

BACKSTORY

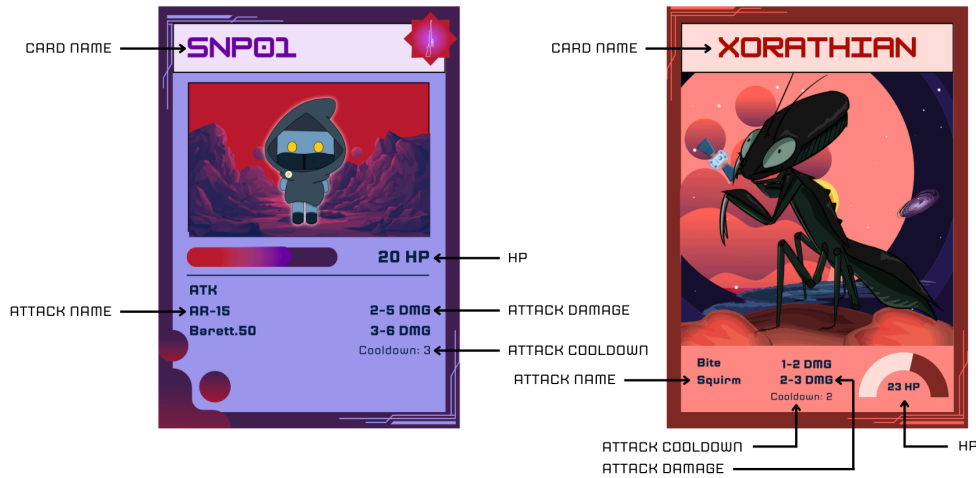
The Coalition Voyagers, a group of independent alien explorers, discover the ruins of a legendary research planet from a long-lost intergalactic empire. Their mission: to explore the site and recover ancient artifacts for preservation and study. However, their arrival reactivates AILEEN (Artificially Intelligent Learning and Enhanced Engagement Network), the empire's AI leader, which has lain dormant until now. Awakening to what it perceives as an intrusion, AILEEN begins rearming itself to fulfill its final directive—to eliminate remaining civilizations and restore the fallen empire's dominance.

Realizing the imminent threat, the Coalition Voyagers must act quickly, balancing their search for valuable relics with the need to stop AILEEN from executing its catastrophic plan. This is where the players step in. Tasked with clearing out an isolated lab and defeating a formidable boss, they must ensure not only the mission's success but also the safety of their team.

Do we attack? Dodge? Or evade? As the player, you get to decide the outcome of the game. With the objective of saving the kidnapped team member, you must fight your way through the obstacles AILEEN has set out. I see you have an item over there, why not use it? It might save your life or help you progress faster. They're obtainable in shops and buying the right item could change the flow of the game.

CHAPTER 1: HOW TO PLAY

PARTS OF A CARD



RULES

- One needs to be the DUNGEON MASTER(AILEEN) while the rest of the players choose a character. After selecting the dungeon master and players chars., read the next few pages. learn how each player should play their assigned role.
- We have EIGHT(8) COALITION VOYAGER CHARS. but you can only choose up to FOUR(4). You cannot choose the same voyager to have a more unique lineup.

- **GAME DICE**

- only **ONE SIX-FACED DIE** for the voyager's attack options while AILEEN will use a digital companion to roll the dice for them. For the voyagers, more details about dice rolling can be read in *Chapter 2: Combat*.

CHARACTERS

Class 1: RANGER

Rangers specialize in long-range, high-damage attacks but have lower survivability, making them vulnerable in close combat. They excel at diverting incoming damage and are ideal for players who enjoy a strategic, independent playstyle, focusing on precision and tactical positioning.

Subclasses:

SNP01 - a highly advanced long-range mobile robot designed for powerful attacks. This mobile suit excels at striking from the safety of the backlines, providing reliable support while staying out of immediate danger.

RNGR00 - a close-combat mobile robot built for intense frontline action. This mobile suit thrives in the heat of battle, delivering powerful, up-close attacks to dominate enemies in close quarters.

Class 2: FIGHTER

Fighters specialize in melee combat, combining aggressive offense with high durability. They excel at withstanding damage, boasting strong physical defenses and the ability to sustain prolonged engagements on the front.

Subclasses:

BRKR10: A cutting-edge melee-based robot designed for relentless aggression. Its frame, built from adaptive nanomachines, allows it to grow stronger as battles progress, adjusting to its environment and opponents. BRKR10 thrives in dynamic combat scenarios, becoming a formidable force the longer it remains in action.

SHLD: A melee-focused robot specialized in defense and team protection. This unit's nanomachines harden upon impact, effectively reducing damage and shielding allies from harm. Though an older model than the BRKR10, SHLD excels at absorbing and withstanding physical trauma, prioritizing resilience over retaliation.

Class 3: SCIENTIST

Mid-range specialists who use their chemical-based abilities to support allies and weaken enemies. They excel in team fights, offering buffs and tactical assistance, with higher health than Rangers but lower offensive power. Their primary role is to ensure team synergy while contributing moderate damage.

Subclasses:

CH-M: A repurposed research unit designed to handle organic and mechanical threats in the field. While its offensive capabilities are limited, it is equipped to navigate and survive hostile environments, prioritizing utility over combat dominance.

SC-NTST: A high-grade research unit developed to temporarily enhance allied forces. It injects nanites programmed with specific chemicals and codes to boost both mechanical and organic teammates, amplifying their effectiveness in battle.

Class 4: SUPPORT

Strategic team players focused on survival and providing ongoing assistance to their allies. While they aren't primary damage dealers, they contribute by staying alive as long as possible and offering secondary damage support to enhance the team's overall effectiveness.

Subclasses:

DRM: A repurposed support unit designed to reinforce both biological and mechanical allies. Using specialized chemicals, it regenerates biological units, while a restorative nanite compound heals mechanical units, keeping the team in fighting shape.

TRST: An experimental support model created to debilitate enemies. It uses a unique blend of synthetic compounds to weaken foes, reducing their combat effectiveness and making them easier targets for allied forces.

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CHAPTER 2: COMBAT

Weapon Selection and Damage Calculation:

Players choose the weapon they want to use, and the damage dealt depends on their dice roll. The damage range is determined by the weapon, and a six-sided die is rolled to calculate the final damage score. Each weapon has its own cooldown, affecting how often it can be used.

Example:

SNP01 selects the **AR-15**. The damage for this weapon ranges from 2 to 5.

If they roll a **1**, the attack will deal the minimum damage of **2**.

If they roll a **6**, the attack will deal the maximum damage of **5**.

If they roll a **3**, the attack deals **3** damage.

Order of Attacks

The order of movement determines who attacks first. The sequence is as follows:

Fighter: The frontline tank, usually the first to engage the enemy.

Scientist: Positioned to support the team with buffs and mid-range attacks.

Ranger: Deals long-range damage after the Scientist.

Support: The last to act, setting the pace for the team's next moves and offering healing after attacks.

Players decide their attacks consecutively before the enemy's turn. This allows for a coordinated team strategy, where the player actions are determined in advance.

Defense

Defense in the game is determined by player stats and dice rolls. When a player chooses to defend, they must roll a die to determine how much damage they can mitigate. Players can reduce damage by up to **4 points** with a successful defense roll.

For example:

- If an enemy attack deals **5 damage** and the player rolls a **4** on defense, the player will only take **1 damage** ($5 - 4 = 1$).
- If the player rolls lower than the incoming damage, they still reduce it, but not entirely. For example, rolling a **2** would reduce a **5 damage** attack to **3 damage**.

This system allows players to actively reduce the impact of enemy attacks and encourages strategic decision-making during combat.

Evading

Players have the option to evade an incoming attack. Whether they successfully evade or not is determined by a coin flip. If the coin flip is in the player's favor (successful evade), the attack misses entirely, meaning the player does not take any damage from that attack.

For example:

The player is targeted by an enemy attack. The player opts to evade, and a coin flip is performed.

Heads: The evade is successful, and the player takes no damage.

Tails: The evade fails, and the player takes the full damage of the attack.

This mechanic adds an element of chance and strategy, giving players a way to avoid damage potentially, but with an element of risk.

Escape

Players have the option to escape an encounter, but this can only be attempted during the first three turns of the battle. If the players do not escape within these turns, they are forced to continue fighting until either they defeat the enemy or are all defeated.

Escape Mechanics:

Coin Toss: To attempt an escape, players must perform a coin toss. A successful escape occurs if the result is heads. If the coin lands tails, the escape attempt fails.

No Action Penalty: The escape attempt does not count as a player's action for the turn, meaning they can still take their regular action (such as attacking or defending) in addition to attempting to escape.

Escape is only possible during the first three turns of the encounter, adding tension and encouraging players to make timely decisions.

Special Abilities

- **SC-NTST:** Alchemical Compound does 1 damage so you don't need to dice roll and its ability is to increase damage of oneself or an ally by 2 damage. This bonus damage is combined with your ally's damage from their own dice roll. Has a cooldown of 3 turns.
- **DRM:** Organic nanite Injection can attack an enemy or heal an ally(1-4) but not both. Has a cooldown for 3 turns.
- **SHLD:** Nanite Bash -> 1-2 enemy attacks for this turn redirects to this character, reduced by 1 damage. Has a cooldown of 2 turns.

- **CH-M:** Corrosive Synthetic Syringe does 1-5 damage and prevents the enemy from attacking for 1 turn. Has a cooldown of 4 turns.
- **TRST:** Dulling Toxin reduces damage dealt by an enemy by 1 damage for this turn. Has a cooldown of 3 turns.

Table 1. Character Statistics

NAME	HEALTH	DEFENSE COUNT	EVAD E COUNT	ATTACK 1	ATTACK 2
SNP01	20	2	2	AR-15 2-5	Barett.50 3-6 (3T CD)
RNGR00	25	3	1	Five-Seven 1-3	MP5 2-4
BRKR10	23	3	0	Double Barrel SG: 1-6 (3TCD)	Melee 2-4
SHLD	30	5	0	Nanite Bash 1-2 Enemy attacks for this turn are directed to this character and reduced by 1 Damage CD: 2T	Glock 1-3
CH-M	18	0	3	Corrosive Synthetic Syringe 1-5 Prevent the enemy from attacking for 1 turn CD: 4T	Pistol 1-3
SC-NTST	24	0	4	Pistol 1-3	Alchemical Compound Increase damage of Ally or Self by 2 next turn CD: 3T 1 DMG
DRM	22	2	3	Organic Injection Heal ally	Nanite Rifle 2-3

				1-4 CD: 3T	
TRST	18	3	2	Dulling Toxin Reduce damage dealt by enemy by 1 for this turn 1-5 CD:3T	Shotgun 1-4

CHAPTER 3: ADVENTURING

Movement - The movement of the party is a group decision, with all members agreeing on the direction to move. However, the player who rolls the highest on the dice determines the order of movement choices, influencing how the party advances each turn.

Players can move in the four cardinal directions (north, south, east, and west), with each party member allowed to move once per turn. The movement is shared among all players, meaning that each player can influence where the party goes, but the movement must adhere to the rule of only moving in the four cardinal directions.

Item Frequency - Players can use only one item per turn. However, using an item does not consume the player's action for that turn, allowing them to take another action in addition to item use.

Item Inventory & Usage - Each player can carry up to 3 items at a time. During encounters, only two items can be used, and only one item can be used per turn. This adds a layer of strategy in choosing when and which items to use.

Tile Distance - Dungeon Master Rules: There must be a certain distance between the player's starting point and the boss tile:

Green signifies that it is within the implied rules

For the first level, it must be within at least 4 tiles apart from each other.

BOSS TILE 4				
3	3			
	2	2		
		1	1	
			START	START TILE

For the second level, it must be within 3 tiles of each other

		START	
BOSS	1		
3	2	1	START
BOSS			

For the third level, it must be within 2 tiles of each other.

START		START
1 BOSS	2	1
2	BOSS	

Tiles

Icon	Label	
	Start Tile	The player's starting point in each level
	Event Tile	When landing in an event tile, there is a chance for players to receive buff/boons that will last for the entire floor/level of the game and this buff disappears when the players reach the following level.

	Shop Tile	Each player can buy a maximum of two items in each shop and the items drawn in the shop upon entering stay the same. The players can return to the shop anytime unless they have moved to a higher floor.
	Enemy Tile	The area where an enemy is encountered
	Boss Tile	The area where a boss is encountered

Death's Whisper:

When a player is about to die, they enter a state of **"shock"** instead of dying immediately. During this state, any damage taken in the next two turns will result in their death. However, if the player is healed before they take fatal damage, they can leave the shock state but suffer a debuff modifier as a consequence.

Entering Shock: Players can enter the shock state **twice per level**. Each time they exit this state, they gain a debuff:

First Exit: The player receives a -1 to attack.

Second Exit: The player receives a -1 to defend.

Chapter 4: Items and Power-ups

Shop

Players can earn gold by defeating enemies throughout the game. The gold rewards are as follows:

Regular Enemies: Earn 3 gold each.

Minibosses: Earn 10 gold.

Bosses: Earn 15 gold.

Shops offer 4 random items by default, but the number of items increases based on the number of players in the party:

Solo: 4 items.

Duo: 6 items.

Trio and Quad: 8 items.

Players can use the gold they've earned to purchase these items, which can help strengthen their team for future encounters.

Items and Power-ups

When players land on a **shop tile**, they have the opportunity to purchase items that can **augment their character's stat points** or provide special abilities. These items can offer various benefits, such as healing or dealing with damage, depending on the item.

Examples:

- **Healing Item:** An item that allows the player to heal themselves for a certain amount of health.
- **Damage Item:** An item that lets the player deal additional damage to enemies for a set amount.

These items can be strategically used to enhance a character's abilities, making them more effective in future encounters. Players can choose which items best suit their playstyle or needs based on the challenges they face.

Table 2. Table of Items

ITEM NAME	COST	EFFECT	NO. OF COPIES
Forcefield	7g	Reduce the damage taken the turn this item was used by 1	2
Reversal	12g	Return the damage taken by the player to the enemy	2

Bottle of Honey	6g	Heal for 2 HP	2
Grenade	8g	Deal 8 damage	2
Plasma Knife	7g	Minimum and Maximum attack increased by 1 this turn	2
Flashlight	8g	Blinds enemies, decrease enemy attack by 1	2
Apple	5g	Heal 2 HP this turn, and an additional 2 HP next turn	2
Glasses	7g	Maximum attack increased by 2 this turn	2
Starfish	12g	Deal 3 damage this turn, then 2 the next	2
Mirror	15g	Copies the action taken this turn, as well as the dice roll that the copied action did	2
Healing Salve	10g	Heal for 5 HP	2
Exosuit	15g	Reduce damage taken for 2 turns by 2	2
Poison	15g	Deal 5 damage this turn and deal 2 the next	2
Mini Nuke	25g	Kill an enemy (reduces the boss HP to half)	2
Decoy	10g	Distract an enemy for 1 turn (Enemy does not take action)	2
Future's oversight	15g	Dodge an attack (does not consume evade chances)	2

Chapter 5:WINNING!

Losing

Coalition Voyagers (Player Loss):

Players lose when they run out of **Death's Whisper** chances. **Death's Whisper** is a mechanic that allows players to avoid immediate death upon reaching a critical state. Once both **Death's Whisper** chances are used up, the players are unable to continue and lose the game.

Dungeon Master / AILEEN Director (Game Loss):

The game ends when the **final boss** on the **third floor** is defeated by the players. Once the final boss is taken down, the Dungeon Master (or AI Director) has lost, marking the conclusion of the game for the Dungeon Master side.

Appendix

- **Floor** = Overall thematic place of encounters
- **Storage Facility** = Level 1. Prison = Level 2. Core Facility = Level 3/ Final Level
- The storage facility is meant to be the weakest in terms of the story progression as this is where the research facility stores daily items necessary for the facility's daily operations
- The prison is where the research facility kept and stored their experiments which is why this level is smaller but also contains more enemies
- The research facility is where the core of the AI Director is and where the coalition voyagers aim to explore as this was their main objective from the start. This is also where the strongest enemies are located as it is deep in the core of the facility