Richard Grable

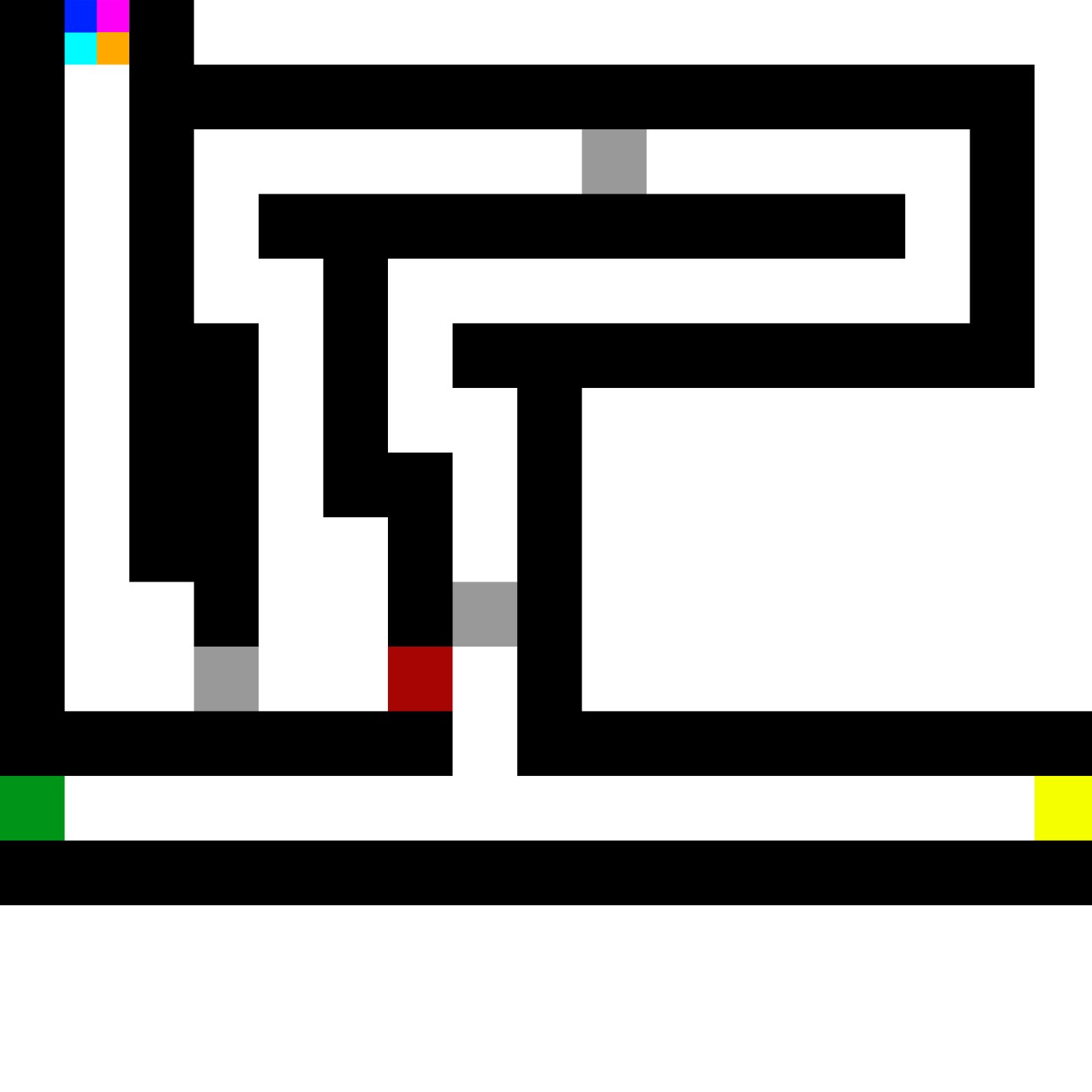
4 Player Co-op Metroid

Objective:

* Work together to obtain the rest of your gear and defeat the terrorizing Ridley, collecting keys and defeating various enemies along the way.

Rules

* Players move in unison at the beginning of each turn, as fighting together always gives each player a chance at survival. Although, each player may break off from the pack in order to move through different stages that call on that player specific color.
  + BLUE: Capable of moving through rooms filled with water.
  + PINK: Capable of entering poison mist rooms.
  + CYAN: Capable of moving through electrical fields.
  + ORANGE: Capable of travelling through lava rooms.
* At the beginning of each turn the GM roles a six sided die to determine the team movement. (each move is considered a square).
* Each player may roll separately afterwards to move freely from the pack. But in order for the team to move along, each player must return to the breaking point.
* Then, the GM roles the die again to determine enemy encounters. Each enemy is randomly chosen from a deck of cards that the GM created for each level, enemy cards depict health and a special ability that pertains to that enemy.
  + ROLLING A 1: Nothing happens, and the game continues.
  + ROLLING A 2: Single enemy caught off guard, players get to attack twice.
  + ROLLING A 3: Normal Encounter, no handicaps given.
  + ROLLING A 4: Normal Encounter with 2 enemies, no handicaps given.
  + ROLLING A 5: Single enemy catches your team off guard, enemy attacks twice.
  + ROLLING A 6: Two enemies catch your team off guard, enemies attack twice.
* In the event of a battle happening, each player rolls the dice to determine their attacks. (GM rolls for enemies).
  + ROLLING A 1: player: normal attack, dmg : 1; enemies: miss
  + ROLLING A 2: player: normal attack, dmg : 2; enemies: hit, dmg : 1
  + ROLLING A 3: player: miss; enemies : hit, dmg : 2
  + ROLLING A 4: player: miss; enemies : miss
  + ROLLING A 5: player: Critical Hit, dmg : 5 \* second roll; enemies : miss
  + ROLLING A 6: player: second chance at roll, if 6 again, enemy is defeated. If boss, deals 50 \* third roll; enemies : Critical Hit, dmg : 3 \* second roll
* Player share the loot that is available in game. And each item has its own advantages in battles. (EG: Missiles give off an extra 5 damage with splash).
* THE GAME MAP



* The game map is created by the GM at the beginning of the game / start of level.
* PIECES
  + BLACK: Bounding boxes that the players must abide by.
  + WHITE: Pathway.
  + GREY, GREEN, RED, YELLOW: Doors that require keys to enter ( besides the grey doors).
  + VARIOUS: Various other pieces will be determined by the GM.