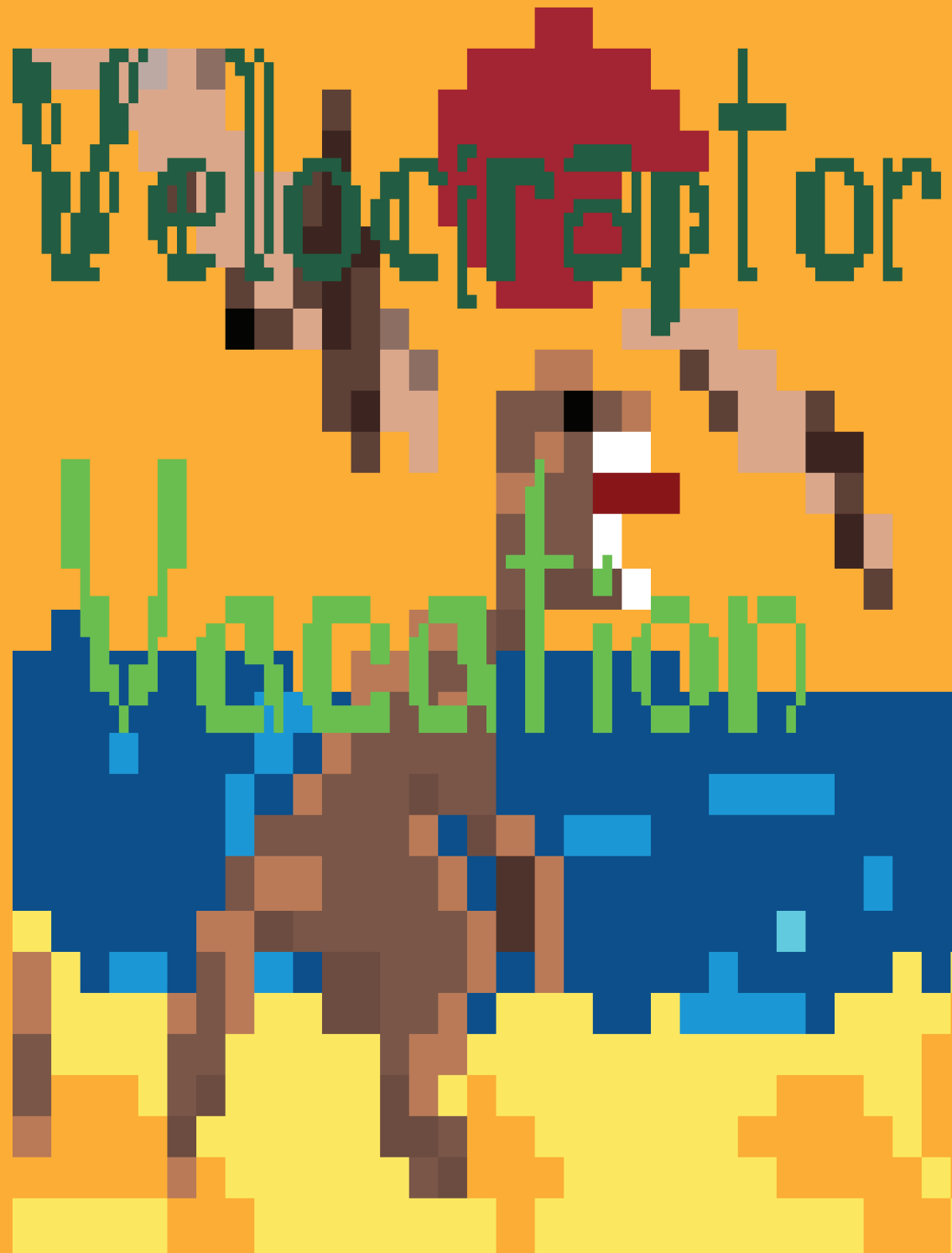


# VELOCIRAPTOR VACATION

*Raju Wolfe, Alexander Chaudhry,  
Donovan Aggeler*



# **VELOCIRAPTOR VACATION**

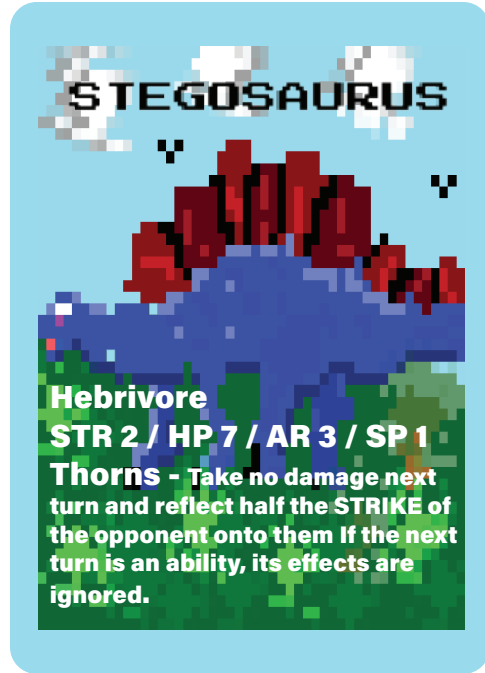
*Raju Wolfe, Alexander Chaudhry,  
Donovan Aggeler*

## **CONTENTS:**

<b>Character Cards .....</b>	<b>4</b>
<b>Monster and Trap Cards.....</b>	<b>6</b>
<b>Item Cards .....</b>	<b>12</b>
<b>Game Rules .....</b>	<b>14</b>



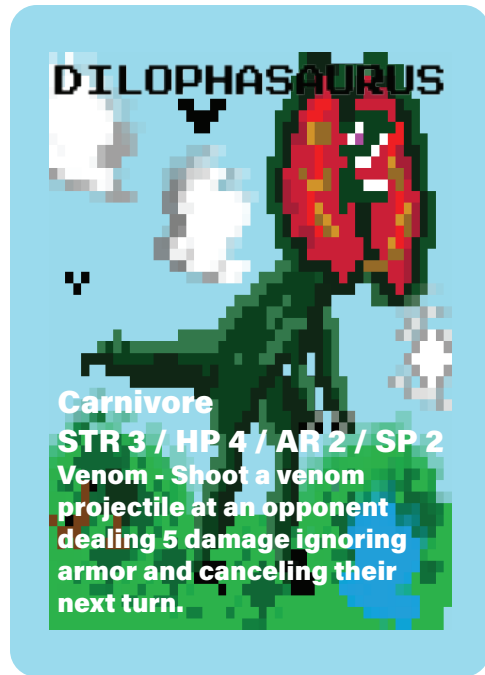
# CHARACTER CARDS -- FRONT



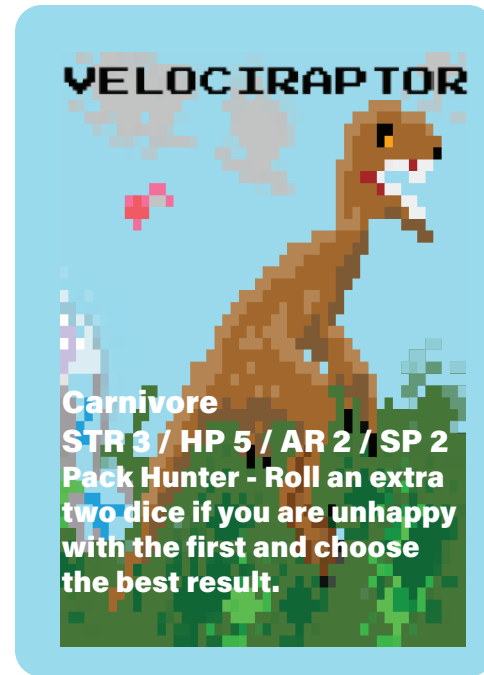
Character Card Front 1



Character Card Front 2

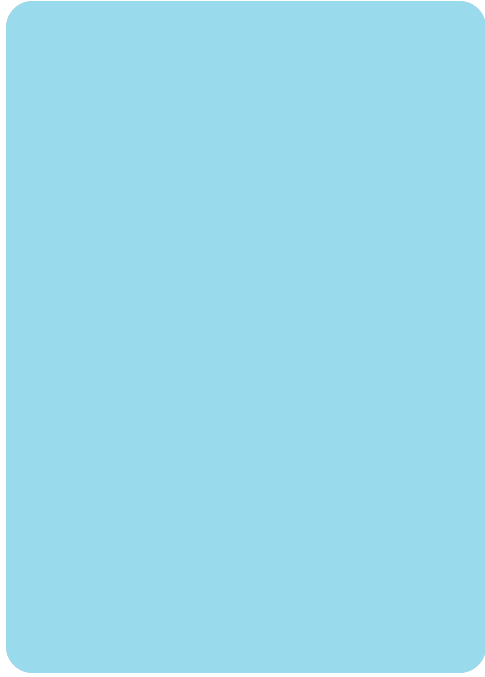


Character Card Front 3

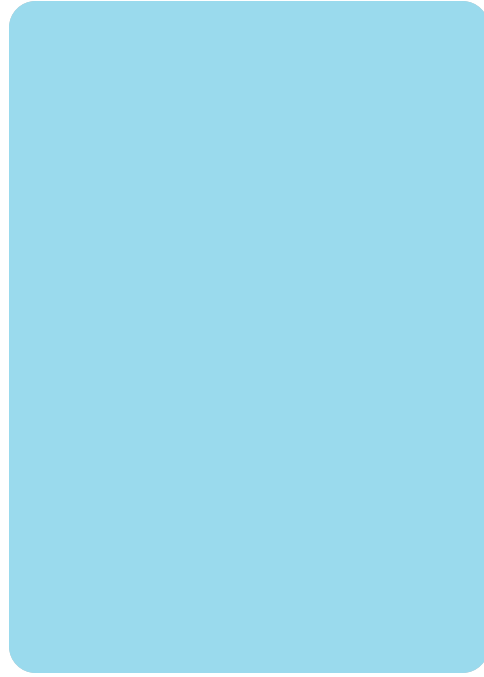


Character Card Front 4

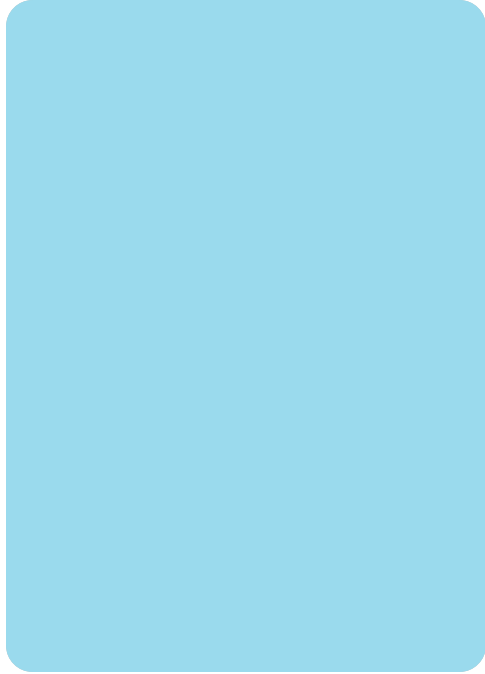
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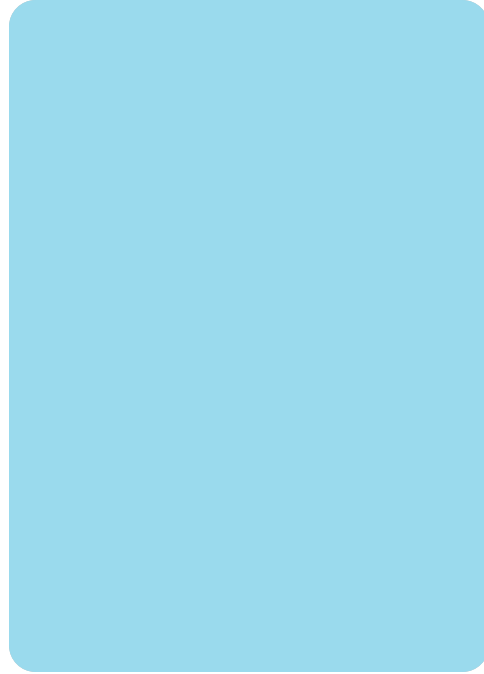
Character Card Back 2



Character Card Back 1



Character Card Back 4



Character Card Back 3



# MONSTER AND TRAP CARDS — FRONT

## Triceratops

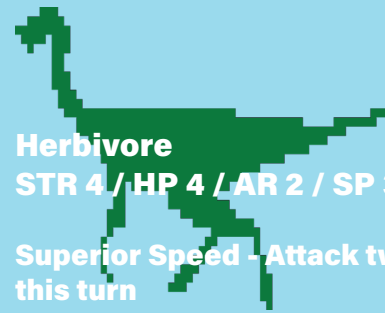


**Herbivore**  
**STR 5 / HP 8 / AR 3 / SP 1**

**Charge - stun enemy for one turn and does 4 damage**

Monster or Trap Card Front 1

## Gallimimus



**Herbivore**  
**STR 4 / HP 4 / AR 2 / SP 3**

**Superior Speed - Attack twice this turn**

Monster or Trap Card Front 2

## Allosaurus



**Carnivore**  
**STR 7 / HP 9 / AR 2 / SP 1**

**Wail - makes all dinosaurs lose 1 armor for the whole fight (can't go below 0 armor)  
Armor does not reset to original value until end of fight**

Monster or Trap Card Front 3

## Pack of Compys (Roll Dice for compy no.)

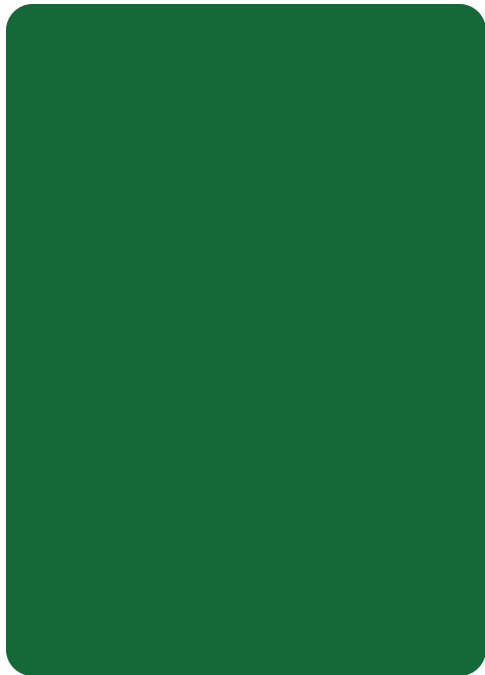


**Omnivore**  
**STR 1 \* compy NO. / HP 1 \* compy NO / AR 0 / SP 3**

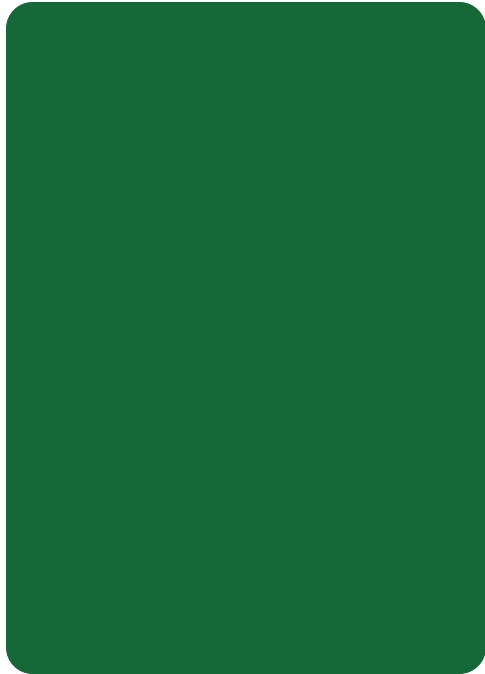
**Mob - Roll an extra dice if you are unhappy with the first and choose the best result.**

Monster or Trap Card Front 4

# MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 4



Monster or Trap Card Back 2



Monster or Trap Card Back 3



Monster or Trap Card Back 1



# MONSTER AND TRAP CARDS — FRONT

## Pterisaur

**Carnivore**  
**STR 10 / HP 35 / AR 5 / SP 0**  
**Thunder** - All dinosaurs lose 3 [ARMOR] and 3 [STRIKE] for the whole fight. If armor goes below 0 the, it acts as a damage bonus to the Terrorsaur's attack.  
Armor does not reset to original value until end of fight  
**Terrify** - stuns all dinosaurs with less than 12 [STRIKE] for 3 turns  
**Shred** - hits all dinosaurs for 3 health ignoring [ARMOR]. All dinosaurs lose 2 [ARMOR] for the whole fight. If armor goes below 0 the, it acts as a damage bonus to the Terrorsaur's attack.  
Armor does not reset to original value until end of fight

Monster or Trap Card Front 5

## Kraken

**Carnivore**  
**STR 18 / HP 30 / AR 8 / SP 1**  
**Inky Splash** - All characters fighting the Kraken lose 4 [STRIKE] for 4 turns  
**Drown** - Pull the dinosaur with the highest speed down into the depths of the water, that dinosaur is stunned for 3 rounds and loses 5 HEALTH ignoring armor  
**Curse of the Deep** - All dinosaurs must roll a dice, if the number is even, nothing happens but if the number is odd, the dinosaur is stunned and takes 5 damage at the start of each turn ignoring armor.  
**Tentacle Slash** - hits all dinosaurs for 15 health

Monster or Trap Card Front 6

## T-Rex

**Carnivore**  
**STR 10 / HP 15 / AR 4 / SP 0**  
**Roar** - makes all dinosaurs lose 2 armor for the whole fight (can't go below 0 armor)  
Armor does not reset to original value until end of fight  
**Spinning Attack** - hits all dinosaurs for 2 health ignoring armor

Monster or Trap Card Front 7

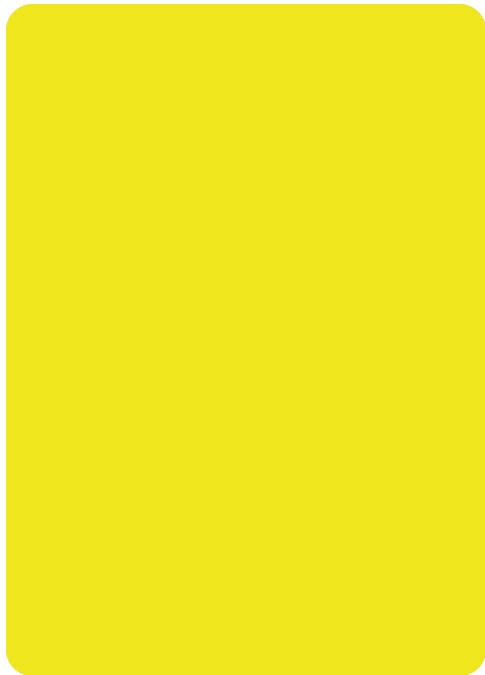
## Spinosaurus

**Carnivore**  
**STR 8 / HP 13 / AR 3 / SP 1**  
**Slash** - hits all dinosaurs for 3 health ignoring armor  
**Wail** - makes all dinosaurs lose 1 armor for the whole fight (can't go below 0 armor)  
Armor does not reset to original value until end of fight

Monster or Trap Card Front 8



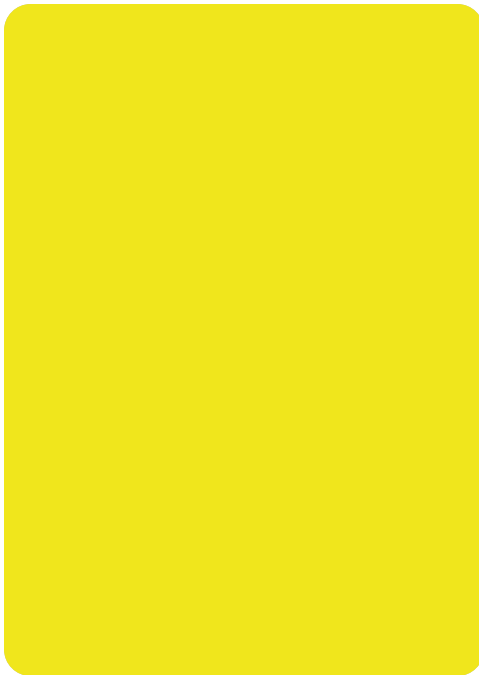
# MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 8



Monster or Trap Card Back 6



Monster or Trap Card Back 7



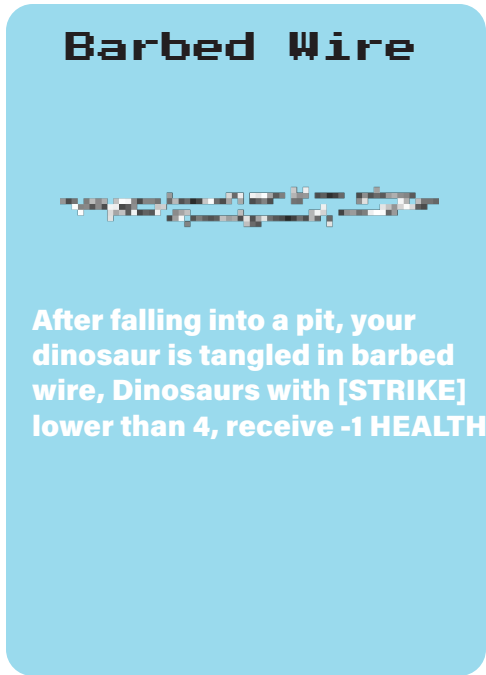
Monster or Trap Card Back 5



# MONSTER AND TRAP CARDS — FRONT

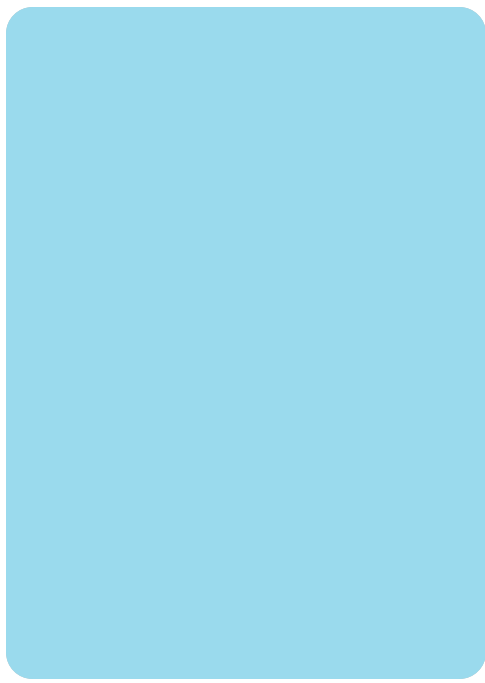


Monster or Trap Card Front 9

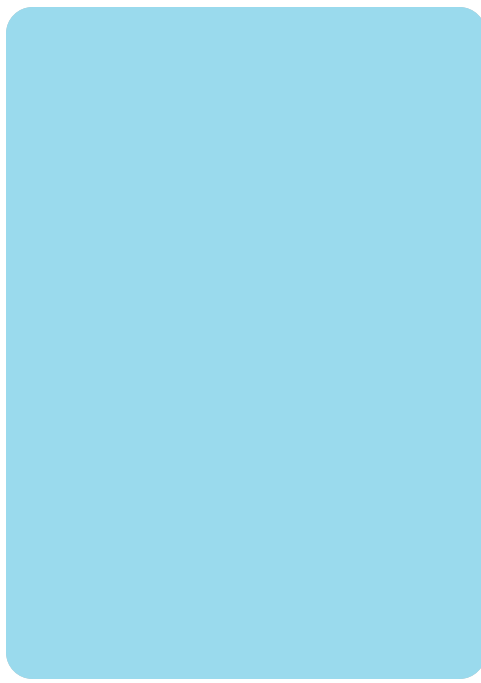


Monster or Trap Card Front 10

# MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 10



Monster or Trap Card Back 9



# ITEM CARDS – FRONT

**Berry**



**+2 STRIKE to all carnivores and  
+1 to all omnivores even  
enemies**

Item Card Front 1

**Smell of Blood**



**+2 STRIKE to all carnivores and  
+1 to all omnivores even  
enemies**

Item Card Front 2

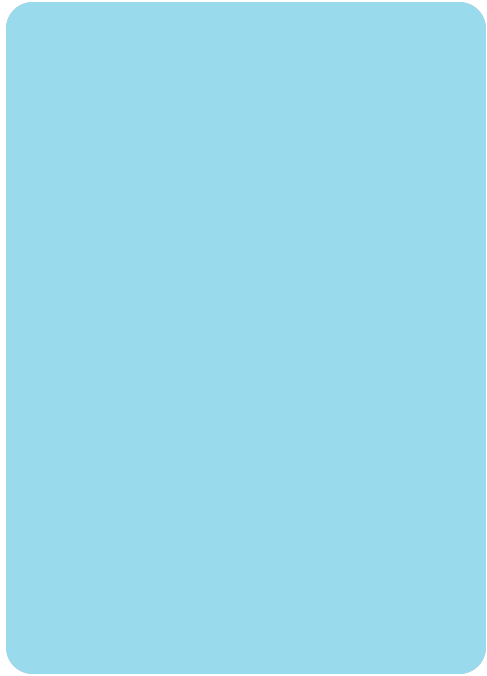
**Chlorine Gas**



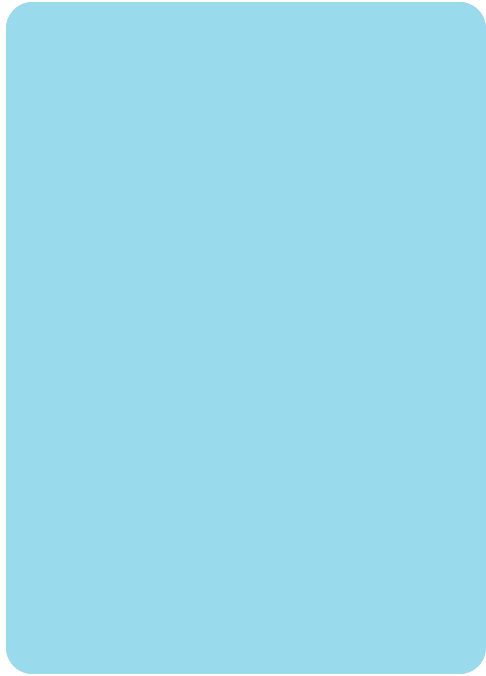
**-1 HEALTH to just the players**

Item Card Front 3

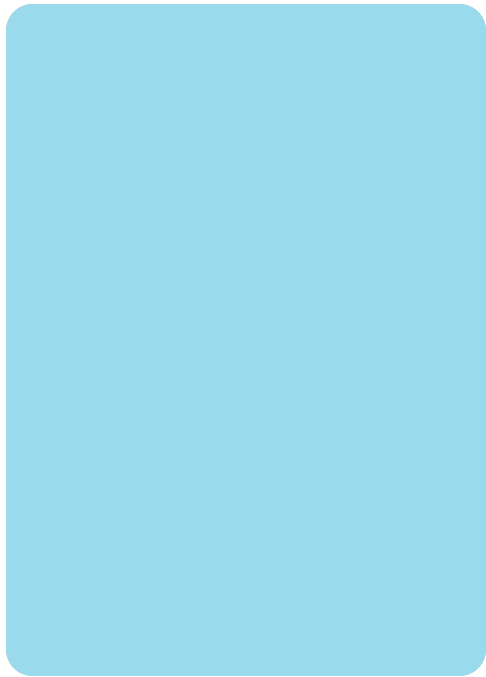
# ITEM CARDS -- BACK



Item Card Back 2



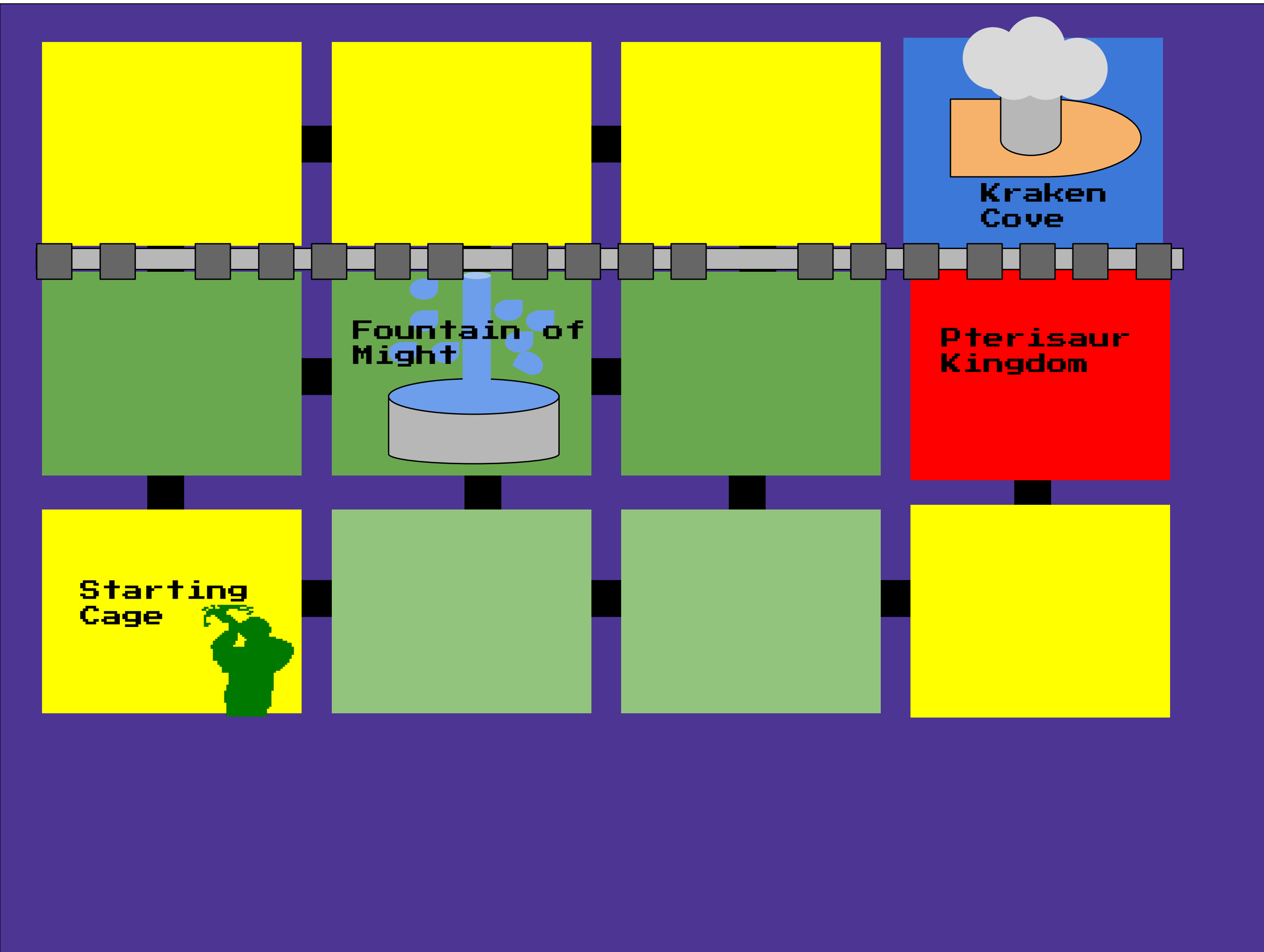
Item Card Back 1



Item Card Back 3



**GAME MAP**



## 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 >

Donovan, Raju, Lex

## Velociraptor Vacation

### PREMISE

> We are all inspired by dinosaurs and loved them as kids. The game is set in the Compound, a dinosaur containment facility watched by guards and filled with dangerous enemy dinosaurs. The player characters will play as different dinosaurs such as Velociraptors, Pterodactyls, Dilophosaurus and Stegosaurus. The goal of the game is to escape the Compound by killing the Kraken and using the escape boat.

Characters: Playable Dinosaurs

1. Velociraptor
2. Pterodactyl
3. Dilophosaurus
4. Stegosaurus

Characters: Unplayable Enemies

1. T-Rex
2. Spinosaurus
3. Gallimimus
4. Allosaurus
5. Compy Herd
6. Triceratops
7. Wall
8. Pterisaur
9. Kraken
10. Guard

## 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:

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

**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. STRIKE

**FLAVOR:** > Some dinosaurs can bite to attack while others may use their tails or feet.

**CORE MECHANIC:** Versus test [STRIKE]. If you meet or exceed a monster's [ARMOR] deal [STRIKE] minus [ARMOR] to them.

**OTHER MECHANICS:** Versus test [STRIKE]. If your opponent has no armor they take damage to their health

- **SMASH:** > STRIKE is used to break walls to get around the map

#### 02. SPEED

**FLAVOR:** > Each dinosaur can travel at different speeds. The bigger the dinosaur the slower the speed.

**CORE MECHANIC:** A dinosaur can move the number of tiles up to their speed

- **DODGE:** > Versus Test [SPEED]. If you are under attack by another dinosaur's [STRIKE] roll the dice and if you land on your character's speed number or below you can DODGE the STRIKE.

#### 03. HEALTH

**FLAVOR:** > Each dinosaur has a different health value. The quicker the dinosaur the lower the health

**CORE MECHANIC:** If you have no armor left deal the other dinos [STRIKE] minus your [HEALTH] if you reach zero [HEALTH] you are eliminated from the game

**OTHER MECHANICS: Health requires an item to go up**

- **ZERO HEALTH:** > Once a dinosaur reaches 0 health it is brought back to the start with a penalty of minus 1 health and STRIKE. A guard with 6 STRIKE, 8 HEALTH, 3 Armor, 2 SPEED and the ability Crossbow (deals 6 damage ignoring armor and reduces speed of target by 1 until the end of the fight) is guarding the person who just died. Kill the guard to bring back the player.

#### SPECIAL ABILITY

**FLAVOR:** > Every dinosaur has a unique special ability

**CORE MECHANIC:** > Each dinosaur can use this ability once every fight

#### 04. ARMOR

**FLAVOR:** > Some dinosaurs have thick scales or skin that is difficult to penetrate

**CORE MECHANIC:** [STRIKE] minus [ARMOR] equals damage to [HEALTH]. Armor does not go under set value unless specified by an ability

**OTHER MECHANICS:** Armor resets every attack not every encounter with another dino



## 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

Velociraptor (Carnivore)		Pterodactyl (Omnivore)		Dilophosaurus (Carnivore)	
Attribute	Value	Attribute	Value	Attribute	Value
[Strike]	3	[Strike]	2	[Strike]	3
[Health]	5	[Health]	3	[Health]	4
[Armor]	2	[Armor]	1	[Armor]	2
[Speed]	2	[Speed]	3	[Speed]	2
Pack Hunter - Roll an extra two dice if you are unhappy with the first and choose the best result.		Drop - Grab an opponent with 2 or more speed and drop them from a great height dealing 7 damage ignoring armor.		Venom - Shoot a venom projectile at an opponent dealing 5 damage ignoring armor and canceling their next turn.	

Stegosaurus (Herbivore)	
Attribute	Value
[Strike]	2
[Health]	7
[Armor]	3
[Speed]	1
Thorns - Take no damage next turn and reflect half the STRIKE of the opponent onto them. If the next turn is an ability, its effects are ignored.	

< 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 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.

## MONSTERS

<u>Spinosaurus (mini-boss)</u>		<u>Tyrannosaurus Rex (mini-boss)</u>		<u>Gallimimus</u>	
Attribute	Value	Attribute	Value	Attribute	Value
[Strike]	8	[Strike]	10	[Strike]	4
[Health]	13	[Health]	15	[Health]	4
[Armor]	3	[Armor]	4	[Armor]	2
[Speed]	1	[Speed]	0	[Speed]	3
Slash - hits all dinosaurs for 3 health ignoring armor		Roar - makes all dinosaurs lose 2 armor for the whole fight (can't go below 0 armor)		Superior Speed - Attack twice this turn	
Wail - makes all dinosaurs lose 1 armor for the whole fight (can't go below 0 armor)		Armor does not reset to original value until end of fight			
Armor does not reset to original value until end of fight		Spinning Attack - hits all dinosaurs for 2 health ignoring armor			

<u>Triceratops</u>		<u>Allosaurus</u>		<u>Pack of Compys (Roll Dice for compy no.)</u>	
Attribute	Value	Attribute	Value	Attribute	Value
[Strike]	5	[Strike]	7	[Strike]	1 * compy NO.
[Health]	8	[Health]	9	[Health]	1 * compy NO.
[Armor]	3	[Armor]	2	[Armor]	0
[Speed]	1	[Speed]	1	[Speed]	3
Charge - stun enemy for one turn and does 4 damage		Wail - makes all dinosaurs lose 1 armor for the whole fight (can't go below 0 armor)		Mob - Roll an extra dice if you are unhappy with the first and choose the best result.	
		Armor does not reset to original value until end of fight			

<b><u>Pterisaur (Boss)</u></b>		<b><u>Kraken (FINAL BOSS)</u></b>		<b><u>Wall</u></b>	
Attribute	Value	Attribute	Value	Attribute	Value
[Strike]	10	[Strike]	18	[Strike]	0
[Health]	35	[Health]	30	[Health]	10
[Armor]	5	[Armor]	8	[Armor]	10
[Speed]	0	[Speed]	1	[Speed]	0
<p>Thunder - all dinosaurs lose 3 [ARMOR] and 3 [STRIKE] for the whole fight. If armor goes below 0 the, it acts as a damage bonus to the Terrorsaur's attack. Armor does not reset to original value until end of fight</p> <p>Terrify - stuns all dinosaurs with less than 12 [STRIKE] for 3 turns</p> <p>Shred - hits all dinosaurs for 3 health ignoring [ARMOR]. All dinosaurs lose 2 [ARMOR] for the whole fight. If armor goes below 0 the, it acts as a damage bonus to the Terrorsaur's attack. Armor does not reset to original value until end of fight</p>		<p>Inky Splash - All characters fighting the Kraken lose 4 [STRIKE] for 4 turns</p> <p>Drown - Pull the dinosaur with the highest speed down into the depths of the water, that dinosaur is stunned for 3 rounds and loses 5 HEALTH ignoring armor</p> <p>Curse of the Deep - All dinosaurs must roll a dice, if the number is even, nothing happens but if the number is odd, the dinosaur is stunned and takes 5 damage at the start of each turn ignoring armor.</p> <p>Tentacle Slash - hits all dinosaurs for 15 health</p>		<p>Guardian - Players may only attack Wall once per turn</p>	

**MONSTER RULES:**

- > Do not roll a dice to add to their attacks
- > Roll a dice for their dodge
- > Monsters ALWAYS use their abilities on the first turn
- > Monsters with multiple abilities will use their abilities consecutively, using them in the order they are listed
- > Abilities cannot be dodged
- > All characters can use their abilities once per fight
- > If two characters encounter a monster, they always attack the player with the lowest [HEALTH]
- > After defeating a monster a player increases their [HEALTH] by 2 points and [STRIKE] by 1 point
- > After defeating a mini-boss a player increases their their [HEALTH] by 5 points, their [STRIKE] by 3 points and their [ARMOR] by 1 point
- > After defeating a boss a player increases their [HEALTH] by 10 points, their [STRIKE] by 5 points and their [ARMOR] by 3 points
- > Dinosaurs cannot be effected by an enemy that they are not fighting

## 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

TEST: EVENTS:

1. **Smell of Blood** - blood fills the air and adds a +2 STRIKE to all carnivores and +1 to all omnivores
2. **Chlorine gas** fills the air -1 HEALTH to all players
3. **Stampede** - A stampede of gallimimus charge at the players. Dinosaurs with less than 3 speed get -2 HEALTH
4. **Barbed Wire** - After falling into a pit, your dinosaur is tangled in barbed wire, Dinosaurs with [STRIKE] lower than 4, receive -1 HEALTH
5. **Sleeping Dart Trap** - Set up by the humans, this trap gives the dinosaur -2 SPEED for 3 turns (some dinosaurs will fall asleep and will be unable to move or dodge)

## 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

#### EFFECT:

1. Berry - restore health and increase STRIKE or HEALTH by 1 (only for herbivores and omnivores)
2. Golden Berry - restore health and increase STRIKE or HEALTH by 4 (only for herbivores and omnivores)
3. Poison Berry - Lose STRIKE or HEALTH by 1
4. Meat - restore health and increase STRIKE or HEALTH by 1 (only for Carnivores and omnivores)
5. Golden Meat - restore health and increase STRIKE or HEALTH by 4 (only for Carnivores and omnivores)
6. Spoiled Meat - Lose STRIKE or HEALTH by 1

### ITEM RULES:

> Items are used instantly upon acquisition and are moved to the bottom of the pile that they were drawn from after use

## 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:** Defeat the kraken and use the treasure you get to repair the escape boat and escape.

**Lose:** All Characters are trapped in the starting cage, being guarded by the guard

Goal: Escape the compound before you get eaten.

## 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

Once at the beginning of the game.

**1st:** Each Player picks one of the 4 playable Dinosaurs cards: Stegosaurus, Velociraptor, Dilophosaurus, Pterodactyl.

**2nd:** Place Kraken on the top right corner of the board and the **Pterosaur** on the tile below the Kraken. The tile below the **Pterosaur** place the barbed wire

**3rd:** Mix 3 of the blue cards (color on the back) at random into the green cards (color on the back) and shuffle the deck

**4th:** Put the last one of the blue cards in a pile with the yellow cards (color on the back) and shuffle the deck

**2. PLAYER TURN** - What the players do on their turn. Repeat until they WIN OR LOSE.

#### 2.1. MOVE

**1st:** If all Characters have at least 1 [Health], they must move.

**2nd:** the player with the highest movement always goes first.

**3rd:** Players decide which Adjacent Room their Characters Move to. Move their cards to that room. Keeping in mind there speed numbers

**4rd:** If you land on a green tile draw from the green deck, if you land on a yellow pile draw from the yellow deck

**5th:** If you draw a item (berry) or trap card (smell of blood, chlorine gas, stampede) do what it says on the card

**6th:** If you draw 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. When combat initiates, the creature with the greatest speed attacks first. If the speed is equal, a dice is rolled for the player and the monster, the creature with the highest dice roll goes first.

#### 2.21 PLAYER COMBAT RULES

On a player's turn they roll 2 dice. One to determine their STRIKE and one to determine if they dodge their opponents attack or not. A players' 1st dice roll value plus their [STRIKE] number given on the card (which can change in value) determines how much damage they do. However, this value minus the opponent's armor dictates how much damage an opponent receives to their health. If a creature has 0 health it dies. Armor resets every round back to its original value, while health can only decrease throughout the course of the fight. IF a players' 2nd dice roll is equal to or below their speed value; they can dodge the attack made by the enemy in that round. IF a player wishes to use their special ability in that round then they do not roll a dice for their strike but only for their dodge. NOTE: special abilities cannot be dodged and can only be used once per fight.

#### ENEMY COMBAT RULES

Do not roll a dice to add to enemy attacks but do roll a dice for their dodge. If the dice roll is equal to or below the enemies speed value (on the card); they can dodge the attack made by the player in that round. Monsters ALWAYS use their abilities on the first turn. Monsters with multiple abilities will use their abilities consecutively, using them in the order they are listed. All characters can use their abilities only once per fight.

#### MULTIPLE PLAYERS COMBAT RULES

Sometimes multiple players will choose to fight an enemy together. In this case everyone will roll a dice to determine who goes first, second, third and so on. The enemy always targets the player with the lowest health. If players have the same amount of health then it targets the player with the lowest armor. If multiple players defeat an enemy together, the rewards are split between the players.

### **3. END OF TURN**

**1st:** If any Monsters has 0 health put it back in the pile you took it from and shuffle the pile.

**2nd:** If a player defeats a monster they get the respective buff to their stats

**3rd:** If a player has 0 health and dies they return to the start of the map and another player has to rescue them from the guard.

**4th:** Roll a dice, if the number on the dice is 1, the Pterisaur moves one space to the closest player. If there are multiple players equal distance away from the Pterisaur, the Pterisaur will move towards the player with the lowest health. If these players have the same health the Pterisaur will move towards the player with the lowest armor. Once a player and the Pterisaur are on the same square, combat will begin. The Pterisaur can break through the wall and move one square in a single turn. If a player is in the starting cage the Pterisaur will ALWAYS move towards this player. If the Pterisaur defeats a player in the starting cage, the player is removed from the game permanently.

### **4. WIN OR LOSE**

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

**Win: Defeat the kraken and use the escape boat it was guarding to escape.**

**Lose:** All Characters have 0 [HEALTH]



## 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 which Adjacent Room their Characters Move to. Players cannot move diagonally. Move their cards to that room. Players can go to different rooms

## 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:

> If a player lands on a square with a fountain icon, their health is restored to their maximum value and their maximum health increases by 1. Additionally, they do not draw a card. However, if the Pterosaur is present on the fountain icon, the fountain does not apply any effect.

> If a player wishes to enter the yellow tiles on the board, they must first break the wall with ARMOR 10 and HEALTH 10. Normal combat rules apply here, however, the wall cannot dodge attacks or deal damage. The player can only hit the wall once per turn. The wall's health does not reset after the turn has ended but the armor does.

### DOOR / CONNECTOR RULES:

> The only way to get to the kraken is through the Pterosaur cage.

> If players wish to travel between tiles they must follow the lines connecting the tiles and cannot go in a direction that has no connecting lines.

> If a player wishes to enter the yellow tiles on the board, they must first break the wall with ARMOR 10 and HEALTH 10. Normal combat rules apply here, however, the wall cannot dodge attacks or deal damage. The player can only hit the wall once per turn. The wall's health does not reset after the turn has ended but the armor does.

### SPECIFIC ROOMS:

#### 1. Starting Cage

>

#### 2. Fountain of Might

>

#### 3. Pterosaur Kingdom

>

#### 4. Kraken Cove

>