# 1. INTRODUCTION

Welcome, reader, to the wondrous game of **TURBO #pragmaticus**! I (the author) hope that you’ll enjoy the game enough as to forgive the fact that its name is wildly unrepresentative of its contents.

What is this game?

**TURBO #pragmaticus** is a role-playing game that functions as a shared experience for (ideally) 4 to 6 people.

It is a traditional role-playing game is a sense that one of those people will take on the role of the Game Master (**GM**), and the others will be the Players.

The Players’ Role:

The players each bring to life a single character in the game world, often referred to as the Player Character, or **PC**.

The players are responsible for controlling their characters’ choices in-game and speaking on their behalf (which doesn’t necessarily have to be in first person). Most commonly, they will first have to create these characters themselves, though sometimes they will be provided by the GM.

The Game Master’s Role:

While others control one character each, the GM controls everything else in the game world: Other, non-player characters (**NPCs**), monsters, events, and anything else that might exists in the game world.

Their responsibilities also include fleshing out the game world with details needed to play the game, populating it with monsters, friends and enemies for Player Characters to encounter, wonders to explore and treasures to obtain.

Further, the GM needs to narrate the places and events to their players, because the players know about the game world only what the GM tells them.

Finally, it’s the GM’s job to arbitrate the rules of the game with the help of this book.

Yes, the GM is given a lot of power in the context of the game, but that power, as always, comes with a great responsibility – to make everyone at the table (including themselves) have an enjoyable time.

How does it run? What are its goals?

<TODO>

An adventure game, with three main themes (Adventure, enduring hardships, and character development and advancement) resting on a few pillars: Exploration, Social interaction, Combat. The game/story preferably happens in a time-constrained environment. The GM is required to test the player characters’ beliefs and abilities to their breaking point and sometimes beyond.

It’s extremely crunch-heavy and generally complicated as shit; I hope you like math, you’re gonna be doing a lot of it.

What will you need to play?

In terms of items required for play, you’ll need the following:

* **A standard set of polyhedral dice** for each player (including the GM). This sets consists of a d4\*, d6, d8, d10, d12 and a d20, and then an additional d10. The dice are used as randomizers.
* **Extra d12s and d6s.** The game relies heavily on these types of dice, so, ideally, each player should have 7 or so (but at least five) d12s and d6s to themselves.
* **A character sheet** for each player, but not the GM (printable copies found at the end of the book). There’s also a special sheet specifically for the GM, which isn’t mandatory, but helps with running the game.
* **A player aid** for each player (also found at the end of the book). Highly recommended, but technically not mandatory, if you can memorize all the relevant tables (in which case – congratulations! You’re probably superhuman).
* **A deck or two of standard playing cards.** It could also be a deck or some other type of cards, as long as the back sides of all the cards are the same, and it can be easily discerned which card belongs to which player. Each player will need about 8 cards for themselves.
* **Some pencils and erasers** for tracking information during the game (there will be a LOT to track).
* **This rulebook** in electronic or “dead tree” form nearby for easy access and reference during play.
* **Some friends to play with.** Self-explanatory. Drinks and snacks are nice to have.

A Note About Dice:

This game uses the standard dice notation where “d4” represents a four-sided die, “d6” represents a six-sided one and so on. One exception is the d100: While there does sort of exist a 100-sided polyhedron, you’ll most likely roll two ten-sided dice, treating on as tens, the other as units and add them together to generate a number in the 1-100 range.

When instructed to roll a d6 (or 1d6), you roll a single six-sided die. When instructed to roll, for example, 3d8, you roll 3 eight-sided dice all at once. When rolling multiple dice, sometimes you’ll need to add them together, other times you’ll need only the highest or lowest roll, and sometimes none of the above – but what exactly you need to do with them will always be noted in the text calling for the roll.

### Dice Bumping:

Some rules in the game will allow you to “bump” an already rolled die (before enacting any in-game effect that depends on the roll). What that means is that you pick up the die and turn it so that it shows a number that is 1 larger than the one you actually rolled. A rolled 1 gets bumped into a 2. A rolled 4 gets bumped into a 5. If a die is already showing the maximum value it has, then it cannot be bumped.

Bumping **up** is synonymous with just bumping. However, occasionally, the game will instruct to bump **down** a die, and this is the opposite action – you need to turn it so that it shows a number that’s 1 lower than before (down to a minimum of 1).

**Note:** As you grow accustomed to the game, you often won’t need to turn dice physically when bumping them – you’ll just consider them as being 1 higher when determining the results of the roll.

What will you find in this book?

<Describe each of the parts/chapters>