

CRAP GAME

Ian S, Richard L, Ichiro B.

CRAP GAME



WE Poured OUR HEARTS
AND SOULS INTO THIS GAME.

CRAP GAME

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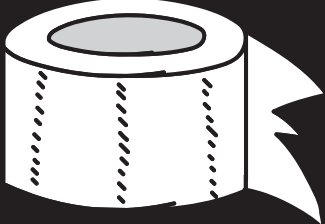
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CHARACTER CARDS -- FRONT

T.P. ROLL
Charmin Ultra Soft FYI




ATTACK: 2
DODGE: 5
HEALTH: 16

SLIP:
(Once per game round)
Evade any Cloggage or Toxic Fluid which lies in your path.

Character Card Front 1

JUST A THUMBTRACK
Pokes when least expected.



ATTACK: 5
DODGE: 2
HEALTH: 18

TANK:
(Once per game round)
Increase health by 5.

Character Card Front 2

SIR RUBBER DUCKINGTON
Classic Yellow Bathtub Toy



ATTACK: 3
DODGE: 3
HEALTH: 21

SQEAKE:
(Once per game round)
Evade any enemy which lies in your path.

Character Card Front 3

CHARACTER CARDS -- BACK



Character Card Back 2



Character Card Back 1



Character Card Back 3



MONSTER AND TRAP CARDS — FRONT

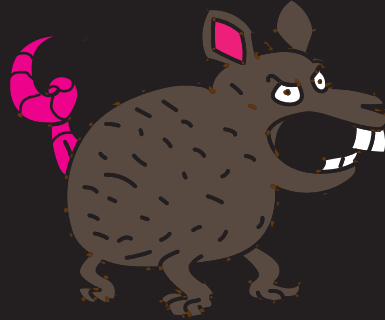
SLIME MOLD
Alien-looking thing.



ATTACK: 1 Once defeated,
roll d6 and if
DODGE: 5 3 or below,
this monster
is revived
HEALTH: 1

Monster or Trap Card Front 1

FAT RAT
A fat rat.



ATTACK: 3
DODGE: 1
HEALTH: 5

Monster or Trap Card Front 2

BARREL O' WASTE



-1 EACH ATTRIBUTE

Monster or Trap Card Front 3

MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 2



Monster or Trap Card Back 1



Monster or Trap Card Back 3

ITEM CARDS – FRONT



Item Card Front 1



Item Card Front 2



Item Card Front 3



Item Card Front 4

ITEM CARDS -- BACK



Item Card Back 2



Item Card Back 1



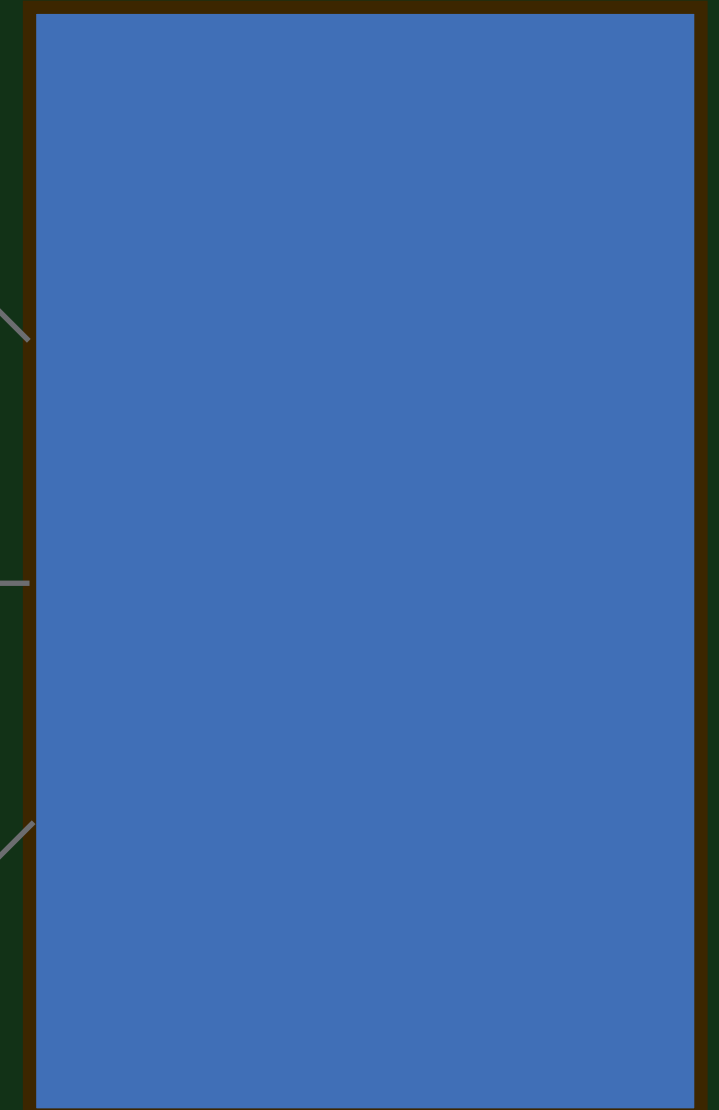
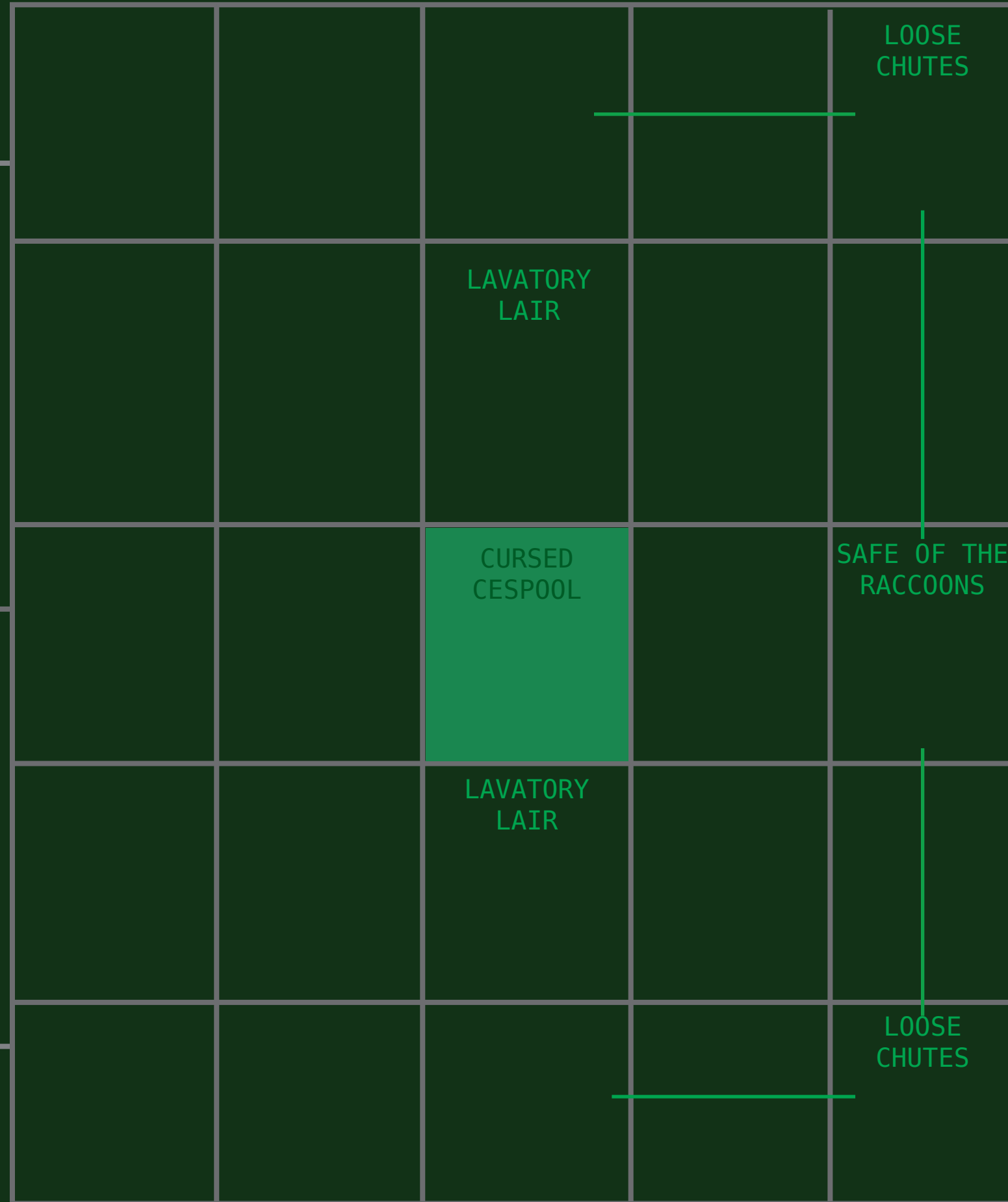
Item Card Back 4



Item Card Back 3

TOILET HAVEN

All characters begin their journey here



GAME MAP

DAY 1: PREMISE

01. GAME TITLE

02. PREMISE

What is your game about? Your premise should include:

WHAT YOU'RE ALL INSPIRED BY:

These games can be inspired by your life, knowledge, and experiences. Things you've heard about, learned about, read about. Futures, pasts, presents you might want to speculate on. Things that fascinate you. Premises for this class shouldn't be based on someone else's story, or fit within an existing property or genre.

DUNGEON:

Where is your game set? It'll help inform the other choices in your game. You'll make a **Map** of it later. A dungeon could be:

- A Shopping Mall
- The International Space Station
- A family gathering

CHARACTERS:

Who your players play as. They might be:

- Feuding Family Members
- The first animals in Space
- Kids on bikes.

Your Characters will all fill different roles called a **Character Role**. These roles will be defined by their different **Attributes**.

THE GOAL:

This is what your characters will work together to achieve to win the game. Pick one goal. It should relate to one of the other mechanics in your game. Your Goal might be:

- **Escape:** Get to a specific area of the **Map**
- **Slay:** Defeat a specific Boss **Monster**
- **Find:** Pick up a specific **Item**

ASSIGNMENT: Write 2-3 sentences for your Premise. Include what you're inspired by, what the Dungeon is, who the Player Characters will be, and what their Goal is.

< END OF DAY 1 >

Ian S, Richard L, Ichiro B

Crap Game

PREMISE

> You are an object that's been flushed down the toilet who is tasked with finding their way to the ocean. The journey will be one of great exertion. You will face obstacles such as cloggage, rats, acidic fluids and strong currents. Whether you play as a rubber ducky, toilet paper, or a thumbtack, one thing is for certain; the journey won't be a simple flush! Each class object will have unique characteristics including advantages and weaknesses. Who will find safety first?

DAY 2: PLAYER CHARACTERS

03. ATTRIBUTES

WHAT ARE ATTRIBUTES:

Attributes are qualities of your characters abstracted down to a number. They might be things like Strength or Speed. Here we've named the example attributes after what role they'll fill in your game, but you should replace them with things that make sense based on your game. So if you were making a game about a feuding family, Attack might become Gossip, or if you were making a game about a bank robbery, Dodge might be Run.

WHAT DO THEY DO:

Attributes are the core mechanic of your game. They make the player characters and the monsters they'll fight play differently. They also indicate what actions you'll take in your game.

EXAMPLE ARRAYS:

A fantasy adventure game: <ul style="list-style-type: none">• [Attack] = Strength• [Dodge] = Dexterity• [Health] = Grit• [Free Attribute] = Magic	An Animal Game: <ul style="list-style-type: none">• [Attack] = Bite• [Dodge] = Run• [Health] = Tiredness• [Free Attr.] = Species
A Spelunking Game: <ul style="list-style-type: none">• [Attack] = Grab• [Dodge] = Hold• [Health] = Hunger• [Free Attribute] = Light	A Social Game: <ul style="list-style-type: none">• [Attack] = Gossip• [Dodge] = Ignore• [Health] = Cool• [Free Attribute] = Secrets

ASSIGNMENT: Come up with your attributes. Replace [Attack], [Dodge], and [Health] with names of your own. you can use 'Find and Replace' to rename them across this whole document. Then write a [Free Attribute] that fits your game. Replace any text in black, keep any text in pink. Here is the format:

00. ATTRIBUTE NAME

FLAVOR: This is where you explain what the Attribute represents. Like: Use Gossip to spread rumors.

CORE MECHANIC: This is how the attribute works in game.

OTHER MECHANICS: These are other things you'll use the attribute for in your game. When you write a new game mechanic make sure to come back here and add it.

- **MECHANIC NAME:** This is for additional uses of the attribute, like using strength to climb over obstacles.

ATTRIBUTES

01. [Strength]

02. FLAVOR: > Player object attacks the enemy by either swinging a sword, kicking, or using intergalactic devices, all according to their role as either thumbtack, toilet paper roll, or rubber ducky.

CORE MECHANIC: Roll 1 D6 once to attempt to attack an enemy. If the number rolled is less than or equal to [Strength], you succeed and hit the enemy for [Strength] amount of damage. If dice rolled is greater than [Strength], you fail to attack your opponent and get hit for your opponent's strength value.

OTHER MECHANICS:

- Call "Attack" when rolling the die.

03. [Dexterity]

FLAVOR: > Dexterity determines the player object's speed/agility and therefore, their ability to efficiently dodge enemy attacks.

CORE MECHANIC: To dodge an attack, roll 1 D6. If the number rolled is less than or equal to [Strength], you succeed and dodge the enemy attack. If dice rolled is greater than [Strength], you fail to dodge your opponent and get hit for your opponent's strength value.

OTHER MECHANICS:

- Call "Dodge" when rolling the die.

04. [Vitality]

FLAVOR: > Player object's hit points.

CORE MECHANIC: Whenever you take **damage** subtract 1 [vitality] if you reach zero something happens...

OTHER MECHANICS:

- **ZERO HEALTH:** > Once you reach 0 health, you are temporarily stopped from moving until you can roll doubles of any number each time your turn comes. You can try once per turn

05. [Special]

FLAVOR: > Player object's special ability, which grants them a unique advantage.

CORE MECHANIC: >Each character has a unique special ability to be used by the player.. <

OTHER MECHANICS:

- **Special:** >Special can only be activated once per game. Read card for description of special ability.

04. CHARACTERS

Player characters in dungeon crawlers have different roles. This means that Players playing the characters have a different experience playing the game and different strategies to help their team achieve victory. These roles are differentiated by giving characters different values for their Attributes.

ASSIGNING ATTRIBUTES:

When you're assigning attributes to your characters, have a good mix of strengths and weaknesses for each character. Don't make one character better or worse than all the others.

ASSIGNMENT: Pick a role for your 3 Characters. Then Distribute their attributes. All **Attributes should be a value between 1 and 4 [including 1 and 4]**. As this will mean that even the best characters have a chance to fail static tests.

CHARACTERS

Thumbtack		TP Roll		Rubber Ducky	
Attribute	Value	Attribute	Value	Attribute	Value
[ATTACK]	5	[ATTACK]	2	[ATTACK]	3
[DODGE]	2	[DODGE]	5	[DODGE]	3
[HEALTH]	18	[HEALTH]	16	[HEALTH]	21
[SPECIAL]	Tank	[SPECIAL]	Slip	[SPECIAL]	Squeak
> Surprise poke when least expected < > SPECIAL: (Once per game round) Increase HP by 5 <		> Charmin Ultra Softs FYI< > SPECIAL: (Once per game round) Use your street smarts to safely evade any Cloggage or Toxic Fluid which lie in your path.		> Classic Yellow Bathtub Toy< > SPECIAL: (Once per game round) Evade any enemy which lies in your path. <	

< END OF DAY 2 >

DAY 3: ENCOUNTERS + ITEMS

05. MONSTERS

Monsters are what we're going to call whatever things you're encountering and struggling against. They could be rival race car drivers or angry shopkeepers that don't like your mischief. They could also be non-living obstacles if they're the main thing you struggle against, like cliffs in a climbing game, or complicated machines in a repairing game.

Monsters are going to have an [Attack] value, a [Dodge] value, and a [Health] value, just like your player characters. However, unlike your players, these values don't have a dice roll added to them, they're static values.

MONSTER ATTRIBUTES

ATTACK AND DODGE: A Monster's [Attack] value and [Dodge] value should be between 6 and 10, as Failsafe means you'll always have a chance to hit.

HEALTH: A Monster's Health should normally be higher than a Character's health as your Character's can fight them together.

SPECIAL: Normally your game's [Free Attribute] will be player facing. Meaning that monsters won't need one. Instead you could give you monsters multiple attacks, or a special attack that Damages all Characters on a failed Static Test.

ASSIGNMENT: Assign attributes for two monsters. Then add any special powers the monsters might have. Here is the format:

MONSTER NAME

- **[ATTACK]:** value between 6 and 10
- **[DODGE]:** value between 6 and 10
- **[HEALTH]:** value between 6 and 10

SPECIAL POWERS

> This might be extra attacks, extra damage, special abilities etc.

Optionally add any general rules for monsters. For example if all monsters have a random chance to drop treasure when you defeat them, you would specify that under Monster Rules.

MONSTERS

FAT RAT

- **[ATTACK]:** 3
 - **[DODGE]:** 1
 - **[HEALTH]:** 5
- SPECIAL POWER**
> n/a

SLIME MOLD

- **[ATTACK]:** 1
 - **[DODGE]:** 5
 - **[HEALTH]:** 1
- SPECIAL POWERS**

> Once killed, roll and if said dice lands on 3 or below, this monster is revived

MONSTER RULES:

> When a player approaches an enemy, they must engage with the enemy. Reference [Damage] for a fighting tutorial.

> Monster locations will be randomized via board layout + D6

- For example, to determine the location of a Fat Rat, roll one die to determine the column the enemy is in, then another to determine the row the enemy is in. If dice rolled were 3 and 3, the rat would be in the center of the board.

06. TRAPS

Traps are other obstacles that you might encounter. Instead of fighting them like a Monster. You normally test to disable or avoid them. If you fail you take a debilitating effect. These might be Hot Lava, A Trash Compactor, or A Security Camera.

TRAP MECHANICS

STATIC TEST: Pick an attribute for a Static Test, if the test fails, the player characters all take a consequence.

CONSEQUENCE: A consequence of failing the test on a trap might be a d3 damage to health. Or 1 damage to random attribute.

ASSIGNMENT: Write 1 trap to the left, pick a test, and write a consequence for failure.

TRAPS

Acidic Fluid

TEST: Dodge

CONSEQUENCE: Characters who fail lose 1 HP (Vit) for each time their turn ends until trap is bypassed.

Cloggage

Test: N/A

Consequence: Cannot proceed in particular direction

Barrel O' Waste

TESTS BOTH: Vitality, Strength

CONSEQUENCE: Subtract 1 from each of the player's attributes

07. ITEMS

Items are any objects your characters could take carry and use. Normally, they'll add a value to one of your character's attributes. Figuring out which character should take what Items is a point of strategy for your players. Items like this might be a Flaming Sword or Invisible Armor, but really anything could be an item based on the context of your game. If your game is about socializing in a breakroom, a good item might be a Novelty Mug or an Espresso Shot.

Optionally an item may instead grant a special power. This might be a spell, or just a more complex, risky, or selectively used item. In the examples below a flaming sword is used for both, to show how the effects of the same item could be approximated either way.

ATTRIBUTE BOOST: add +2 to a specific attribute.

Example: Flaming Sword: +2 to [Attack].

POWER: Static test a specific attribute to grant a larger bonus on a single test, if the power is very powerful you may want to have a consequence for failure.

Example: Flaming Sword: Static Test Health. Success: +1d3 [Attack] and damage on next attack. Failure: -1 [Health].

ASSIGNMENT: Write 1 item and it's effects to the right.

ITEMS

Spare Change

EFFECT: Bonus Points used when two players finish simultaneously. Both players who finish will compare to see how many "Spare Change" they have. The person with more "Spare Change" is the decided winner.

ITEM RULES:

> Collected throughout the journey; useless until you and another player reach the ocean at the same time. The winner will be decided by whoever's richest.

< END OF DAY 3 >

DAY 4: GAME MECHANICS

08. VICTORY CONDITION

Victory conditions are what the players need to achieve to win the game. You'll pick one victory condition. Go back to your Premise, how can you fit the victory condition from your presence in with the mechanics you've already come up with. Some examples might be:

- **Escape:** Get to a specific Room on the **Map**. Remember to note that area on your map.
- **Slay:** Defeat a specific Boss **Monster**. Remember to note where that Monster is placed at the start. And to make it tougher than your monsters.
- **Find:** Pick up a specific **Item**. Remember to note where it is placed on your map.

You can also combine these. For example, you might need to bring an Item to a Specific room. Or defeat a monster with an item.

LOSS CONDITION:

Optionally, you could have a condition that causes the Players to lose. For example, a turn timer that ticks down after each turn. Or a limit for how many times you can retreat from a Monster.

ASSIGNMENT: Replace or Alter these conditions for winning and losing. Make sure you explain the mechanics of anything you add. For example if you had a turn timer to count down until the Players lose, remember to include when it counts down, and how many turns it starts with.

VICTORY CONDITION

If either of the following takes place, the game ends:

Win:

- One character gets to the ocean successfully
 - Game can continue after one player win

Lose:

- All Characters have 0 [Vitality] at the same time.
- If a Trash Current reaches a player (Trash Current continually moves across the board so as to motivate players to finish with relative speed)

09. ORDER OF PLAY

Now that you've made most of the elements of your game. You can tie it all together and alter any of the rules presented at the beginning of your document to fit your game.

1. SETUP

This is where any rules from before the game would go. Like how to place cards on the map. Are they face up, face down, etc.

2. PLAYER TURN

This section is where you explain what the player characters can do on their turn.

2.1 MOVE:

Where you explain how players move.

2.2 COMBAT:

Where you explain how combat happens.

3. END OF TURN

Here is where you list anything that happens once the player's turn ends. For example, moving monsters, drawing new monsters, or counting to down a turn a counter that ends the game.

4. WIN OR LOSE

Here is where you'd put the player's goal and any tests they need to achieve it. Optionally you might have a loss condition as well, for example, the Oxygen counter reaches zero OR All characters reach 0 health. COPY THIS PART FROM THE PREVIOUS SECTION.

ASSIGNMENT: Alter and Add to these rules as you see fit. Look through your document and bring any necessary rules here. Please highlight any changes. Please edit or replace any text in BLACK, please don't replace any text in PINK.

ORDER OF PLAY

1. SETUP

Done once at the beginning of the game.

1st: Each Player picks one of the three Character Roles. Mark where the players are in the room labeled [Toilet Haven].

2nd: Note monster, trap, and treasure locations on their noted [Starting Rooms].

2. PLAYER TURN

What the players do on their turn. Repeat until they WIN OR LOSE.

If there are no enemies in the same room as the player, the player may choose to move vertically or horizontally one room.

2.1. MOVE

1st: If any character has 0 [Health], they cannot move. If all characters have at least 1 [Health], they must move or combat an enemy.

2nd: The players decide individually which room their characters move to. Move their cards to that room.

3rd: If the room contains a trap, roll the test indicated on the trap card and take any negative effects for those who fail. Keep the trap on the board.

4th: If the room contains an item, the players decide collectively which of their characters will carry and use that item. Remove it from the board. Any time they move they may switch which character is carrying the item.

5th: If the room contains a monster, continue to 2.2 Combat. Otherwise, proceed to end of turn.

2.2 COMBAT

When players are in the same room as a monster, combat starts. Combat takes place in rounds, which are outlined below. Except if player's take the Heal Stance, they can always attempt to deal 1 damage to a monster each round.

1st: Player Stances: Players pick their stances. Choose 1 for each character from the list below:

- **Aggressive:** Versus Test [Attack] with Advantage this round.
- **Defensive:** Versus Test [Dodge], with Advantage this round.
- **Heal:** Static test [Health], if successful, restore 1 lost [health] to another Character up to their maximum, but you cannot Test [Attack] this round
 - OR ALL CHARACTERS MAY –
- **Flee:** Static test [Dodge]. Move to the previous room. If failed, take 1 damage as you do.

2nd: Action Order + First Attacks: To determine which Characters can Attack and Heal before the Monster, Versus Test [Dodge] versus the Monster's [Dodge] for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack or Heal now. To Attack, Versus Test [Attack] versus the Monsters [Dodge]. If the character succeeds, deal 1 damage to the monster.

3rd: Monster Attacks + Second Attacks: Roll d3 to determine randomly which character the monster attacks. The targeted Character must Versus Test [Dodge] versus the Monster's [Attack]. If the character fails, they take damage. Once the Monster has attacked. Any character that hasn't Attacked or Healed this round can do so now.

4th: Ending Combat: If the monster and at least one player have more than 0 [Health], Return to the first step. Else combat ends. If the Monster has 0 [Health] remove the Monster Card.

3. END OF TURN

1st: If any Monsters have less than their starting [Health] restore their [Health] to their starting [Health].

2nd: If any Characters have less than their starting [Health], roll d3, allocate that much [Health] to any of the Characters.

4. WIN OR LOSE

If either of the following takes place, the game ends:

Win:

- One character gets to the ocean successfully
 - Game can continue after one player win

Lose:

- All Characters have 0 [Vitality] at the same time.
- If a Trash Current reaches a player (Trash Current continually moves across the board so as to motivate players to finish with relative speed)

GAMESPACE

10. MOVEMENT

How your players, and optionally your monsters, traps, and/or items move around your map.

ROOM BASED: The Players decide collectively which Adjacent Room their Characters Move to. Move their cards to that room.

ASSIGNMENT: Copy and paste the selected Movement Mechanic from the left. Optionally alter it as you see fit. For example, in a Rock Climbing Game you might test [Dodge] to move to the next room. Make sure you go back and add it to the Order of Play.

MOVEMENT

The players decide individually whether to move vertically or horizontally from their starting positions; they can only move one tile at a time, unless assisted by the room, Loose Chutes.

11. MAP

The Map is your Game Board, and the world of your game. Your Player Characters will move around it as they attempt to accomplish the Goal of your game. Below are two examples of how you could map a Physical Space as a Game Space.

ELEMENTS OF THE MAP:

ROOMS: The Map is a series of rooms, with doors or paths that lead from one to the other. Characters can move between these paths to any of the adjacent rooms.

ROOM LABELS: Certain rooms may need to be keyed or labeled depending on your game mechanics. For Example you'll need to label where your players start and where your Monsters, Traps, and Items are placed.

SPECIAL ROOMS: A map might have Special Rooms. Locked Rooms. Rooms that require a Static Test to move into or out of. Rooms that do some effect while landed inside of their bounds.

MARKERS: Symbols applied to rooms on your map, these might represent where monsters or treasure starts, or locked rooms.

Assignment: Parts of your map: Use this checklist as you make and label your map. If any of these Rooms Have Special Rules, write them as well. Format is here:

GENERAL MAP RULES:

> Any rules for all rooms go here. For example if your dungeon was a sunken ship ALL your rooms might have this rule:
Underwater: Static Test [Dodge], fail, lose 1 health.

DOOR / CONNECTOR RULES:

> any rules governing doors or connectors between rooms go here. For example, Locked: if door has a connector marked with a lock Icon, Static Test [Dodge] to move or flee down that path.

SPECIFIC ROOMS:

> Here you would list All rooms on your map and any special rules or flavor text that might go along with them. Make sure to note whether the room is a starting location for something

1. Room Name: room rules [Player Start]
2. Room Name: room rules

< END OF DAY 4 >

MAP

SPECIFIC ROOMS:

1. Toilet Haven

> The bottommost room where all players begin the game; branches into multiple separate paths.

2. Lavatory Lair

> A vast room mostly composed of hostile monster & trap cards.

3. Safe of the Raccoons

> A small room containing multiple beneficial item cards; can only be accessed through luck (roll a 6 on a d6) or by previously defeating the Raccoon King.

4. Room of the Fat Rat

> Room that can only be accessed by rolling a 1 or 2 on a d6; if done so, the player battles the Fat Rat, which grants a pass to enter the Safe of the Raccoons.

5. Curse of the Cesspool

> A room that upon being entered, prevents the player from healing for their next 3 moves.

6. Loose Chutes

> Room that allows the player to move two tiles in any direction besides diagonal.

ref. BASIC GAME RULES

These are the core mechanics of the sample game.

DICE MECHANICS

THE D6:

Dice add an element of chance and risk into your game. Your game will only use one Dice: A six sided die or **d6**. However, there are multiple other ways to roll and use a **d6** for different results:

D3: A d6 can also be used to be a **d3** by halving the number rolled and rounding up, so a result of 1 or 2 is a 1, a result of 3 or 4 is a 2, and a result of 5 or 6 is a 3.

D2: A d6 can also be used as **d2** which has a fifty-fifty chance, like a coin flip. For a d2, any odd result is a 1 and any even result is a 2.

ADVANTAGE / DISADVANTAGE:

For Advantage, roll the dice twice and take the highest value of the two rolls. For Disadvantage, roll the dice twice and take the lowest value of the two rolls.

NATURAL

A natural is when a dice rolls a specific number without modifiers. A famous example is in the game Dungeons & Dragons, which uses a twenty sided die. In that game a Natural 20, meaning that the dice is rolled and shows a 20, is a critical hit.

TESTS

Tests are what we're going to call it when you characters roll dice to find out if they succeed or fail at something. There are two kinds of tests:

VERSUS TESTS:

Versus Tests are for when you're rolling against something else like a monster. You **roll a d6 + your attribute and try to meet or exceed the attribute value of something else. A Natural 6 always succeeds, a Natural 1 always fails.** These are normally used in really tense or active situations like combat. If you want to make something more intense or granular in your game, like climbing a cliff in a caving game, you'd give the cliff attributes and make climbing it be done with a versus test.

STATIC TESTS:

Static Tests are used when an action is more based on your character's skill at something. You **roll a d6 and succeed if you get equal to or under their attribute value. A Natural 6 always fails, a Natural 1 always succeeds.** This is used for tests in less tense situations, like disabling a trap or hiding from a monster.

1. SETUP

Done once at the beginning of the game.

1st: Each Player picks one of the three Character Roles. Mark where the players are in the [Player Start].

2nd: Note Monster, Trap, and Treasure locations on their noted [Starting Rooms].

2. PLAYER TURN

What the players do on their turn. Repeat until they WIN OR LOSE.

2.1. MOVE

1st: If any Character has 0 [Health], they cannot move. If all Characters have at least 1 [Health], they must move.

2nd: Players decide collectively which adjacent Room their Characters Move to. Move their cards to that room.

3rd: If the Room contains a Trap, roll the Test indicated on the Trap card and take any negative effects for those who fail. Keep the Trap on the board.

4th: If the room contains an Item, the Players decide collectively which of their characters will carry and use that item. Remove it from the Board. Any time they Move they may switch which character is carrying the Item.

5th: If the room contains a Monster, continue to 2.2 Combat. Else, proceed to end of turn.

2.2 COMBAT

When players are in the Same room as a Monster, combat starts. Combat takes place in rounds, which are outlined below. Except if Player's take the Heal Stance, they can always attempt to deal 1 Damage to a Monster each Round.

1st: Player Stances: Players pick their stances. Choose 1 for each character from the list below:

- **Aggressive:** Versus Test [Attack] with Advantage this round.
- **Defensive:** Versus Test [Dodge], with Advantage this round.
- **Heal:** Static test [Health], if successful, restore 1 lost [health] to another Character up to their maximum, but you cannot Test [Attack] this round
 - OR ALL CHARACTERS MAY –
- **Flee:** Static test [Dodge]. Move to the previous room. If failed, take 1 damage as you do.

2nd: Action Order + First Attacks: To determine which Characters can Attack and Heal before the Monster, Versus Test [Dodge] versus the Monster's [Dodge] for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack or Heal now. To Attack, Versus Test [Attack] versus the Monsters [Dodge]. If the character succeeds, deal 1 damage to the monster.

3rd: Monster Attacks + Second Attacks: Roll d3 to determine randomly which character the monster attacks. The targeted Character must Versus Test [Dodge] versus the Monster's [Attack]. If the character fails, they take damage. Once the Monster has attacked, any character that hasn't Attacked or Healed yet can now do so now.

4th: Ending Combat: If the monster and at least one player have more than 0 [Health], Return to the first step. Else combat ends. If the Monster has 0 [Health] remove the Monster Card.

3. END OF TURN

1st: If any Monsters have less than their starting [Health] restore their [Health] to their starting [Health].

2nd: If any Characters have less than their starting [Health], roll d3, allocate that much [Health] to any of the Characters.

4. WIN OR LOSE

If either of the following takes place, the game ends:

Win: All Monsters, Items, and traps have been encountered.

Lose: All Characters have 0 [Health] At the same time.