Introduction text

An hour - only an hour has passed since we were thrown from our nice warm beds, from safety. Our outpost destroyed by the elements only six of us remain the rest presumed dead. Before we escaped we were fortunately able to procure our rover that was used for expeditions. But we have hope there is a sister base only X days from here our rations are low and the rover can only hold so much we must do anything we can to survive our trip across mars.

Game rules

- You have 15 of each resource each team member uses 1 per day with the exclusion of alcohol unless you have an alcoholic.
- A day is considered to be after each event some events lead onto others events so event 1 does not cost a day and neither does event 4
- Resources can also be used for other reasons such as certain events require them.
- There will be 6 characters (only 4 for this prototype) each character will have a set of traits, which will define the choices you can make through the game.
- There will be a number of choices the default is 4 per event 1 safe, 1 risky, and 2 involving character traits.
- The events will be randomized in the finished version but for the sake of the prototype they will be in a fixed order
- The traits in the prototype will be explained but in the full game we probably won't go over the effects and leave it up to the players' judgment to figure out what they do maybe have some clues in the description that we give them
- For each event select a character that you want to carry it out with some events don't need it but events like event 3 can have possible consequences that the player might of not thought of.
- If any characters die you cannot use them for anything any bonuses they gave are gone and any event options that used their traits cannot be used but you use 1 less of each resource
- Some percentages will be shown for the sake of gameplay on paper but in the actual finished game we are planning to hide them and rather use the description of the situation to give the player an idea of the odds
- The results of the events are at the bottom of the document to make cheating more tedious
- Unless stated otherwise low numbers on dice rolls or number generators are good and higher rolls are bad for example a 50% chance to succeed is 50 or less on a number generator
- If you run out of an important resource (anything but alcohol) consider the run ended as you probably died for some reason

Characters

Meg Render:
Age 30
Traits: Pacifist, Claustrophobia
Health: 100
Traits explanation
Pacifist – If a character is a Pacifist they will have a means of sorting out events so they don't end in combat if a Pacifist is in combat they have a lower chance to take damage
Claustrophobia – will up the cost of oxygen per day to 2 if they have to be in an closed space during the day

Randy More:
Age 35
Traits: Gun Nut, Masochistic
Health: 120
Traits explanation
Gun Nut – grants bonuses in combat situations you have a higher chance of success
Masochistic – gives the character 20 extra health as well as decreases the chances for all other characters to take damage in combat in exchange for a higher chance of getting damaged (as a note this will come as a 20% damage resistance in the actual game but that extra layer of math's on pen and paper can make this un-fun)

Reed Willby:
Age 23
Traits Charlatan, Ex-Bandit
Health: 100
Traits explanation
Charlatan – gives event options that can involve lying their way in or out of situations
Ex-Bandit – gives event options that involve bandits

Toby Mod:
Age 26
Traits Tech Nut, Gambler
Health: 100
Traits explanation
Tech Nut – gives event options that involves handling anything technical
Gambler – gives event options that involve high risk gambling

Resource Management

(This is best done on paper)
Upkeep: 6 per day (excluding Alcohol (Alcoholic uses 2 per day)) (this is because the game is meant to have 6 characters rather than the 4 we have for play testing)
Oxygen: 15
Rations: 15
Fuel: 15
Alcohol: 15

Events

Event 1
We came across a checkpoint overrun by bandits we could see that they clearly had the higher ground and their numbers were greater than our own we

1. (Safe)[Cost: time] Decided to avoid them and go around the long way. (go to event 3)

2. (Risk)[Cost: less time] Didn't have time to waste we needed to get through so we approached them (go to event 2)

Event 2
As we approached the checkpoint we are stopped by a group of men in a grubby space suits their gun pointed at the rover he demands a third of our alcohol and rations as a toll to pass through we

1. (Safe)[Cost: 5 alcohol, 5 rations] paid the toll losing us a large amount of our alcohol and rations but giving us safe access

2. (Risk)[Cost: Health] decided to engage them in combat despite the odds being against us as we need the alcohol

3. (Ex-Bandit)[Cost: 3 alcohol] Turns out one of Squad knows the leader of the group and can get us a discount paying 3 alcohol and no rations

4. (Gun Nut)[Cost: Health] Randy's Trigger finger got itchy he killed half of them before they had a chance to act we realized that combat was unavoidable but Randy evened the odds for us

If you decided to engage in combat option 2 has a 40% chance of success and option 4 has a 60% chance of success roll a dice or use a random number generator lower is better (go to event successes, failures and combat at the bottom of the document)

Event 3

While Driving around a cliff face we noticed a small opening in the cliff with blood sprays scattered outside the entrance we decided to

1. (safe)[Cost: N/A] keep going as we didn't know if it was a trap (go to event 4)

2. (risk)[Cost: Time] Send someone in to see if anything was in there (go to event results located above Event successes, failures and combat)

Event 4

While driving the rover picked up an unidentified signal asking for help the signal was located to the northwest which would cause us to lose a day of travel we decided to

1. (safe)[Cost: N/A] leave them as painful as it was we couldn't risk helping them (go to event 6)

2. (risk) [Cost: time] go looking for them we couldn't leave people to die it would make us no better than bandits (go to event 5 roll a dice under half go to event 5/1 if its above half go to event 5/2)

Event 5/1

After a couple of hours searching we found a rover surrounding by people who were clearly trying to repair it we decided to

1. (safe)[Cost: large amount of time] offered to help them and spent the rest of the day repairing their rover (go to event results)

2. (risk)[Cost: N/A] Attempt to extort them out of some supplies (70% chance of success go to event Successes, failures and combat)

3. (Tech nut) [Cost: time] Toby had seen this problem before and was able to get them on back on track in a couple of hours (go to event results)

Event 5/2

After a couple of hours we started approaching the beacons location we noticed that we were getting surrounded by multiple rovers, the red skulls painted on them gave away that these were bandits who were using the beacon as bait we decided to......

1. (safe)[Cost: health] attempt to escape without fighting (go to event results)

2. (risk)[Cost: health] despite the odds being so against us we decided to try and fight all of them off (go to successes, failures and combat)

3. (Gun Nut) [Cost: health] Randy had some explosives which he used to destroy some of the other rovers making the odds better for us in combat however this also made escaping impossible without engaging them in combat (go to successes, failures and combat)

4. (Charlatan) [Cost: N/A] we tried scaring them into thinking we had more people coming (go to successes, failures and combat)

Event 6
As the team cruises along, another rover can be seen up ahead. After approaching the rover, a message is request is sent to your driver.
"Hey buddies, you got any –hic- alcohol on board? We'll uhh... Play ya for it! Send out ya strongest liver!"

1. (safe) [Cost: N/A] Decline the invitation and move on (end of play test)

2. (risk) [Cost: 5 Alcohol] Send X to the contest with a fair amount of alcohol (50% chance of success go to successes, failures and combat)

3. (Alcoholic) [Cost: 5 Alcohol] Send over Toby with a bottle of mars finest (go to event results)

4. (Charlatan) [Cost: N/A] Reed's eyes gleam at opportunity to hopefully swindle a bit of liquor (go to event results)

Event Results

Event 3

(Option 2) we found two dead people in the cave netting us a small amount of oxygen and some rations (gain 4 Oxygen 6 rations) (go to event 4 description)
(Note) if you accidently sent in Meg you only gain 3 Oxygen as her fear caused her to use more oxygen than normal

Event 5/1

(Tech Nut) Toby had their rover fixed in a couple of hours we received a large amount of oxygen along with some fuel and rations for our trouble (gain 12 oxygen, 6 fuel, 4 rations) (go to event 6 description)

Event 5/2
(Option 1) We escaped but not without some close calls (each member had a 50% chance of taking damage this is not changed by Randy because it is not considered combat, if someone did take damage roll 4-40 damage for each person who rolled above half on the dice)(go to event 6 description)

Event 6

(Alcoholic) It was clear that the other rover had made a mistake as X takes a swig of their personal flask before heading towards the other rover. Not 10 minutes later X returns victorious with his spoils, mentioning "*Their beer tastes like fermented piss. You guys can split this*". (Gain 10 Alcohols) (end of playtest)

(Charlatan) Reed grabs a few bottles of his strongest clear spirits, emptying one of them and filling it with water. The team hears over the coms as X enters their rover, that he challenges all the other passengers to skull one of his bottles. Doesn't take long until all of them are passed out, and X clears their storages of all their alcohol. (end of playtest)

Event Successes, failures and combat

Event 2

Success (combat) – We managed to survive our firefight we treated our wounds and found a number of extra supplies for our trouble (add 10 of each supply to the resources (go to event 3 description))

Failure (combat) – we had to retreat we were unable to defeat the bandits and suffered heavy wounds and now have to travel around the long way. (loss of health and time) (go to event 3 description)

Combat – on a success or failure each character has a 30% chance of not getting wounded (with Randy the masochist it is 40% while Randy has 20% chance of not getting injured) roll 4 times once for each character if wounded take between 4-40 damage for each character who rolled higher than the chance to not get wounded

Event 5/1

Success (risk) - they didn't want to fight and we got some of their supplies (reward 8 oxygen, 10 fuel, 6 rations, 8 alcohol go to event 6 description)

Failure (risk)– they took their chances and started firing upon us

Combat – you have a 50% chance of success in combat each character has a 20% chance of not getting wounded (Randy causes it to go up to 30% while Randy has a 10% of not getting injured) roll 4 times once for each character if wounded take between 4-40 damage for each character who rolled higher than the chance to not get wounded

Success (combat) – they all ended up dying and we took all of their supplies (gain 16 oxygen, 15 Fuel 12 rations, 12 alcohol) (go to event 6 description)

Failure (combat) – we ended up retreating as they had the better position (go to event 6 description)

Event 5/2

Success (charlatan) – we succeeded in our bluff and they left as alone in exchange for not sending more people after them (reward no damage taken)

(Charlatan failed) they didn't buy our bluff and we ended up fighting sustaining heavy injuries (go to combat assuming risky option)

Combat – you have a 30% chance of success (40% if you chose the Gun Nut option) each character has a 10% chance to not get wounded (Randy makes this 20% for everyone else and he has a 1% chance of non-injury) if injured take 4-80 damage
Success (combat) – We successfully managed to fight off the bandits against all odds we gained a very large amount of resources (gain 30 of each resource) (go to event 6 description)

Failure (combat) – we barely managed to retreat as we realized we had no chance of success (go to event 6 description)

Event 6

Success (Option 2) - After about half an hour of hearing uproarious laughter over the coms, (insert person sent) returns swaying left and right with a wide grin smacked on their face, carrying a large bag of spirits. (Gained 10 Alcohol)

Failure (Option 2) - after about half an hour of hearing uproarious laughter over the coms, a loud thud can be heard. Not long after, 2 of the other rover's passengers can be seen dragging X back to your rover, thanking you all for an entertaining night. (Lose the 5 Alcohol spent)