

I've played the Buffalo Castle solo adventure for Tunnels & trolls using the seventh edition (30th anniversary publication, acquired in ancient times). The adventure requires little preparation and its balance is probably special to this publication, but it's not difficult. Most of the castle has been mapped, though not everything. I tried it in the spirit of learning the rules. I haven't dared to touch the gun rules yet, but maybe they should still be tried. The adventure is only for warriors, so magic has not been seen either.

Here are some lessons on the rules of battle:

- If the character is weaker than the enemy and not armored, death comes suddenly and inevitably. Better to run right away.
- If the character is weaker than the enemy but heavily armored, death comes slowly. In this case, the fight is substantially resolved by spite damage. The enemy's fighting skills are weakened by a hint of spite damage, but the character can only take ten points before his death, so it's a bleak situation.
- In an even situation, the first throw determines a lot. The spite damage lasts a long time, so given decent armor, it would be worthwhile to make the enemy so weak that it can be broken by ordinary battle.
- If the character is more powerful, then you only hope that the enemy will not have time to score many points of spite damage before his certain death.

Otherwise, the adventure is a fun envelope without a hint of reason. Decisions to advance or retreat are based on a combination of character competence, residual endurance, and player curiosity. You know what happens if you start grabbing gems that hang from a tree or lie at the base of it, but you have to try to see if it's really the trap it seems to be ...

So far, two of the twelve characters have survived; although I played the first several times, until I realized too late that the adventure is only playable once per character.

The success of a character is highly dependent on high qualities. In practice, with poor features or poor equipment, it is not easy even to get through wandering monsters, and death suddenly ensues if one gets into battle. Maybe you should check out the toxins. Even a qualified character will not last long if he encounters a larger group of enemies. I have allowed a few saving throws to face the enemies a few at a time; in the first round the difficulty level one and increase after that, but rarely does anyone succeed in higher-level saving throws.

Yes, the study of Buffalo Castle has been interesting so far. Getting to know the content of the adventure is a big part of the charm, as is the challenge of mapping and exploring the castle.