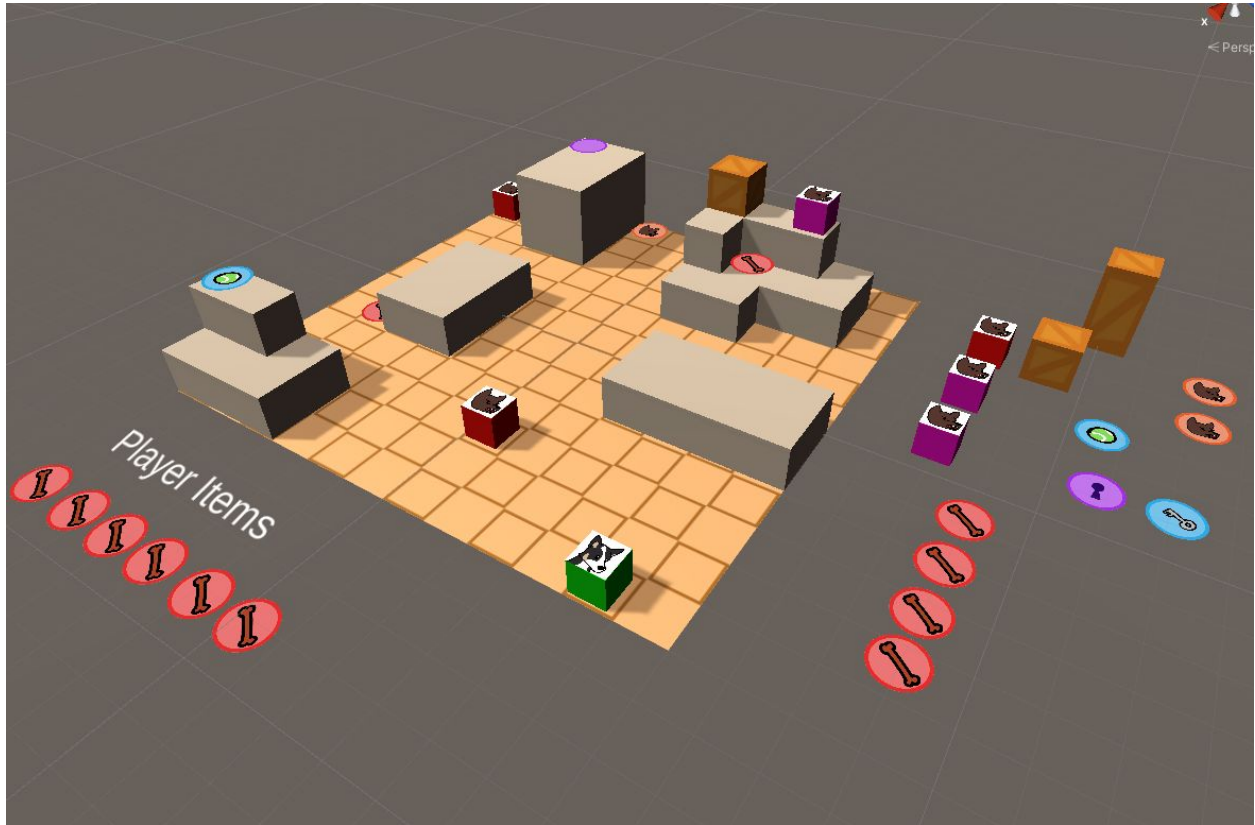


Without Masters - Rules

Players: 2



(Example setup)

Parts

- 1 12x12 board
- 5 blocky structures
- 1 hero (green)
- 3 light enemies (red)
- 3 heavy enemies (magenta)
- 2 short crates
- 1 tall crate
- 12 dog treat tiles (red)
- 3 enemy spawn tiles (orange)
- 2 tennis ball tiles (blue)
- 1 end tile (purple)
- 1 locked end tile (purple)
- 1 key tile (blue)
- 1 six-sided die

Goal

The Hero's goal is to complete three board setups without dying.

The Game Master's goal is to stop the Hero from achieving their goal.

Set Up

The players decide who will be the Hero and who will be the Game Master.

The Hero starts with 6 dog treats. These represent health points.

The Game Master sets up the board to their liking with the following restrictions:

- Required pieces:
 - The board
 - The hero (on the edge of the board)
 - All 5 of the blocky structures (in any orientation).
 - One type of end tile (not both)
 - At least one enemy (up to three)
 - At least two dog treats.
 - At least one tennis ball.
 - Key (if locked end tile is used)
- Optional pieces
 - Enemy spawn points (on the edge of the board or touching a structure)
 - Crates (in any orientation)

The Game Master and the Hero must **unanimously agree** that all special tiles are accessible*.

*If the special tiles are accessible but the Hero complains about difficulty, the game immediately starts with the Game Master's turn.

Play

The game starts with the **Hero's turn** (unless otherwise specified). The Hero and the Game Master take turns.

Hero's Turn

Movement

The Hero has 6 move points (mp). They can spend them in any of the following ways:

- Move 1 space (1 mp)
- Climb up (2 mp)
- Jump down (1 mp)
- Throw tennis ball (1 mp)
- Push crate (2 mp)

The turn ends when the Hero runs out of move points. The Hero can also choose not to spend all of their move points and end the turn early.

Climbing and Crates

Crates and parts of structures that are **1 block high** are climbable. Crates can be pushed so that the Hero can reach higher areas. If an enemy is behind or on top of a crate they are also pushed. Dropping crates onto enemies or squishing them between a crate and a wall kills them.

Attack

If the Hero is adjacent to an enemy and **on the same height** as them, they may choose to attack. If they attack, they roll the die:

- Roll 1: Miss! No damage.
- Roll 2-5: Hit! Hero deals 1 damage on the enemy.
- Roll 6: Critical Hit! Hero deals 2 damage on the enemy.

After attacking, the Hero's turn ends automatically, even if they still have move points to spend.

Items

Items are **blue** tiles. The Hero can only have one of these in their inventory at a time. Items can be picked up when the Hero is directly on top of them.

Tennis Balls

Tennis Balls can be thrown anywhere within 6 blocks (does not account for height). When thrown, **all enemies must move towards the ball** on the Game Master's turn. If an enemy reaches it, it disappears.

Dog Treats

Dog treats can be picked up like items but without any carry limit. These represents the Hero's health. **Zero dog treats results in a game over.**

Key

The Hero must have this in their inventory in order to unlock a locked end tile.

Game Master's Turn

Enemies

The Game Master controls all of the enemies on the board. The enemies have different behaviour depending on their class. The Game Master can move all enemies on the board in one turn. Enemies behave like the player except that they **cannot use items or push crates.**

Light Enemies

Color: Red

Health 1:

Move points: 3

Attack:

- Roll 1-3: miss
- Roll 4-6: 1 damage. (take away 1 dog treat)

Heavy Enemies

Color: Magenta

Health 2:

Move points: 1 (Cannot climb)

Attack:

- Roll 1-4: miss
- Roll 5-6: 2 damage. (take away 2 dog treats)

Spawning

New enemies can be placed on the spawn tiles. Enemies cannot move on the same turn they were spawned. There can only be up to **three enemies on the board at a time**, including any enemies that died on that turn.

Upon Reaching the End Tile

When the player reaches the End Tile, the board is cleared and the Game Master creates a new setup. The Hero keeps their dog treats and inventory and has the first turn again. This continues until either **the Hero completes three setups, the Hero dies, or the game becomes impossible**.

Tips for Unity Editor:

- When pushing crates, select the player and the crate to move them at the same time
- Phasing pieces through the floor is a fast way to remove them from the board
- For the sake of time, I have three example board setups ready to go.
 - To switch between them, box-select and delete everything on the board and then unhide the next setup. Simply hiding the previous setup will hide any dog treats that have been picked up, which is not what you want.