure scenario, tells the players what their characters can see, hear, and sense. Then players tell the CM what actions they want their characters to take. Now the CM and the players roll dice to see if those actions succeed.

Here's an example of what you might hear if you were to stand beside a table while a group of people were playing a CHILL game:

CM: Okay, Bob, your character is standing just outside the gate of the cemetery. It's about half past midnight. The moon is full, but its light is weak



Teri Yih

**BASIC ABILITIES**

Strength	50	Perception	54
Dexterity	62	Willpower	50
Agility	60	Luck	52
Personality	78	Stamina	50
Unskilled		Sense	
Melee	55	Unknown	10

**SKILLS**

Name	Rank	Score
Acting/Drama	Teacher	91
Disguise	Student	85

**BASIC ABILITIES**

Strength	68	Perception	76
Dexterity	60	Willpower	70
Agility	58	Luck	46
Personality	50	Stamina	48
Unskilled		Sense	
Melee	63	Unknown	15

**SKILLS**

Name	Rank	Score
Martial Arts	Teacher	94
Outdoor Survival	Student	79



Paul Wysocki



Gina Diamond

**BASIC ABILITIES**

Strength	62	Perception	50
Dexterity	48	Willpower	52
Agility	66	Luck	54
Personality	64	Stamina	62
Unskilled		Sense	
Melee	64	Unknown	10

**SKILLS**

Name	Rank	Score
Modeling	Teacher	82
Martial Arts	Student	72

**BASIC ABILITIES**

Strength	62	Perception	50
Dexterity	66	Willpower	60
Agility	60	Luck	48
Personality	54	Stamina	62
Unskilled		Sense	
Melee	61	Unknown	10

**SKILLS**

Name	Rank	Score
Thrown		
Weapon: Javelin	Teacher	96
Contemporary		
Language: Spanish	Student	70



Pablo "Bubba" Rodriguez

**Paul Wysocki**

Nationality: American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	24
Light	( )	( )	Ht:	5'10"
Medium	( )	( )	Wt:	165
Heavy	( )	( )	Hair:	Brown
Critical	( )	( )	Eyes:	Green

Paul wears a well-groomed moustache and has thick curly hair. He prefers to wear blue-jeans and a T-shirt unless the situation absolutely dictates other attire.

Paul is a Martial Arts instructor. He keeps his own small school, and also teaches a few classes at Severn College. His friends know him to be something of a solitary individual, but are certain he is absolutely trustworthy.

Paul enjoys camping and all types of outdoor sports.

**Teri Yih**

Nationality: American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	32
Light	( )	( )	Ht:	5'3"
Medium	( )	( )	Wt:	115
Heavy	( )	( )	Hair:	Black
Critical	( )	( )	Eyes:	Brown

Teri Yih is a highly talented woman of Oriental background who teaches Acting and Drama at Severn College. Her beauty and extremely pleasant personality make her a favorite with the students.

Miss Yih was contacted by S.A.V.E. after an encounter with a legendary Oriental creature whose exact nature has still not been determined. She now puts her skills as an actress and user of disguises at the disposal of S.A.V.E.

**Pablo "Bubba" Rodriguez**

Nationality: American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	21
Light	( )	( )	Ht:	6'4"
Medium	( )	( )	Wt:	220
Heavy	( )	( )	Hair:	Black
Critical	( )	( )	Eyes:	Brown

Pablo is an athletic Mexican-American who is finishing his senior year at Severn College. He has made quite a name for himself as an athlete, and is starting quarterback on the college football team. Pablo was born in San Antonio, Texas. He speaks only a little Spanish, but can understand the language quite well. His athletic size and stature early earned him the nickname "Bubba."

Pablo was contacted by S.A.V.E. and accepted as a member after he had an inexplicable experience with a ghost while touring some ancient ruins in Mexico.

**Gina Diamond**

Nationality: English

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	25
Light	( )	( )	Ht:	5'8"
Medium	( )	( )	Wt:	105
Heavy	( )	( )	Hair:	Brown
Critical	( )	( )	Eyes:	Brown

Gina Diamond is a strikingly beautiful woman who has served as a cover model for a number of glamor magazines. She has also had a few film roles, although she as yet has no training in acting. Gina stays in shape with daily Martial Arts exercises.

Gina was born in London, England, and has travelled a great deal in Europe and the United States.



**BASIC ABILITIES**

Strength 52 Perception 60  
 Dexterity 58 Willpower 50  
 Agility 52 Luck 54  
 Personality 62 Stamina 40

Unskilled Sense  
 Melee 52 Unknown 12

**SKILLS**  
*Name Rank Score*

Journalism Teacher 86  
 Photography Student 74  
 Revolver Student 73

**Jamie O'Riley**



**BASIC ABILITIES**

Strength 58 Perception 64  
 Dexterity 52 Willpower 60  
 Agility 44 Luck 38  
 Personality 54 Stamina 50

Unskilled Sense  
 Melee 51 Unknown 12

**SKILLS**  
*Name Rank Score*

Anthropology/ Archaeology Teacher 92  
 Revolver Student 67  
 Antiques Student 66

**Professor Ellsworth Smythe, III**



**BASIC ABILITIES**

Strength 40 Perception 64  
 Dexterity 52 Willpower 62  
 Agility 50 Luck 44  
 Personality 60 Stamina 54

Unskilled Sense  
 Melee 45 Unknown 12

**SKILLS**  
*Name Rank Score*

Biology Teacher 93  
 Investigation Student 72

**Cindy Cohen**



**BASIC ABILITIES**

Strength 54 Perception 74  
 Dexterity 66 Willpower 56  
 Agility 56 Luck 40  
 Personality 54 Stamina 56

Unskilled Sense  
 Melee 55 Unknown 14

**SKILLS**  
*Name Rank Score*

Medicine Teacher 86  
 Automatic pistol Student 81

**Dr. Robert Samuels, M.D.**

**Professor Ellsworth Smythe, III**

*Weapon:* revolver

**Nationality:** American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	55
Light	( )	( )	Ht:	5'9"
Medium	( )	( )	Wt:	155
Heavy	( )	( )	Hair:	Gray
Critical	( )	( )	Eyes:	Gray

Smythe is a professor of Anthropology and Archaeology at Severn College. He is well known on campus for his goatee, wire-rimmed glasses, and habit of wearing old, safari style clothes. The professor smokes a pipe.

Smythe collects and knows how to use antique pistols of all types. He enjoys telling friends the story of the Egyptian Pharaoh's mummy which, through a bizarre set of circumstances, came to be buried in the chapel cemetery at Middlebury College, where Smythe did his undergraduate work.

Smythe took his doctorate from Harvard. He is currently preparing to publish his second book, "Ancient Superstitions in Modern Society."

**Dr. Robert Samuels, M.D.**

*Weapon:* automatic pistol

**Nationality:** American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	32
Light	( )	( )	Ht:	6'4"
Medium	( )	( )	Wt:	210
Heavy	( )	( )	Hair:	Black
Critical	( )	( )	Eyes:	Brown

Dr. Samuels is a prominent young Black surgeon. Born in Washington, D.C., Dr. Samuels graduated from Georgetown University and then pursued medical studies at Johns Hopkins, where he graduated with honors.

The doctor sports a moustache and wears his hair stylishly long. His temples are prematurely grey. Overall, his appearance is best described as distinguished.

Dr. Samuels is skilled with the automatic pistol. His hobbies include skiing and reading poetry.

**Jamie O'Riley**

*Weapon:* revolver

**Nationality:** American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	29
Light	( )	( )	Ht:	5'3"
Medium	( )	( )	Wt:	105
Heavy	( )	( )	Hair:	Red
Critical	( )	( )	Eyes:	Green

Jamie is an attractive woman of Irish-American descent. She tends to wear her red hair in a "natural" style, and dresses conservatively.

Jamie first received acclaim as an investigative reporter while working for an Indiana newspaper. Her expose on living conditions of migrant workers caused quite a stir in local politics. Nevertheless, Jamie was laughed out of town and out of her first job when she tried to file a report about a vampire living near Elkhart, Indiana. A story came to the attention of S.A.V.E. envoys in Chicago, who confirmed the existence of the vampire and helped Jamie find her current job with the "Severn Villager."

This active reporter is always within reach of a cup of coffee.

**Cindy Cohen**

**Nationality:** American

**WOUNDS**

**PERSONAL DATA**

Scratch	( )	( )	Age:	22
Light	( )	( )	Ht:	5'5"
Medium	( )	( )	Wt:	120
Heavy	( )	( )	Hair:	Black
Critical	( )	( )	Eyes:	Brown

Cindy is a graduate student in the Department of Biology at Severn College. She is currently putting the finishing touches on her doctoral dissertation.

Cindy usually wears her hair shoulder length, and is most comfortable in skirt and sweater outfits.

Cindy joined S.A.V.E. after she unquestionably saw a mummy track down and then strangle an archaeologist from Israel while she was visiting that country. Of course, neither the Israeli nor the American governments believed her account. S.A.V.E. contacted her immediately, and she is considered a very promising new member.

through the thick, yellowish fog clinging to everything in sight. You know the *thing* you were chasing is somewhere on the other side of that gate. Jane and Mary Beth, your characters are right alongside Bob's.

Jane: Let's go inside. We know it's in there. I have a pistol, so we should be safe enough.

Bob: I'm not sure. What if it's something that bullets won't hurt?

Mary Beth: Oh, come on. Let's at least find out what it is. We can always run away...

Bob: Well...I hope so. Okay, we open the gate as quietly as possible and move into the cemetery. Do we see anything?

CM: Let's have everyone roll a percent. (Each of the players rolls a percent.) Too bad, Bob. You and Jane both rolled higher than your Perception scores. Mary Beth, you rolled lower than your Perception score, so you hear the low growling coming from just behind the tombstone that's about 10 feet off to your right. What do you want to do?

Mary Beth: I'll tell the others, right now! I'm shouting at them, telling them there's something right over there!

CM: Even as you begin shouting, you behold the hideous form of the largest wolf you have ever seen rise slowly from behind the stone. Its gleaming, burning red eyes seem to be staring straight at you....

## THE GENERAL CHECK

In our example, the characters rolled a percent, trying to roll equal to or lower than one of their Basic Ability scores, in this case, Perception. Those who rolled higher than the Ability score *failed* to hear the wolf. Mary Beth rolled *equal to or less* than her character's Perception score, and thus succeeded in hearing the wolf before it moved to attack. (Lucky break for the other characters!)

Rolling a percent and comparing it to an Ability score (or in some cases a skill score) is called making a *general check*. Usually, the name of the Ability score or skill score is mentioned when a check is required: Mary Beth made a "general Perception check,"

or "rolled a general check *against* her Perception." The general check is one of the two basic procedures used over and over in a CHILL game.

## SPECIFIC CHECKS ON THE CHILL™ ACTION TABLE

The second basic procedure used in the game is called a *specific check*. Specific checks are used when the players need to find a very specific result, such as how much damage a gunshot does to a creature. For example, let's suppose that Jane's character decided to fire her pistol at the wolf. She would make a specific check using her Dexterity score. This procedure is similar to a general check:

*Step 1.* The player rolls a percent and compares the dice roll to the character's Ability score or skill score.

*Step 2.* If the dice roll is greater than the Ability score or skill score, the player's character has failed the check. If the dice roll is equal to or less than the Ability score or skill score, the character has made a successful check, and the player should go to Step 3.

*Step 3.* Subtract the number rolled on the dice from the Ability score or skill score against which it was being checked.

*Step 4.* Find the difference obtained in Step 3 in one of the ranges of numbers on the CHILL Action Table under the heading "Attack Margin." These ranges of numbers are printed in red. For example, let's say that Jane's character's Dexterity score was 66, and that Jane's dice roll was a 35. The difference between the score and the dice roll is 31 ( $66-35=31$ ). Looking at the Attack Margin ranges on the CHILL Action Table, we can see that 31 lies in the "30-49" range. Jane will find the results of her shot in the "30-49" row on the Action Table.

*Step 5.* Find the column to be used on the Action Table. The game rules will teach the CM which columns are used for different specific checks. In this example, we are dealing with a pistol shot. The column to use for resolving all gunfire is always found by rolling one ten-sided die (1d10). So in this case, the CM would roll 1d10 to

find the number of the column to use. Let's suppose that in this case the CM rolls a "5." The result will be found on column 5, the column under the blue "5" at the top of the Action Table.

*Step 6.* Read across the row on the table found in Step 4 and down the column found in Step 5. This is called cross-indexing. The box where the column and the row meet contains one or more letters. These letters are codes for a specific result.

In the example we are using, the CM cross-indexes the "30-49" row with the "5" column, to find the letter code "MK."

Finally, the CM finds the meaning of the letter code. Firing a pistol is certainly "armed combat," so the CM would look at the "Armed Combat Results" key printed beneath the Action Table. There he would find that the "M" result means that the shot has caused a medium wound to the wolf, who loses 4 to 40 points of Stamina! The CM rolls 2d10, adds them together, and multiplies the sum by 2. The resulting number is the amount of Stamina the wolf loses. In addition, the "K" result means that the wolf is knocked back five feet by the force of the bullet, and falls to the ground!

Specific checks on the CHILL™ Action Table are used to find the result of almost every major action in the game. The Campaign Book and the *Horrors from the Unknown* book each contain many different result keys for reading the letter codes on the Action Table.

Don't worry about understanding all the codes right now. All you need to know now is the basic procedure: rolling a specific check and finding the letter code result on the Action Table.

## THE ART

The "Art" is the ability to perceive or use the energies of the Unknown world. As you've been told, all players' characters can sense "the Unknown." Creatures from the Unknown can draw on the energies from the Unknown World to cause special effects during an adventure. The form



of the Art used by creatures is called "the Evil Way." The different effects of the Evil Way are called "disciplines."

#### OPEN THE DOOR....

We're about to begin your first CHILL™ adventure. Make sure each player, including the CM, has a sheet of scratch paper and pencil handy. Be sure each player has his or her character card. Now, pick up the sheet of playing pieces and punch out the counter for each player's character.

These counters are in the upper left corner of the counter sheet. Give each player his or her counter. Have each player place his or her counter on the game map in one of the squares outside the front door of Warwick House. Make sure there are no more than two counters in a single square.

#### STEP INTO TERROR....

Open the booklet, "*Terror In Warwick House*," and begin your first CHILL game adventure.

If any of the parts of your CHILL game are damaged or missing, or if you have any questions about the game, please write to:

PACESETTER, Ltd. of Wisconsin  
P.O.B. 451  
Delavan, WI 53115

Please enclose a self-addressed, stamped envelope.

CHILL, CHILL: ADVENTURES INTO THE UNKNOWN, and ADVENTURES INTO THE UNKNOWN are trademarks owned by Pacesetter Limited of Wisconsin. Copyright © 1984 All Rights Reserved. Printed in U.S.A.

This book is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Pacesetter, Ltd