

HIGHWAY DUST TO DAWN

Lucia B. and Nicole T.



HIGHWAY DUST TO DAWN

Lucia B. and Nicole T.

CONTENTS:

Character Cards	4
Monster and Trap Cards.....	6
Item Cards	8
Game Rules	10



CHARACTER CARDS – FRONT



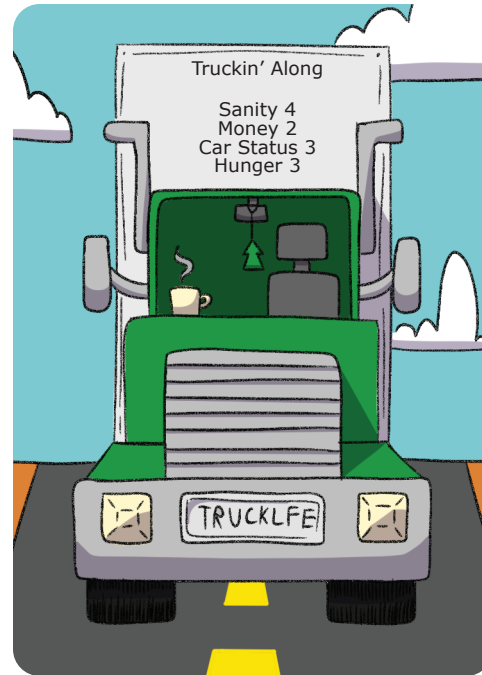
Character Card Front 1



Character Card Front 2

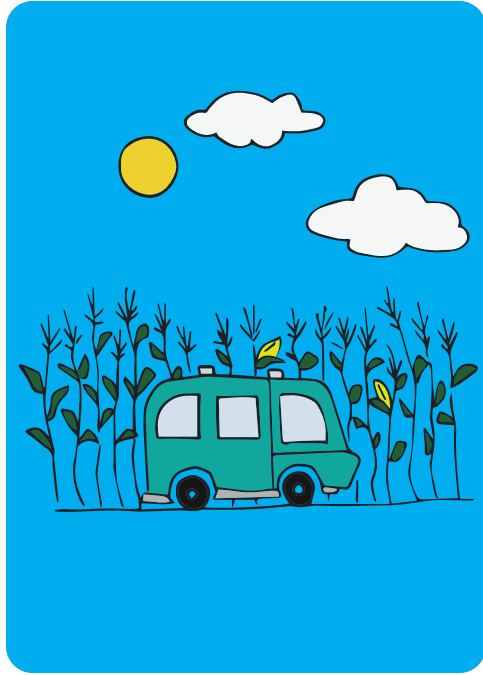


Character Card Front 3



Character Card Front 4

CHARACTER CARDS -- BACK



Character Card Back 2



Character Card Back 1



Character Card Back 4




Character Card Back 3



MONSTER AND TRAP CARDS — FRONT

Food Poisoning



[ATTACK]: 5
[DODGE]: 7
[HEALTH]: 5

SPECIAL POWERS: Roll a d6- if you roll a 1, deplete your sanity by 1
>Oh no, it looks like that gas station sushi wasn't a good idea after all! Roll a d6 and add your hunger- if you don't beat the attack, deplete hunger by 1.

Monster or Trap Card Front 1

Sleep Deprivation



[ATTACK]: 4
[DODGE]: 6
[HEALTH]: 5

SPECIAL POWERS: roll 2 d6- double ones means your SANITY depletes by 3.
>Throw back a redbull and tape your eyelids open, you'll be fine. Roll a d6 and add your SANITY- if you dont beat the attack, deplete SANITY by 1.


Monster or Trap Card Front 2



Gift Shop

A classic tourist trap. Roll the die. If the number is equal to or below your MONEY, you can resist the temptation. If not, subtract 1 from your MONEY.

Monster or Trap Card Front 3

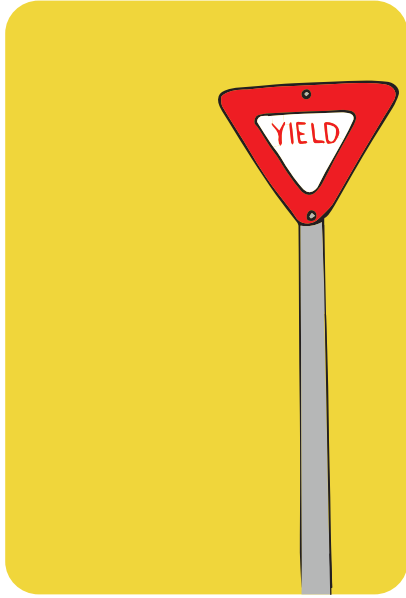


Car Break

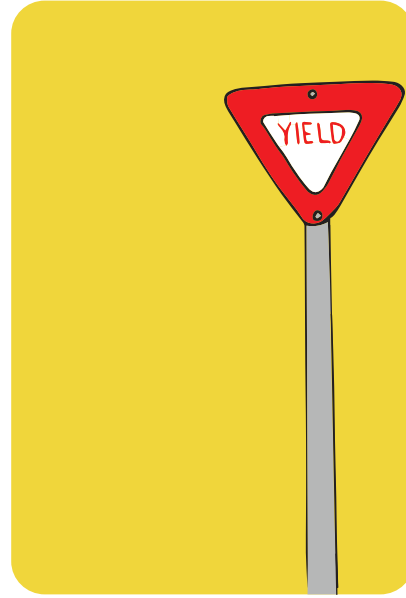
How unlucky! Roll the die. If the number is equal to or below your CAR STATUS, you can fix the car. If not, subtract 1 from your CAR STATUS.

Monster or Trap Card Front 4

MONSTER AND TRAP CARDS — BACK



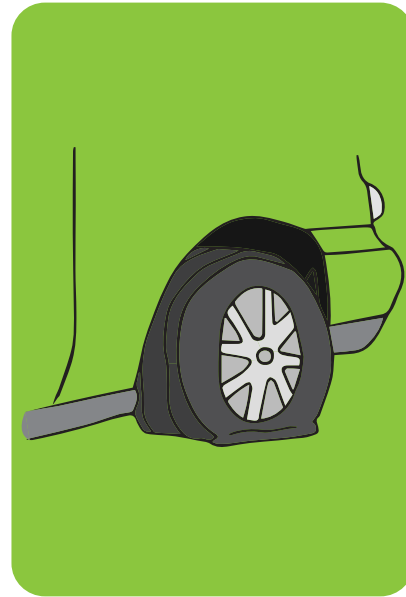
Monster or Trap Card Back 2



Monster or Trap Card Back 1

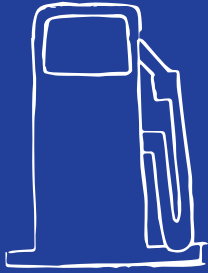


Monster or Trap Card Back 4



Monster or Trap Card Back 3

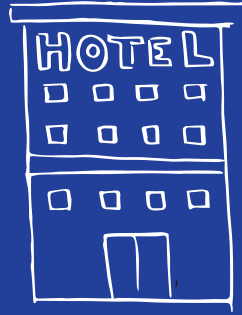




Gas Station

What a stroke of luck!
Everyone adds 1 to their
CAR STATUS attribute.

Item Card Front 1



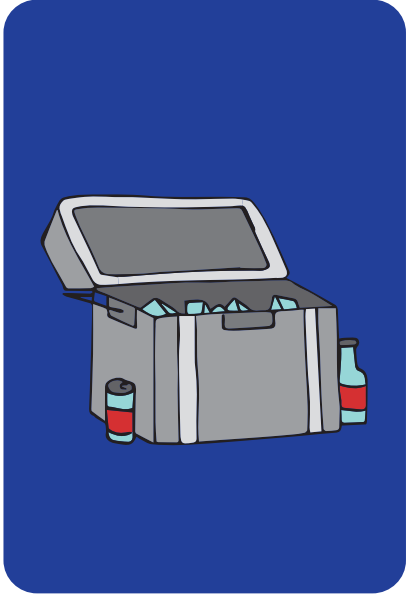
Hotel

You come across a hotel after a long
day on the road. Swap a stat of your
choice with another player's stat of that
type.

Item Card Front 2

ITEM CARDS – FRONT

ITEM CARDS -- BACK



Item Card Back 2






Item Card Back 1

GAME MAP



KEY:

-  = TRAP
-  = ITEM
-  = MONSTER

STORE

STORE

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 >

Nicole T., Lucia B.

Highway Dust to Dawn

PREMISE

> You and your fellow road-trippers are making your way across the country for a wedding. Along the way you'll encounter car troubles, internal quarrels, and terrible food poisoning.

Inspired by the frustration of long car trips with friends and family, this game encourages players to move with intention and pray to God before rolling the dice.

Before starting the game, each player picks a different ride:

Big ~~Happy~~ Family
Wild n' Free
Love Birds and Co
Truckin' Along

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. [MONEY]

FLAVOR: >4 dollars for gas should be a crime.

CORE MECHANIC: A stat that can be depleted in battle or raised with item cards.

OTHER MECHANICS:

02. [SANITY]

FLAVOR: >Stuck in a small space for hours on end? With other people? And limited wifi? Sounds like hell, I'm in.

CORE MECHANIC: A stat that can be depleted in battle or raised with item cards.

OTHER MECHANICS:

- **0 Sanity:** Subtract 1 from all attributes above 2 and roll 1d3 for a new stamina stat.

03. [HUNGER]

FLAVOR: >I'll take the burger, fries, a milkshake, two chicken combos and a large soda. Oh, and get me some chocolate from the candy section as well.

CORE MECHANIC: A stat that can be depleted in battle or raised with item cards.

04. [CAR STATUS]

FLAVOR: >Are we there yet? Are we there yet? Are we there yet?

CORE MECHANIC: >Affect's battle order. If two players have the same [CAR STATUS] then they both roll a die- whoever rolls higher goes first

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

Big Happy Family		Wild n' Free		Love Birds and Co		Truckin' Along	
Attribute	Value	Attribute	Value	Attribute	Value	Attribute	Value
[SANITY]	2	[SANITY]	3	[SANITY]	3	[SANITY]	4
[MONEY]	3	[MONEY]	3	[MONEY]	4	[MONEY]	2
[HUGER]	4	[HUNGER]	2	[HUNGER]	3	[HUNGER]	3
[CAR STATUS]	3	[CAR STATUS]	4	[CAR STATUS]	2	[CAR STATUS]	3
<p>> Two parents, two kids, and one baby traveling across the desert towards a dear family member's wedding. The morale is low, and the car is old and slow, but they have plenty of funds and food to (probably) last them the journey. <</p>		<p>> Just after getting their licenses, four teens decide to drive through the desert towards the biggest wedding around. The mood is great as they speed along well past the speed limit, but their low food and limited funds could be a later issue. <</p>		<p>> This pair of lovers, following their wedding, choose to splurge on a honeymoon with their sweet pet birds. Nothing can ruin their morale, except maybe the pretty but delicate motorcycle.<</p>		<p>>A stoic truck driver decides to cross the country with one goal in mind- get to the coast for a much needed vacation. Accustomed to the ins and out of driving, they're well equipped for the long journey, but it looks like gas prices rose at just the wrong time...<</p>	

< 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 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: Food Poisoning

- **[ATTACK]:** 5
- **[DODGE]:** 7
- **[HEALTH]:** 5

SPECIAL POWERS: Roll a d6- if you roll a 1, deplete your [SANITY] by 1

>Main attack: Oh no, it looks like that gas station sushi wasn't a good idea after all! Roll a d6 and add your [HUNGER]- if you don't beat the Food Poisoning's [ATTACK], deplete [HUNGER] by 1.

MONSTER NAME: Sleep Deprivation

- **[ATTACK]:** 4
- **[DODGE]:** 6
- **[HEALTH]:** 5

SPECIAL POWERS: roll 2 d6- double ones means your [SANITY] depletes by 3.

>Main attack: Throw back a redbull and tape your eyelids open, you'll be fine. Roll a d6 and add your [SANITY]- if you don't beat the attack, deplete [SANITY] by 1.

MONSTER RULES:

>Monster's always go first.

>Special powers only happen once at the beginning of the battle.

>Main attacks happen after all player's turns are finished.

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: Car Break. How unlucky!

TEST: Roll the die. If the number is equal to or below your [CAT STATUS], you can fix the car. If not, subtract 1 from your [CAR STATUS].

TRAP NAME: Gift Shop. A classic tourist trap.

TEST: Roll the die. If the number is equal to or below your [MONEY], you can resist them temptation. If not, subtract 1 from your [MONEY].

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: Gas Station

EFFECT: What a stroke of luck! Everyone adds 1 to their [CAR STATUS] attribute.

ITEM NAME: Hotel

EFFECT: You come across a hotel after a long day on the road. Swap a stat with another player's stat of that type.

ITEM RULES:

>[ITEMS] can be played any time outside of battle.

< 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: All roads have been driven on and the cars arrive at their destination.

Lose: Two stats on one of the cars drops below 1.

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 four Character Roles. Players all start on the bottom left of the board where the road starts.

2nd: Shuffle and sort the Monster, Trap, and Treasure cards into their respective piles.

2. PLAYER TURN

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

2.1. MOVE

1st: Move to the next tile and pick up a card from the corresponding pile.

2nd: Stores hold [ITEMS]. [ITEMS] may be used any time outside of battle.

3rd: Potholes hold [TRAPS]. Decide which player should pick up the card and follow the contest directions

4th: Open roads have [MONSTERS]. Continue to 2.2 for combat, else, repeat move action.

2.2 COMBAT

When players drive on an open road, combat starts. Combat takes place in rounds, which are outlined below. Monsters always go first, and the player battle order is determined by [CAR STATUS].

1st: Monster Turn: The [SPECIAL POWER] outlined on the monster card affects the players first. After that, the player's roll a d6 and add the stat in the directions on the card- if they roll below or equal to the monster's [ATTACK], they lose 1 of the stat specified on the card.

2nd: Player Turn: To [ATTACK] a [MONSTER], players must first roll a die- if the number is above the [MONSTER]'s [DODGE] stat, they may then [ATTACK]. Subtract the stat that the [MONSTER] affects from the monsters [HEALTH].

3rd: Ending Combat: If the [MONSTER] has more than 0 [HEALTH], Return to the first step. Else combat ends. If the [MONSTER] has 0 [HEALTH] remove the [MONSTER] Card. If a player's affected stat drop to 0, they are unable to continue in battle. If two of a player's stats drop to 0, battle ends and the game is lost.

4. WIN OR LOSE

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

Win: All roads have been driven on and the players arrive at the wedding.

Lose: At least one character has 2 stats drop below 1.

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

All cars move on the board at the same time. When in battle, the car with the highest [CAR STATUS] moves first. When encountering a [MONSTER], the [MONSTER] always [ATTACKS] first, followed by the players in order of greatest [CAR STATUS] to lowest.

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

MAP RULES:

> The map is split into six sections, one for each card from the [MONSTERS], [ITEMS], and [TRAPS]. When the players land on one of the spaces, they pull a card from the corresponding color stack of either [MONSTERS], [ITEMS], or [TRAPS].

DOOR / CONNECTOR RULES:

> The players can only follow the path on the map and cannot stray from the road. They all go the same direction.

SPECIFIC ROOMS:

1. **Room Name**
> Desert Mirage
2. **Room Name**
> Dusty Store
3. **Room Name**
> Fallen Tree
4. **Room Name**
> Run Down Shop
5. **Room Name**
> Massive Boulder
6. **Room Name**
> Grassy Pothole