

# DREAMWALK

*Ali S., Anna S., Turin B.*



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KCK 4 HID 2 ENG 3 PRT 1

## THE PSYCHIATRIST

Although his forte in the real world is taking care of people, **The Psychiatrist** finds a hidden talent in Dreamland – kickball. Apparently, his PhD thesis on the effects of violent playground games was applicable to the real world after all – who would've guessed?

**MYSTERY PILL:** Until consumed, the Mystery Pill in the Psychiatrist's pocket creates a 1/6 chance of an enemy being disadvantaged when attacking him. When consumed, the Mystery Pill permanently increases PRT by 1.

Character Card Front 1



KCK 2 HID 2 ENG 4 PRT 2

## THE NEUROSURGEON

**The Neurosurgeon**, although typically cool, calm, and collected, she fears that the time spent in Dreamland might leave her microwave burrito to get cold back home. Her hunger-driven enthusiasm to get back to the real world energizes her to give their quest her all!

**LAST DITCH:** If a teammate runs out of Energy, The Neurosurgeon may restore Energy to herself and the remaining teammate. Roll 1d3 to determine the total amount of ENG to be divided up between players; ie: if a 3 is rolled, The Neurosurgeon may receive +2 ENG and the other character may receive +1.

Character Card Front 2



KCK 2 HID 3 ENG 1 PRT 4

## THE MYSTERIOUS EXPERT

Not much is known about **The Mysterious Expert**, but we suspect he may have faked his medical credentials. Luckily, he puts his lying skills to good use in Dreamland; a decently strong gust of wind may be able to knock him over, but any monster with a brain is no match for his deceitful powers!

**GASLIGHT:** When ENERGY is 1 or 2, and The Mysterious Expert fails a versus test against an enemy, roll 1d2 to convince the enemy to retreat into the nearest empty room, before dealing damage.

Character Card Front 3

# CHARACTER CARDS – BACK



Character Card Back 2



Character Card Back 1



Character Card Back 3



# MONSTER AND TRAP CARDS — FRONT



ATK 6 DOG 5 HEALTH 7

### THE MONSTER UNDER THE BED


The Monster lurks there, under the bed, waiting for an unsuspecting child to leave their feet outside of the blanket.

The **Monster Under the Bed** attacks 1d3 times per round.

If **Playing Pretend** is attempted and failed in the presence of the **Monster Under the Bed**, one player (determined by 1d3) loses one Energy.

If all of the Monster's attacks succeed, it will attack again.

Monster or Trap Card Front 1



ATK 7 DOG 8 HEALTH 7

### THE DARK

The **Dark** peeks around every corner, silent until its prey is within its grasp.

The **Dark** attacks 1d3 times per round.

All players in an aggressive stance are disadvantaged when fighting The **Dark**.

After a successful **Play Pretend**, static test **Playing Pretend** to deal double damage against The **Dark**.

Monster or Trap Card Front 2



ATK 9 DOG 7 HEALTH 4 + EXPL. DICE

### NIGHTMARE FOG

A mysterious fog surrounds you, causing you to hallucinate your worst fears all around.

Static test **Dodge** with advantage to attempt to escape the **Nightmare Fog**.

If you fail, subtract 1 from all stats excluding Energy for 2 turns.

If all players fail, everyone subtracts 1 from 2 stats permanently.

Monster or Trap Card Front 3



ATK 9 DOG 7 HEALTH 4 + EXPL. DICE

### ARACHNID KING

The **Arachnid King** is the ultimate terror and it knows it, waltzing around the land of dreams and flaunting its fangs with the confidence of a feathered peacock.

The **Arachnid King** attacks 1d6 times per round.

**STICKY WEBS:** Every 3 rounds, **ARACHNID KING** entraps one player (determined by 1d3) in sticky webs, making them unable to move for one turn.

**VENOMOUS STAB:** Deals 1d3 damage to each player every 5 rounds.

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

# ITEM CARDS – FRONT

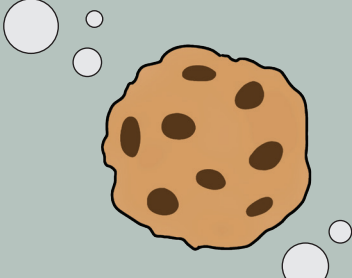


**MIKA BEAR**

The **Mika Bear** is an emblem of security and familiarity in an otherwise-hostile environment.

When holding the Mika Bear, the bearer receives a Hide bonus of +1 against all monsters, except the Monster Under the Bed, against whom you will have a +2 bonus.

Item Card Front 1



**SUGAR COOKIE**

The **Sugar Cookie** gives you the energy you need to continue forward despite the arduous circumstances.

When eaten, add +1 to each of Kickball, Hide, and Play Pretend, and +2 to Energy, for the person who consumes this item.

Item Card Front 2

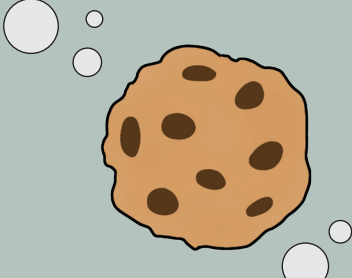


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Item Card Front 3



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When eaten, add +1 to each of Kickball, Hide, and Play Pretend, and +2 to Energy, for the person who consumes this item.

Item Card Front 4



# ITEM CARDS -- BACK



Item Card Back 2



Item Card Back 1



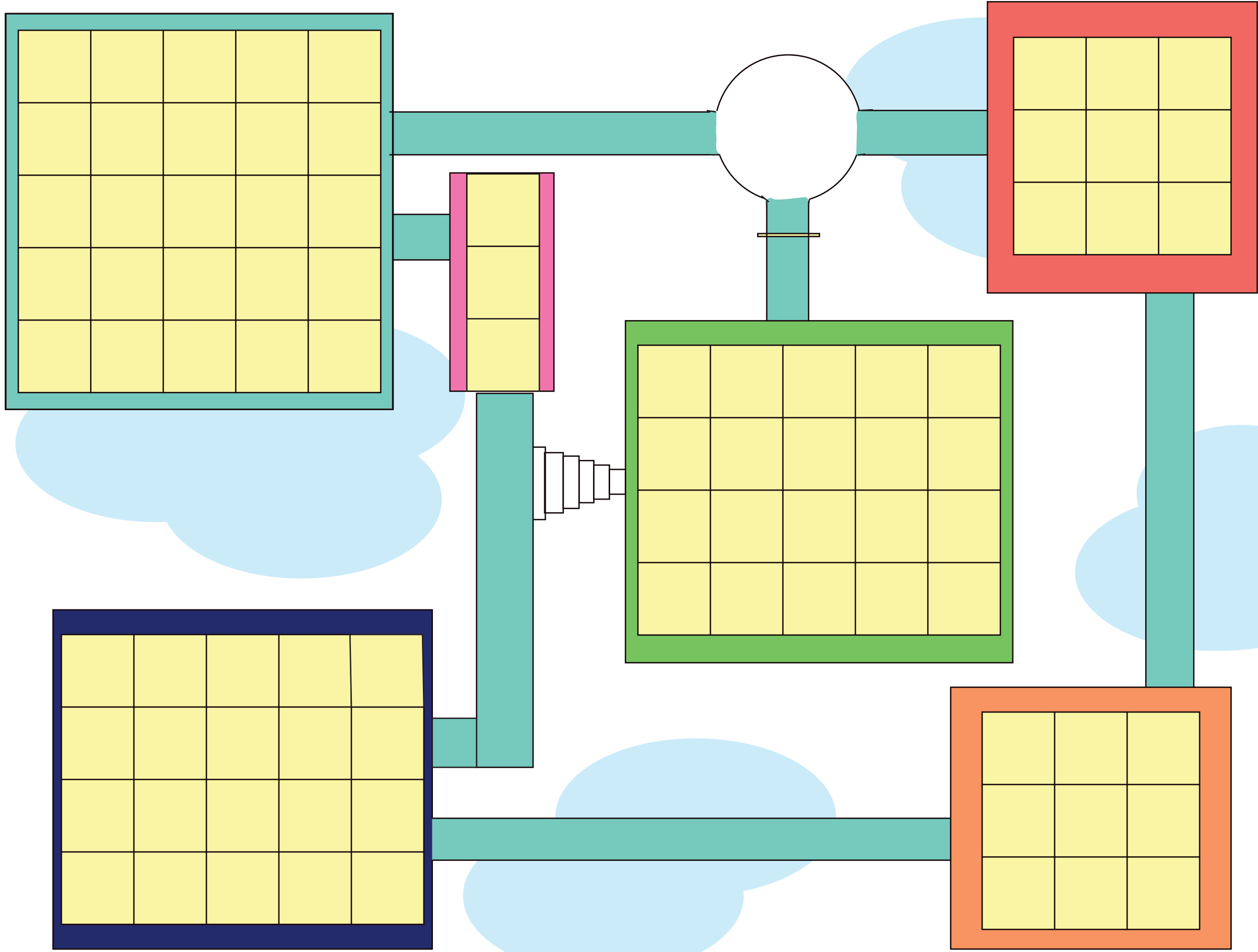
Item Card Back 4



Item Card Back 3



# GAME MAP



- Specific Rooms:**
- 1. Origin**  
Where the players will spawn in, and where they will leave. This room does nothing except after the players have completed the battle with ARACHNID KING; after defeating the ARACHNID KING, the game will be won once all players return to this room.
  - 2. The Bedroom**  
All players may move an extra space every other turn while in the bedroom.
  - 3. The Closet**
  - 4. The Backyard**  
When entering, Static Test Hide. If Static Test fails, temporarily lose 1 Energy, to be regained after leaving the backyard. If a player reaches 0 Energy in the backyard, follow typical procedure.
  - 5. The Kitchen**
  - 6. The Bathroom**  
It is pitch black in this room; each player may only move 2 spaces.
  - 7. The Basement**  
When fighting here, all players get +1 Energy - the end is near!

## 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 >

Turin B., Ali S., Anna S.

## DREAMWALK

### PREMISE

#### INSPIRATION:

Our game mostly borrows its aesthetic and themes from playgrounds and children's games, especially those traditionally played outdoors. The monsters in *Dreamwalk* are inspired by common childhood nightmares and fears.

#### DUNGEON:

Players will navigate through a sleeping child's dreams; each 'room' theme is inspired by the rooms in a house, and the items and monsters found in each room are like something out of a child's imagination. Obstacles to the players manifest as monsters haunting the child's mind, which need to be dispelled before the child can escape their bad dreams and awaken.

#### CHARACTERS:

The playable characters are as follows: The Psychiatrist, The Neurosurgeon, and The Mysterious Expert, whom not much is known about. The doctors accidentally entered the child's mind after an embarrassing mishap with a new sleep technology; now, with nowhere to go but out, they must awaken the child to escape her dreams. The Psychiatrist, despite the stereotypes, is quite physically strong, and plays a mean game of Kickball; they are the offensive frontman of the group. The Neurosurgeon, in contrast, is intelligent – as is demanded by her profession – and her strategies are unmatched by any other. Living up to his name, the Mysterious Expert is a master of deceit, illusions, and lies; a strong wind could best him, but any enemy with a brain is no match for the Expert.

#### GOAL:

The goal of the game is to Escape the child's mind. To Escape, the players must explore the child's dreamlike world to find and slay the monsters inhabiting her dreams.

## 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. KICKBALL

**FLAVOR:** Use KICKBALL to weaken the monsters.

**RANGE:** One space directly above, below, and to the sides of the Character (4 spaces total).

**CORE MECHANIC:** Versus test KICKBALL. If you meet or exceed a monster's DODGE deal **1 damage** to them.

#### OTHER MECHANICS:

- **HOME RUN:** If you exceed a monster's Dodge by more than 3 upon Versus Test KICKBALL, deal double damage.

**RANGE:** Same as KICKBALL

- **PUNT:** The Neurosurgeon may boost any teammate's Kickball skill by Punting, only if the Mika Bear is in her inventory. The targeted teammate experiences a +2 to Kickball for the next two turns.

**RANGE:** The Neurosurgeon must be in a space adjacent to the targeted teammate when using Punt.

#### 02. HIDE [AND SEEK]

**FLAVOR:** > Use HIDE to avoid taking damage in an enemy or trap attack.

**CORE MECHANIC:** Versus Test HIDE. If you get under a monster's [Attack] take **1 damage**.

#### OTHER MECHANICS:

- **SARDINES:** If all characters start a round in a defensive stance, all players acquire +1 to Hide for one turn.
- **JUMP ROPE:** When disadvantaged, the Psychiatrist may use Jump Rope once every 3 turns to completely reroll a Hide versus test. Numbers rolled for the test before Jump Rope is used are nulled and forfeited.

#### 03. ENERGY

**FLAVOR:** ENERGY measures how much mental strength each character has remaining.

**CORE MECHANIC:** Whenever you take **1 damage** you lose 1 ENERGY.

#### OTHER MECHANICS:

- **ZERO HEALTH:** If a character reaches 0 ENERGY, they are removed from the game for a full turn. Revive with starting attribute values, then subtract 1d3 from a random stat (excluding energy) by rolling a d6:

> 1-2: Kickball

> 3-4: Hide

> 6: Play Pretend

- **LULLABY:** A character can LULLABY their team if they have 3 or more energy. A Lullaby costs 2 Energy to the talking character, but boosts the Energy of the other two characters by 2, each, every turn for the next two turns. A Lullaby can be sung by any character, and it can only be sung once every 3 turns, regardless of the character using it.

**RANGE:** Whole room

#### 04. PLAY PRETEND

**FLAVOR:** PLAY PRETEND allows characters to cast spells on their turn.

**CORE MECHANIC:** To cast a spell, roll a d6 and add your roll to your PLAY PRETEND stat. If the sum is higher than the PLAY PRETEND needed to cast, the spell is successful. If the sum is equal to or less than

half of the (?) PLAY PRETEND needed to cast, one of your teammates, chosen randomly, takes 1d2 energy.

**OTHER MECHANICS:**

- **DODGEBALL (needs PLAY PRETEND+d6 >= 3):** Throw a dodgeball at the enemy, dealing 1 damage; if PLAY PRETEND test failed, one of your teammates must roll 1d3; if a 1 is rolled, they lose 1 Energy. Dodgeball can be used every 2 turns.  
**RANGE:** 2 spaces, including diagonals
- **MIRROR MIRROR (needs PLAY PRETEND+d6 >= 6):** Upon casting this spell, Mirror Mirror becomes active. When Mirror Mirror is active, the next enemy to successfully inflict damage upon you also takes an equal amount of (?) damage. After the enemy takes damage from your spell, Mirror Mirror becomes inactive.  
**RANGE:** N/A
- **RAZOR SCOOTER (needs PLAY PRETEND+d6 >= 5):** Magically summon a Razor Scooter and hit your enemy in the ankle with it to stun them, skipping their next turn to attack. If PLAY PRETEND test failed, caster loses 1 Energy.  
**RANGE:** 1 space, including diagonals
- **DREAMWALK (needs PLAY PRETEND+d6 >= 9):** Make use of dream logic by teleporting one enemy of choice to the doorway of any empty room of choice. Empty in this context means without an enemy or item. Nothing happens if no rooms are empty. If PLAY PRETEND test failed, the caster loses 1 Energy, and roll (Kickball or Hide) with Disadvantage on your next turn.  
**RANGE:** N/A

## 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 Psychiatrist		The Neurosurgeon		The Mysterious Expert	
Attribute	Value	Attribute	Value	Attribute	Value
KICKBALL	4	KICKBALL	2	KICKBALL	2
HIDE	2	HIDE	2	HIDE	3
ENERGY	3	ENERGY	4	ENERGY	1
PLAY PRETEND	1	PLAY PRETEND	2	PLAY PRETEND	4
<b>SPECIAL ITEM: MYSTERY PILL</b> Until consumed, the Mystery Pill in the Psychiatrist's pocket creates a 1/6 chance (using a dice roll) of an enemy being disadvantaged when attacking him. When consumed, the Mystery Pill permanently increases PRT by 1.		<b>SPECIAL ABILITY: LAST DITCH:</b> If a teammate runs out of Energy, The Neurosurgeon may restore Energy to herself and the remaining teammate. Roll 1d3 to determine the total amount of ENG to be divided up between players; ie: if a 3 is rolled, The Neurosurgeon may receive +2 ENG and the other character may receive +1.		<b>SPECIAL ABILITY: GASLIGHT</b> When Mysterious Expert's ENERGY is 1 or 2, and The Mysterious Expert fails a versus test against an enemy, roll 1d2 to convince the enemy to retreat into the nearest empty room, before taking (?) damage. Empty is defined as without an enemy or trap. If the enemy retreats, the enemy fully heals itself and gains +1 Max Health upon the end of the current turn. GASLIGHT can be used once every 3 turns. Nothing happens if no rooms are empty.	

## 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

### MONSTER UNDER THE BED

- **ATTACK:** 6
- **DODGE:** 5
- **HEALTH:** 7
- **RANGE:** The squares directly above, below, and to the sides of the Monster; excluding diagonals.
- **SPECIAL POWERS**

**RETRIBUTION:** If Playing Pretend is attempted and failed in the presence of the Monster Under the Bed, one player (determined by 1d3, with each number representing a player, ordered however you like) loses one Energy. In the instance that the cast spell has explicit fail penalties, the Monster Under the Bed's retribution is stacked on top of any other fail penalty given by the rulebook.

- **RANGE:** Occupied room
- **MOVEMENT:** On the Enemy Movement turn, roll 1d2. If the initial roll is a 1, the Monster Under the Bed will move 1 space in the direction of the Character with the lowest Energy. If two or more characters are tied for the lowest Energy, roll 1d2 or 1d3 (depending on how many characters are tied) to determine who is targeted by the Monster's movement. If the initial roll is a 2, the Monster Under the Bed will move in a random direction. Roll 1d6 to determine which way the Monster moves:
  - 1: Moves one square west, if possible
  - 2: Moves one square [north/south]west, if possible
  - 3: Moves one square [north/south], if possible
  - 4: Moves one square [north/south]east, if possible
  - 5: Moves one square east, if possible
  - 6: Does not move.

If the majority of players are north of the Monster, follow the above instructions with [north]; if the majority are south, follow the above instructions with [south]. If there is no majority, follow the instructions with [north].

Possibility is defined as a square existing (ie: not a wall or door). If a player is occupying the square in which the Monster decides to move, the player is pushed back 1 space and loses 1 Energy, and the Monster now occupies the space.

### THE DARK

- **ATTACK:** 7
- **DODGE:** 8
- **HEALTH:** 7
- **RANGE:** Full room, but 2 damage is dealt when the target is directly above, below, or to the sides of the Dark, excluding diagonals.

#### SPECIAL POWERS

All players in an aggressive stance are disadvantaged when fighting The Dark because they cannot see.

- **MOVEMENT:** On the Enemy Movement turn, The Dark will move to a random space within the room. Roll 1d3 twice. The first roll determines the column in which The Dark will move, numbered from left to right. The second roll determines the row in which The Dark will move, numbered from top to bottom. If a Character is occupying the square at these coordinates, the character is pushed to the nearest empty space of the player's choosing and loses 1 Energy, and the Monster now occupies the space.

### ARACHNID KING

- **ATTACK:** 9

- **DODGE:** 7
- **HEALTH:** 4 + Exploding Dice (d6)
- **RANGE:** 4 rings

#### **SPECIAL POWERS**

**STICKY WEBS** - Every 3 rounds, ARACHNID KING entraps one player (determined by 1d3, representing the characters, in any order you like) in sticky webs, making them unable to move (Kickball or Play Pretend) for one turn. Players may still defend themselves from enemy attacks by versus testing Hide. If no characters are in range on a turn in which Arachnid King can use Sticky Webs, it will wait to use Sticky Webs until at least one character is in range; if more than one character comes into range on the same turn, roll 1d3 to determine who is attacked.

- **RANGE:** 1 ring: the spaces directly above, below, and to the sides, and the four diagonals in between

**VENOMOUS STAB** - Deals 1d3 damage to each player in range every 5 rounds. If no characters are in range on a turn in which Arachnid king can use Venomous Stab, it will wait to use Venomous Stab until at least one character is in range.

- **RANGE:** Directly above, below, and to the sides, excluding diagonals

- **MOVEMENT:** On the Enemy Movement turn, roll 1d3. If the initial roll is a 1, The Arachnid King will move 1 space in the direction of the Character with the lowest Energy; if the initial roll is a 2, it will move 2 spaces in the direction of the Character with the lowest Energy. If two or more characters are tied for the lowest Energy, roll 1d2 or 1d3 (depending on how many characters are tied) to determine who is targeted by the Arachnid King's movement. If the initial roll is a 3, the Arachnid King will move in a random direction. Roll 1d6 to determine which way the Arachnid King moves:

- 1: Moves two squares west, if possible
- 2: Moves one square [north/south]west, if possible
- 3: Moves two squares [north/south], if possible
- 4: Moves one square [north/south]east, if possible
- 5: Moves two squares east, if possible
- 6: Does not move.

If the majority of players are north of the Arachnid King, follow the above instructions with [north]; if the majority are south, follow the above instructions with [south]. If there is no majority, follow the instructions with [north].

Possibility is defined as a square existing (ie: not a wall or door). If a player is occupying the square in which the Arachnid King decides to move, the player is pushed back 1 space and loses 1 Energy, and the Arachnid King now occupies the space. If the Arachnid King has to push back a player, even if it intended to move further, it must stop at the space the player formerly occupied; this may shorten a 2-square movement to 1 square.

#### **MONSTER RULES:**

If the Monster Under the Bed and/or The Dark are not slain before the players reach the Arachnid King, they will appear in the Arachnid King's room to be fought before the players can engage in combat with the Arachnid King. If all Monsters are still alive, the Order of Battle goes as follows: Monster Under the Bed, The Dark, Arachnid King. If not, the Monster Under the Bed or The Dark must be fought and defeated before the Arachnid King. In this scenario, each monster is fought independently, but consecutively: see Order of Play section and repeat steps 2.2 1-5 for each enemy until all are defeated. 2.2 Step 6 may not be taken until the Arachnid King has been defeated. Multiple Monsters may not be attacked by the players at the same time, and Monsters that are not currently being fought will remain inactive and off the board (not occupying a grid space) until the Monster before them in the Order of Battle has been defeated.

Before entering the room of the Arachnid King, the Monster Under the Bed and The Dark may be fought in any order.



## 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

### NIGHTMARE FOG

A mysterious fog surrounds you, causing you to hallucinate your worst fears all around.

- Static test **Dodge** with advantage to attempt to escape the Nightmare Fog. If you fail, subtract 1 from all stats excluding Energy, lasting 2 turns. If all players fail, everyone subtracts 1 from 2 stats permanently.

## 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 its effects to the right.

## ITEMS

1. **Item name:** Mika Bear
  - **Effect:** Gives a Hide bonus of +1 against all monsters except the Monster Under the Bed, against whom you will have a +2 bonus.
    - **Item details:** Only the person in possession of Mika gets affected by this bonus.
2. **Item name:** Sugar Cookie
  - **Effect:** Is used as a boost that adds +1 to Kickball, Hide, and Play Pretend, and +2 to Energy, for the person who consumes this item.
    - **Item details:** This item is consumable and must be discarded 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:** All of the child's Nightmare Monsters have been defeated, and the child has woken up, allowing the characters to return to the real world.

**Lose:** All Characters have 0 [Energy] At the same time, OR 5 6s are accumulated over the course of the game from rolling 1d6 at the beginning of each turn.

## 09. ORDER OF PLAY

Now that you've made most of the elements of your game. You can tie it all together and alter any of the rules presented at the beginning of your document to fit your game.

### 1. SETUP

This is where any rules from before the game would go. Like how to place cards on the map. Are they face up, face down, etc.

### 2. PLAYER TURN

This section is where you explain what the player characters can do on their turn.

#### 2.1 MOVE:

Where you explain how players move.

#### 2.2 COMBAT:

Where you explain how combat happens.

### 3. END OF TURN

Here is where you list anything that happens once the player's turn ends. For example, moving monsters, drawing new monsters, or counting to down a turn a counter that ends the game.

### 4. WIN OR LOSE

Here is where you'd put the player's goal and any tests they need to achieve it. Optionally you might have a loss condition as well, for example, the Oxygen counter reaches zero OR All characters reach 0 health. COPY THIS PART FROM THE PREVIOUS SECTION.

**ASSIGNMENT:** Alter and Add to these rules as you see fit. Look through your document and bring any necessary rules here. Please highlight any changes. Please edit or replace any text in BLACK, please don't replace any text in PINK.

## ORDER OF PLAY

### 1. SETUP

Done once at the beginning of the game.

**1st:** Roll to determine the order in which each player chooses their character. The lowest roll picks first, followed by the second-lowest.

**2nd:** Choose your characters. Mark where the players are in the room labeled [Player Start].

**3rd:** Note Monster, Trap, and Treasure locations on their noted [Starting Rooms].

### 2. PLAYER TURN

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

#### 2.1. MOVE

**1st:** If any Character has 0 [Health], they cannot move. If all Characters have at least 1 [Health], they must move. Roll 1d6. If the roll is a 6, set it aside. If the roll is not a 6, disregard.

**2nd:** Each player rolls 1d6 to determine move order; the player with the highest roll moves first, followed by the second highest roll. If there is a tie, tied players reroll.

**3rd:** Each player takes their turn to move, either within the room or between rooms. Each player can move up to 3 grid spaces per turn. If the Players have decided to move into another room, all Characters must be moved into the same room on the same turn.

**3rd:** If the players have just entered a new Room containing a Trap, roll the Test indicated on the Trap card and take any negative effects for those who fail. Keep the Trap on the board. You do not need to roll the Test on the Trap card again unless you exit the Trapped room and re-enter it later on.

**4th:** If the room contains an Item, a Player may approach the Item and pick it up from an adjacent grid square to the item (diagonals do not count as adjacent). Remove it from the Board. Any time they Move they may switch which character is carrying the Item. An item's carrier may not be switched if the characters are in the same room as a Monster with 1 or more Health.

**5th:** If the room contains a Monster, continue to 2.2 Combat. Else, proceed to end of turn.

#### 2.2 COMBAT

When players are in the Same room as a Monster, combat starts. Combat takes place in rounds, which are outlined below. Except if Players take the Heal Stance, they can always attempt to deal 1 Damage to a Monster each Round.

**1st: Player Stances:** Players pick their stances. Choose 1 for each character from the list below:

- **Aggressive:** Versus Test Kickball with Advantage this round.
- **Defensive:** Versus Test Hide with Advantage this round.
- **Heal:** Static test Energy, if successful, restore 1 lost Energy to another Character up to their maximum, but you cannot Test Kickball this round.
- **Cast:** Static test Play Pretend to cast a specific spell. Whether successful or not, you cannot test Kickball this round.
  - OR ALL CHARACTERS MAY –
- **Flee:** Static test Hide. Move to the previous room. If failed, take 1 damage as you do.

**2nd: Action Order + First Attacks:** To determine which Characters can Attack, Heal, or Play Pretend before the Monster, Versus Test Hide versus the Monster's Dodge for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack, Heal, or Play Pretend now. To Attack, Versus Test Kickball versus the Monster's Dodge. If the character succeeds, deal 1 damage to the monster. A Character casting a spell may test to cast now if Hide was tested against the monster successfully.

**3rd: Monster Attacks + Second Attacks:** If the Monster Card says to roll a die to determine how many times it attacks, do this now. Then, roll d3 to determine randomly which character the monster attacks first. The targeted Character must Versus Test [Dodge] versus the Monster's [Attack]. If the character fails, they take damage. Repeat Step 3 until the Monster has attacked the number of times determined by their Monster Card and your roll at the beginning of Step 3. Once the Monster has finished attacking, any character that hasn't Attacked, Cast, or Healed this round can do so now.

**4th: Enemy Movement:** Use the Range and Move Rules in the Monster profiles to move the Monster at this time.

**5th: Player Movement:** Each Player that intends to move on this turn should now roll 1d6 and rank them from greatest to least, rerolling any ties, to determine move order. Players that rolled may now each move up to 3 grid squares within the room. Players must stay within the current room on this step; Fleeing in Step 1 is the only way to leave a room while engaged in combat. Movement must be sensible: if an adjacent square to a Character is occupied, they may not move in that direction; in the event that all adjacent (excluding diagonals) spaces to a Character are occupied, they may not move at all.

**6th: Ending Combat:** If the monster and at least one player have more than 0 [Health], Return to the first step. Else combat ends. If the Monster has 0 [Health] remove the Monster Card.

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

**1st:** If any Monsters have less than their starting Health restore their Health to their starting Health.

**2nd:** If any Characters have less than their starting Energy, roll d3, allocate that much Energy to any of the Characters.

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

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

**Win:** Beat the final boss and proceed into the final room, which will take the characters back to the real world and wake up the dreaming child.

**Lose:** All Characters have 0 [Energy] At the same time, OR 5 6s are accumulated over the course of the game from rolling 1d6 at the beginning of each turn.

## 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

Each room is divided into a grid. All Characters may move 3 squares per turn. In order to proceed to an Adjacent Room, all Characters must be on the grid square right next to the door. Moving from one room to the next counts as 1 grid square. All Characters must be in the same room at all times, and you may not end a turn with any Characters in between rooms.

Characters may occupy the same space in the Closet only.

See Player Movement under Order of Play for character movement guidelines.

See Movement under each Monster entry for monster movement guidelines.

## 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:

> N/A, refer to the MOVEMENT section.

### DOOR / CONNECTOR RULES:

> In the hallway between the Origin and the Basement, that hallway does not open until players have completed the battle with ARACHNID KING.

### SPECIFIC ROOMS:

#### 1. Origin

Where the players will spawn in, and where they will leave. This room does nothing except after the players have completed the battle with ARACHNID KING; after defeating the ARACHNID KING, the game will be won once all players return to this room.

#### 2. The Bedroom

All players may move an extra space every other turn while in the Bedroom.

#### 3. The Closet

#### 4. The Backyard

When entering, Static Test HIDE. If Static Test fails, temporarily lose 1 Energy, to be regained after leaving the Backyard. If a player reaches 0 Energy in the Backyard, follow typical procedure.

#### 5. The Kitchen

#### 6. The Bathroom

It is pitch black in this room; each player may only move 2 spaces.

#### 7. The Basement

When fighting here, all players get +1 Energy – the end is near!