

Alice

Gate Opener

Body Points: 9 Height: 3+
Tactics Points: 12 Attacks: 1



	Move Name	Page	X	Mod	+	
Fire Pistol	Dual Shot	O	36	60	+5	
	Single Shot	O	24	60	+3	
Pistol-Dagger	Strong	O	28	56	+2	
	Swing High	R	10	56	+1	
	Swing Low	B	2	56	+1	
	Thrust High	R	32	56	+1	
	Thrust Low	B	14	56	+1	
		B				
		O				
Boost	Aim and Fire Pistol	R	22	54	+5	
	Whipping Lash	B	38	64	+3	
Whip Attacks	Wrap and Choke	O	44	58	+2	
	Wrap and Snag	R	48	58	0	
	Wrap and Trip	B	6	58	+1	
Special	Kick	B	34	56	+1	
	Wild Swing	Y	40	58	+2	
	Dislodge Weapon	B	30	58	-3	
	Retrieve Weapon	G	46	52	-6	
Boost Block	High	G	26	56	-1	
	Low	G	4	56	-1	
Jump	Up	G	18	52	-6	
	Dodge and Load	Y	8	52	-6	
	Duck	G	20	52	-6	
	Away	Y	16	62	-6	
Extended Range	Charge	W	50		+3	
	Boost Whip	K	64		+3	
	Whip Wrap and Trip	K	58		+1	
	Boost Aim and Fire Pistol	W	54		+5	
	Fire Pistol Dual Shot	W	60		+5	
	Block and Close	N	56		0	
	Dodge and Load	N	52		-6	
Jump Back	N	62		-6		

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

Alice

Gate Opener

Gear: 2 Pistols with attached Daggers, Armored Jacket, (Whip, 3 General Items?)

Inventory Management: Alice may fight with either her two Pistol-Daggers or her Whip. She starts in Pistol-Dagger mode. She may change modes when allowed by her instructions. (Jumps, Extended Range Brown, Kick, and Retrieve Weapon allow for mode changes; other results may allow or deny them as well.)

Pistol-Dagger Mode: Do no Whip maneuvers. Do no Boost Block maneuvers if her Whip has been dislodged or dropped*. If one but not both of her Pistol-Daggers have been dislodged or dropped, do no Dual Shot maneuvers. If both Pistol-Daggers have been dislodged or dropped, do no Pistol, Wild Swing, or Dislodge Weapon maneuvers.

Pistol Ammunition: Her Pistol-Daggers each hold 3 shots. She uses one shot from one or both pistols each time she selects a Fire maneuver. If she runs out of shots in one pistol, do no Dual Shot maneuvers. If she runs out of shots in both, do no Fire maneuvers. To reload them, use a Dodge and Load maneuver. She may reload her Pistol-Daggers even if she is in Whip mode as long as she has them. There is no limit to the number of times you may reload.

Whip Mode: Do no Pistol, Wild Swing, or Dislodge Weapon maneuvers. If her Whip is dislodged or dropped*, do no Whip or Boost Block maneuvers.

Height Boost: When Alice performs a Boost maneuver, her Height is considered 4. At all other times her Height is 3.

* The translation is mixed on whether this is possible; the artwork implies that it's not. I figured I'd include the information anyway.

Character Design: Alice is new character.

Gear: The Gear list comes from the translation.

Alice

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn. **M**" (P)
- 03 **Attacking with Dagger:** "Do no Pistol, Green, or Yellow next turn, but add +1 to any Dagger that Scores next turn."
- 05 **Boosted Attack:** "Do only Boost, Green, or Yellow next turn and add +2 to any Whip that scores. **®**"
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Wrap and Choke:** "Do only Yellow or Wrap and Choke next turn and add +4 if you Score next turn."
- 11 **Boost Blocking:** "Add +1 to any Fire that Scores next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
You may not change mode next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Fire Pistols:** "Do only Pistol, Green, or Yellow next turn. **®**"
- 17 **Wrap and Snag:** "Do only Whip, Green, or Yellow next turn. If on a Score page ignore it and go to page 27."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn. **M**" (P)
- 25 **Kicking:** "Do no Blue or Yellow next turn. **M**"
- 27 **Weapon Dislodged:** "One of the weapons you are holding has been dislodged. See your reference sheet for restrictions."
- 29 **Ducking:** "Do no Orange next turn, but add +1 to any Blue that scores next turn. **M**" (P*)
- 31 **Arm Wound:** "Do no Pistol next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodge and Load:** "No restrictions next turn. You have reloaded any pistols you are carrying. **M**" (P*)
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +2 to any Orange that scores next turn. **M**"
- 39 **Charging:** "Do only Pistol or Whip next turn."
- 41 **Knocked Down:** "Do only Jumps next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Whip for the rest of the combat."
- 43 **Retrieving Weapons:** "No restrictions next turn. You may retrieve one of your weapons or **M**."
- 45 **Parrying:** "No restrictions next turn. **M**"
- 47 **Whip Fumble:** "Do only Green or Yellow for the next two turns."
- 49 **Extended Range Wrap and Trip:** "Do only Extended Range (except Charge) next turn. If you are on a Score page ignore this restriction, turn to page 41, and direct me to turn to page 1."
- 51 **Extended Range Boosted Attack:** "Do only Extended Range Boost or Brown next turn and add +1 if you Score next turn. **®**"
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 55 **Extended Range Back and Eat Donuts:** "Do only Extended Range next turn. Regain 1 Body Point. **M**"
- 57 **Extended Range Blocking:** "Do only Extended Range next turn. **M**" (P)
- 59 **Extended Range Fire Both Pistols:** "Do only Extended Range next turn. **M®**"
- 61 **Extended Range Dodge and Load:** "Do only Extended Range next turn. You have reloaded any pistols you are carrying. **M**" (P*)
- 63 **Wrap and Trip:** "Do only Whip, Green, or Yellow next turn. If on a Score page ignore this restriction and go to page 41."

M Mode Change: "You may change modes."

® Reload Reminder: "If you've used your last pistol shot, do no Fire until you reload."



Alice Credits

Artist: Ni0

Publisher: HobbyJAPAN Co., Ltd.

Lost Worlds Series Creator: Alfred Leonardi

Lost Worlds Publisher: Flying Buffalo Inc.

Translation: Haruka Tomose

PDF Editing and Layout: Michael Miller

Alice is ©2007 HobbyJAPAN Co., Ltd.

Lost Worlds is a trademark of Flying Buffalo Inc.

<http://queensblade.net/qg/>

<http://www.lostworlds.com/>

<http://www2s.biglobe.ne.jp/~tomose/>

<http://www.esglabs.com/othergames/>