CQRPG

Chex Quest Role-Playing Game

Rules v1.0

CQRPG is a casual tabletop role-playing game, based on the Chex Quest computer game series.

This document outlines the basic rules. Change them, or make up new rules when you need to.

Players

The game can be played with 2 or more players. Ages 5 and up can play, but start with an older player as Game Master.

Most players play as a member of the Intergalactic Federation of Snacks. There are several pre-made characters, but you can create your own. The IFS members (or Snackfolk) work together to complete IFS missions by exploring IFS sites and ridding them of Flemoid infestations.

One player takes the role of the Game Master, who helps move the action along, and controls the ravenous snack-eating Flemoid hordes that plague the IFS.

The game is turn-based. Before the game starts, choose a turn order among the Snackfolk party. Each player in the party gets to take a turn, then the Game Master takes a turn.

During their turn, a character gets to take 2 actions. Actions include moving, attacking, opening doors, and others. More on that later.

Missions

During a game session players try to complete one or more IFS missions. Each mission takes place at a different IFS site.

Each site has a different map that is laid out on the table. The map is covered in a grid of 1x1-inch squares. Only one character (Snackfolk or Flemoid) can be in a square at a time.

Players can decide what their exact goals are before the mission starts. For example, the goal might be to zorch all the flemoids, or to just make it to the door to the next site.

The mission is over when the goal is reached (I.F.S. wins), or all players get **Slimed** (Flemoids win).

Characters

Each Snackfolk character is a little different. They all have their own personality and can vary by their attributes, starting items, or special abilities.

Characters are represented on the map by stand-up tokens. Each player also gets a character sheet that lists their details.

Character attributes

Speed
- A character's speed is how many spaces they can move each turn.
- Average speed is 8

Health
- Most characters start with 10 health.
  - (This is down from 100 in the computer game, to simplify math.)
- Flemoid attacks will lower your health. If a character has 0 health, they are **Slimed** and cannot take turns until another player **Deslimes** them.
- Food will increase your health. All characters can heal up to 20 max health.

Armor
- (Armor has a cool game flavor, but it adds some extra math. Try playing without it first.)
- Armor can prevent some health loss. When a character with armor gets attacked, the armor will absorb half the damage, rounded down.
- Examples: If a character with 10 health and 5 armor gets attacked for 6 damage, it loses 3 armor and 3 health. If it got attacked for 5 damage, it would lose 2 armor and 3 health.
- Most characters start with 0 armor.
- All characters can get up to 20 armor.

Zorch
- Zorch is the energy source used by zorchers, the only weapon effective against flemoids.
- All zorchers use the same type of zorch. Larger zorchers use more zorch per shot.
  - (This is different from the computer version, to make counting easier.)
- Each player can carry up to 200 zorch. (400 if they have a Zorchpack)
- Most characters start with 20 zorch.

Character sheets have boxes labeled Health, Armor, and Zorch. Put coins in these boxes to keep track of your character's attributes.

Flemoid characters only have health. Put a stack of coins under each Flemoid token on the map to track their health.

Items

There are two types of items: Inventory and Consumable. Whenever a character moves through a square on the map, they can pick up any items in the square.

Inventory items are tools a character can use over and over, like zorchers and keys
- When a character picks up an inventory item, it is kept in their inventory until they drop it or trade it to another player.
- Characters have no inventory size limit.
- Inventory items are represented by larger hexagon tokens. There is a box on the character sheet to store your inventory items.

Consumable items are things like food, armor, and zorch.
- When a character picks up a consumable item, it updates their attributes in some way and does not go in their inventory.
- Consumable items are represented by smaller square tokens.

Actions

During their turn, each character can do up to 2 actions. You can pick the same action twice in a turn. All characters can use basic actions. Some characters have special actions.

Basic actions

Move

- Move up to (Speed) spaces. The path can go around corners.
- (Don't get hung up on the exact details of the grid. Use speed to prevent characters from crossing the whole map in one turn, and to let some characters be faster than others.)

Attack

- Spend zorch, pick a target, then roll a d20 to aim.

1-5	Miss
6-19	Hit
20	Critical hit (2x damage)

- Most zorchers need to target a single Flemoid, but some can target a group or area.

Activate

- Open a door or flip a switch that is next to you.
- Some doors require specific keys.

Equip

- Change the zorcher you are holding to another one in your inventory.
- On your character sheet, put the currently equipped item token on your character's picture to keep track.

Trade

- Swap any number of items with a teammate.
- Spends an action from both players.

Deslime

- If a character gets completely slimed (0 health), they don't get to take turns.
- Another character next to a slimed character can try to revive them with the deslime action.
- Pick a player and roll a d20

1-5	Fail
6-19	Heal to 3 health
20	Heal to starting health

Detect

- Some sites have secret areas. For example: air ducts that lead to item stashes, or false wall panels concealing a Flemoid ambush.
- Characters can use the detect action to pause and look around for secrets.
- To detect, roll a d20

1-5	Fail
6-19	The game master will reveal 1 secret within viewing distance, if there are any.
20	The game master will reveal any secrets within viewing distance.

Item Reference

Zorchers

Name	Dmg	Zorch used	Special	Qty
Bootspoon	1	0	● *Melee* - Can only attack Flemoids next to you.	6
Super Bootspork	3	0	● *Melee* - Can only attack Flemoids next to you. ● *Ergonomic* - If you completely zorch a Flemoid, attack again.	2
Small Zorcher	1	1		6
Large Zorcher	3-18	3	● *Luck Shot* - After the aim roll, roll 3 d6. Hit deals that much damage.	3
Rapid Zorcher	1-4	1-4	● *Burst* - Before you aim, choose how much zorch to use (1-4). Hit deals that much damage.	3
Zorch Propulsor	15	10	● *Area* - You can aim at the ground between a bunch of Flemoids. Deals equal damage to the target and any Flemoids next to it.	2
Phasing Zorcher	2-10	2-10	● *Burst* - Before you aim, choose how much zorch to use (2-10, in increments of 2). Hit deals that much damage.	3
L.A.Z. Device	30	40	● *Heavy* - Uses 2 actions to attack. ● *Area* - You can aim at the ground between a bunch of Flemoids. Deals equal damage to the target and any Flemoids next to it. ● *Zorchwave* - Deals 5 damage to all other flemoids in the room.	1

Consumable Items

Name	Effect	Qty
Water	+1 Health	12
Bowl of Fruit	+3 Health (Cannot heal above starting health)	9
Bowl of Veggies	+5 Health (Cannot heal above starting health)	9
Supercharge Breakfast	+10 Health	6
Slime Repellant	+1 Armor	18
Chex Armor	+5 Armor (Cannot add past 10 armor)	12
Super Chex Armor	+10 Armor	6
Small Zorch Refill	+10 Zorch	15
Medium Zorch Refill	+50 Zorch	12
Large Zorch Refill	+100 Zorch	9

Special Items

Name	Effect	Qty
Blue Key	Opens blue doors	1
Yellow Key	Opens yellow doors	1
Red Key	Opens red doors	1
Zorchpack	- Doubles max zorch capacity (from base 200 up to 400) +100 zorch when picked up (Can only keep one in inventory, but you can keep picking them up to use like Zorch Refills.)	2
Snackpack	Allows a character to keep consumable items in their inventory	1
Computer Map	Allows a character to see all secrets in the map when equipped	1
Slime-proof Suit	Allows a character to wade through slime rivers	1
Night-vision Goggles	Allows a character to see in the dark	1

Character Reference

Flemoids

Name	Speed	Health	Dmg	Special	Qty
Commonus	6	2	1	*Melee* - Can only attack next to it	10
Bipedicus	8	3	1		8
Armored Bipedicus	8	6	2		6
Larva	10	6	3	*Melee* - Can only attack next to it	8
Quadrumpus	8	12	3		5
Cycloptis	10	15	4		6
Stridicus	16	25	4	*Melee* - Can only attack next to it	6
Cycloptis Ultricus	8	40	6	*Area* - Damages target and all Snackfolk next to them	5
Flem Mine	8	10	6	*Melee* - Can only attack next to it *Area* - Damages target and all Snackfolk next to them *Self-Destructive* - Destroys self in attack	5
Flembrane	0	100	8	*Area* - Damages target and all Snackfolk next to them	1
Maximus	8	100	8	*Melee* - Can only attack next to it	3
Flembomination	12	300	6		1
Lord Snotfolus	16	400	8	*Area* - Damages target and all Snackfolk next to them	1

Intergalactic Federation of Snacks

Name	Speed	Starting Health	Starting Armor	Starting Zorch	Starting Items
Wheatney Chexworth	12	10	0	20	Bootspoon, Small Zorcher
Fred Chexter	8	10	0	25	Bootspoon, Small Zorcher
Dr. O'Ryen	10	9	0	20	Bootspoon, Small Zorcher
NACL96	8	8	5	20	Bootspoon, Small Zorcher
P.R.E.T.Z.L.	7	15	10	15	Bootspoon, Small Zorcher
Shane McBread	9	9	0	30	Bootspoon, Small Zorcher
Marshmallow Guff *(new)*	8	8	0	20	Bootspoon, Rapid Zorcher

Character special abilities

Wheatney Chexworth
- *Grab and Go* - Whenever you pick up an item, you can move an extra square.

Fred Chexter
- *Snack Attack* - If you attack twice in a turn, roll a d20. You can eat the food created, or leave it for another player to pick up.

1-5	Create a Water
6-19	Create a Bowl of Fruit
20	Create a Supercharge Breakfast

Dr. O'Ryen
- *Awareness* - When using the *Detect* action, roll 2 dice and ignore 1.
- *Psychic Crunch* - Spend an action and roll a d20.

1-5	Lose 1 health.
6-19	All nearby Flemoids get confused and don't attack for 1 turn.
20	All nearby Flemoids get confused and don't attack for 2 turns.

NACL96
- *Fabricate* - Spend an action and roll a d20. You can use the armor created, or leave it for another player to pick up.

1-5	Lose 1 armor.
6-19	Create a Slime Repellant.
20	Create a Super Chex Armor.

P.R.E.T.Z.L
- *Scoopmaster* - Double damage from Bootspoon and Super Bootspork.

Shane McBread
- *Fastest Zorcher in the West* - When aiming attack, roll 2 dice and ignore 1.

Marshmallow Guff
- *Frazzle Dazzle* - If your health is 5 or less when the turn starts, you get an extra action this turn.

Extra tokens

Several extra tokens were printed with v1, but do not yet have details assigned.

Characters

Name	Description
Admiral Wheet	Commanding IFS officer from opening cutscene of Chex Quest HD
Dr. Crispinbowl	Chex scientist from opening cutscene of Chex Quest HD
General Puffer	Brash corn puff officer from opening cutscene of Chex Quest HD
General Mills	Surprised Cheerio office from opening cutscene of Chex Quest HD
(Cheerio Hostage)	NPC from end of Chex Quest 1
(Corn Puff Hostage)	NPC from end of Chex Quest 1
(Chex Hostage)	NPC from end of Chex Quest 1
(Diner Chef)	NPC from early in Chex Quest 2
CH-3X *(new name)*	Chex robot from Chex Quest HD
(Game Developer)	Programmer of Chex Quest, as seen in Dr. O'Ryen victory cutscene in Chex Quest HD
Crispy & Friends *(new name)*	Cereal kids from Untold Tales of Chex Quest Anthology
Professor Coco *(new)*	Coco Puff scientist
Bagel O'Ryen *(new)*	Dr. O'Ryen's bagel chip cousin
Cheeri the Cat *(new)*	Wheatney's pet cat

Oversized Items

Name	Description
Zorch Cannon	Mounted lab weapon in Chex Quest HD
Chex Ship	Small IFS spaceship from Chex Quest 1
Slime Pile	Inanimate blob covering a key in Chex Quest HD

Mission Briefings

Campaign 1: Rescue on Bazoik

Communications are down with the remote IFS science colony on Bazoik. The last thing they reported was the discovery of a new invasive snack-eating species, the Flemoids. The Chex Mix Squadron is dispatched to fend off the infestation and rescue the scientists and their snacks.

Missions
1. Landing Zone - The party arrives at the colony spaceport.
2. Storage Facility - The party explores snack warehouses.
3. Laboratory - The party explores chemistry labs and computer centers.
4. Arboretum - The party explores greenhouses and irrigation infrastructure.
5. Caverns of Bazoik - The party delves into the caves below the colony, where they showdown against The Flembrane.

Campaign 2: Terror in Chex City

A Flemoid outbreak has started in Chex City, the capital of the Chex homeworld, after IFS ships from Bazoik accidentally brought back contaminated snacks. The Chex Mix Squadron is dispatched to free the city from the green menace.

Missions
1. Spaceport - The party explores the city spaceport and neighboring streets.
2. Cinema - The party explores a multiplex theater and neighboring streets.
3. Chex Museum - The party explores a museum.
4. City Streets - The party explores high-rise apartment buildings and neighboring streets.
5. Sewer System - The party delves into the sewers below the city, where they showdown against a pair of Flemoidius Maximuses.

Campaign 3: Invasion!

After news of the bountiful nutrients on the Chex homeworld reached the Flemoid dimension, a planetary invasion party was sent to take over. The fate of all Chex-kind rests with the Chex Mix Squadron.

Missions
1. Central Command - The party explores an IFS command center.
2. United Cereals - The party explores the halls of snack diplomacy.
3. Villa Chex - The party explores a terraced village.
4. Provincial Park - The party explores a large park full of canyons and cabins.
5. Meteor Spaceship - The party explores the Flemoid flagship, where they showdown against Lord Snotfolus.