VENT SIMULATOR

Rishi, Nathan, Anthony

VENT SIMULATOR

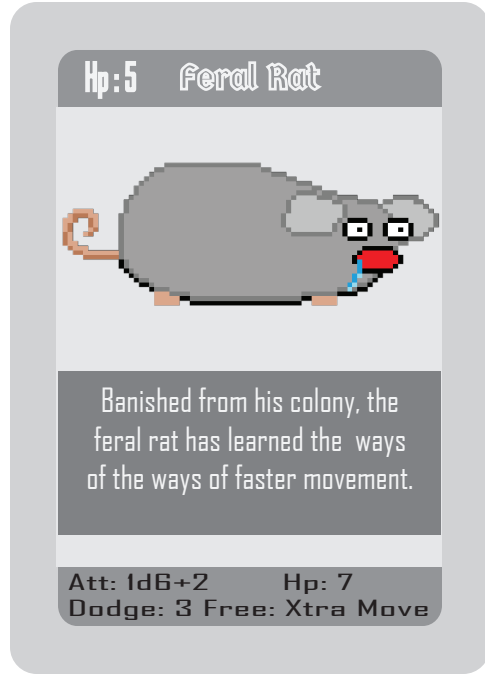*Rishi, Nathan, Anthony*

CONTENTS:

Character Card Front 1

Hp : 5   Feral Rat

Banished from his colony, the feral rat has learned the ways of the ways of faster movement.

Att: 1d6+2   Hp: 7
Dodge: 3 Free: Xtra Move

Character Card Front 1

Character Card Front 2

Hp : 10   Buff Rat

Buff rat has trained his entire life; he is ready for anything.

Att: 1d6+3   Hp: 1
Dodge: 0 Free: Xtra Dmg

Character Card Front 2

Character Card Front 3

Hp : 7   Aviator Rat

Wings + rat = aviator rat
The aviator rat can fly over almost everything.

Att: Hp: 7 Dmg: 1d6
Dodge: 1 Free: Hover
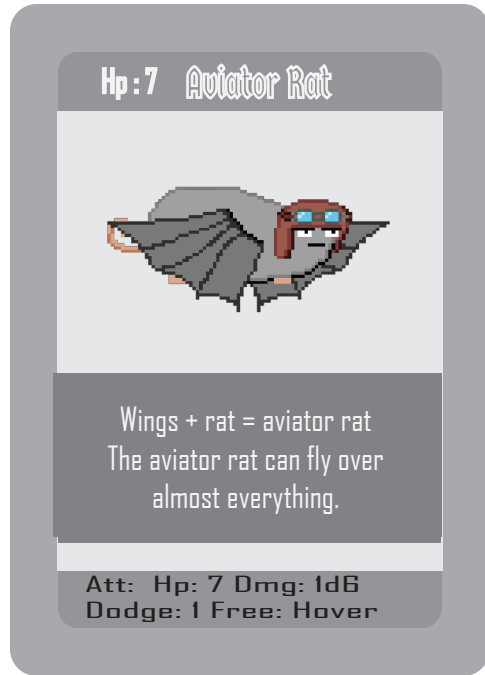
Character Card Front 3

Character Card Back 2

Character Card Back 1

Character Card Back 3

Wanted

Bat

The bat got stuck somehow; the bat doesn't know either.

Att: 7 Hp: 7 Dmg: 1d6
Dodge: 4

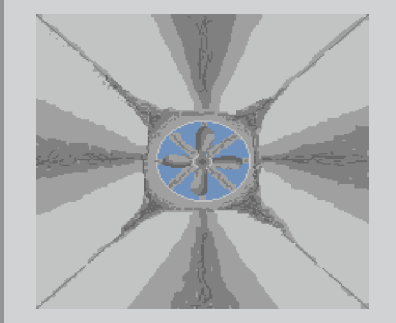**Monster or Trap Card Front 1**

Wanted

Mafia Rat

This rat lives for the mafia, excluding the killing. The mafia rat just wants to look cool.
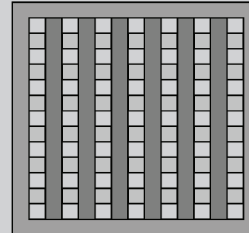
Att: 8 Hp: 7 Dmg: 1d6
Dodge: 4

Monster or Trap Card Front 2

Fan

Don't get caught up in blades of this fan. It hurts. Does 3 dmg to all chracters excepts aviator rats.

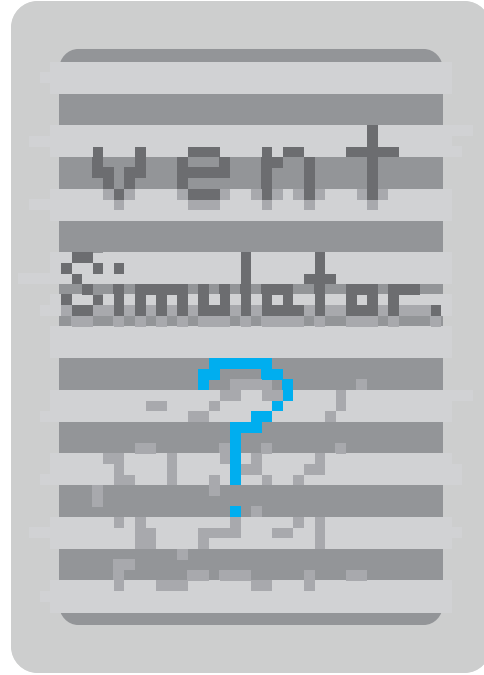**Monster or Trap Card Front 3**

Airducts

Try not to fall out of these old airducts. Unless to you fly, of course. Roll 1d6, if you roll 3 or less, nothing happens. If you roll 4 or more, then you move back 5 spaces.
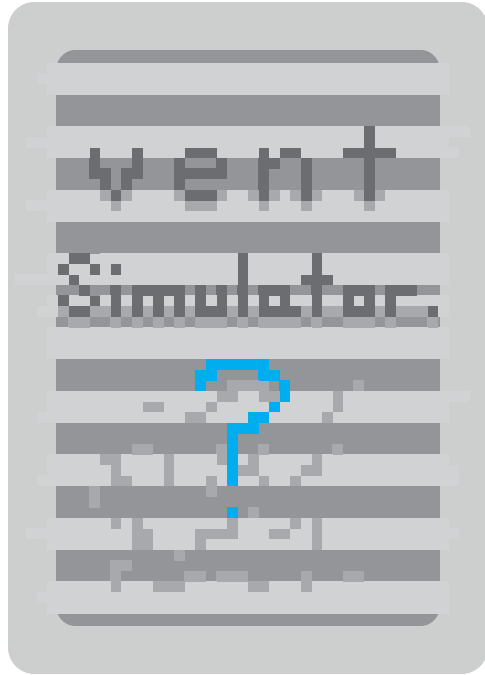
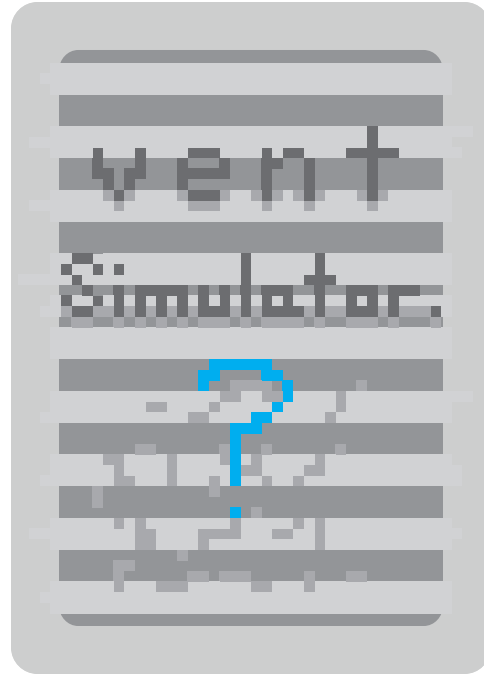**Monster or Trap Card Front 4**

Monster or Trap Card Back 2

Monster or Trap Card Back 1

Monster or Trap Card Back 4
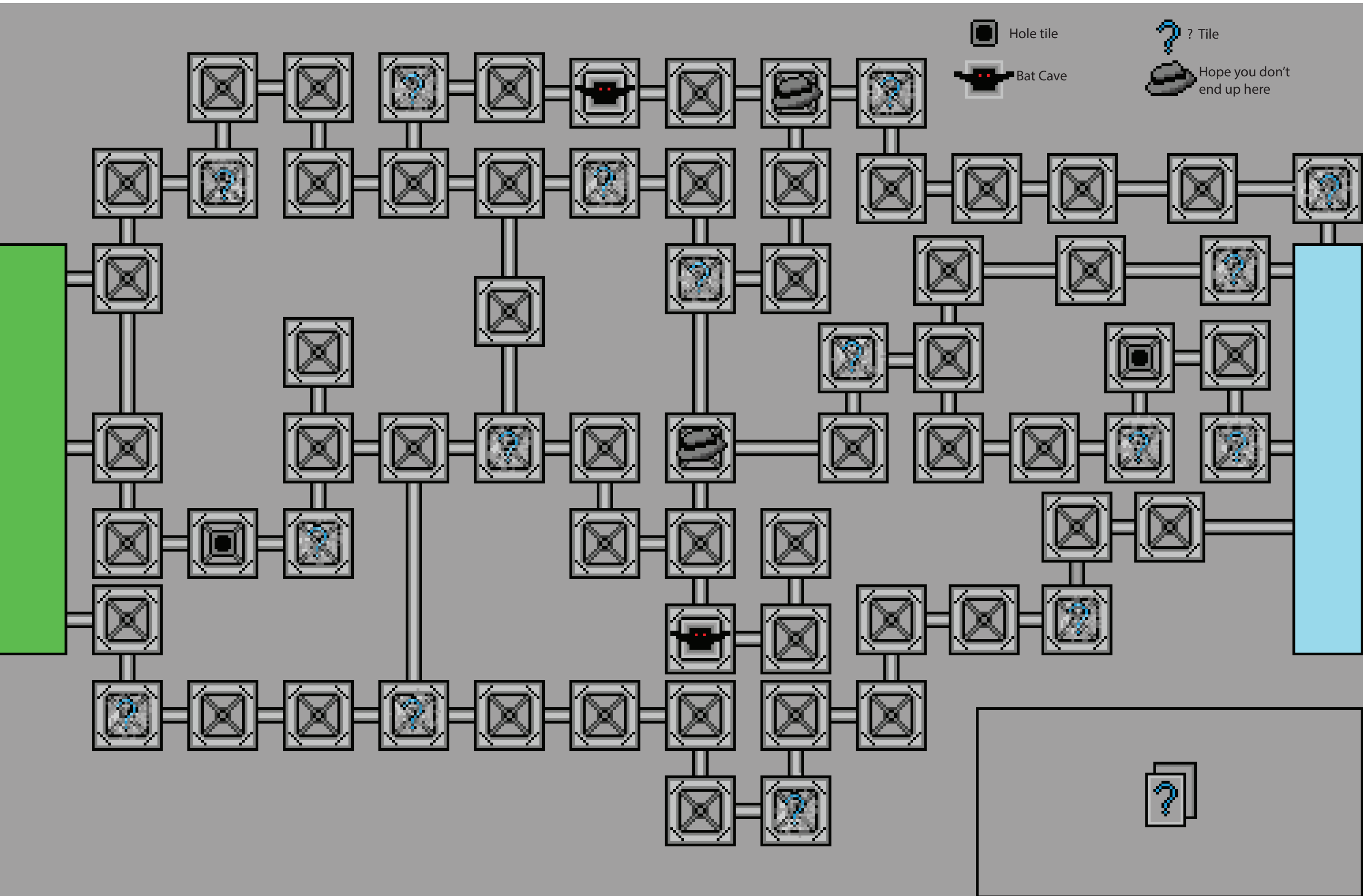

Monster or Trap Card Back 3

GAME MAP

Hole tile
? Tile
Bat Cave
Hope you don't end up here

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 >

Rishi, Anthony, Nathan

Vent Simulator

PREMISE
> You and 2 other players are rats trapped in a complicated maze of air vents inside the city mall. Your goal is to escape the air vents and reclaim your freedom. However, there are many obstacles in your way. There are poisonous cheese cubes littered around the vents, and there are fans and air ducts that could cause you harm. The first player to reach the end of the maze wins the game. Every match will have a randomized maze, and before starting, the players have to create the maze with given parts.

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:	An Animal Game:
• [Attack] = Strength	• [Attack] = Bite
• [Dodge] = Dexterity	• [Dodge] = Run
• [Health] = Grit	• [Health] = Tiredness
• [Free Attribute] = Magic	• [Free Attr.] = Species

A Spelunking Game:	A Social Game:
• [Attack] = Grab	• [Attack] = Gossip
• [Dodge] = Hold	• [Dodge] = Ignore
• [Health] = Hunger	• [Health] = Cool
• [Free Attribute] = Light	• [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. [ACCURACY]
FLAVOR: >
CORE MECHANIC: To attack: Roll 1d6 and add Accuracy value. If 1d6 + Accuracy is greater than the monster's dodge, then inflict 1d6 damage on the monster. If 1d6+ accuracy is lower than monster's dodge, no damage.

02. [DODGE]
FLAVOR: >Movement<
CORE MECHANIC: Versus test [dodge]: If result (?) is greater than monster's attack value, take no damage. If result (?) is less than the monster's attack value, you take 1d6 damage.

03. [HEALTH]
FLAVOR: > HP
CORE MECHANIC: Whenever you take 1 damage subtract 1d6 HP.

04. [FREE ATTRIBUTE]
FLAVOR: > Hover <
CORE MECHANIC: Winged rats can hover over air ducts, making them immune to them.
FLAVOR: > Strength<
CORE MECHANIC: Buff rats do extra damage plus the 1d6.
FLAVOR: >Agility <
CORE MECHANIC: Feral rats can move an extra space in any direction after moving.

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

Feral Rat		Aviator Rat		Buff Rat	
Attribute	Value	Attribute	Value	Attribute	Value
[Accuracy]	+2	[Accuracy]	+2	[Accuracy]	+3
[DODGE]	3	[DODGE]	1	[DODGE]	0
[HEALTH]	7 HP	[HEALTH]	9 HP	[HEALTH]	12 HP
[FREE]	Agility	[FREE]	Hover	[FREE]	Strength
After moving your character, move one space in any direction Movement: 1d6+1 Damage:1d6		Immune to Air Ducts Movement: 1d6 Damage: 1d6		Got muscles, extra damage and health Movement: 1d6 Damage: 1d6+3	

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 Monsters 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

MONSTER NAME: Bat
- **[ATTACK]:** 7
- **[DODGE]:** 4
- **[HEALTH]:** 7
- **[DAMAGE]: 1d6**

MONSTER NAME Mafia Rat
- **[ATTACK]:** 8
- **[DODGE]: 4**
- **[HEALTH]: 7**
- **[DAMAGE]: 1d6**
  SPECIAL POWERS
  Intimidation > Lowers opponent's dodge by 1 when fighting them

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

TRAP NAME : Fans, Air ducts, Poisoned cheese

Trap Rules: Luck Test: Landing on a ? tile forces the player to choose a trap (?) card from the trap(?) card pile

CONSEQUENCE:

IF PLAYER DRAWS FANS:

Fans are a simple trap. If player pulls a Fan card, they take 3 damage

IF PLAYER DRAWS AIR DUCTS:

Roll 1d6. If dice value 3 or less, no effect. If dice value is 4 or more, move back 5 spaces
(Aviator rats are not affected by air ducts)

IF PLAYER DRAWS POISONED CHEESE:

Roll 1d6 for the first time you pick up poisoned cheese. Every time you pick up poisoned cheese after that, it will do one less damage until you reach 0 damage

1st time: 1d6 damage
2nd time: 1st time - 1 damage..

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

ITEM NAME: Regular Cheese
EFFECT: Boost to full HP (ie. starting HP (?)), roll again

ITEM RULES:
> When player picks up a Regular Cheese card, they regain all lost HP, and they are able to have a second turn

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: Reach the end of the map/Be last one alive
Lose: Your character reaches 0 health

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.
2nd: All ? cards are placed in a deck, FACED DOWN

2. PLAYER TURN
Players roll 1d6, and move towards the end zone unless stated otherwise. If a player lands on ? tile, they must take a card from the ? pile, which will result in either a trap, item pick up, or monster encounter

2.1. MOVE
Player 1 rolls 1d6 per turn unless stated otherwise. Once rolled, they have to move that amount of tiles in the direction of the end zone

2.2 COMBAT
Player Vs Player Combat**:**

If a player lands on a tile that another player is on, the two of them can decide whether to fight or not. If both parties agree to not fight, nothing happens. If players decide they want to fight, they have to wait until it is their turn again to fight.

To Attack (This is the same for monsters as well as other players): Player 1 attacks monster. First, roll for accuracy. Roll 1d6 and add accuracy to it. This is called the Attack score. If attack score is greater than enemy's dodge value, then roll 1d6 for damage, then subtract that number from HP. If Attack score is less than the enemy's, 0 damage. EXAMPLE:

Player 1 wants to attack bat. Player 1 is a Feral Rat

FIRST ROLL: 1d6 + Feral rat's accuracy = 1d6 + 2
Player 1 rolls 3, so add 3+2 to get Attack score.
Bat's dodge is 4, and 5>4, so this means that the attack will hit.
SECOND ROLL: 1d6 for damage
Player 1 rolls 4, so they will deal 4 damage to the bat.

WHEN BEING ATTACKED BY MONSTER:

Bat's accuracy is greater than Feral Rat's dodge. This means that the bat's attack will hit. Roll 1d6 for damage Player 1 takes.

3. END OF TURN
When one player's turn ends, the next player starts. Monster encounters take place on the same turn: If you land on a ? square, you have to draw the ? card, and do what it says all in one turn

4. WIN OR LOSE
If either of the following takes place, the game ends:
Win: Reaching end zone, or being last player alive
Lose: Your character has 0 health left.

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 vent map is a maze-like layout. Each player gets to decide which path to choose. Movement depends on the number rolled on the dice: players must move the number of spaces that the dice says. Players can move in any direction, except backwards.. Players can choose to go on the same path, and players can also land on the same tile, in which case they will decide to either fight or stay peaceful. When players land on a ? tile, they must draw a card. If players draw a card. The player's turn will not be over until they do what the ? tile says, ie: regain HP from cheese, fight monsters, deal with traps.

FERAL RAT:
Feral Rat players can move once in ANY direction (including backwards) AFTER they rolled their initial move dice and have landed,

Ie:

Feral Rat Player moves 5 spaces, lands on a ? tile. After landing, the player decides they want to move one space backwards because they do not want to be on the ? tile.

FERAL RAT PLAYERS ARE THE ONLY ONES WHO CAN DO THIS

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

MAP

MAP RULES:
> You are NOT allowed to move backwards towards the starting point, unless stated otherwise

DOOR / CONNECTOR RULES:
> Connector beams do not count as spaces, simply ignore them. They only indicate the direction of the vents

SPECIFIC ROOMS:
1. **? Tile**
   > Landing on a ? tile forces the player to draw a card
2. **Starting Zone:**
   > All players start in the starting zone
3. **Ending zone**
   > Once you land in the ending zone, you win. You do not have to roll a perfect landing for ending zone ie:
   If you are 4 spaces from the end zone, you do not have to roll an exact 4. Rolling a 5 or 6 also counts as landing at the Ending zone
4. **Hole tile:**
   If you land on a hole tile, you must move back 5 spaces in the direction you arrived
5. **The Don's Territory**:
   If you land on "The Don's Territory" tile, encounter a "Mafia Rat" monster and lose 1 dodge
6. **The Bat Cave**
   If you land in the Bat Cave tile, you must fight a Bat. Players temporarily lose one accuracy while in this tile because it is too dark to see

< END OF DAY 4 >