

(A) FIGHTING CHANCE

Michael Ley



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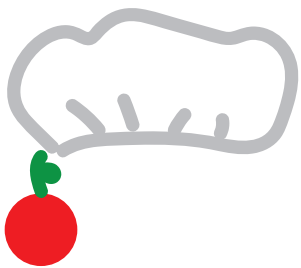
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Printing the Cards: Each set of cards is placed on two letter-size pages, one for the front of the cards and one for the back of the cards. Print pages 3-8 of this document landscape and double-sided, with the setting Flip On Short Edge selected. This will ensure that the card fronts and backs are aligned.

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

CHARACTER CARDS — FRONT

CHEF



Hubris: 3 | Contingency: 4 | Fate: 2

-4 -3 -2 -1 0 1 2 3 4

FLIP: After rolling a dice, flip the dice to its other side (new value is 7 - old value). Recharges at the start of next turn.

Character Card Front 1

CHESTKEEPER



Hubris: 2 | Contingency: 3 | Fate: 4

-4 -3 -2 -1 0 1 2 3 4

STORAGE: After rolling a dice, you may choose to save that roll and reroll for whatever you were doing. You may use the saved dice in place of a roll in the future. At the start of your next turn you lose your saved dice and recharge this ability.

Character Card Front 2

CROOK



Hubris: 4 | Contingency: 2 | Fate: 3

-4 -3 -2 -1 0 1 2 3 4

NUDGE: After rolling a dice, increase or decrease the roll by 1. Recharges at the START of your next turn.

Character Card Front 3

CHARACTER CARDS – BACK



Character Card Back 2



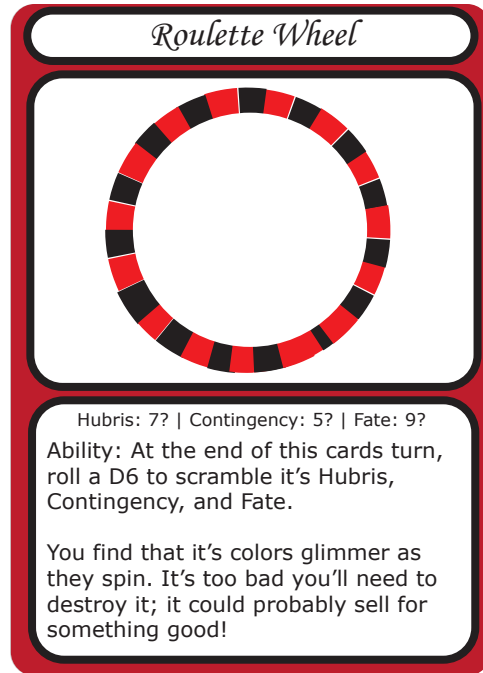
Character Card Back 1



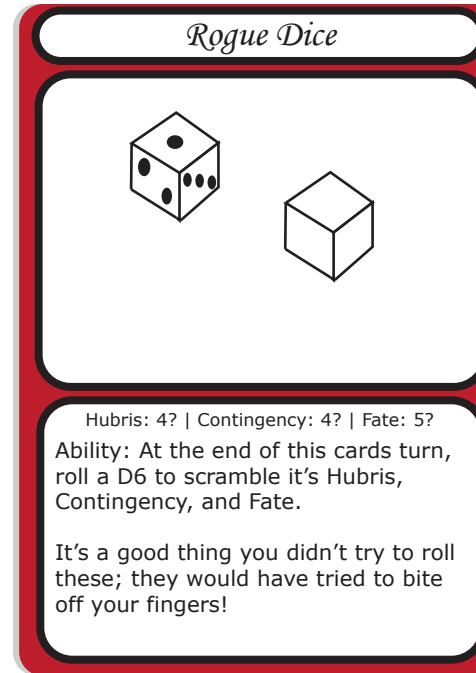
Character Card Back 3

MONSTER AND TRAP CARDS

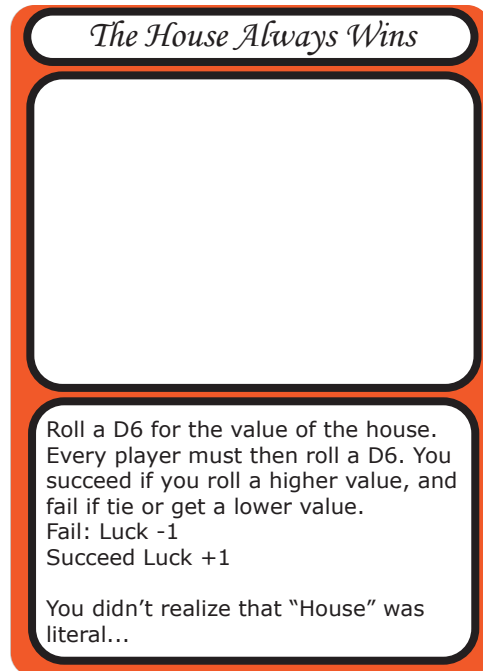
— FRONT



Monster or Trap Card Front 1

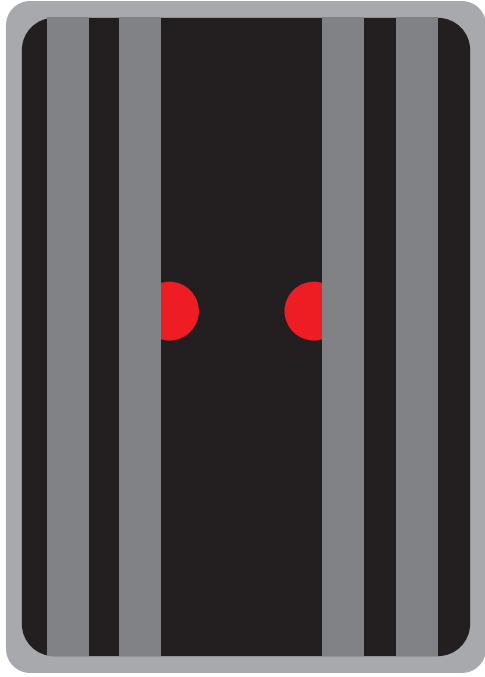


Monster or Trap Card Front 2

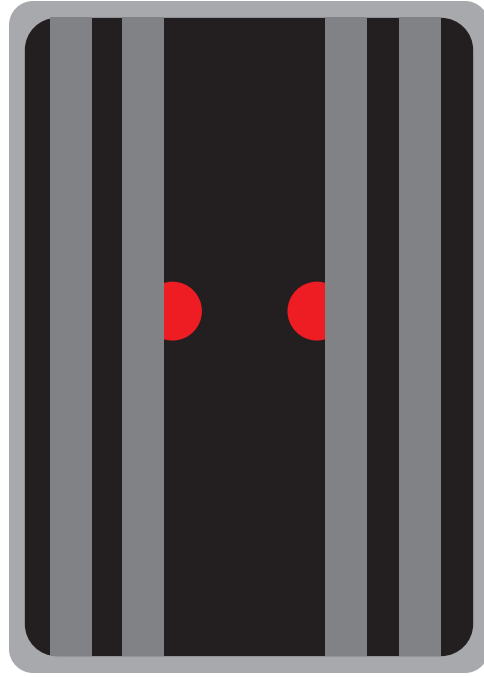


Monster or Trap Card Front 3

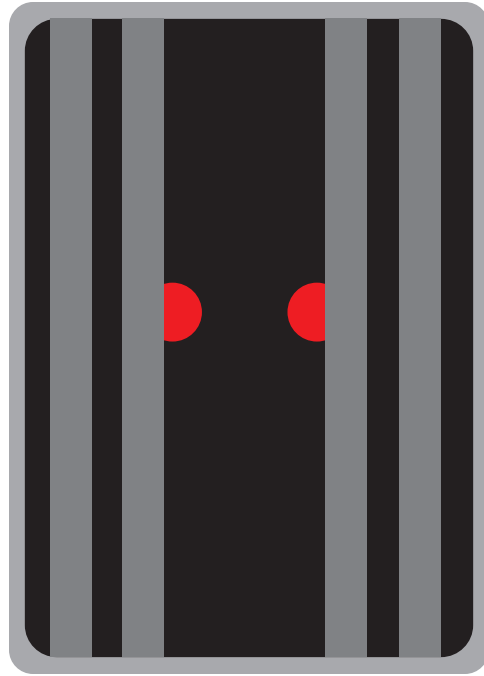
MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 2



Monster or Trap Card Back 1



Monster or Trap Card Back 3

ITEM CARDS — FRONT

<i>Dice Bag</i>
Give to a player, they gain the ability "reroll" while they have this item. Reroll: You may choose to reroll 1 dice roll per turn.

Item Card Front 1

<i>Dice Bag</i>
Give to a player, they gain the ability "reroll" while they have this item. Reroll: You may choose to reroll 1 dice roll per turn.

Item Card Front 2

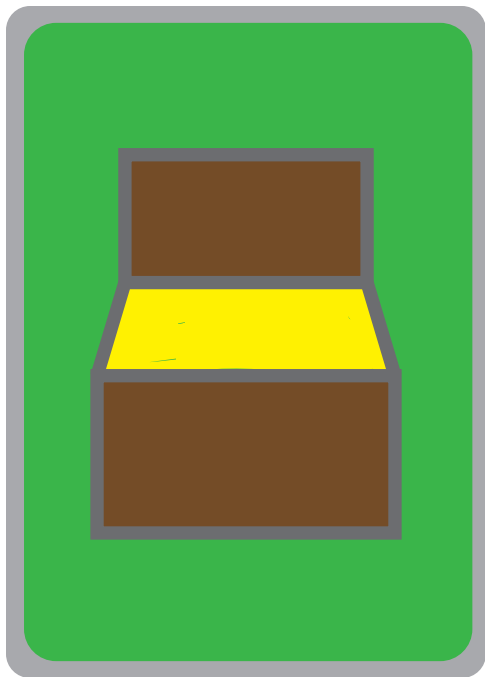
<i>Dice Bag</i>
Give to a player, they gain the ability "reroll" while they have this item. Reroll: You may choose to reroll 1 dice roll per turn.

Item Card Front 3

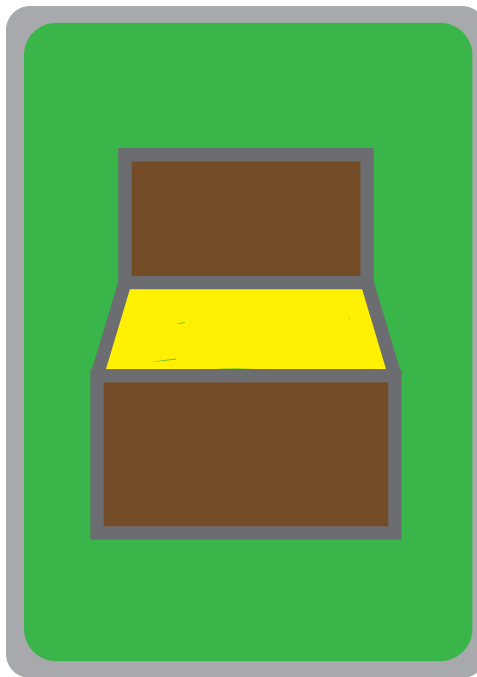
<i>Dice Bag</i>
Give to a player, they gain the ability "reroll" while they have this item. Reroll: You may choose to reroll 1 dice roll per turn.

Item Card Front 4

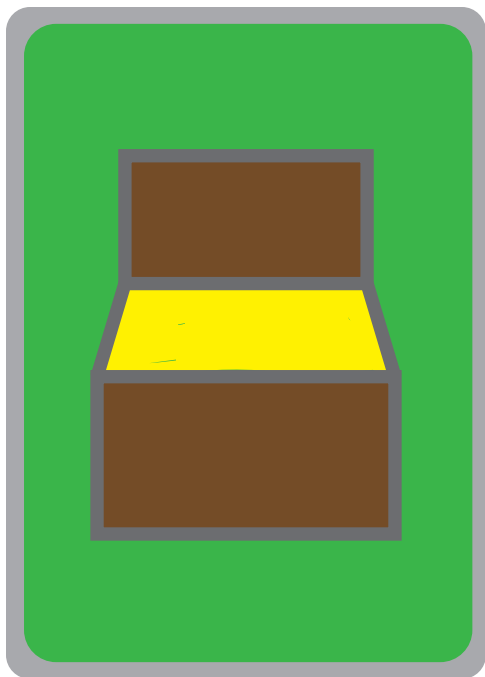
ITEM CARDS – BACK



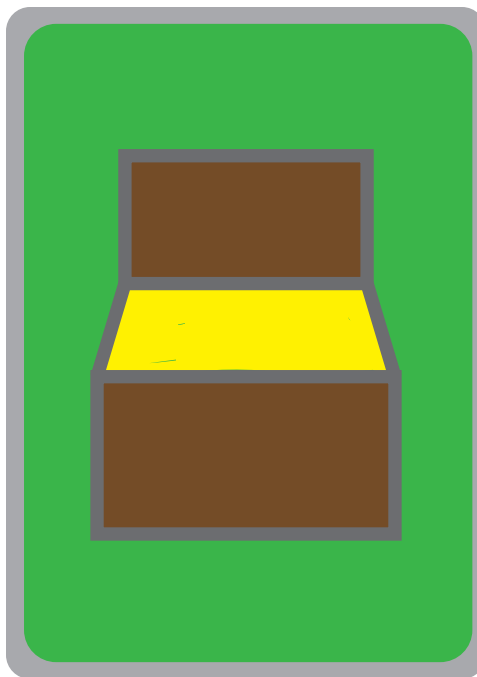
Item Card Back 2



Item Card Back 1

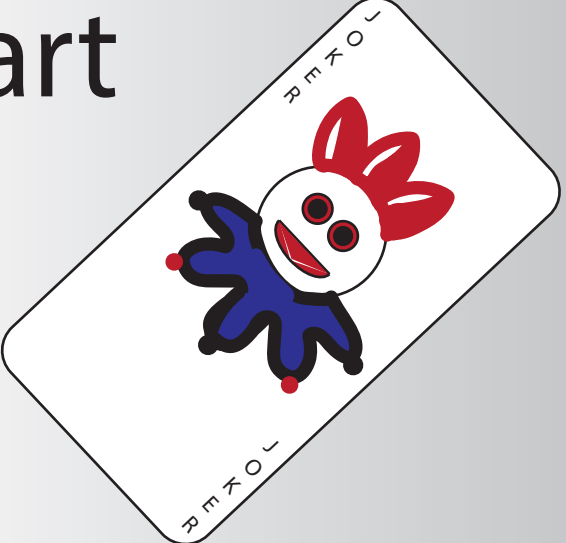


Item Card Back 4

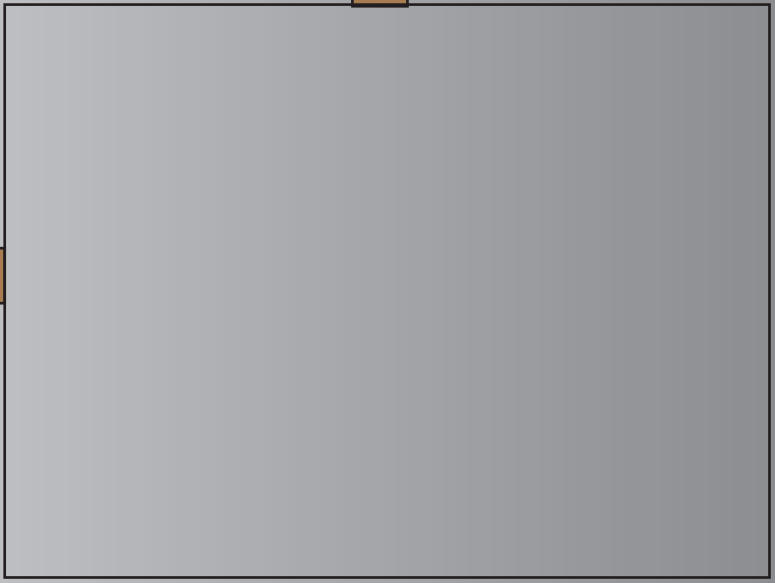


Item Card Back 3

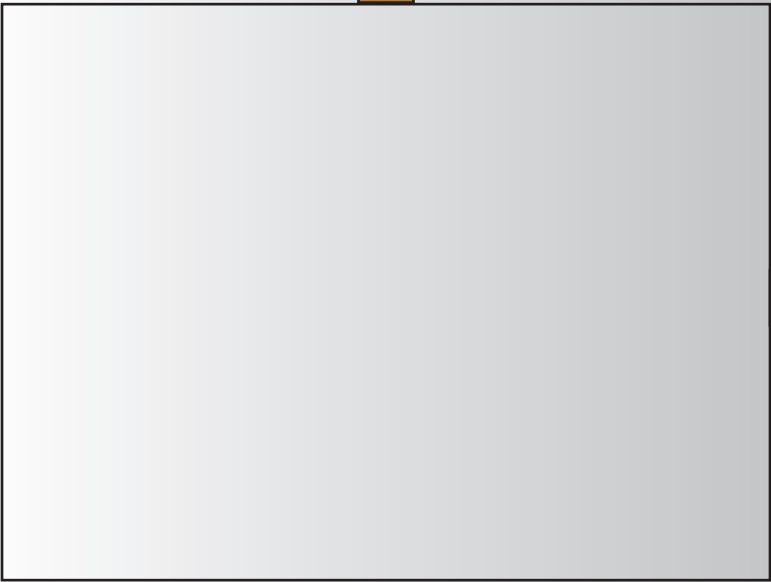
Start

A white diamond-shaped card with a clown character in the center. The clown has a white face, red hair, and a blue body. The word "JOKER" is written vertically on both the left and right sides of the card.

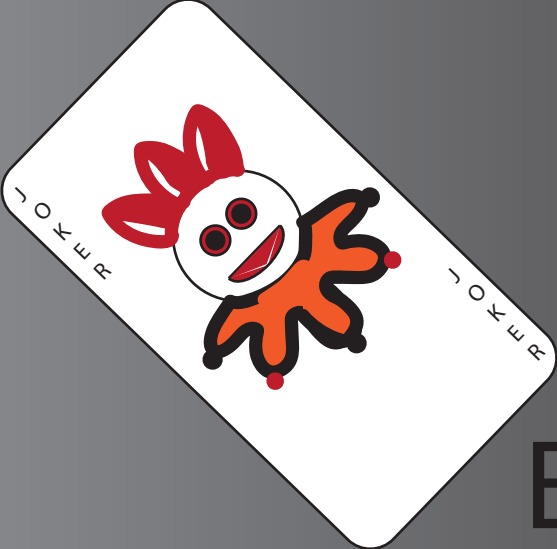
1+ Random
Attribute



2+ Random
Attribute



1+ Luck



End

A white diamond-shaped card with a clown character in the center. The clown has a white face, red hair, and an orange body. The word "JOKER" is written vertically on both the left and right sides of the card.

DAY 1: PREMISE

01. GAME TITLE

02. PREMISE

What is your game about? Your premise should include:

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 literal Dungeon
- A family gathering

CHARACTERS:

Who your players play as. They might be:

- Sword-Wielding Spelunkers
- Feuding Family Members
- Kids on bikes.

Your Characters will all fill different roles called a **Character Role**. pick three different ones and write about them here. 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. Later we'll relate it to one of the other mechanics in your game. Your Goal might be:

- Sneak into the movie theater at the other end of the mall (This might involve getting to a specific area of the **Map**).
- Humiliate your rival at the dinner party (this might be represented by defeating a specific Boss **Monster**).
- Find the back-up radio to contact ground control for rescue (This may mean picking up a specific **Item**).

ASSIGNMENT: Write 2-3 sentences for your Premise. Include what the Dungeon is, who the Player Characters will be with three characters listed, and what their Goal is.

< END OF DAY 1 >

Michael

a FIGHTING CHANCE

PREMISE

Group of characters who are all "down on their luck" in some way band together to fight the god of chance and luck.

Location?

Map is "randomly" generated using dice and a variety of square rooms

Possible characters:

- Gambler?
- Someone who experienced some tragedy like a fire or flood?
- Insurance / business man whose company went out of business?
- Stereotypical "injury magnet", someone prone to injury and the like?

Loot and gear up in the dungeon of luck until you're fighting the final boss

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: • [Attack] = Strength • [Dodge] = Dexterity • [Health] = Grit • [Free Attribute] = Magic	A Mecha Game: • [Attack] = Blast • [Dodge] = Jet • [Health] = Hull • [Free Attribute] = Radio
A Spelunking Game: • [Attack] = Grab • [Dodge] = Hold • [Health] = Hunger • [Free Attribute] = Light	A Social Game: • [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. HUBRIS

FLAVOR: Use your confidence to hurt the [HEALTH] of enemies

CORE MECHANIC: Versus test [Attack]. If you meet or exceed a monster's [Dodge] deal **1 damage** to them.

02. CONTINGENCY

FLAVOR: Your ability to have a backup plan in a tough situation

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

03. FATE

FLAVOR: Your life force, luck, and ability to continue on

CORE MECHANIC: Whenever you take **damage** subtract 1 [health] if you reach zero something happens...

OTHER MECHANICS:

- **ZERO HEALTH:** You come right back but with slightly less luck

04. LUCK

FLAVOR: A base luck stat, used to affect most dice rolls

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.

< END OF DAY 2 >

CHARACTERS

Crook		Chef		Chestkeeper	
Attribute	Value	Attribute	Value	Attribute	Value
HUBRIS	4	HUBRIS	3	HUBRIS	2
CONTINGENCY	2	CONTINGENCY	4	CONTINGENCY	3
FATE	3	FATE	2	FATE	4
LUCK	0	LUCK	0	LUCK	0
NUDGE: After rolling a dice, increase or decrease the roll by 1. Recharges at the START of your next turn.		FLIP: After rolling a dice, flip the dice to its other side (new value is 7 - old value). Recharges at the start of next turn.		STORAGE: After rolling a dice, you may choose to save that roll and reroll for whatever you were doing. You may use the saved dice in place of a roll in the future. At the start of your next turn you lose your saved dice and recharge this ability.	

DAY 3: ENCOUNTERS + ITEMS

05. MONSTERS

Monsters are what we're going to call whatever things you're encountering and fighting against. They could be dragons and skeletons, or they could be rival space pilots or angry shopkeepers that don't like your mischief.

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

D20s

- **[ATTACK]:** 4?
- **[DODGE]:** 4?
- **[HEALTH]:** 5?

SPECIAL POWERS

> When you encounter this monster, roll 3 D6s. Add each value to one of their attributes (you may choose which to add to which) so that all attributes have increased by at least 1.

Roulette wheel

- **[ATTACK]:** 7
- **[DODGE]:** 5
- **[HEALTH]:** 9

SPECIAL POWERS

> At the end of their turn, roll a D6 to scramble their attack, dodge, and health attributes. (i.e. if you roll a 1 keep them the same, roll a 2 swap contingency/fate, roll a 3 swap hubris and fate, roll a 4 swap hubris and contingency, roll a 5 set the hubris to the previous fate, the fate to the previous contingency, and the contingency to the previous hubris, roll a 6 and perform the same actions as 5 but reversed.)

MONSTER RULES:

> No additional rules

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

The House always wins

TEST: Roll a D6, the house's value. Everyone else rolls a D6 afterwards, attempting to BEAT the house's value.

CONSEQUENCE: If you get the same value / lower value, decrease your Luck stat by 1. If you succeed, increase your Luck stat by 1.

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

Bigger Dice Bag

EFFECT: Gain ability "Reroll"

ITEM RULES:

> "Reroll" means that, once per turn, you may reroll a roll.

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: The bossfight against Lady Luck is won.

Lose: The bossfight against Lady Luck is lost.

Lady Luck is the final bossfight

09. ORDER OF PLAY

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

1. SETUP

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

2. PLAYER TURN

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

2.1 MOVE:

Where you explain how players move.

2.2 COMBAT:

Where you explain how combat happens.

3. END OF TURN

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

4. WIN OR LOSE

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

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

ORDER OF PLAY

1. SETUP

Done once at the beginning of the game.

1st: Each Player picks one of the three Character Roles. Mark where the players are in the room labeled [Player Start].

2nd: Note Monster, Trap, and Treasure locations on their noted [Starting Rooms].

2. PLAYER TURN

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

2.1. MOVE

1st: The Players decide collectively which Adjacent Room their Characters Move to. Move their cards to that room.

2nd: Roll to determine the type of the next room. A 1/2 is trap, 3/4 is monster, and % is an item.

3rd: If the Room contains a Trap, roll the Test indicated on the Trap card and take any negative effects for those who fail. Keep the Trap on the board.

4th: If the room contains an Item, the Players decide collectively which of their characters will carry and use that item. Remove it from the Board. Any time they Move they may switch which character is carrying the Item.

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. They can always attempt to deal 1 Damage to a Monster each Round.

2nd: Action Order + First Attacks: To determine which Characters can Attack before the Monster, Versus Test [Dodge] versus the Monster's [Dodge] for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack now. To Attack, Versus Test [Attack] versus the Monsters [Dodge]. If the character succeeds, deal 1 damage to the monster.

3rd: Monster Attacks + Second Attacks: Roll d3 to determine randomly which character the monster attacks. The targeted Character must Versus Test [Dodge] versus the Monster's [Attack]. If the character fails, they take damage. Once the Monster has attacked. Any character that hasn't Attacked or Healed this round can do so now.

4th: Ending Combat: If the monster and at least one player have more than 0 [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 [Health], restore their [Health] to their starting [Health].

4. WIN OR LOSE

If you reach the Boss square, you fight the final boss.

Defeating Lady Luck = win

Losing to Lady Luck = loss

GAMESPACE

10. MOVEMENT

How your players, and optionally your monsters, traps, and/or items move around your map.

ROOM BASED: The Players decide collectively which Adjacent Room their Characters Move to. Move their cards to that room.

ASSIGNMENT: Copy and paste the selected Movement Mechanic from the left. Optionally alter it as you see fit. For example, in a Rock Climbing Game you might test [Dodge] to move to the next room. Make sure you go back and add it to the Order of Play.

MOVEMENT

The Players decide collectively which EMPTY ADJACENT SPACE their Characters Move to. Move their cards to that room.

11. MAP

The Map is your Game Board, and the world of your game. Your Player Characters will move around it as they attempt to accomplish the Goal of your game.

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 NAME: Rooms 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.

ROOM RULES: Rooms should have special rules and effects that differentiate them from other 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:

> Map is 3x3 (almost) empty grid with a bigger rectangle at the top, with a 6x6 smaller grid on the side
Every time you move to a new spot in the empty grid, you roll dice to determine what type of room it is
Some of the squares on the empty grid have modifiers, such as a boost or debuff to a stat.
The boss fight is the square at the end, reaching it starts the boss fight.

DOOR / CONNECTOR RULES:

> If two rooms have a path between them, they may be moved between.

SPECIFIC ROOMS:

1. Trap Room

> Pull trap card

2. Monster Room

> Pull monster card

3. Empty Room

> Nothing happens. Move on to the next turn.

4. Item Room

> Pull item card

ref. BASIC GAME RULES

These are the core mechanics of the sample game.

DICE MECHANICS

THE D6:

Dice add an element of chance and risk into your game. Your game will only use one Dice: A six sided die or **d6**. However, there are multiple other ways to roll and use a **d6** for different results:

D3: A d6 can also be used to be a **d3** by halving the number rolled and rounding up, so a result of 1 or 2 is a 1, a result of 3 or 4 is a 2, and a result of 5 or 6 is a 3.

D2: A d6 can also be used as **d2** which has a fifty-fifty chance, like a coin flip. For a d2, any odd result is a 1 and any even result is a 2.

REROLLS:

Re-rolls are when you roll a dice twice and take either the single highest or lowest result. So if you reroll taking the highest result, it gives you a better chance to roll a higher number. You can say Reroll take the Highest or Reroll take the Lowest, to indicate when you want to use a Reroll in your rules.

TESTS

Tests are what we're going to call it when you characters roll dice to find out if they succeed or fail at something. There are two kinds of tests:

VERSUS TESTS:

Versus Tests are for when you're rolling against something else like a monster. You **roll a d6 + your attribute and try to meet or exceed the attribute value of something else. A roll of 6 always succeeds, a roll of 1 always fails.** These are normally used in really tense or active situations like combat. If you want to make something more intense or granular in your game, like climbing a cliff in a caving game, you'd give the cliff attributes and make climbing it be done with a versus test.

STATIC TESTS:

Static Tests are used when an action is more based on your character's skill at something. You **roll a d6 and succeed if you get equal to or under their attribute value. A roll of 6 always fails, a roll of 1 always succeeds.** This is used for tests in less tense situations, like disabling a trap or hiding from a monster.

1. SETUP

Done once at the beginning of the game.

1st: Each Player picks one of the three Character Roles. Mark where the players are in the [Player Start].

2nd: 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.

2nd: Players decide collectively which adjacent Room their Characters Move to. Move their cards to that room.

3rd: If the Room contains a Trap, roll the Test indicated on the Trap card and take any negative effects for those who fail. Keep the Trap on the board.

4th: If the room contains an Item, the Players decide collectively which of their characters will carry and use that item. Remove it from the Board. Any time they Move they may switch which character is carrying the Item.

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 Player's 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 [Attack] re-rolling and taking the highest this round.
- **Defensive:** Versus Test [Dodge], re-rolling and taking the highest this round.
- **Heal:** Static test [Health], if successful, restore 1 lost [health] to another Character up to their maximum, but you cannot Test [Attack] this round
 - OR ALL CHARACTERS MAY –
- **Flee:** Static test [Dodge]. Move to the previous room. If failed, take 1 damage as you do.

2nd: Action Order + First Attacks: To determine which Characters can Attack and Heal before the Monster, Versus Test [Dodge] versus the Monster's [Dodge] for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack or Heal now. To Attack, Versus Test [Attack] versus the Monsters [Dodge]. If the character succeeds, deal 1 damage to the monster.

3rd: Monster Attacks + Second Attacks: Roll d3 to determine randomly which character the monster attacks. The targeted Character must Versus Test [Dodge] versus the Monster's [Attack]. If the character fails, they take damage. Once the Monster has attacked, any character that hasn't Attacked or Healed yet can now do so now.

4th: 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 [Health], roll d3, allocate that much [Health] to any of the Characters.

4. WIN OR LOSE

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

Win: All Monsters, Items, and traps have been encountered.

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