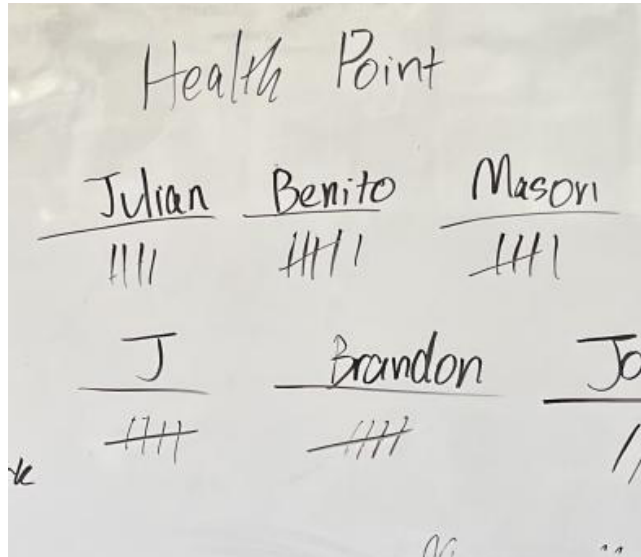


## Survive the Apocalypse V.2 - Walkthrough

This walkthrough is put in the scenario of 10 players and a game master (GM). The game starts with the GM arrange some papers with a role written on each, fold them and randomly distribute them among the players. After all players know their own role, everyone will close their eyes and the GM will ask for the villain to open their eyes. The villain will choose a villain crush by pointing at a player, and then close their eyes. The GM will then write down every player's name and tally their starting 5 HP. The game is now ready to begin.



All players will open their eyes and decide who is going to be the scavenger, and who of the remaining players are going to go in groups or solo for the upcoming teamwork prompt. The scavenger will then decide whether to choose the safe residential area or a mystery route, to which they will be separated from the rest of the players temporarily. The GM will then proceed to run the teamwork prompt generator and all groups choose which one they want to do. As each members of all group roll d6 and count if there's enough people that rolled a number between 4 and 6 to qualify as a complete task. After all groups finished their task, the GM will make changes on the HP if necessary and move on to help the scavenger with the scavenge prompt generator, if scavenger chose to go for the mystery roll route. In the mean time, players may discuss among themselves about HP arrangements. This is an opportunity for the detective to share information if they have any.

[←](#) [→](#) [↺](#) [wy-owo.github.io/TTRPG\\_Java/TeamPrompt\\_gen.html](#)

### Surviving The Apocalypse V2

A Tech-Assisted RPG by Jocelyn Chiang

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[Scavenge Prompt Generator](#), [Teamwork Prompt Generator](#), [Game Rules](#), [Source Code \(github\)](#)

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#### Teamwork Prompt Generator

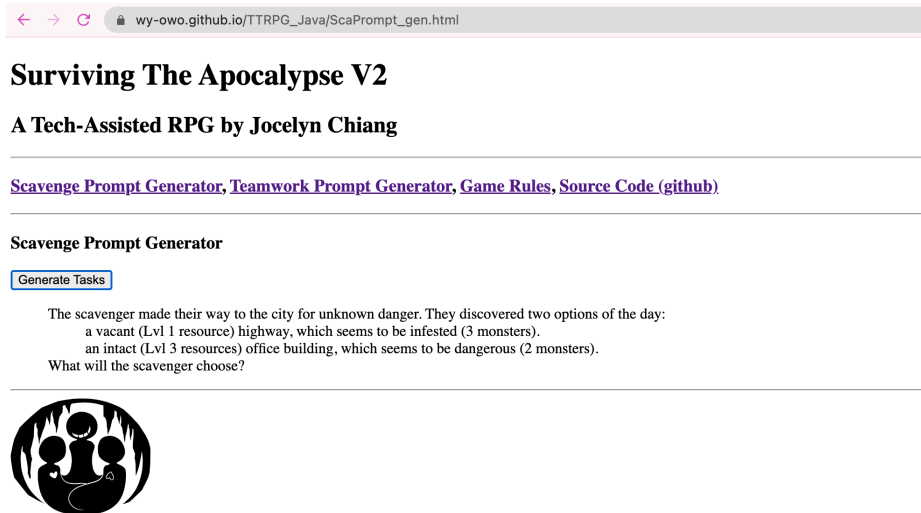
Generate Tasks

1. The meeting room could use some clean up (1HP).
2. The garage could use some paint job (1HP).
3. The garden could use some bug catching (1HP).
4. The kitchen could use some clean up (1HP).
5. The pipes could use some watch out (1HP).



If the scavenger chose to go for the mystery route, the GM will assist the scavenger individually with rolling the scavenge prompt generator once. The scavenger will then choose one of the two given routes. If there's monster(s) on the chosen route, the scavenger will roll d8 to attack. After the scavenger rolls, the GM will roll d5 for the monster's attack. Repeat cycle until scavenger either decides to escape, or all monsters have been defeated, or scavenger "dies" to the first monster. GM will make changes to the HP if necessary. When finished, both GM and scavenger returns to the main group.

After all players finish their tasks, the scavenger will announce what level of resources they have



obtained, and they will distribute HP among the players however they please. Other players may pitch in and argue why someone should or should not get HP, but the ultimate decision is in the scavenger's hand.

After HP distribution, the players will move onto HP shifting session. In whatever order the GM decides, players will one by one roll d6 to decide whether they have to move HP or not. If they do, they'll have to roll d6 again to determine how much HP they must move.

After HP shifting, players will close their eyes. The villain will be instructed to open their eyes and choose whether they would like to complete shift HP or shift and sabotage. To shift HP, villain will point who's HP to move, how much, and who to. Villain will then close their eyes.

Detective will be instructed by the GM to open their eyes and roll d6 to determine whether they can check a player's role or not. If the detective was in a group that completed a task or is a scavenger and retrieved a level 2 resource, they can roll d6 again to potentially earn another checking chance. After that they shall close their eyes.

It's a new "day" and all players can open their eyes to see the updated HP. The GM will deduct 1HP from everyone's HP. If there's any player(s) "dead", the GM will announce the player(s) and their role(s). Then the cycle repeats.

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Detective will have a chance to check for player's role every night and can even check themselves, in case they turned out to be the villain crush. If they confirm someone to be a survivor, they could be lenient during the day to make sure the survivor lives. Meanwhile since villain doesn't know who the detective is, they'll have to pay careful attention to the conversations among the people to see who may be initiating too much accusations or who may be targeting the villain crush too often. Villain could also fake as detective to mislead others, but be very careful to not have the real detective notice something's going on. Even if the players want to play passive and move as little HP as possible, the daily drain of 1HP and potential fail in tasks and scavenge would push the players forward having to target someone and drain their HP to save themselves.