

DUEL OF AGES™

Intensity

Rules of Play

Important! Duel of Ages: Intensity requires DOA: Worldspanner to play.

Game Contents

- 3 circular map platters
- 2 Team Base keys
- 2 Lith keys
- 2 white "extra" keys
- 28 Character cards
- 52 Equipment cards
- 40 Guardian cards
- 28 Character markers
- 1 Team White marker
- 1 Team Black marker
- 4 Pet markers
- 4 Sentinel markers
- 1 Jump Pad marker*
- 1 Rulebook

** The Jump Pad is used in DOA: Vast Horizons*

New Keys

Intensity contains four new keys. When starting a game, stack these new keys with the Labyrinths.

The teams take turns placing these eight keys, just as they did for the labyrinths in Worldspanner. These eight keys may be placed in any order; the Labyrinth keys do not need to be placed first.

The non-Dome keys – including Labyrinths, Team Bases and Lith keys – are collectively referred to as Adventure keys.

Keys that are caverns (like Lith Alliance and the Team Bases) must be placed with the opening in a platter's notch, so that characters can enter the cavern.

Victory Points

There are added ways to gain points for victory in Intensity:

Characters – 1 point if your team has more characters left alive than the enemy team. Imprisoned characters are considered killed.

Labyrinths – 1 point for each labyrinth in which your guardian position is ahead of the enemy's.

HQ Strike – 1 point if you have succeeded in destroying the enemy HQ, and the enemy has not destroyed your HQ.

Lith Alliance – 1 point if your team is further along the Lith Alliance adventure than the enemy team.

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www.duelofages.com



Mesas

Mesas are tall, cliff-edged hills. The white spaces on Mesas are Clear terrain.

A Slope

Cliffs and Slopes

Cliffs surround a Mesa. Characters cannot move between a Mesa and a space on ground level because of these cliffs.

However, there are Mesa sides that contain the Slope symbol. On a side containing a Slope, characters may:

– Move from the Mesa down to ground level at no extra cost.

– Move from ground level to the Mesa by spending 1 additional move point to do so.

For the purpose of opportunity fire, the extra cost for moving up Slope is paid in the space being moved into.

Mesas and tunnels

Mesas have no effect on tunnel movement. Characters may freely cross cliff sides when in a tunnel, and never pay a Slope cost.

Mesas and line of sight

Mesas block line of sight. But only the white portion of the mesa blocks sight. The gray rim is ignored.

A character up on a Mesa space can see any other Mesa space, except when terrain on Mesa is in the way. Terrain at ground level is ignored.

A character on the edge of Mesa can see down to ground level. In fact, he can see right over nearly all terrain. The only terrain that affects him are:

– Obstacles and Caverns.

– The terrain directly in front of the target space.

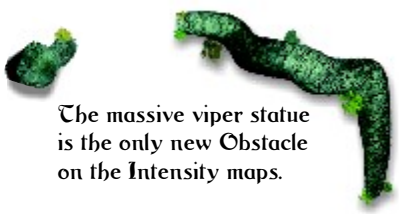
– The terrain in the target space.

If the LOS touches white Mesa outside the firer's space, his sight down to ground level is blocked along that path.

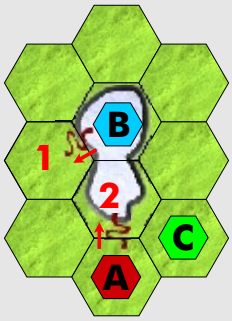
All of this is true in reverse – for a character on ground level looking up at a Mesa.

Firing upward causes a -1 Hit

If a character on ground level is firing at a target up on a Mesa, a -1 Hit penalty applies.



The massive viper statue is the only new Obstacle on the Intensity maps.



A can move up the Slope, but must pay an extra 1 move cost to do so.

B could move down the slope at no extra cost, but only to the space numbered 1.

C cannot move up onto the Mesa, unless he first moves into the space where A is, then up the Slope.

A can see down to Y. He cannot see Z, because a Mesa space outside his own blocks it.

In the same way, B cannot see Z. In fact, B is surrounded by Mesa spaces, and cannot see any character on ground level.

C can see B, though he will suffer a -1 Hit penalty for the Woods. The Building in the canyon below C does not affect his sight over to the other Mesa at all – nothing on ground level does, even Obstacle.

However, C cannot see D, because the Building on the Mesa blocks his LOS.

E cannot see J because of the Dome in front of the target. E cannot see L for the same reason – the Building.

However, because the Dome is not right in front of K, E can see K.

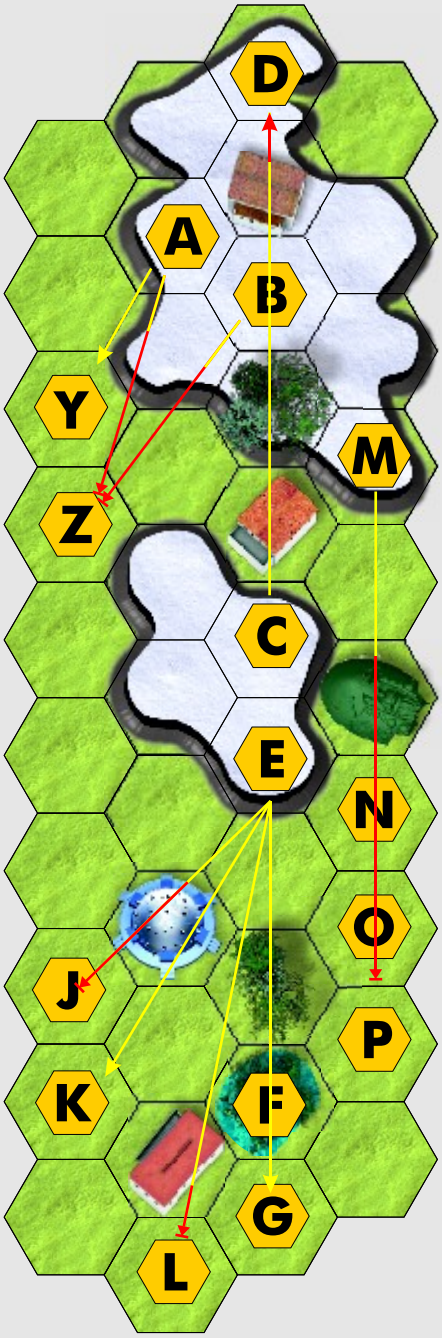
E can see F, but he would suffer a -2 Hit penalty because of the Woods in front of the target and the Swamp in the target's space.

E can also see G, and would suffer only a -1 Hit for the Swamp. The Woods is ignored, because it is not right in front of the target.

M cannot see N, O or P, because an Obstacle is the same level as a Mesa and blocks all LOS past it.

The "See You, See Me" rule applies to all this. If A can see Y, then Y can see A, and if A cannot see Z, then Z cannot see A.

If any of the characters on ground level want to fire at a target up on the Mesa, they would suffer a -1 Hit penalty.



Team Bases

Two of the new keys are team bases. All spaces inside a team base are Clear. Ignore the Easter eggs, except the gates.

Team Fighting Bonus

Characters and Creatures gain +1 Hit with all attacks when in their own base, -1 Hit when in the enemy base.

Gates

A team base has three entrance gates. They do not block friendly characters from moving through them. They do block line of sight at all times, however. A gate may be blocked on the outside by impassable terrain. That's life.

A character cannot simply walk into the enemy base. He must challenge one of the gates. To challenge a gate, the character must end his movement in the space outside the gate. Then, he must pass the gate challenge during the Adventure phase, as follows:

Main Gate – SQUEAK or better on a Yellow Stealth challenge. On a FAIL or FOPP, nothing happens.

Low Gate – The character must discard one card as a bribe. Only Decent and Dishonorable characters may do this. Honorable characters may not.

High Gate – The character must be Respected.

If the challenge is successful, place the character on the Gate space. Once inside, an enemy character may freely leave any gate without a challenge.

The Vault

The vault stores team equipment. At the beginning of the game, place two cards face down near the vault. Your team may look at these cards, but they are never revealed for any reason – the cards are immune to such effects as the Tower of Knowledge.

Allied use of the vault

Free Action: A friendly character may:

– First, place any of his cards in the vault, turning them face down as he does.

– Then, he may take one (and only one) of the cards in the vault.

Enemy attack on the vault

An enemy character may end his turn on the vault. During the Adventure phase, make a Wits challenge against Blue, but ***only if*** the vault contains cards:

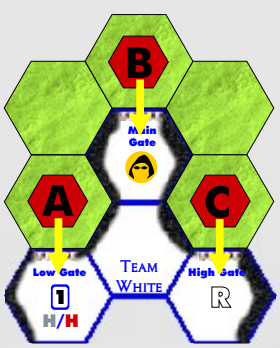
FOPP – Caught! Attacker is imprisoned.

FAIL – Attacker is banished.

SQUEAK – Attacker takes one random card from the vault, and is banished.

PASS – Attacker takes two random cards from the vault, and is dismissed. If only one card is in the vault, he just gets the one.

AMAZE – Attacker takes six random cards from the vault, and is dismissed.



Entering the enemy base

***A**, **B** and **C** must stop where they are in the Move phase.*

***A** moves through the Low Gate during the Adventure phase, because he discards a card.*

***B** must pass a Yellow Stealth challenge to be moved.*

***C** moves in during the Adventure phase because he is Respected.*

The Prison

The prison contains captured characters. See Imprisonment.

Allied use of the prison

Free Action: If the prison contains a prisoner, a character may select one prisoner and conduct one interrogation. This is a challenge between the two characters' Strength ratings.

FOPP – The enemy tricks information out of the interrogator. The interrogator must reveal all his cards, and is banished.

FAIL – Failure.

SQUEAK – The prisoner must reveal all his cards.

PASS – The interrogator takes one of the prisoner's cards, his choice (he does not get to peek at unrevealed cards).

AMAZE – The interrogator takes all of the prisoner's cards.

Enemy attack on the prison

If the prison contains a prisoner, an enemy character may end his turn on the prison. During the Adventure phase, the character may attempt a breakout. This is a Blue Strength challenge.

FOPP – Caught! Attacker is imprisoned.

FAIL – Attacker is banished.

SQUEAK – Attacker has two choices: 1) He is dismissed OR 2) One prisoner of his choice is banished, and he is imprisoned.

PASS – One prisoner (attacker's choice) and the attacker are banished.

AMAZE – All prisoners and the attacker are banished.

The HQ

The HQ is the team's command center.

Allied use of the HQ

New characters won in an adventure appear at the HQ.

Enemy attack on the HQ

If the HQ is not yet destroyed, an enemy character may attack it if in the HQ space. During the Adventure phase, he makes a Blue Melee challenge:

FOPP – Caught! Attacker is imprisoned.

FAIL – Attacker is banished.

SQUEAK – Attacker is dismissed.

PASS – Disruption. Characters and Creatures of this base's team suffer -2 Hit with all attacks until the end of the attacker's next turn. Attacker is dismissed.

AMAZE – Destroyed. As PASS, and the team will gain a victory point if their own HQ is not destroyed by the end of the game. The HQ still exists for purposes of bringing on new characters, but it may not be used for any other purpose, such as the movement of the Jump Pad in DOA: Vast Horizons. Attacker is dismissed.

Lith Strategica and Alliance

Lith Strategica

The Strategica contains Towers. This is the key's sole purpose. All other spaces in Lith Strategica are Clear terrain.

Lith Alliance

The meeting of two civilizations – especially two different species – is a profoundly important and dangerous event. Lith Alliance demonstrates that difficult path, from first contact to a permanent joining of societies.

All spaces in Lith Alliance, except the Tower of Ages, are Clear terrain.

Challenging Lith Alliance

At the beginning of the game, place a Team White and a Team Black marker on the space containing "Lith Alliance".

To challenge the Alliance, a character must end his turn on his team's marker. During the Adventure phase, the character challenges the event in front of the marker (not underneath it). For example, if the marker is on Goodwill, a character will be challenging Common Defense.

Important! Characters may not move into the Alliance cavern any further than their marker, ever.

Failing a Challenge

On a FAIL or FOPP, the character is banished.

Passing a Challenge

On a SQUEAK or better, or when a challenge request is fulfilled (such as giving up a card), the team marker is moved one space into the Alliance. It is never moved into the space containing the Tower of Ages. The challenger is then dismissed.

The Challenges

Caution

A Green Stealth challenge.

Coming into contact with a new civilization, especially a space-faring one, is dangerous in the extreme. Should that civilization be hostile, one's own civilization is in mortal danger. It is therefore imperative that caution be exercised. Avoid bringing attention to your species.

First Contact

A Green Wits challenge.

Cool, patient heads must prevail upon first contact. Above all, the Three Rules must be followed: 1) Don't show your weapons. They might be inferior. 2) Don't let them see what your species looks like. 3) Never, ever set a course for home. They will know where you came from.

Honorable Intent

No rating is used. The challenge number is always 6. Honorable characters gain +1, Dishonorable suffer -1.

The Golden Rule rules. If you are reasonable, considerate and patient, early contact may not end in conflict. Bullying almost certainly will.

Goodwill

The challenger must discard a card.

When your team's marker enters the Goodwill space, your team may begin using the Tower of Ages.

Small but valuable aid and gifts prove your intent, and demonstrate your seriousness. But don't overdo it – it may look like appeasement.

Common Defense

A Yellow React challenge.

Coming to the defense of another in a time of conflict is a certain path to cemented friendship.

Support

The challenger must discard two cards.

Support given cheerfully is usually reciprocated.

Admiration

No rating is used. The challenge number is always 5. Respected characters gain +1, Disrespected characters suffer -1.

Eventually the civilizations will have become familiar to each other. Synergy begins. Relationships build among the populace. Trade flourishes.

Alliance

The challenger must discard four cards.

Upon passing this challenge, the team draws a new character. The new character begins at the HQ. Draw one card for the character, and also draw one card and place it in the vault.

At the end of a long, tangled road, a true alliance may develop – a permanent assumption on the part of both peoples that the other is "one of their own."

Important! Only one team may reach Alliance. The other team may go as far as Admiration. But, there is little reason to do so – the Alliance team has won the key's victory point.

The Tower of Ages

Characters may not enter the Tower of Ages until the team marker has reached Goodwill. No rating is used. The challenge number is always 8.

FOPP – Challenger is imprisoned.

FAIL – Challenger is dismissed.

SQUEAK – The challenger, and all characters – ally or enemy – of the same age as the challenger are healed for 1 Health, if wounded. The challenger is dismissed.

PASS – The challenger, and all characters – ally or enemy – of the same age as the challenger draw 1 card. The challenger is dismissed.

AMAZE – The challenger, and all allied characters of the same age as the challenger are healed for 1 Health, and draw 1 card. Also, place two cards in the team vault. The challenger is dismissed.

Creatures

Creatures are equipment items with a life of their own. They appear on the map, and in some ways act like characters. There are two types of Creatures: Pets and Sentinels.

Note that Creature cards have a "1" for number of uses. This means the Creature can be placed or unleashed once, but they remain in play past that turn.

Pets

A Pet is a beast or machine that can be unleashed against an enemy. Until it is unleashed, a Pet cannot attack or be attacked.

Unleashing a Pet

Unleash a Pet during your Free Action. Name the target and reveal the Pet. The Pet's target must be in line of sight. Pets can be targeted against other Creatures.

Pets may be unleashed even if an enemy is in the owner's space – such an enemy can even be the target.

Place the Pet card alongside your character cards. It is no longer an item carried by the character. Find the Pet's marker and place it in the character's space.

Unleashing is a Free Action, so any number of Pets may be unleashed at a time, at different targets if wished. Once unleashed, a Pet cannot be "retrieved."

Handling a Pet

Think of the Pet as a new character. However:

- A Pet cannot attack any opponent except its designated target, even if attacked in melee by some other enemy.
- A Pet can never conduct Adventures. They cannot enter Towers, or enter Team Bases unless unleashed inside the base.
- A Pet cannot carry or use equipment.
- A Pet is immune to mental abilities and unaffected by Adventure effects like the Tower of Maneuver. It can never be dismissed or banished.
- It does not count as a character for game victory.
- A weapon used to kill a Pet is not lost.
- A Pet disappears as soon as its target character is killed. It does not disappear if its owner is killed.

Otherwise, Pets may move and attack in melee as characters. You are free to move the Pet however you wish. It does not need to be sent straight at the target character.

Sentinels

A Sentinel is an immobile machine or beast with both a melee weapon and a ranged weapon. A character must take time to set up the Sentinel. This is called "placing" the Sentinel. Until placed, a Sentinel does nothing – it cannot attack or be attacked while being carried.

Placing a Sentinel

A character may place any number of Sentinels during his Move phase. To do so, he must use all of his move points in the spacehe begins the Move phase in. This means he may be fired at during opportunity fire.

Place the Sentinel's marker in the owner's space and put the Sentinel card alongside the character cards. It is no longer a card carried by the character.

Sentinels cannot be placed if an enemy is in the owner's space.

Once placed, the Sentinel cannot be picked back up.

Handling a Sentinel

Think of the Sentinel as a new character, except:

- A Sentinel cannot move.
- A Sentinel cannot carry or use equipment.
- A Sentinel cannot conduct Adventures.
- A Sentinel is immune to mental abilities and unaffected by Adventure effects like the Tower of Maneuver. It can never be dismissed or banished.
- It does not count as a character for game victory.
- A weapon used to kill a Sentinel is not lost.

A Sentinel exists until killed. If it rolls 12 on any Hit roll, it breaks and is eliminated. A Sentinel is not lost if it kills an enemy character.

Fodder

Fodder cards represent tasty treats that can be served up to enemy living Creatures. They allow the user to capture an enemy Creature. Follow the instructions on the card.

Cubes

A Cube is a token – a trigger that causes an unusual effect. Once used, the Cube is lost.

Each Cube card describes its special effect.

"FEED ME!"



"Would you like a biscuit with that?"



Surrender and Imprisonment

Characters may wind up in the enemy prison:

Adventure FOPPs

Some Adventures cause imprisonment on a FOPP.

Double AMAZE

If on any attack (ranged or melee):

1. The Hit roll is an AMAZE, and...

2. The Damage roll is an AMAZE, and...

3. The target's current Health is half or less of his max Health, determined after applying this attack's damage...

... the target character is subdued and imprisoned. The attacker must accept imprisonment in this case.

Surrender

A character may attempt to surrender just before an enemy character attempts a Hit roll with a ranged or melee weapon (after the enemy has revealed his weapon).

If the attacker is:

– Honorable or Decent, he must accept the surrender and not take the attack.

– Dishonorable, he may accept the surrender or not.

To surrender in a melee, a character must choose an enemy attacker to surrender to immediately, before any attacks are resolved. If accepted, the character is immediately imprisoned, and may not attack or be attacked in that Melee phase.

Characters cannot surrender to Creatures.

Effects of imprisonment

Place the character's marker in the enemy team's prison. The character remains there until freed by a breakout attempt.

An imprisoned character:

– Keeps his equipment, but is not allowed to use or destroy it.

– Cannot use his special abilities. All of his special abilities are ignored. It is as if he does not exist.

– Cannot attack or be attacked, even by Creatures or an Area target weapon. Unleashed Pets that are already targeted at the prisoner remain on the map, but may not attack the prisoner.

– Is considered killed for victory conditions, if the game ends and he is still imprisoned.

Area Effects

Find the Energy Being character card. The Energy Being has a special ability that affects an area around it. In the same way, the Flayer Cube affects an area. How do you determine this area? Follow these rules:

1. The area's range can be counted through prohibited terrain, but not through cavern walls or between unconnected Tunnel spaces. The gates on Team Bases are NOT cavern walls.

2. The tunnel system is an entirely separate world from the surface. Area effects on the surface do not affect characters underground, and vice versa.

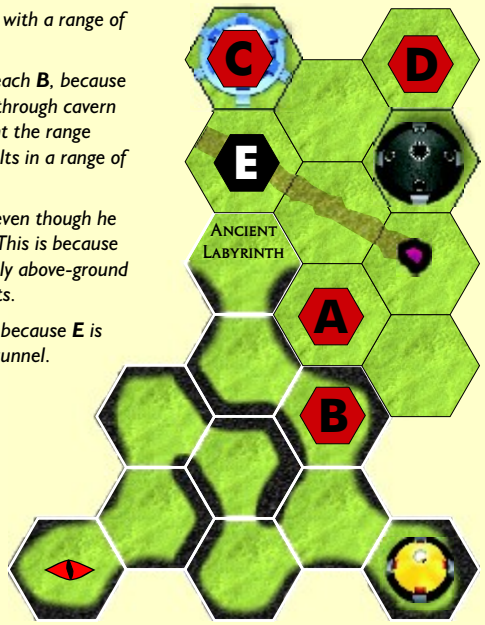
3. When a character with an area effect is moving, where do you count this range from? You count it from the space in which the character began his Move phase.

***A** has an area effect with a range of 3 spaces.*

*This effect cannot reach **B**, because effects cannot pass through cavern walls. Trying to count the range around the wall results in a range of 4 – too far.*

***A** affects **C** and **D**, even though he cannot see **C** or **D**. This is because cavern wall is the only above-ground barrier to area effects.*

***A** does not affect **E**, because **E** is underground in the tunnel.*



Special Abilities

Character special abilities have no effect if the character is not yet on the map. For example, General Gavin's Tough Leader special ability does not go into effect until Gavin is placed on the map.

Non-Hostile Enemy

It is possible that an enemy could be in a character's space, but not be hostile to that character. For example, a character could be in a space with an enemy Pet that is not targeted at him.

If only non-hostile enemy are in a character's space, the character can ignore the enemy. That means he can trade or pick up cards, fire ranged weapons, and so on.

The Chief Weewak answers your questions

Once again, the less-than-benevolent Weewakian master of DOA rules and regulations, and his faithful servant Zeebo, with questions from the rabble – er, audience.

CW: Zeebo! First question, now!

Yes, Wise One. You, in the back.

Me? Okay! I have the Cheetah, the Hatchetbeak, and the Dismissal Cube. How many of these can I use in one Free Action?

CW: All of them. That's why they call it "Free Action."

Okay, I use them all. Now, can I fire or move, or is that it for me this turn?

CW: Is the term "Free Action" foreign to you? Am I speaking Weewakian? Zeebo! Is "Free Action" Weewakian?

No, Wise One.

CW: Follow me on this. Watch my hands. Free. Action. Free action. Not highly-restricted action. Not lose-your-turn action. Free action. Nothing you do in the Free Action phase has any effect on your normal turn. Now cork up your spitter and find a dark place to cower – you have embarrassed yourself. Zeebo – next question!

In the first game there were these two plain white keys. Now I have two more. What do you do with them?

CW: I don't know – what do you want to do with them?

Well, on one I made this cool Adventure place involving the Infernal Crevasse of Tentacled Nightmares. We slip it into the game for some extra fun.

CW: Well, that's the spirit! Drop it off at www.duelofages.com. You might see it in the game someday. Now, do you have a real question, or do you want to keep talking about your Infernal Crevasse?

Yes, um... there is a rule that says you can always move at least one space, regardless of movement cost. So, does that mean if I start next to a Cliff, I can move across it?

CW: No! You can only move that one space if it is not prohibited terrain. Cliff is prohibited. So you can't move across it. That rule is for situations like a character with a Speed of 3 who wants to move up a Slope into a Building, which would normally cost 4.

If that gray rim around the Mesas does not count for line of sight, why is it there?

CW: Because it is pretty. Pretty things make me happy. And you want me to be happy.

What challenge roll does a Respected character need to make to get in the enemy's High Gate?

CW: None! If he's Respected, he passes the challenge automatically. Others are prohibited from entering the High Gate.

What does it mean that Dingo Jake ignores terrain penalties for Swamp?

CW: Pretend that Dingo Jake has a pistol, and the target is in a Swamp. Not only that, but three other Swamp spaces are in the line of sight. Dingo ignores all that. He would not suffer the -4 penalty.

How many times can Red River Roy use his "sweet talker" ability?

CW: As many times as he wants to, but only once per Melee phase against all the enemies in his space. He cannot just single out certain enemies.

Can Amanda Pierce take cards out of the vault?

CW: Yes!

Can she put cards in the vault?

CW: No!

Let's say Bill Hickok has a pistol with OpFire 2 and one with OpFire 3. Can he really get up to five shots during Opportunity Fire?

CW: That's right. And the first gun can fire at the same target and in the same space that the second gun fires at.

On Flicker, is that a Hit roll of exactly 7, or 7 or lower?

CW: Exactly 7. Otherwise, it would say "7 or lower."

Can Rizzik go right through cavern walls and gates when he teleports?

CW: Yes. Nasty, isn't it?

I like Jolie. She's nice.

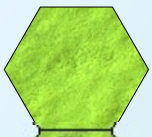
CW: Apparently you aren't immune to mental abilities. Next question!

Weewaks are pathetic. I wiped out the Horde last game. One minute there was a Pile of Weewaks. Next thing you know, it became a Smoking Pile of DEAD Weewaks! Hahahahahahaahahaarrrggh –

CW: Zeebo! Retrieve my battle-spoon from this buffoon's tonsils and send the rabble away! I have become incapable of further pleasantry!

Yes, Wise One...

Terrain



Clear
1



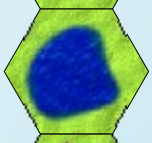
Woods
2 **-1 Hit**



Swamp
3 **-1 Hit**



Water
2



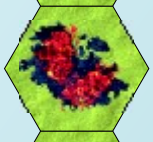
Deep Water
X



Building
3 **-2 Hit**



Rough
2 **-1 Hit if in space**



Fire
X **-1 Hit**



Obstacle
X



Tower
1



Dome
X



Mesa

Clear terrain, unless other terrain is in space.

Cannot move across Cliff except at Slope. +1 Move cost to move up to Mesa.

-1 Hit if firer on ground level and target on Mesa.

Team Bases

Gaining Entrance to enemy base

High Gate Character must be respected.

Low Gate One card bribe. Honorable characters not allowed.

Main Gate SQUEAK or better. Nothing happens on FAIL, FOPP.

Attacking enemy vault

FOPP Imprisoned.

FAIL Banished.

SQUEAK Take 1 card. Banished.

PASS Take 2 cards. Dismissed.

AMAZE Take 6 cards. Dismissed.

Freeing prisoner

FOPP Imprisoned.

FAIL Banished.

SQUEAK Dismissed. OR One prisoner banished and challenger is imprisoned.

PASS One prisoner and challenger are banished.

AMAZE All prisoners and challenger are banished.

Attacking HQ

FOPP Imprisoned.

FAIL Banished.

SQUEAK Dismissed.

PASS Enemies suffer -2 Hit until end of attacker's next turn. Dismissed.

AMAZE As PASS, and HQ destroyed.

Interrogating prisoner (Strength vs. Strength)

FOPP Interrogator must reveal all cards and is banished.

FAIL No effect.

SQUEAK Prisoner reveals all cards.

PASS Interrogator takes one card.

AMAZE Interrogator takes all cards.

Lith Alliance

Challenges

FAIL or FOPP banishes. All other actions move marker forward and dismiss challenger.

Tower of Ages

Not usable until Goodwill reached.

Alliance

Draw new character. Place character on HQ. Draw 1 card for character. Draw 1 additional card and place in vault.

Towers



FOPP Lose all cards. Banished.

FAIL Banished.



SQUEAK Enemy chooses two of his characters – a giver, and a receiver. All giver's cards go to receiver. If the enemy has only one character, that character loses all cards. Dismissed.

PASS As Squeak, but you choose the giver. Dismissed.

AMAZE As Squeak, but you choose both the giver and the receiver. Dismissed.



FOPP Lose all cards, suffer 1 damage. Banished.

FAIL Banished.



SQUEAK Healed for 1 Health. Banished.

PASS Heal 2 Health. Banished.

AMAZE Heal 4 Health. Banished.

or





FOPP Reveal all cards. Banished.

FAIL Dismissed.



SQUEAK The enemy must reveal 1 unrevealed card of their choice. Dismissed.

PASS The enemy must reveal 2 unrevealed cards of their choice. Dismissed.

AMAZE The enemy must reveal 4 unrevealed cards of their choice. Dismissed.



FOPP Challenger imprisoned.

FAIL Dismissed.

SQUEAK Characters of same age healed for 1 Health. Dismissed.



PASS Characters of same age draw 1 card. Dismissed.

AMAZE Allied characters of same age healed for 1 Health and draw 1 card. Add 2 cards to allied Vault. Dismissed.



FOPP Imprisoned.

FAIL The challenger suffers 2 damage. Banished.

SQUEAK The challenger suffers 1 damage. Banished.



PASS Banished.

AMAZE Dismissed.



FOPP Enemy moves challenger to the empty Dome of their choice.

FAIL Banished.



SQUEAK One ally of your choice is dismissed. Banished.

PASS One ally of your choice is dismissed OR one enemy of your choice is banished. Banished.

AMAZE One ally of your choice is dismissed OR one enemy of your choice is banished. Dismissed.