A MICROSCOPIC JOURNEY

Dora Zhang, Angelina Zhang

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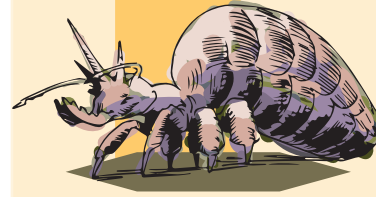*Dora Zhang, Angelina Zhang*

CONTENTS:

PIN 4 ~ SCR 2 ~ TIR 3

THE FIGHTER ANT

Equal Exchange: When used, gain 1d3 Tiredness in exchange for losing 1d2 Pinch.

RESPAWN: 2

Character Card Front 1

PIN 2 ~ SCR 2 ~ TIR 5

THE QUEEN OF THE ANTS

An Ant's Loyalty: When used, gain 1 Tiredness for every escape in the next 3 turns.

RESPAWN: 0

Character Card Front 2
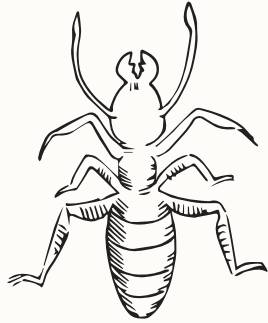
PIN 2 ~ SCR 4 ~ TIR 3

THE FLIER ANT

Flight: If another ant fails to escape, static test Scurry, succeed: take one damage on their behalf.
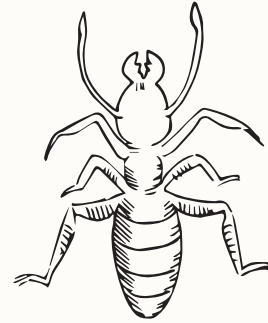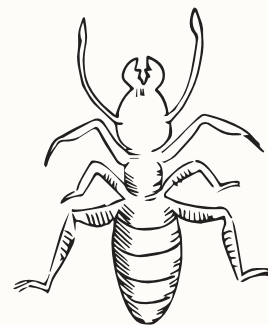
RESPAWN: 2

Character Card Front 3

Character Card Back 2

Character Card Back 1

Character Card Back 3

Passerby

PIN 8 ~ SCR 7 ~ TIR 6

The giant shadow of a shoe looms over the ants...
SPECIAL POWERS
Stomp: A Passerby makes 1d3 + 2 attacks per round.

Monster or Trap Card Front 1

Speeding Car

PIN 7 ~ SCR 9 ~ TIR 7

This car has no respect for traffic laws...
SPECIAL POWERS
Pollution: A Speeding Car makes 1d3 attacks per round.
Swerve: When an ant dodges an attack, roll a 1d6, 1 = the car hits the ant anyways

Monster or Trap Card Front 2

Manhole

TEST: A manhole is blocking your path! All ants static test Scurry.

CONSEQUENCE: You fall in and must climb back out. Any who fail the test must spend 1 Tiredness to climb out of the manhole.

Monster or Trap Card Front 3
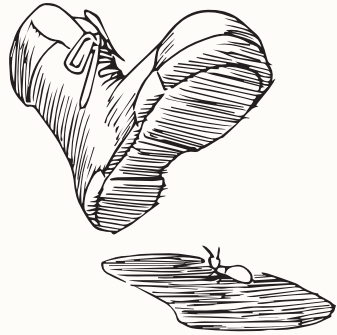
Monster or Trap Card Back 2
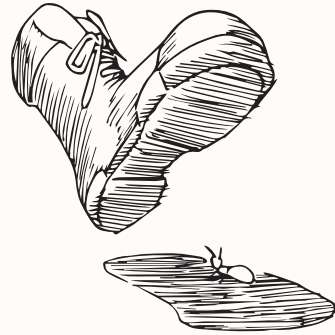
Monster or Trap Card Back 1
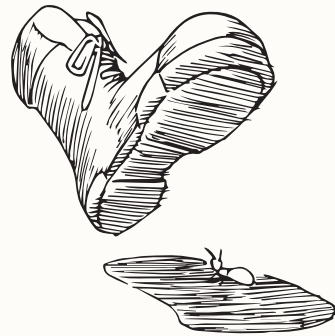
Monster or Trap Card Back 3
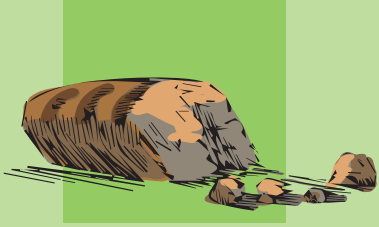
Bread Crumb

yum!
EFFECT: Gain 1d6 Scurry.
Discard the item after use.

Item Card Front 1

Bread Crumb

yum!
EFFECT: Gain 1d6 Scurry.
Discard the item after use.

Item Card Front 2
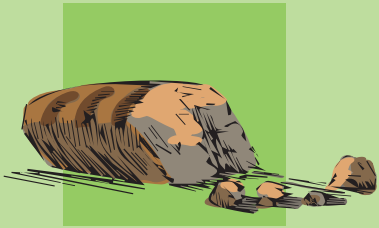
Bread Crumb

yum!
EFFECT: Gain 1d6 Scurry.
Discard the item after use.

Item Card Front 3

Bread Crumb

yum!
EFFECT: Gain 1d6 Scurry.
Discard the item after use.

Item Card Front 4
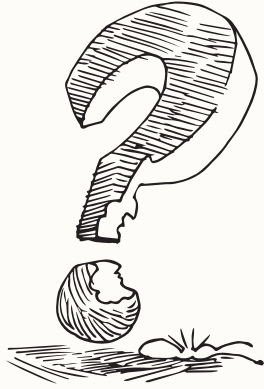
Item Card Back 2
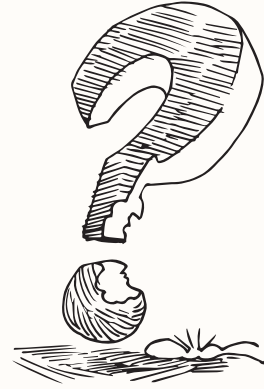
Item Card Back 1

Item Card Back 4

Item Card Back 3

GAME MAP

GAME MAP
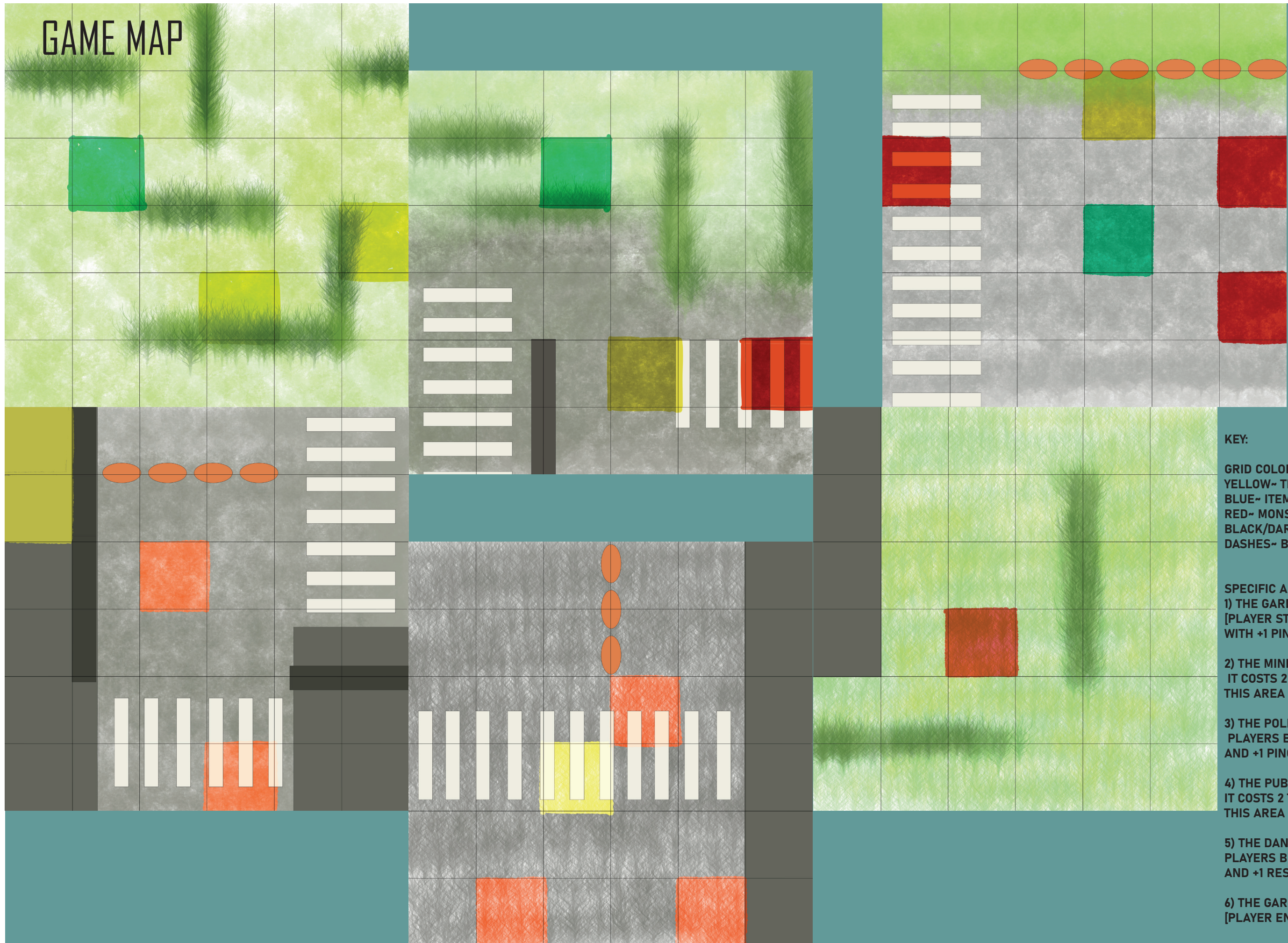
KEY:

GRID COLORS:
YELLOW~ TRAP OR ITEM
BLUE~ ITEM
RED~ MONSTER
BLACK/DARK GREEN/ORANGE
DASHES~ BARRIER

SPECIFIC AREAS:
1) THE GARDEN OF ERODED SOIL
[PLAYER START] PLAYERS BEGIN
WITH +1 PINCH.

2) THE MINI CROSSROADS
IT COSTS 2 TIREDNESS TO LEAVE
THIS AREA INSTEAD OF 1.

3) THE POLLUTED ROADS
PLAYERS BEGIN WITH +1 SCURRY
AND +1 PINCH.

4) THE PUBLIC PARK
IT COSTS 2 TIREDNESS TO LEAVE
THIS AREA INSTEAD OF 1.

5) THE DANGEROUS CROSSROADS
PLAYERS BEGIN WITH +1 SCURRY
AND +1 RESPAWN.

6) THE GARDEN OF FERTILE SOIL
[PLAYER END]

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.

Dora Zhang and Angelina Zhang

A Microscopic Journey

PREMISE

Ants are restless and hardworking creatures, who are always out and about on the hunt for food, water, or shelter. Above all, ants are endlessly loyal to their queen. Ant colonies live inside of dirt mounds they build themselves. Guide a group of ants and their queen across a busy street, as they make their journey to find the optimal soil for their home.

Inspiration:
The idea of this game came from the experience of accidently stepping on an ant. It made us wonder what the perspective of the world is in the point of view of a tiny, helpless ant.

Setting:
This game is set at a crosswalk, where there are all kinds of obstacles in the way, such as passerbys, road construction, cars, and etc.

Characters:
Players will each play as an ant. Includes:
- The Queen of the Ant Colony - relies on her fellow ant henchmen to ensure her survival
- The Fighter Ant - possesses extra sharp and sturdy mandibles (a pincer-like structure near the mouth) that are used to protect its fellow ants
- The Flier Ant - equipped with a strong pair of wings, the flier ant is quick and nimble

Goal:
The collaborative goal of the game is to reach the other side of the crossroads, where there is healthy soil, safely with the queen ant.

< END OF DAY 1 >

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, SCURRY 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:
● [PINCH] = Strength	● [PINCH] = Bite
● [SCURRY] = Dexterity	● [SCURRY] = Run
● [TIREDNESS] = Grit	● [TIREDNESS] = Tiredness
● [Free Attribute] = Magic	● [Free Attr.] = Species

A Spelunking Game:	A Social Game:
● [PINCH] = Grab	● [PINCH] = Gossip
● [SCURRY] = Hold	● [SCURRY] = Ignore
● [TIREDNESS] = Hunger	● [TIREDNESS] = Cool
● [Free Attribute] = Light	● [Free Attribute] = Secrets

ASSIGNMENT: Come up with your attributes. Replace [PINCH], [SCURRY], and [TIREDNESS] 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. [PINCH]
FLAVOR: Ants aren't the best fighters, but a pinch from their mandibles will definitely sting!
CORE MECHANIC: Versus test [PINCH]. If you meet or exceed a monster's [SCURRY] deal **1 damage** to them.
OTHER MECHANICS:
- **DIG:** During their journey, ants may run into obstacles that they must go under to pass. Static test Pinch to be able to proceed.

02. [SCURRY]
FLAVOR: To avoid predators and getting squashed, ants must be quick and nimble on their feet.
CORE MECHANIC: Versus Test [SCURRY]. If you get under a monster's [PINCH] take **1 damage**.
OTHER MECHANICS:
- **ESCAPE:** To escape from danger, ants engaged in combat static test Scurry. Any who fail take 1 Damage before being able to escape.

03. [TIREDNESS]
FLAVOR: Tiny in size, ants will grow tired during their long journey.
CORE MECHANIC: Whenever you take **damage** subtract 1 [TIREDNESS] if you reach zero something happens...
OTHER MECHANICS:
- **ZERO TIREDNESS:** When an ant reaches zero tiredness, it cannot advance anymore. Players other than the Queen can be revived by static testing Respawn. To revive the Queen, other players may spend one Respawn and try to roll a 6 out of a d6. (see: Sacrifice under [RESPAWN] attribute.)

04. [RESPAWN]
FLAVOR: Ants are more resilient than one may think, and can bounce back from monster attacks.
CORE MECHANIC: Respawn comes in handy after a player has reached 0 Tiredness. After reaching 0 Tiredness, you may static test Respawn once a round. Succeed and gain 1 Tiredness. The Queen Ant cannot revive through Respawn.
OTHER MECHANICS:
- **Sacrifice:** At the end of each round, you may spend one Respawn to attempt to revive the Queen, then try and roll 1d6 and get a 6. If succeeded, the Queen may respawn with 3 Tiredness. If failed, the Queen may not respawn and the game restarts.

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

The Queen of the Ant Colony		The Fighter Ant		The Flier Ant	
Attribute	Value	Attribute	Value	Attribute	Value
[PINCH]	2	[PINCH]	4	[PINCH]	2
[SCURRY]	2	[SCURRY]	2	[SCURRY]	4
[TIREDNESS]	5	[TIREDNESS]	3	[TIREDNESS]	3
[RESPAWN]	0	[RESPAWN]	2	[RESPAWN]	2
An Ant's Loyalty: When used, gain 1 Tiredness for every escape in the next 3 turns.		Equal Exchange: When used, gain 1d3 Tiredness in exchange for losing 1d2 Pinch.		Flight: If another ant fails to escape, Static Test Scurry, succeed: take one damage on the other ant's behalf.	

< 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 [PINCH] value, a [SCURRY] value, and a [TIREDNESS] 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
PINCH AND SCURRY: A Monster's [PINCH] value and [SCURRY] value should be between 6 and 10, as Failsafe means you'll always have a chance to hit.

TIREDNESS: A Monster's TIREDNESS should normally be higher than a Character's TIREDNESS 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 PINCHs, or a special PINCH 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
- **[PINCH]:** value between 6 and 10
- **[SCURRY]:** value between 6 and 10
- **[TIREDNESS]:** value between 6 and 10
  SPECIAL POWERS
  > This might be extra PINCHs, 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

PASSERBY
- **[PINCH]:** 8
- **[SCURRY]:** 7
- **[TIREDNESS]:** 6
  SPECIAL POWERS
  Stomp: A Passerby makes 1d3 + 2 attacks per round.

SPEEDING CAR
- **[PINCH]:** 7
- **[SCURRY]:** 9
- **[TIREDNESS]:** 7
  SPECIAL POWERS
  Pollution: A Speeding Car makes 1d3 attacks per round.
  Swerve: Whenever an ant dodges an attack, roll a 1d6, 1 means that the car swerves and hits the ant anyways.

MONSTER RULES:
When Monsters reach 0 Tiredness, they retreat. As a reward, ants may gain 1d3 Tiredness to be split amongst themselves.

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 TIREDNESS. Or 1 damage to random attribute.

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

TRAPS

Manhole
TEST: *A manhole is blocking your path!* All ants static test Scurry.

CONSEQUENCE: *You fall in and must climb back out.* Any who fail the test must spend 1 Tiredness to climb out of the manhole.

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 [PINCH].

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 TIREDNESS. Success: +1d3 [PINCH] and damage on next PINCH. Failure: -1 [TIREDNESS].

ASSIGNMENT: Write 1 item and its effects to the right.

ITEMS

BREAD CRUMB
EFFECT: Gain 1d3 Scurry. Discard the item after use.

ITEM RULES:
Items are given to players who land on item grids.

< END OF DAY 3 >

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 haven of good soil with the Queen of the Ant Colony safe and sound. Only the Queen needs to make it.
Lose: All players reach 0 Tiredness or Queen reaches 0 Tiredness and cannot be revived.

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 TIREDNESS. 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. Place all the player cards in area 1, __insert name___. Mark where the players are in the room labeled [Player Start].
2nd: Shuffle the monster cards, item cards, and trap cards. Place the monster cards face down in a pile. Place the item cards in a separate pile, as well as the trap cards. It does not matter if the trap and item cards are facing up.

2. PLAYER TURN
What the players do on their turn. Repeat until they WIN OR LOSE.
On each turn, players are responsible for their moves as well as the moves of the monsters that reside in their area. Players will collaboratively decide which of them the monster targets. For example, if there are two monsters, Players may decide for the Fighter Ant and the Queen Ant to be targeted by one monster each. Then, players determine the direction monsters move in (through rolling d2, 1 = vertical, 2 = horizontal). Secondly, players determine their own movement (through rolling d3, dice value = # of grids they can advance). Third, players determine whether the monsters move towards their target or away from their target(through rolling a d2, 1 = towards, 2 = away).

2.1. MOVE
1st: If any Character has 0 [TIREDNESS], they cannot move. If all Characters have at least 1 [TIREDNESS], they must move.
2nd: Players advance individually depending on the scenario and their dice roll.
3rd: If the grid contains either Trap or Item, roll a d2to determine what the player gets (1 = trap, 2 = item) If Trap, roll the Test indicated on the Trap card and take any negative effects if you fail. If Item, receive the positive effects of the Item.
4th: If the grid contains an Item, receive the positive effects of the Item.
5th: If the grid is adjacent to or contains a Monster, continue to 2.2 Combat. Else, proceed to end of turn.

2.2 COMBAT
When a player makes direct contact with a monster, combat starts. Combat takes place in rounds, which are outlined below. Except if Players take the Heal Stance, they can always attempt to deal 1 Damage to a Monster each Round. Players who are not in contact with the monster can advance towards it (or anywhere they wish) during each round and will engage in combat the moment they make direct contact with the monster. During combat, ants have the opportunity to use their special ability once per 1 Monster.

1st: Player Stances: Players pick their stances. Choose 1 for each character from the list below:
- **Aggressive:** Versus Test [PINCH] with Advantage this round.
- **Defensive:** Versus Test [SCURRY], with Advantage this round.
- **Heal:** Static test [TIREDNESS], if successful, restore 1 lost [TIREDNESS] to another Character up to their maximum, but you cannot Test [PINCH] this round
  — OR ALL CHARACTERS MAY —
- **Flee:** Static test [SCURRY]. 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 [SCURRY] versus the Monster's [SCURRY] 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 [PINCH] versus the Monsters [SCURRY]. If the character succeeds, deal 1 damage to the monster.

3rd: Monster Attacks + Second Attacks: Roll d3 to determine randomly which player the monster attacks. The targeted Character must Versus Test [SCURRY] versus the Monster's [PINCH]. 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 [TIREDNESS], Return to the first step. Else combat ends. If the Monster has 0 [TIREDNESS] remove the Monster Card and place it in the discard pile.

3. END OF TURN
1st: If any Monsters have less than their starting [TIREDNESS] restore their [TIREDNESS] to their starting [TIREDNESS].
2nd: If any Characters have less than their starting [TIREDNESS], roll d3, allocate that much [TIREDNESS] to any of the Characters.

4. WIN OR LOSE
If either of the following takes place, the game ends:
Win: Reach the haven of good soil with the Queen of the Ant Colony safe and sound. Only the Queen needs to make it.
Lose: All players reach 0 tiredness or Queen cannot be revived.

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 [SCURRY] to move to the next room. Make sure you go back and add it to the Order of Play.

MOVEMENT

Player movement: Players advance individually on a gridded map, however, Players should strategize their movements in accordance to the goal of protecting the Queen. Players can move horizontally and vertically, but not diagonally. On each turn, players roll a d3 to determine how many spots they can advance. During combat, players who are not directly engaged can continue rolling a d3 to advance towards the monster and aid their allies. When a player reaches 0 Tiredness, they are no longer permitted to move. When a player respawns, they begin in the room of their Queen and can then move as usual. Moving between different areas requires 1 Tiredness to proceed.

Monster movement: Monster movement is confined to the areas they originally reside in. Monsters only move when there is one or more players in their area. On each turn, players roll a d2 to determine whether a monster will move vertically or horizontally (1 = vertical, 2 = horizontal). Then, after making their own moves as shown in "Player movement", roll another d2 to determine whether the monster will advance towards the player or away from the player (1 = towards, 2 = away). A speeding car moves 2 grids per turn, while a passerby moves 1 grid per turn. During combat, monsters that are not directly engaged cannot move.

Walls/barriers: Some grids are restricted by barriers, in which monsters cannot cross. However, players may use the special skill, Dig, in which they static test [PINCH] as an attempt to dig under these barriers and cross them. This can only be used once a turn.

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 [SCURRY], fail, lose 1 TIREDNESS.

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 [SCURRY] 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:
  Grids will be labeled with symbols that correspond with having monsters, traps, or items. There are grids that contain a monster, grids that contain an item, and grids that contain an item or a trap. Some grids serve as barriers which cannot be bypassed unless a player successfully uses Dig, which static tests [PINCH].

DOOR / CONNECTOR RULES:
  Players can choose which connectors they wish to take to reach an adjacent area.

SYMBOLS:
  Yellow: Trap or Item
  Blue: Item
  Red: Monster
SPECIFIC ROOMS:
  1. **The Garden of Eroded Soil**
     [Player Start] *Players begin with +1 Pinch.*
  2. **The Mini Crossroads**
      It costs 2 Tiredness to leave this area instead of 1.
  3. **The Polluted Roads**
     The pungent smell of gasoline floats towards the ants' antenne. They hope to leave the area as soon as possible. Players begin with +1 Scurry and +1 Pinch.
  4. **The Public Park**
     It costs 2 Tiredness to leave this area instead of 1.
  5. **The Dangerous Crossroads**
     Players begin with +1 Scurry and +1 Respawn.
  6. **The Garden of Fertile Soil**
     [Player End]