

FLOCCINAUCINI- HILIPILIFICATION

Ian B., Nate W., and Philip C.

FLOCCINAUCIHILIPILIFICATION:

[noun] def - the action of rendering something as **worthless**

THE THE ONLY TEXT

AN ADVENTURE,
FEATURING THE
UNDERDOGS!

FLOCCINAUCINI- HILIPILIFICATION

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CHARACTER CARDS -- FRONT



STR - 1 / DEX - 4 / WIS - 1

AKERMINE THE GOBLIN

SLAP [Close] [Physical] [1 AP]
» Deal 1d2 Damage


STRATEGIZE [2 AP]
» Draw a Card

A SHORT REST [2 AP]
» Gain 1 AP for the Rest of the Battle

GENTLEMAN'S JAB [Far] [Magic] [1 AP]
» Deals 1 Damage

CONSTITUTION ██████████

Character Card Front 1



STR - 1 / DEX - 3 / WIS - 2

YRRIMBR THE GHOST

SLAP [Close] [Physical] [1 AP]
» Deal 1d2 Damage


STRATEGIZE [2 AP]
» Draw a Card

A SHORT REST [2 AP]
» Gain 1 AP for the Rest of the Battle

GENTLEMAN'S JAB [Far] [Magic] [1 AP]
» Deals 1 Damage

CONSTITUTION ██████████

Character Card Front 2



STR - 0 / DEX - 6 / WIS - 1

NECHMANN THE BAT

SLAP [Close] [Physical] [1 AP]
» Deal 1d2 Damage

STRATEGIZE [2 AP]
» Draw a Card

A SHORT REST [2 AP]
» Gain 1 AP for the Rest of the Battle

GENTLEMAN'S JAB [Far] [Magic] [1 AP]
» Deals 1 Damage

CONSTITUTION ██████████

Character Card Front 3

CHARACTER CARDS -- BACK



Character Card Back 2



Character Card Back 1



Character Card Back 3



MONSTER AND TRAP CARDS — FRONT



COMPLICATION:
He takes 1 less damage from all attacks

THE WARRIOR

Basic Attack [1 - 6]
 >> Swings a sword and hits the closest player for 1d6.
 If there are multiple in range then roll 1dX.

Ranged Attack [7 - 8]
 >> Pulls out his crossbow and shoots it randomly at a player. When hit, it deals 1d3.

AOE Attack [9 - 10]
 >> Stomps, hitting every player and creature for 1 damage.

Ultimate [11 - 12]
 >> Enter berserk mode, attacks twice for next 1+d2 turns

CONSTITUTION - 30

Monster or Trap Card Front 1



COMPLICATION:
They draws three cards instead of two

THE ROGUE

Basic Attack [1 - 6]
 >> Swings a sword and hits the closest player for 1d6.
 If there are multiple in range then roll 1dX.

Ranged Attack [7 - 8]
 >> Pulls out his crossbow and shoots it randomly at a player. When hit, it deals 1d3.

AOE Attack [9 - 10]
 >> Stomps, hitting every player and creature for 1 damage.

Ultimate [11 - 12]
 >> Enter berserk mode, attacks twice for next 1+d2 turns

CONSTITUTION - 30

Monster or Trap Card Front 2



COMPLICATION:
At the beginning of their turn, they summon a one health totem in a random lane, which must be killed before the cleric is able to be damaged

THE CLERIC

Basic Attack [1 - 6]
 >> Swings a sword and hits the closest player for 1d6.
 If there are multiple in range then roll 1dX.

Ranged Attack [7 - 8]
 >> Pulls out his crossbow and shoots it randomly at a player. When hit, it deals 1d3.

AOE Attack [9 - 10]
 >> Stomps, hitting every player and creature for 1 damage.

Ultimate [11 - 12]
 >> Enter berserk mode, attacks twice for next 1+d2 turns

CONSTITUTION - 18

Monster or Trap Card Front 3



COMPLICATION:
At the start of their turn, reveal the top card of the players deck. The wizard then does the associated action. Actions that involve the wizard drawing X cards causes the wizard to roll 2d6 and do the associated action. Repeat X times

THE WIZARD

Basic Attack [1 - 6]
 >> Swings a sword and hits the closest player for 1d6.
 If there are multiple in range then roll 1dX.

Ranged Attack [7 - 8]
 >> Pulls out his crossbow and shoots it randomly at a player. When hit, it deals 1d3.

AOE Attack [9 - 10]
 >> Stomps, hitting every player and creature for 1 damage.

Ultimate [11 - 12]
 >> Enter berserk mode, attacks twice for next 1+d2 turns

CONSTITUTION - 14

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



MONSTER AND TRAP CARDS — FRONT



COMPLICATION:
Each attack deals 1 more damage for each action done before their turn

THE BARD

Basic Attack [1 - 6]
>> Swings a sword and hits the closest player for 1d6.
If there are multiple in range then roll 1dX.

Ranged Attack [7 - 8]
>> Pulls out his crossbow and shoots it randomly at a player. When hit, it deals 1d3.

AOE Attack [9 - 10]
>> Stomps, hitting every player and creature for 1 damage.

Ultimate [11 - 12]
>> Enter berserk mode, attacks twice for next 1+2 turns

CONSTITUTION - 20

Monster or Trap Card Front 5



COMPLICATION:
At the beginning of their turn, converts all creatures on the board to be on its side. All damage that the creature would deal to the druid is dealt to its creator. Any player may use a combat move that would be dealt to the druid to deal damage to the creature. If the damage is greater than the creature's health, it will die.

THE DRUID

Basic Attack [1 - 6]
>> Swings a sword and hits the closest player for 1d6.
If there are multiple in range then roll 1dX.

Ranged Attack [7 - 8]
>> Pulls out his crossbow and shoots it randomly at a player. When hit, it deals 1d3.

AOE Attack [9 - 10]
>> Stomps, hitting every player and creature for 1 damage.

Ultimate [11 - 12]
>> Enter berserk mode, attacks twice for next 1+2 turns

CONSTITUTION - 18

Monster or Trap Card Front 6

MONSTER AND TRAP CARDS — BACK



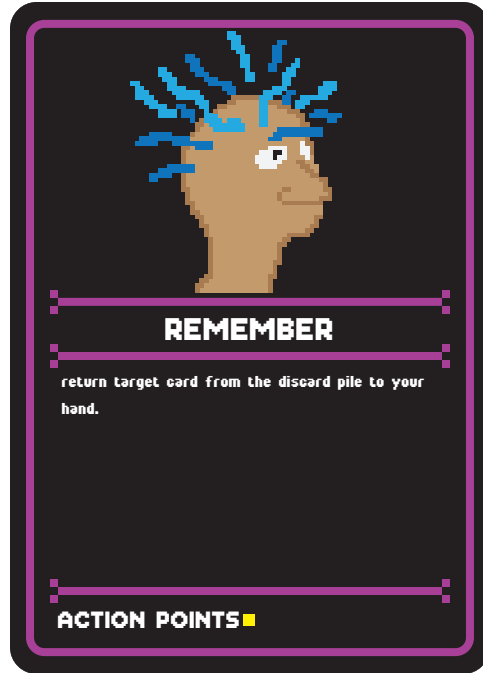
Monster or Trap Card Back 6



Monster or Trap Card Back 5



ITEM CARDS — FRONT



Item Card Front 1



Item Card Front 2

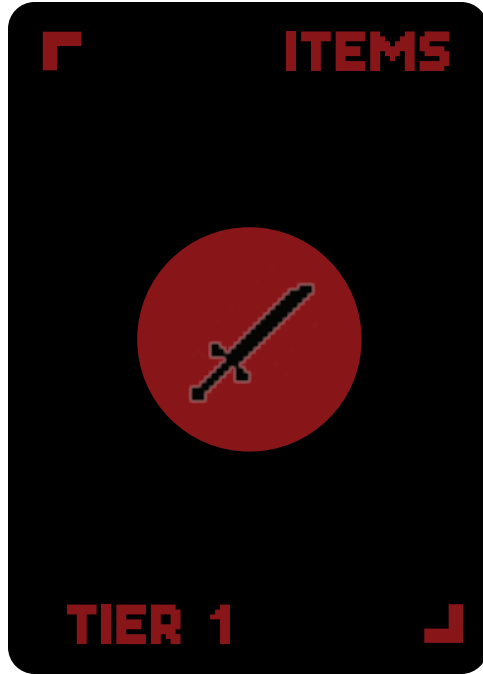


Item Card Front 3

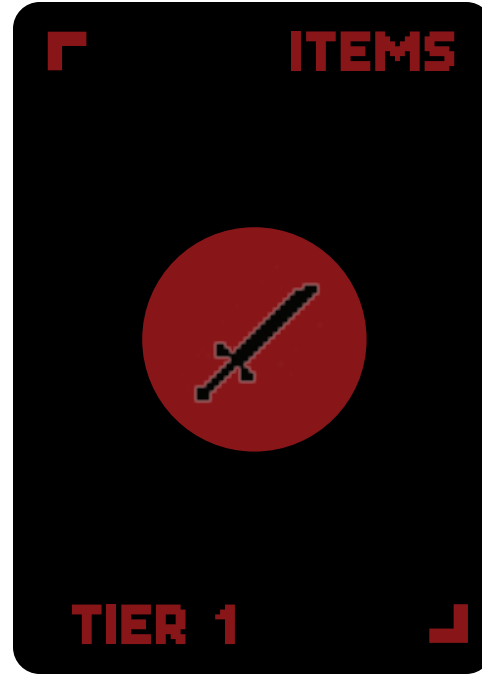


Item Card Front 4

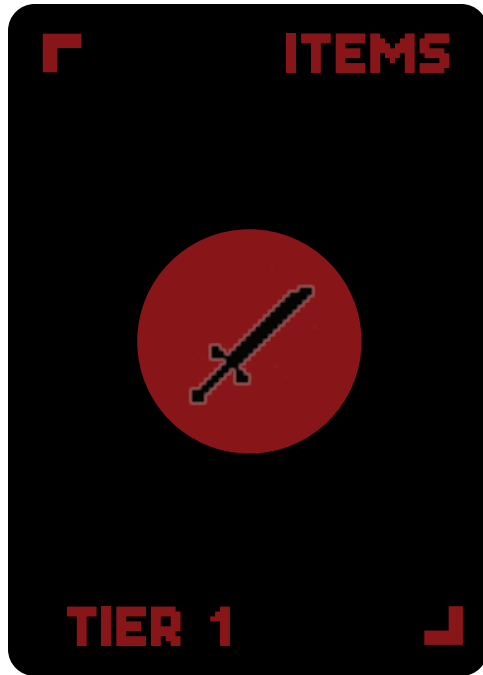
ITEM CARDS -- BACK



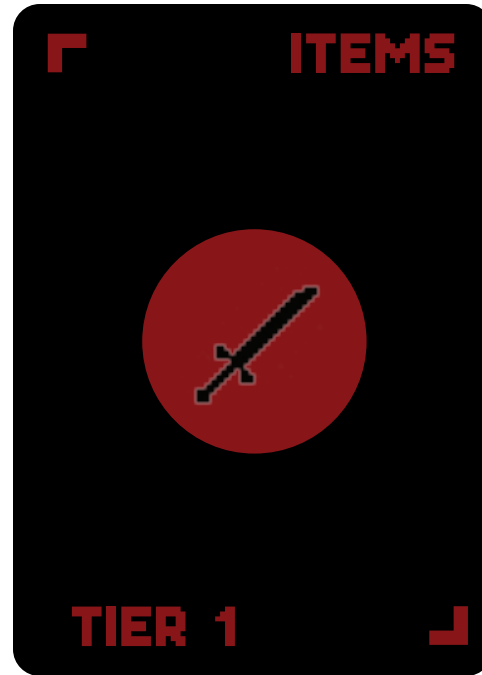
Item Card Back 2



Item Card Back 1



Item Card Back 4



Item Card Back 3

ITEM CARDS — FRONT



Item Card Front 1

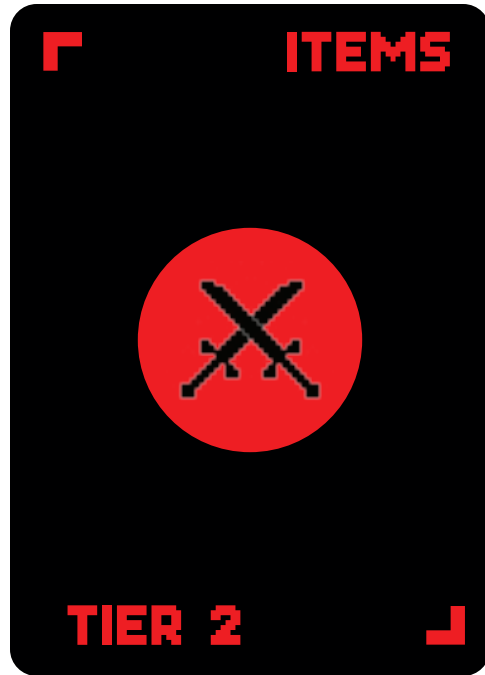


Item Card Front 2

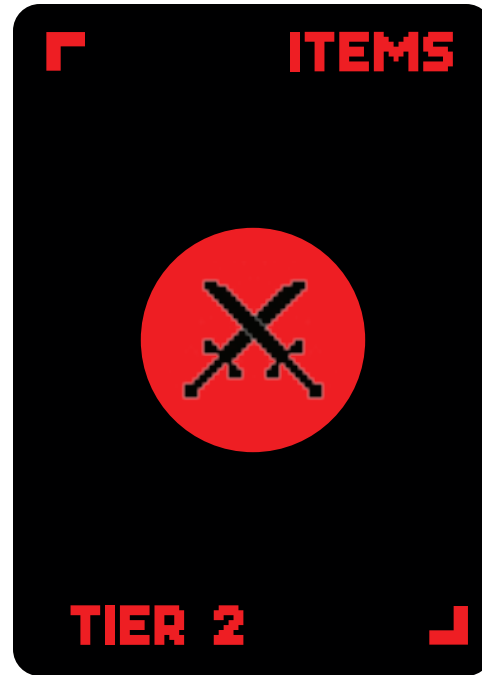


Item Card Front 3

ITEM CARDS -- BACK



Item Card Back 2



Item Card Back 1



Item Card Back 3



Item Card Front 1



Item Card Front 2

ITEM CARDS – FRONT

ITEM CARDS — BACK



Item Card Back 2



Item Card Back 1



FLOCCINAUCIHILIPILIFICATION



COMBAT ROOM



LOOT ROOM



TRAP ROOM

PLAYER DECK



DRAW HERE

CLOSE


MIDDLE

FAR



PLAYER ZONE

ENEMY ZONE




DEATH AWAITS

CLOSE

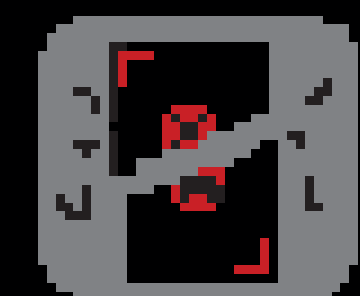
MIDDLE

FAR



PLAYER ZONE

DISCARD PILE




DISCARD PILE

CLOSE

MIDDLE

FAR



PLAYER ZONE

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 >

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Floccinaucinihilipilification

PREMISE

> Dungeon crawler game but instead of fighting through the dungeon, you are instead the monsters trying to defend your home. You and other players are starting monsters fighting against high level "players," which are the enemies of the game. All of these enemies have weaknesses, which the players in the game would have to find and exploit in order to win.

DUNGEON:

Your average fantasy dungeon.

CHARACTERS:

Goblin
Ghost
Bat

GOAL: Defeat every boss in the dungeon

DAY 2: PLAYER CHARACTERS

03. ATTRIBUTES

WHAT ARE ATTRIBUTES:

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

WHAT DO THEY DO:

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

EXAMPLE ARRAYS:

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

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

00. ATTRIBUTE NAME

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

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

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

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

ATTRIBUTES

01. STRENGTH

FLAVOR: >add strength score to any physical attacks

CORE MECHANIC: Your strength score increases the amount of damage physical attacks deal.

02. DEXTERITY

FLAVOR: > use dexterity score to determine action points player has each turn

CORE MECHANIC: The number of action points you have, the score you use to take actions, is determined by your dexterity score.

03. CONSTITUTION

FLAVOR: >subtract constitution score from any damage you take

CORE MECHANIC: Constitution is the amount of damage a character can take. Characters are out of the battle when constitution reaches 0, unless abilities and cards say otherwise. If all characters reach 0 health the battle is lost.

04. WISDOM

FLAVOR: > add wisdom to any magic attack

CORE MECHANIC: > Your wisdom score increases the amount of damage magic attacks deal.

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

Bat		Goblin		Ghost	
Attribute	Value	Attribute	Value	Attribute	Value
[CONSTITUTION]	6	[CONSTITUTION]	9	[CONSTITUTION]	8
[STRENGTH]	0	[STRENGTH]	1	[STRENGTH]	1
[WISDOM]	1	[WISDOM]	1	[WISDOM]	2
[DEXTERITY]	6	[DEXTERITY]	4	[DEXTERITY]	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 Monster's Health should normally be higher than a Character's health as your Character's can fight them together.

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

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

MONSTER NAME

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

SPECIAL POWERS

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

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

HEROES

1 - **WARRIOR** (complication: takes 1 less damage from all attacks)

CONSTITUTION: 30

SPECIAL POWERS

(1 - 6, 41.66%) Basic attack - swings a sword and hits the closest player for 1d6. If there are multiple in range then roll 1dX.

(7 - 8, 30.54%) Ranged attack - Pulls out his crossbow and shoots it randomly at a player. When hit it deals 1d3.

(9 - 10, 19.44%) AoE attack - Stomps, hitting every player and creature for 1 damage.

(11 - 12, 8.32%) Ultimate - Enter berserk mode, attacks twice for next 1+d2 turns

2 - **ROGUE** (complication: draws 3 cards each turn instead of 2)

CONSTITUTION: 18

SPECIAL POWERS

(1 - 6, 41.66%) Basic attack - slashes his dagger, hitting the nearest player in either the close or medium range. If there are multiple in range then roll 1dX. Deals 1d2.

(7 - 8, 30.54%) Ranged attack - Fires a wrist mounted bolt at a random enemy. Deals 1d2.

(9 - 10, 19.44%) AoE attack - Blends into background. Until the rogue's next turn, players have disadvantage on attacks against it.

(11 - 12, 8.32%) Ultimate - Shoots a grapple hook at one random enemy, pulling them one range forwards (from far to medium or from medium to close) and dealing 1d6 damage to them.

3 - **CLERIC** (complication: at the beginning of its turn, summons a 1 health totem in a random lane, which must be killed before the cleric is able to be damaged)

CONSTITUTION: 14

SPECIAL POWERS

(1 - 6, 41.66%) Basic attack - Deal 1 damage to closest player, heals self by 1

(7 - 8, 30.54%) Ranged attack - Deal d2 damage, heals self by 2

(9 - 10, 19.44%) AoE attack - Heals all party members by d3

(11 - 12, 8.32%) Ultimate - Restore self to full health

4 - **WIZARD** (complication: at the start of its turn, reveal the top card of the players deck. The wizard then does the associated action. Actions that involve the wizard drawing X cards causes the wizard to roll 2d6 and do the associated action. Repeat X times.)

CONSTITUTION: 20

SPECIAL POWERS

(1 - 6, 41.66%) Basic attack - Deal d2 damage to closest player

(7 - 8, 30.54%) Ranged attack - Deal 1+d2 damage to furthest player

(9 - 10, 19.44%) AoE attack - Deal d2 to closest player, d2 to furthest player, can stack

(11 - 12, 8.32%) Ultimate - summons a moat of fire around himself, which deals 1d3 damage to all players who begin their turn or move into close range.

5 - **BARD** (complication: each attack deals 1 more damage for each action done before it this turn)

CONSTITUTION: 18

SPECIAL POWERS

(1 - 6, 41.66%) Basic attack - deals 1d2 damage to the closest player, picking randomly between them.

(7 - 8, 30.54%) Ranged attack - deals 1 damage to a random player, then rolls 2d6 and does the associated action.

(9 - 10, 19.44%) AoE attack - deals 1 damage to each player and creature.

(11 - 12, 8.32%) Ultimate - rolls 2d6 and does the associated action, then repeats once.

6 - **DRUID** (complication: at the beginning of its turn, converts all creatures on the board to be on its side. All damage that the creature would deal to the druid is dealt to its creator. Any player may use a combat move that would be dealt to the druid to deal damage to the creature. If the damage is greater than the creature's health, it will die.)

CONSTITUTION: 20

SPECIAL POWERS

(1 - 6, 41.66%) Basic attack - Deals 1 damage to closest player, heal self for 2 dexterity

(7 - 8, 30.54%) Ranged attack - Summon vines against furthest player, deal 1d2 damage, next target turn is skipped if target dexterity < 1d6

(9 - 10, 19.44%) AoE attack - Creates a windblast, knocks all close range players to far range, dealing 1d3 damage to all those players. Else deals 1d3 damage to a random player.

(11 - 12, 8.32%) Ultimate - each player is entangled with a vine. Each player who ends a turn with the vine still on them takes 1d3 damage. Each player may use 3 action points to remove the vine from 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 health. Or 1 damage to random attribute.

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

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

DECK CARDS - the starting cards in your deck

2x remember (1 ap)

Return target card from the discard pile to your hand

3x heavy attack (4 ap) (close) (physical)

Deal 2d6 damage

3x crossbow (3ap) (middle) (physical)

Deals 1d6 damage

3x Combo attack (1 ap) requires someone else in the same circle (middle) (physical)

Deals 1d6 damage

LOOTING CARDS - the cards you can get from looting rooms

3x Restock (1 ap)

Draw a card

3x Spike (2 ap) (middle) (magic)

Deals 2d3 damage

2x Reanimate (2 ap)

You may use target action in the discard pile without using up action points

REWARD CARDS - the cards you get for beating heroes.

3x Max strategize (2 ap)

Draw 3 cards

2x Multishot (3 ap) (middle) (physical)

Deals 2d6 damage

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: No heroes are currently being fought and there are no cards in the hero pile.

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

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

AT THE BEGINNING OF THE GAME:

Take all tier one cards and put them into one pile. Shuffle them thoroughly. Then, take those cards and place them into the player deck zone.

Take all tier two cards and put them into one pile. Shuffle them thoroughly.

Take all tier three cards and put them into one pile. Shuffle them thoroughly.

Assign each player a character card. Each player should place their character card in a player zone set to the middle distance.

Shuffle all of the hero cards face down, then choose your preferred difficulty.

EASY - take the top 2 cards off of the pile and place them face down in the hero pile.

NORMAL - take the top 4 cards off of the pile and place them face down in the hero pile.

HARD - take all of the cards in the pile, and place them face down in the hero pile.

GAME ORDER:

You all enter the room. You must roll 1d6 and add the number of rooms you have been in since the last time you fought a hero.

1-5 - Your party must discuss whether to loot or rest. If not everyone agrees, vote on it, and if the vote is even, then roll a d2. 1-3 is loot, 4-6 is rest.

Loot - roll 1d6.

1-2 - you trigger a trap. Everyone takes 1d2 damage.

3-4 - reveal 1 card from the top of the looting deck. Show everyone in the party, then shuffle them into your deck.

5-6 - reveal 2 cards from the top of the looting deck. Show everyone in the party, then shuffle them into your deck.

Rest - choose whether to heal each player by 1d3 or heal one player by 3d3.

Once you have rested or looted, enter another room.

6 or greater - A hero is in the room. Take the top card off of the hero pile and place it in the enemy zone. Then, each player rolls for initiative (roll a d6. An extra d6 is rolled for the hero. The person with the highest number goes first, then the next highest, and so on. If multiple people get the same number, both people reroll. Whoever has the bigger number goes first).

COMBAT

At the start of combat, each player returns their player card to the middle distance. All players draw 1 card, then whoever rolled the biggest number goes first.

Whenever all cards in the deck are put into the discard pile, then shuffle the discard pile face down and place it back in the deck slot.

PLAYER TURN

Start by drawing a card.

All of your action points are refilled at the start of your turn, meaning you have as many actions as your dexterity plus the number of extra action points you have gained.

Then you may use your actions points in any order you see fit.

MOVEMENT

There are three ranges: close, middle, and far. All players start combat in the middle range. For one action point you may move from one distance to another distance that is next to it. For example, you may move from middle to close, or you may move from middle to far, but to move from far to close you would need to use two action points. Some cards will only work at certain distances.

USING ACTIONS

You may choose to use an action, if so you will put the corresponding card into the discard pile and you will take the action. Some actions may be context sensitive, for example some may require a certain distance or another player in the same distance.

Once you have used up all of your action points, or at any point before then, you can end your turn. Play continues with the start of the turn of the player who rolled second highest.

HERO TURN

Start by rolling 2d6 and doing the associated action immediately. Then, roll another 2d6 and do that associated action.

FINISHING THE FIGHT

Play continues until either every player or the hero reaches 0 health. After that, take the hero card in the Enemy Zone and remove it from the game. Then, take 1d2 cards from the reward deck and shuffle them into your deck. Continue into the next room.

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.

You all enter the room. You must roll 1d6 and add the number of rooms you have been in since the last time you fought a hero.

1-5 - Your party must discuss whether to loot or rest. If not everyone agrees, vote on it, and if the vote is even, then roll a d2. 1-3 is loot, 4-6 is rest.

Loot - roll 1d6.

1-2 - you trigger a trap. Everyone takes 1d2 damage.

3-4 - reveal 1 card from the top of the looting deck. Show everyone in the party, then shuffle them into your deck.

5-6 - reveal 2 cards from the top of the looting deck. Show everyone in the party, then shuffle them into your deck.

Rest - choose whether to heal each player by 1d3 or heal one player by 3d3.

6 or greater - A hero is in the room. Take the top card off of the hero pile and place it in the enemy zone. Then, each player rolls for initiative (roll a d6. An extra d6 is rolled for the hero. The person with the highest number goes first, then the next highest, and so on. If multiple people get the same number, both people reroll. Whoever has the bigger number goes first).

After all events in a room have been resolved, characters enter another 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 >

COMBAT ROOM

When you enter a room, if you get a 6 or higher on the dice, you are in a Combat Room.

LOOT ROOM

When you enter a room, if you get less than a 6 on the first dice and you either choose to heal or loot, and if you loot you get higher than a 2, you are in a Loot Room.

TRAP ROOM

When you enter a room, if you get less than a 6 on the first dice and you choose to loot, and if you loot you get a 2 or lower, you are in a Trap Room.

PLAYER DECK

This is the spot where you place the player deck. Cards are drawn from it at the start of each turn.

ENEMY ZONE

At the start of combat, take the top card from the Hero Deck and place it into the enemy zone face up. When the current hero being fought is killed, remove the associated hero card from the game.

DISCARD ZONE

When cards are played they go to the discard zone. When there are no cards in the player deck and no cards in any player's hands, then shuffle the discard deck and put it back into the player deck slot.

PLAYER ZONES

At the beginning of combat, reset the player distance to medium by sliding the player card to the point where "MIDDLE" is the text directly above it. Whenever you move to a different distance, side the card so that the new distance is the text directly above the card.