ELYSIUM.

Sai, Lizzy

YOU'RE STUCK IN ASPHODEL. GET TO

ELYSIUM.

... OR FALL INTO TARTARUS.

ELYSIUM.

Sai, Lizzy

CONTENTS:

Printing the Cards: Each set of cards is placed on two letter-size pages, one for the front of the cards and one for the back of the cards. Print pages 4-9 of this document landscape and double-sided, with the setting Flip On Short Edge selected. This will ensure that the card fronts and backs are aligned.

Printing the Map: The Game Map is placed on a single tabloid size [11x17] page. To print the map you can print page 10 of this document on a tabloid size piece of paper, or if you only have access to a letter-size printer, you can print the map on two letter-size sheets and tape them together. To do so, print page 9 of this document from Adobe Reader. Keep the scale set to 100% and use the Poster option to set the map to span two letter-size pages.
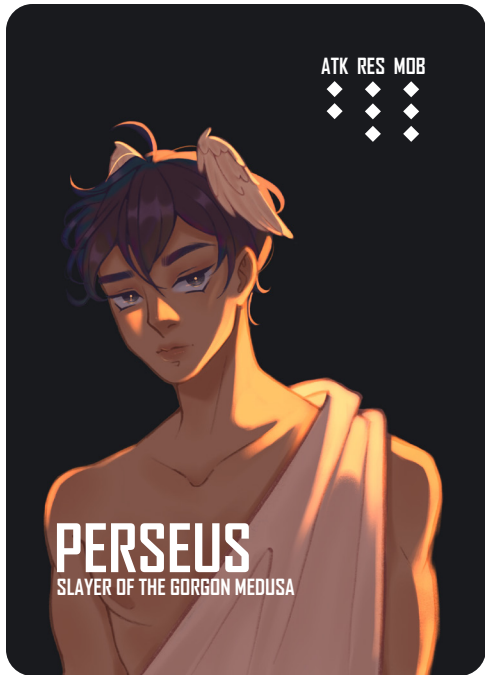
Character Card Front 1

Character Card Front 2

Character Card Front 3

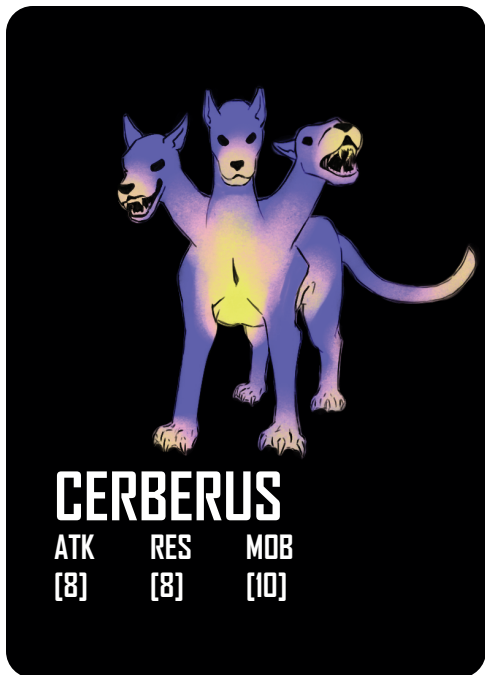Character Card Back 2

Character Card Back 1

Character Card Back 3
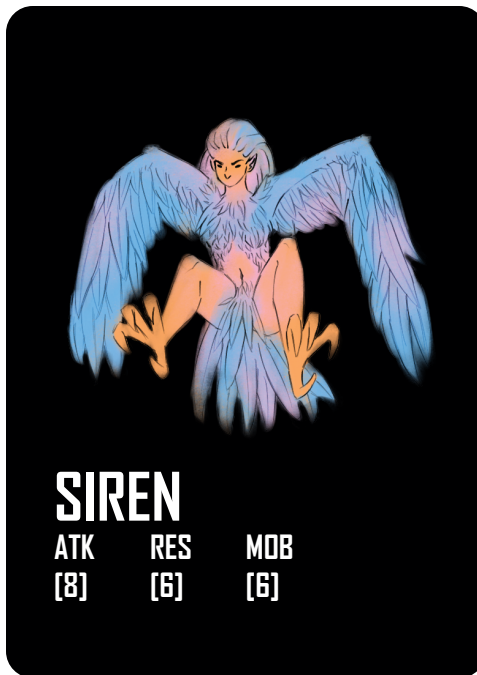
CERBERUS

ATK	RES	MOB
[8]	[8]	[10]

Monster or Trap Card Front 1

SIREN

ATK	RES	MOB
[8]	[6]	[6]

Monster or Trap Card Front 2

HYDRA

ATK	RES	MOB
[8]	[6]	[6]
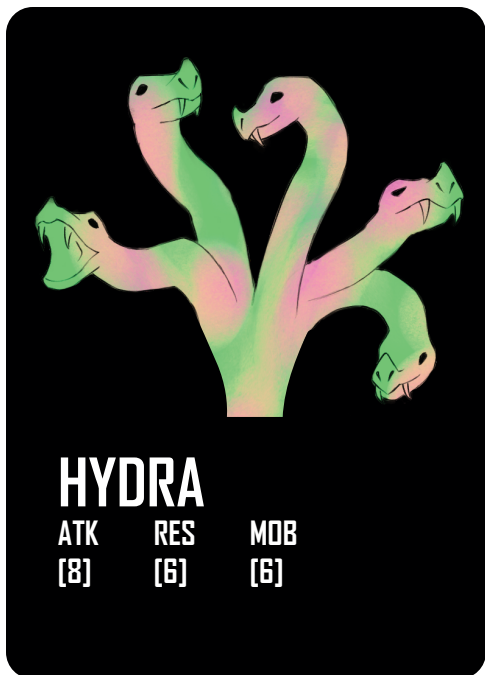
Monster or Trap Card Front 3

LAND MINE

MOBILITY depleted if d2 roll lands on 2.

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

ACHILLES HELMET
adds two points to mobilit
if worn by ACHILLES

Item Card Front 1

ACHILLES HELMET
adds two points to mobilit
if worn by ACHILLES

Item Card Front 2

ACHILLES HELMET
adds two points to mobilit
if worn by ACHILLES

Item Card Front 3

ACHILLES HELMET
adds two points to mobilit
if worn by ACHILLES

Item Card Front 4

ITEM

Item Card Back 2

ITEM
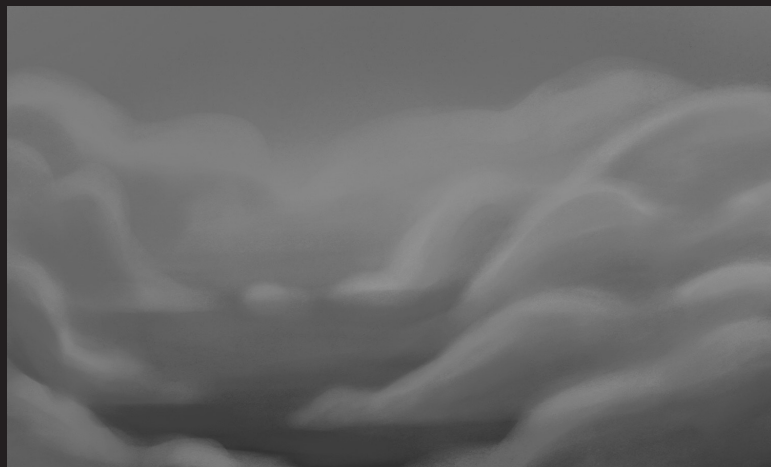
Item Card Back 1

ITEM

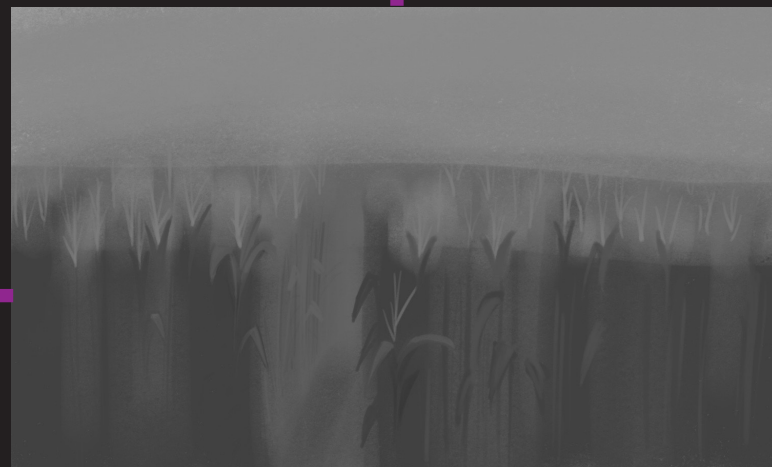Item Card Back 4

ITEM

Item Card Back 3

GAME MAP

7. ELYSIUM

2. FOG COVERED FIELD

4. MISTY FOREST

6. NEVERENDING CORN FIELD
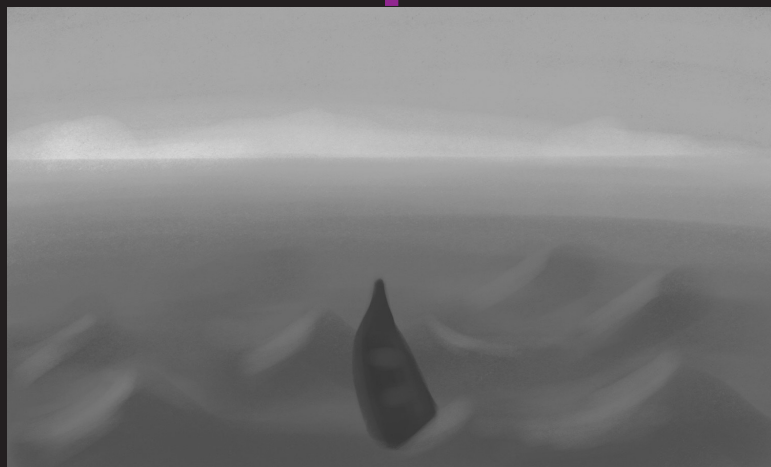
1. SALTY SEA

3. RAINY ROAD

5. DEAD GROVE

START: SALTY SEA
1. SALTY SEA
> MONSTERS: HYDRA x2, one after the other
> [RESISTANCE] increased by 1
2. FOG COVERED FIELD
> MONSTERS: HARPY
> No additional buffs in this room.
3. RAINY ROAD
> MONSTERS: CERBERUS
> [MOBILITY] increased by 1
4. MISTY FOREST
> MONSTERS: HYDRA
> No additional buffs in this room.
5. DEAD GROVE
> MONSTERS: HARPY, HYDRA, one after the other, in that order
> [ATTACK] increased by 1
6. NEVERENDING CORN FIELD
> MONSTERS: HARPY x2, one after the other
  [ATTACK] increased by 1
7. ELYSIUM
> MONSTERS: HYDRA, CERBERUS, one after the other, in that order
> [RESISTANCE] increased by 1

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 >

SAI, LIZZY

ELYSIUM.

PREMISE

INSPIRATION:

The setting and characters of 'Elysium.' are borrowed from Greek mythology.

DUNGEON:

The game is set in the Underworld as according to Greek mythology.

CHARACTERS:

1. Achilles
2. Odysseus
3. Perseus

THE GOAL:

Escape: The characters are all heroes who lived virtuous lives while they were still alive. While they rightfully belong in Elysium, they're trapped in Asphodel Meadows, and are left trying to reach Elysium. Along the way, they must conquer different foes, and are at a constant risk of falling into Tartarus.

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:	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. [ATTACK]
FLAVOR: > Use [ATTACK] to inflict damage on enemies from Tartarus.
CORE MECHANIC: Versus test [ATTACK]. If you meet or exceed a monster's [RESISTANCE] deal **1 damage** to them.

02. [RESISTANCE]
FLAVOR: > Use [RESISTANCE] to deflect damage from enemies from Tartarus.
CORE MECHANIC: Versus Test [RESISTANCE]. If you get under a monster's [ATTACK] take **1 damage**.
OTHER MECHANICS:
- **MECHANIC NAME:** [RECOVERY]: Take a defensive stance for a turn in combat. You will not be able to attack in this round. Test restoration ability with 1d2 on your turn. If 1, restore 1 [MOBILITY] to any character up to their max mobility. If 2, no restoration may occur.

03. [MOBILITY]
FLAVOR: > [MOBILITY] allows you to perform any other actions. At zero [MOBILITY], you have fallen into Tartarus. Until you find your way back to Asphodel by using GODHOOD points, you may not move, attack, use resistance, or progress in any other way.
CORE MECHANIC: Whenever you take **damage** subtract 1 [MOBILITY].
OTHER MECHANICS:
- **ZERO HEALTH:** > Reaching zero [MOBILITY] results in the character falling into Tartarus. Place card in Tartarus. Use 2 GODHOOD points to revive after [MOBILITY] is depleted, and join allies in whichever room they are in.
- GODHOOD points may be accumulated passively even while in Tartarus/at 0.
- Any character staying at zero [MOBILITY] for three rounds will end the game.

04. [GODHOOD - D2 MECHANIC]
FLAVOR: > Characters begin with 4 Godhood points. <
CORE MECHANIC: > Use 1 Godhood point to roll the dice and add the rolled value (d1-3: 1, d4-6: 2) to a stat of choice for a single turn. <
OTHER MECHANICS:
- **REVIVAL: >** Use 2 GODHOOD points to restore a character's [MOBILITY] by 1 point up to the character's max [MOBILITY] ONLY if it is COMPLETELY depleted. After [MOBILITY] is restored, the player may join their allies in the room they are in.
- **REWARD: >** See **MONSTER RULES**: monsters have a random chance to drop 1 GODHOOD point upon being defeated (every player gets 1 GODHOOD point).

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

ACHILLES		ODYSSEUS		PERSEUS	
Attribute	Value	Attribute	Value	Attribute	Value
[ATTACK]	4	[ATTACK]	1	[ATTACK]	2
[RESISTANCE]	3	[RESISTANCE]	4	[RESISTANCE]	3
[MOBILITY]	1	[MOBILITY]	3	[MOBILITY]	3
[GODHOOD]	4	[GODHOOD]	4	[GODHOOD]	4
> HERO OF THE TROJAN WAR <		> KING OF ITHACA <		> SLAYER OF GORGON MEDUSA <	

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

COMMON: HARPY
- **[ATTACK]:** 6
- **[RESISTANCE]:** 7
- **[MOBILITY]:** 7
  SPECIAL POWERS
  > N/A

COMMON: HYDRA
- **[ATTACK]:** 8
- **[RESISTANCE]:** 6
- **[MOBILITY]:** 6
  SPECIAL POWERS
  > N/A

ELITE: CERBERUS
- **[ATTACK]:** 8
- **[RESISTANCE]:** 8
- **[MOBILITY]:** 10
  SPECIAL POWERS
  > N/A

MONSTER RULES:
> Defeating a COMMON monster results in a random chance to drop 1 GODHOOD point. Roll d2; if 1, then 1 GODHOOD point is gained by all players. If 2, no GODHOOD points are gained.
> Defeating a COMMON monster results in a random chance to drop 1 item. Roll d6. Only if 6, pick a random item card.
> Defeating an ELITE monster results in 1 GODHOOD point for all players.
> Defeating an ELITE monster results in a random chance to drop 1 item. Roll d3. Only if 3, the last player to deal damage picks a random item card.

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

LAND MINE
TEST: roll 1d2. If 1, the test passes. If 2, the test fails.

CONSEQUENCE: Failed test results in complete depletion of [MOBILITY]. i. e. the character falls into Tartarus.

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

ACHILLES' HELMET
EFFECT: ADDS 2 POINTS TO MOBILITY IF AND ONLY IF EQUIPPED TO ACHILLES.

PONTIKONISI
EFFECT: ADDS 2 POINTS TO ATTACK IF AND ONLY IF EQUIPPED TO ODYSSEUS.

MEDUSA'S HEAD
EFFECT: ADDS 1 POINT TO ATTACK AND 1 POINT TO RESISTANCE IF AND ONLY IF EQUIPPED TO PERSEUS.

ITEM RULES:
- **TRADE SYSTEM:** TWO PLAYERS CAN TRADE ITEMS AT THE COST OF 3 GODHOOD POINTS FROM BOTH PARTIES.

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 Monsters, Items, and traps have been encountered, and ELYSIUM [final room] is reached.
Lose: All Characters have 0 [MOBILITY] at the same time, OR at least one character has reached 0 [MOBILITY] three times.

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 [Player Start].
2nd: Note Monster, Trap, and Treasure locations on their notes [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 [MOBILITY], they cannot move. If all Characters have at least 1 [MOBILITY], they must move.
2nd: The 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 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 Players take the Restore 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 [RESISTANCE], with Advantage this round.
- **Restore:** Static test [RESISTANCE], if successful, restore 1 lost [MOBILITY] to another Character up to their maximum, but you cannot Test [ATTACK] this round
  — OR ALL CHARACTERS MAY —
- **Flee:** Static test [RESISTANCE]. 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 [RESISTANCE] versus the Monster's [RESISTANCE] 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 [RESISTANCE]. 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 [RESISTANCE] versus the Monster's [ATTACK]. If the character fails, they take damage. Once the Monster has attacked. Any character that hasn't Attacked or Restored this round can do so now.

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

3. END OF TURN
1st: If any Monsters have less than their starting [MOBILITY], restore their [MOBILITY] to their starting [MOBILITY].

2nd: If any Characters have less than their starting [MOBILITY], roll d2, allocate that much [MOBILITY] to any ONE of the Characters up to their max [MOBILITY].

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 [MOBILITY] at the same time, OR at least one character has reached 0 [MOBILITY] three times.

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 collectively which Adjacent Room their Characters Move to. Move their cards to that room.

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 RULES:
> All players will move together.
> Players may move along any connectors between rooms.
> If a player fell into Tartarus (reached 0 [MOBILITY]), they may join their allies in whatever room they're in upon restoring their [MOBILITY].

DOOR / CONNECTOR RULES:
> All connectors may be moved along.

SPECIFIC ROOMS:
1. **SALTY SEA**
   > MONSTERS: HYDRA x2, one after the other
   > [RESISTANCE] increased by 1
2. **FOG COVERED FIELD**
   > MONSTERS: HARPY
   > No additional buffs in this room.
3. **RAINY ROAD**
   > MONSTERS: CERBERUS
   > [MOBILITY] increased by 1
4. **MISTY FOREST**
   > MONSTERS: HYDRA
   > No additional buffs in this room.
5. **DEAD GROVE**
   > MONSTERS: HARPY, HYDRA, one after the other, in that order
   > [ATTACK] increased by 1
6. **NEVERENDING CORN FIELD**
   > MONSTERS: HARPY x2, one after the other
   > [ATTACK] increased by 1
7. **ELYSIUM**
   > MONSTERS: HYDRA, CERBERUS, one after the other, in that order
   > [RESISTANCE] increased by 1