**adventure rooms**

rules

A single player runs the game.

1. Join the game, an activity that a mixed age group can enjoy, but your age > 18.
2. Create your own characters, use the blank character sheet provided to create your own characters.
3. Players fight in different rooms and encounter different characters along the way.
4. In the rooms: Humans, Dwarves, Elves, Halflings, Half-Elves, Half-Orcs, and Gnomes. Different races have different inner abilities.
5. The game uses random number generation each time a player takes an action to determine the outcome given the probability.
6. The difficulty or probability of an outcome is tied to a particular character type, action, weapon, opposition etc. and the action taken.
7. Actions, attach, run away, jump, move etc.
8. There is a bridge between the rooms. When you enter other rooms, the bridge There is a bridge between the rooms. When you enter other rooms, the bridge.one way to go.
9. Game over - Win or lose.