

# Pogo

## Introduction

In the game of "Pogo" you are working towards achieving the goal of finding all of your siblings while keeping your health above zero and keeping your "lost sibling" card count above two. If either your health drops to zero or below or your "lost sibling" card count drops to two or below, you lose the game.

## Equipment

*Game board - 4 player tokens - 9 enemy tokens - 118 total cards -  
5 D6 dice, 3 red and 2 white*

### *Game Board*

The game board is a square made up of 40 tiles total with 10 tiles on each side. There are 16 tiles total that are "Enemy Encounters," 3 of these tiles will be on each side of the board. Each of the 4 corners of the board are "Lost Sibling" tiles, these give the player an added opportunity to find more lost siblings as they play the game. Finally, there are 4 additional tiles that are random item drop tiles.

### *Cards*

There are 2 cards total for each type of armor which equal 40 armor cards total. Secondly, there are 2 cards for each weapon type which makes 10 weapon cards total. There is a third deck of cards that is the "Enemy Deck," there should be 36 total cards in this deck. Lastly, there are a total of 32 "Lost Sibling" cards.

### *Health Bars*

Each player will start with a health bar that is at a value of 100. Each player should have a small piece of paper or another way of keeping track of what their health bar is at. The player's health will continuously increase or decrease throughout the game.

## Object of the game

Try to outlive the other players by successfully defeating bosses and keeping your lost siblings with you.

## **Setup**

Each player will start with one player token of their choosing, 3 "Lost Sibling" cards and a full health bar with a value of 100. Be sure to have thoroughly shuffled the "Enemy Encounters" card deck. To start the game, each player will place their player token on the "Start" tile in the corner of the game board. All players will roll a D6 dice once, whoever rolls the highest is the one who will be the starting player. The order of play will then start at the left of the highest rolling player.

## **Player Statistics**

The player's armor stat is equal to the total amount of the armor's stats the player is currently wearing. This number will then be added to the player's health bar value. For example, if they are wearing an armor set that equals 20 total, after adding that number to their health bar the player's health bar amount will then equal 120.

The player's weapon attack stat is the amount of damage the player will deal to enemies on successful rolls.

## **Playing**

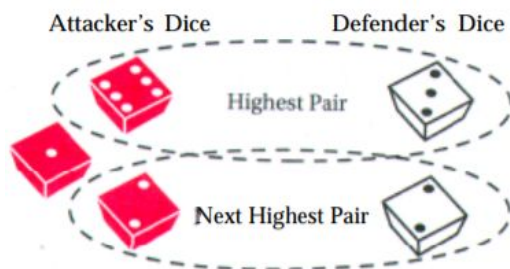
The player will start their turn by rolling a D6 dice once to determine how many tiles they move their player.

### *Enemy encounters*

There will be 12 tiles (3 on each side of the board) that the player has a chance of landing on that will start an enemy encounter. Upon landing on the tile, the player will draw one random card from the "Enemy Encounters" card deck to determine which enemy they will be facing.

### *Attacking*

After determining what enemy the player will be facing, the player is ready to attack. Another player on the board will act as the enemy for the battle scenario. The player rolls all three of the red dice at the same time and the enemy rolls the two white dice at the same time. After rolling the dice, compare the highest of each dice rolled. If the enemy's dice is higher, the player loses health which is the same amount as the enemy's attack stat. If the player has the higher dice, the enemy loses health which is the same amount as the attack stat on the player's weapon. If the dice tie with each other, the enemy is always the one who loses health. See the picture below to have a clearer idea as to how to compare dice:



*In this scenario, the attacker and the player both lose health.*

### ***Winning the Battle and Drops***

Upon successfully defeating an enemy the player will then roll a D6 three times to determine what drops they get from the enemy. The player has a chance of getting up to three items total. See the table below to show what drops correspond with what number on the dice:

<b><i>Enemy Type</i></b>	<b><i>1</i></b>	<b><i>2</i></b>	<b><i>3</i></b>	<b><i>4</i></b>	<b><i>5</i></b>	<b><i>6</i></b>
Leaves	No Drop	Leaf Stem Sword	Leaf Helmet	No Drop	Leaf Shin Guards	Leaf Chestplate
Flies	No Drop	No Drop	Fly Helmet	Health Drop with a value of 1	Fly Shin Guards	Fly Chestplate
Moths	No Drop	Moth Antennae Sword	Health Drop with a value of 1	No Drop	Health Drop with a value of 5	Moth Chestplate
Butterflies	No Drop	Health Drop with a value of 1	No Drop	Health Drop with a value of 5	Health Drop with a value of 10	Butterfly Chestplate
Dragonflies	No Drop	Dragonfly Tail Mace	Dragonfly Helmet	Health Drop with a value of 5	Dragonfly Shin Guards	Dragonfly Chestplate
Cicadas	No Drop	Health Drop with a value of 10	Cicada Helmet	Health Drop with a value of 20	Cicada Shin Guards	Cicada Chestplate
Hornets and Hornet	Lost Sibling	Hornet Stinger	Hornet Helmet	Health Drop with	Hornet Shin Guards	Hornet Chestplate

Swarms	Card	Daggers		a value of 30		
Snakes	Lost Sibling Card	Snake Fang Greatsword	Snake Helmet	Health Drop with a value of 40	Snake Shin Guards	Snake Chestplate

*\*Health points cannot be added on top of a players health if their health bar is already at 100.*

### *Losing the Battle*

If the player's health goes to zero or below at any point during a battle, the player will lose the battle and the battle immediately ends. Upon losing a battle the player will lose one of their "Lost Sibling" cards. The player will be allowed to continue to play the game unless their total "Lost Sibling" card count is at two or below.

### *Finding a Lost Sibling Card*

There are 8 total tiles on the board that are Lost Sibling tiles. If the player lands on one of these tiles, the player will gain another Lost Sibling card.

### *Trading Cards*

At the end of the player's turn they will have the opportunity to go to the shopkeeper, Mama Bird. At the shop the player will have the opportunity to trade in any duplicate armor and weapon cards in exchange for an increase in health. All cards will equal the value of 5 health points. If the player has a full armor set they wish to trade in, they can do so and receive 10 health points.

### *Ending the Turn*

If the player's health goes to zero or below at any point during a battle, the player will lose the battle and the battle immediately ends. Upon losing a battle the player will lose one of their "Lost Sibling" cards. The player will be allowed to continue to play the game unless their total "Lost Sibling" card count is at two or below.

### **Armor and Weapon Statistics**

<b>Leaf Stem Sword:</b> Attack 2	<b>Leaf Helmet:</b> Armor 1	<b>Leaf Chestplate:</b> Armor 2	<b>Leaf Shin Guards:</b> Armor 1
	<b>Fly Helmet:</b> Armor 3	<b>Fly Chestplate:</b> Armor 5	<b>Fly Shin Guards:</b> Armor 3

<b>Moth Antennae Sword:</b> Attack 7		<b>Moth Chestplate:</b> Armor 7	
		<b>Butterfly Chestplate:</b> Armor 9	
<b>Dragonfly Tail Mace:</b> Attack 15	<b>Dragonfly Helmet:</b> Armor 12	<b>Dragonfly Chestplate:</b> Armor 15	<b>Dragonfly Shin Guards:</b> Armor 12
	<b>Cicada Helmet:</b> Armor 17	<b>Cicada Chestplate:</b> Armor 20	<b>Cicada Shin Guards:</b> Armor 17
<b>Hornet Stinger Daggers:</b> Attack 25	<b>Hornet Helmet:</b> Armor 20	<b>Hornet Chestplate:</b> Armor 25	<b>Hornet Shin Guards:</b> Armor 20
<b>Snake Fang Greatsword:</b> Attack 30	<b>Snake Scale Helmet:</b> Armor 25	<b>Snake Scale Chestplate:</b> Armor 30	<b>Snake Scale Shin Guards:</b> Armor 25

## Enemy Statistics

Enemies are divided into 3 classes: fodder, minions and bosses.

- Fodder Enemies:
  - **Leaves:** Attack 5, Health 0 - **Flies:** Attack 5, Health 10 - **Moths:** Attack 10, Health 15
- Minion Enemies:
  - **Butterflies:** Attack 17, Health 20 - **Dragonflies:** Attack 20, Health 35 - **Cicadas:** Attack 25, Health 50
- Bosses:
  - **Hornets:** Attack 30, Health 75 - **Hornet Swarm:** Attack 40, Health 100 - **Snake:** Attack 50, Health 125

## Winning the Game

If at any time during the game, if a player's Lost Sibling card amount drops zero, that player loses the game. To win the game, be the last player standing with three last sibling cards or higher.