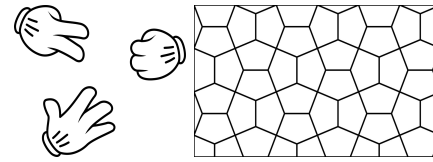


## Rock, Paper, Scissors, Cells

### Version I

Simple & basic: one six-sided-die, a map made of cells, markers for characters, & the imagination of you & your friends.



### GENERAL RULES

**Game master (GM):** Provide narration, calculation, & other aspects of gameplay. When a battle starts, get a map, & lay down the traps (you may have more than one trap per cell). Finally, specify the **TRAP MINIMUM ROLL**. Encourage other players to explain their actions & choices with storyful narration.

**Trap minimum roll:** If you land on a cell with a trap, you must at least roll the **TRAP MINIMUM ROLL**, otherwise take a new roll in damage & lose rest of turn. Roll a **TRAP MINIMUM ROLL** once per trap in cell.

**Move roll:** How many cells to move:  $\text{ROLL} / 2$  (ROUNDED UP).

**Health:** Everyone gets  $25 + (\text{LEVEL} * 5)$  HP, when reaches 0: death!

**Attack roll:** Name target then attack according to your class. You get a **+LEVEL** damage **CLASS BONUS** if you are attacking a class vulnerable to you, as scissors is vulnerable to rock, rock to paper, & paper to scissors. Attack damage equals  $(\text{ROLL} + [\text{POSSIBLE CLASS BONUS}] + [\text{YOUR POSSIBLE ROCK BONUS}]) - \text{POSSIBLE TARGET ROCK BONUS}$ .

**Turn:** Go clockwise starting with game master. During a turn, make your **MOVE ROLL** or **ATTACK ROLL**, in the order you prefer. If there's a trap, roll the **TRAP MINIMUM ROLL** first.

### CLASSES (NO MULTICLASS)

**Rock:** Only attack cell you occupy.

- ★ Add your **LEVEL** to damage given
- ★ Subtract your **LEVEL** from damage received

**Paper:** If pre-roll-specified target is **ATTACK ROLL** / 2 (ROUNDED UP) cells away or less it hits, otherwise miss.

- ★ -LEVEL to **TRAP MINIMUM ROLL**

**Scissors:** Only attack cells next to yours.

- ★ If your **ATTACK ROLL** is 6, add **LEVEL \* 2**
- ★ Add your **LEVEL** to your **MOVE ROLL**

### CREDIT

Lily Seabreeze for concept. Tom Almquist for improving & playtesting.