

CHARACTER SHEET

CHARACTER CLASS Adventurer

SKILL 8

STAMINA 10

EQUIPMENT Sword

Burning Brand

Whatever else you need

DIFFICULTY

1

2

3

4

5

6

7

8

9

10

11

12

PLAY ADVICE

The Reader should always address the game in the second person (“you walk down a tunnel”, or “you defeat the goblin”).

Occasionally make references to items or previous books, for example “If you chose the rope turn to page 948”, “If you helped the Dwarves in a The Castle of The Huge Beards turn to page 43”.

Add mysterious old men, monsters and obvious traps!

A FEW EXAMPLE CHOICES:

“To search for hidden doors turn to page 74.”

“To flee from danger turn to page 65.”

“To challenge the old man to a riddle contest in return for the key to the locked door turn to page 5.”

CHEAT YOUR OWN ADVENTURE

A good-natured Game Poem parodying the Adventure Books of old

For three or more players (best with four or five)

Relax, no actual poetry involved!

You eagerly open the book at page 1 and begin your journey of page-flips and hard choices. Ahead of you lies an adventure in which you decide your destiny! Maybe this is the book you will get through without dying? If not, there’s always a do-over.

What are you waiting for? Go and cheat your own adventure!



SETUP

Use the play sheet (the back half of this booklet—just tear it off). Start on the side marked Getting Started. When you have followed the setup flip the play sheet over so the Character Sheet is facing upwards where everyone can see it. Don’t worry about most of the character sheet, it’s just for inspiration. Only the Difficulty is really important.

When you’ve set up you’re good to go! Turn the page to get playing.



Written by Shane Mclean, with the Pompey Crew Design team
Playtested at London Indie RPG Meet and Indiecon '12
To comment head over to <http://www.ukroleplayers.com>

PLAYING THE GAME

The oldest person present is the first player—the Reader of the book. The Reader should pick up the dice and then narrate a short paragraph or two of adventure starting text from an adventure book. Keep it short and snappy, and don't be too precise; leave the other players plenty of room for choices.

Once the Reader has said his or her bit it's over to the other players; each player then presents an option for the Reader. These should be presented in the style of "To do xxxxxx turn to page xxx". Any page number will do.

The Reader should pass the dice to the player with the most fun or interesting option. That player should look at the lowest Difficulty rating on the Character Sheet, roll the dice, and compare the result. No matter the result, every time you roll you cross off the lowest Difficulty on the sheet.

If the roll is equal to or higher than the lowest Difficulty then the choice was wise and the adventurer is safe to proceed. The rolling player becomes the new Reader and carries on the story from the choice, narrating a few paragraphs and stopping for the other players to make a choice.

If the roll is less than the lowest Difficulty then the choice was... less wise. The rolling player then narrates a death scene for the brave adventurer. Make it short but over-the-top. Then hand the dice back to the Reader, who selects another choice and passes the dice again. Luckily (because if you are going to cheat, you may as well do it properly) this second choice is always safe and no roll is required—success is automatic!

The closer you get to having crossed off all twelve Difficulty numbers, the closer to the objective you are, so make sure the story reflects that.

ENDING THE GAME

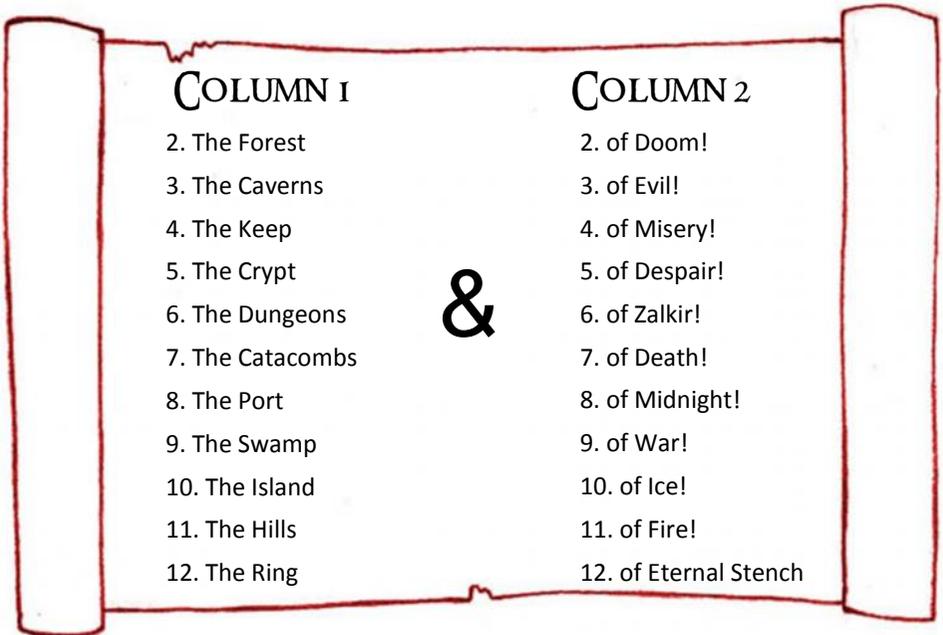
The game ends when the number 12 is crossed off with a victory scene. If you fail on the roll at the 12 point then just cheat your way to an ending as you would on a normal failure.

If you manage to roll that double six and succeed on the final roll then you join the elite ranks of the few to finish a book without cheating at the end!

GETTING STARTED

First of all, grab two six-sided dice.

Next, use them to decide the title of your book. Roll twice, once on each column. Make you read the title out in a suitably dramatic manner!



COLUMN 1		COLUMN 2
2. The Forest		2. of Doom!
3. The Caverns		3. of Evil!
4. The Keep		4. of Misery!
5. The Crypt		5. of Despair!
6. The Dungeons	&	6. of Zalkir!
7. The Catacombs		7. of Death!
8. The Port		8. of Midnight!
9. The Swamp		9. of War!
10. The Island		10. of Ice!
11. The Hills		11. of Fire!
12. The Ring		12. of Eternal Stench

NOT SURE HOW TO START THE STORY? READ THIS

"Your quest begins for the treasure of The Dungeons of Zalkir. With a sword in one hand and a burning brand in the other you stride into the darkness.

The slope continues down into the dank tunnels until it open into a large room ringed with the leering statues of gargoyles, a sturdy door in each wall. The door ahead is marked with the sigil of the evil wizard Zalkir.

There is a small wooden box in the centre of the room."

The other players then present choices.