The Adventure Game (TAG) Rules v0.1

[Setting]

*Born in a small village on the borders of the known lands, you know you are destined for greater things in life.*

*In your youth the village elders recounted their stories of a bygone age of Heroes, full of fearsome beasts, ancient magics and valuable treasures. These tales have resonated within you and led to an inward desire to strike out and find your fortune.*

*Outside the small hamlets, villages and sparsely populated settlements lies a wild and dangerous land. Dark forests, hills and caves make travel difficult between settlements and at night the land is cloaked in a grey mist which whispers and calls out to those caught outside. Few people journey to the edge of the world and even fewer dare to go beyond.*

*However, when the villagers learn that an ancient dungeon has been recently uncovered then curiosity gets the better of you and you decide this is the moment when your adventuring career begins.*

[Objective]

- This is a game for a solo player
- You play the role of a simple villager turned Hero who wants to find their fortune
- The aim of the game is for your Hero to travel to a place of adventure; find some treasure and return to the village from where you started
- You must defeat or avoid any Monsters you encounter on the way
- When a Hero successfully returns with treasure then they will learn the location of a new place of adventure (such as a dungeon, ancient ruins, tomb, crypt, caves etc).
- If your Hero accumulates 5 treasures then you successfully earn enough wealth to retire and win the game
- If your Hero dies before accumulating 5 treasures then you lose the game and may start a new game with a new Hero
- The game moves between a separate Campaign and Adventure Turns (explained below) until the game ends.

[Game Mechanic]

- [Checks] To determine whether the outcome of an uncertain action succeeds you roll a 1d20 to equal or succeed a stated Target Number [TN]. This is known as a Check.
- Some actions (such as movement) are performed automatically. Checks are only required where stated.
[Hero]
- Your Hero is represented by the following statistics:
  - Movement (5) (represents the number of grid squares on a map tile they can move).
  - Health (5) (represents a number of points of damage they can sustain before dying).
  - Defence (10) (the Target Number required to hit the Hero in combat)
  - Treasure (0) (the amount of treasure you own)
- Write these statistics on the Hero Sheet (Component A) and give your Hero a name.

[Game Setup]

[Campaign Setup]
- The game takes place in a region called the Borderlands which is shown on the Region Map (Component B).
- The Map is 5 squares x 4 squares and each square is marked with a number from 1-20
- The Map shows the location of the village (Square 1) where the Hero begins the game and the initial place of adventure (Square 20).
- Name the village and name the place of adventure on the Region Map page.

[Faction Setup]
- There are 3 factions in the game; Villagers; Bandits and the local Ranger
  - Villagers want no trouble in life
  - Bandits want to cause trouble
  - The local ranger is concerned with the safety of all the villagers
- Each Faction starts with a score of 3.
  - When their score is reduced to 0 then that faction no longer exists
  - Events within the game will reduce this score
  - Points can be recovered through in-actions (i.e. rest and recover)
  - Each Faction has 3 Actions they can perform to influence the adventure
- Write down the Factions and their score on the Campaign Sheet (Component E) and select one faction the player wishes to control.
[Campaign Turn]
- Each Campaign turn is separated into 3 phases
  - Adventure outcome phase
  - Settlement phase
  - Faction phase
- After each phase has been completed the Heroes should move to the Adventure Phase where they select and travel to their destination on the Region Map and then explore of place of adventure using the Adventure Turns. This is explained below.

[Adventure Outcome Phase]
- If any Factions are reduced to 0 score then remove them from the game
- If the Heroes successfully return with 1 treasure then a new adventure location is revealed. Roll 1d20 and mark the new adventure location in the corresponding square on the Region Map and name the place of adventure
- If the grid square already has a village or location then simply re-roll or choose an empty square.

[Settlement Phase]
- Heroes automatically recover all their health to their starting maximum
- Heroes may spend their treasure on the following equipment. Each item costs 1 treasure.
  - Sword
    - +1 to Combat Roll
  - Shield
    - +1 to Defence
  - Potion of Healing
    - Interact Action (Target Number 5) to cure up to 2 Health.

[Faction Phase]
- The player should choose 1 Action to take place for their faction from the options below
- For Factions not controlled by the player then Roll 1d20 and check the following table for each faction to determine their action.
- Each Action is represented by an Event Card which will be used during the Adventure Phase.
- Villagers want no trouble in life and can perform one of the 3 following actions:
  - (1-10) Rest & Recover – Recover 1 Point
  - (11-15) Guide the Hero – Add this Event Card to the Wilderness Event Deck
  - (16-20) Impressionable Youth – Add this Event Card to the Dungeon Event Deck
- Bandits want food and treasure and can perform one of the 3 following actions:
  - (1-10) Rest & Recover – Recover 1 Point
  - (11-15) Raid the Wilderness – Add this Event Card to the Wilderness Event Deck
  - (16-20) Looking for Treasure – Add this Event Card to the Dungeon Event Deck
- The local ranger is concerned with the defence of his village and can perform one of the 3 following actions:
  - (1-10) Rest & Recover – Recover 1 Point
(11-15) Explore the Wilderness – Add this Event Card to the Wilderness Event Deck
(16-20) Help the Heroes – Add this Event Card to the Wilderness Event Deck

[Adventure Turn]

[Adventure Setup]
- The adventure part of the game uses several 8x8 map tiles (Component C) to dynamically generate the map for the place of adventure
- Place the Hero in any marked square of the starting zone of the village tile
- Keep the Adventure Location Tile separate
- Shuffle the remaining Wilderness Tiles & Adventure Tiles and place these down in separate piles
- Shuffle the Wilderness Event Cards and Adventure Event Cards (including any cards played by each Faction) and place these face-down in separate piles

[Turn]
- Each Adventure game turn is separated into 3 Phases
  - Hero phase
  - Monsters phase
  - Exploration phase
- After each phase has been completed a new turn begins

[Hero Phase]
- Each Hero can perform up to 2 Actions from the following list
  - Movement
  - Combat
  - Interact with Item/Object
- A Hero can perform the same action twice or complete two different actions
- Any Friendly units also perform up to 2 actions during this turn

[Monsters Phase]
- Each Monster can perform 2 Actions from the following list
  - Movement
  - Combat
- A Monster will always move towards the nearest Hero/Friendly until they are adjacent to them
- If two are positioned the same distance then randomly roll to determine which person they pursue
- When a Monster is adjacent to them, they will use combat actions against the Hero/Friendly
- If a Monster is adjacent to more than 1 Hero/Friendly then randomly roll to decide who they attack for each attack
- Monsters will not enter the village or pass between a Wilderness/Adventure Tiles

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[Exploration]
- If the Hero reaches the edge of the map tile on the square marked with a black arrow facing out then a new random map tile is drawn and placed on the map otherwise skip this phase and start a new turn.
- For each new map tile place an Event card (Component D) is also drawn and revealed.
- Heroes may only move between map tiles from the squares marked with the black arrows.
- For Wilderness travel, the Hero will move a number of map tiles up to the distance (in squares) between the Village and the Adventure location.
- The Hero will move a number of map tiles in the adventure location until the treasure event card is drawn or you run out of map tiles.
- You do not draw an Event card for a map tile which has been previously explored.
- When a Hero exits the place of adventure, they may not return again until they have visited the village (this represents retreating from danger).

[Event Cards – Component D]
- These represent things which may occur during the game such as the appearance of a Monster/Hazard or simply a false alarm.
- When an Event Card is drawn, the results should be immediately placed on the board.
- Event Cards are discarded after use (unless otherwise stated).
- Once all Event Cards have been used then no further event cards are drawn for that travel phase or adventure.
- Event Cards may also include special rules which should take place immediately outside of the turn sequence if applicable.

[Movement Action]
- Heroes move a number of grid squares equal to their movement score on a map tile.
- Heroes may move in any direction (including diagonal) but may not pass through any square which contains an object or is impenetrable (marked with a thick black border).
- If the Hero reaches the edge of the current map tile then they must stop immediately therefore losing any unspent movement points. New tiles are placed as part of the exploration phase.

[Combat Action]
- A Hero or Monster must be positioned in a grid square adjacent to their opponent to be able to initiate combat.
- The attacker must make a Combat Check by rolling a 1d20 and equal or exceed the opponent’s defence score to succeed.
- On a successful attack, the opponent loses 1 point of health.
- When a person, foe or monster is reduced to 0 health they are dead and removed from the game.

[Interact Action]
- During an Interact action the Hero can use an item (such as healing herbs or a potion) or collect an item (such as treasure). The item will indicate whether a check is required to determine the success of the action.
[End Adventure]
- The Adventure phase of the game ends when the Hero returns to the safe zone of the village tile.
- The player should then proceed to the Campaign Turn phase of the game.
- If they have been successful in recovering some treasure then a new adventure location is learned.
- If they have failed to recover the treasure during an adventure, then the adventure may be tried again.

[Components]
- Component A: Hero Sheet
- Component B: Region Map
- Component C: 10 x Map Tiles (Wilderness x5, Adventure x5)
- Component D: 15 x Event Cards (Wilderness x6, Adventure x6, Event x3)
- Component E: Campaign Sheet
- Component F: Adventure Sheet

[Components Not Supplied]
- 1 x d20 die
- 6 x Miniatures (Hero, Wolf, Skeleton, Bandit, Ranger, Villager)