Three Dooms

In this game you will tell the story
of a newly-founded late stone age
town.

You will create the notable people
in the community, and play out
major events. You'll have the
chance to discover new things, build
up your town's resilience, and deal
with problems that arise.

Three Dooms have been predicted
for your town. You and your friends
will guide it through these disasters.
Will you survive?

🎲 Rules: 1

What You Need To Play

• These cards.
• 3-5 players and at least 2 hours.
• A few regular 6-sided dice.
• Pens & pencils (plenty of colours is handy).
• *Either* print out a starter map, character slips, town history, and lineage log *or* create your own with blank pages and index cards.
• Scratch paper or index cards for townsfolk records.

Extra materials (including all those printable sheets) are available at: genericgames.co.nz/three_dooms

Create Your Town

- Either get a blank sheet and draw your town in the middle, or use a starter map.
- Each player takes turns adding landmarks or symbols to the map until you have each contributed 2.
- Each player creates 2 townsfolk. Start a lineage log with these people. See *Creating A Person* (rules card 6) for how to do it.
- Start a town history, with the town founded in year 1. Mark the game starting about year 50.

Rules: 3

Town Lineages

• Make a lineage log and add your townsfolk, writing down all relationships. Fill in names of new people when they are created.

Arrange Event Cards

• Separate the *doom* cards from the *discover*, *challenge*, and *build* cards.

• Shuffle dooms and pick 3 without looking.

• Shuffle other events and deal into 4 piles. Use 20 events for a short game, up to 40 for longer games.

• Shuffle picked dooms into 3 piles and stack them up. The last, doom-free pile goes on top.

🎲 Rules: 4

The Map

Everyone should contribute to the map.

• It doesn't matter how well you draw. The image just needs to remind everyone what is there.

• Whenever something new is discovered or built, add it to the map.

• If the town gets a new feature, add a description (and maybe a symbol) to the map.

• If something goes away, cross it out rather than erase it. That way you don't forget about things that have happened to the town.

Rules: 5

Creating A Person

• Name them. Use a descriptive name, or a name from nature.
• Decide their age. Mark their birth year (refer to the town history).
• Give them a helpful feature: a skill, trait, or reputation.
• Add them to the lineage log, and mark connections to existing people and families.
• If they are a descendent of another person, you may give them an inherited feature (anything that could be passed on, like an heirloom or family trait).
• Make a new person any time you need one.

🎲 Rules: 6

Play: Taking Turns

• Starting with the oldest player, take turns as Oracle.
• The Oracle draws a card, reads and interprets it, and guides resolution of the event (see rules cards 13 & 14).
• After the card is resolved the Oracle guides the *Passage of Time* (rules card 8), which may involve townsfolk dying and the creation of new townsfolk.
• You may add, change, or remove a feature for each town dweller who was played during the event.
• Then the next player becomes the Oracle for the next event.

🎲 Rules: 7

Play: Passage of Time

• The Oracle chooses or rolls how much time passes after the event:
  1. 1d6 days
  2. 1d6 weeks
  3. 1d6 months (1 survival roll)
  4. 1d6 seasons (1 survival roll)
  5. 1d6 years (2 survival rolls)
  6. 1d6×4 years (3 survival rolls)

• Make *Survival Rolls* (rules card 11) for this period. Always make a roll for anyone sick or injured during the event, plus as many extra as listed. The Oracle chooses who must make a roll (usually the aged).

• Make new characters: always 1, plus optionally 1 per death.

Rules: 8

Fate Rolls

Use *Fate Rolls* when the drama of the current situation means just narrating what happens would not be exciting enough.

• Choose sides in the conflict, usually townsfolk versus Oracle.
• State what each side wants and how they will try and get it.
• Each side takes 1 die plus 1 per helpful feature.
• Roll the dice.
• Pairs of matching dice on both sides cancel out, take them away.
• The winner is the side with the highest die remaining.
• If tied, the Oracle calls the winner.

Rules: 9

Fate Roll Example

Red Otter, a townsperson, is hunting a dangerous boar.

Red Otter has the relevant feature "mighty hunter." The boar has "huge" and "tough."

Red Otter's player takes 1 die, plus 1 more for the relevant feature.

The Oracle takes 1 die for the boar, plus 2 for the features.

The dice are rolled! Red Otter gets 5, 4 and the Oracle gets 4, 4, 3.

There are matched 4s on each side, so those are discarded, leaving 5 versus 4, 3.

5 is highest, so Red Otter succeeds!

Rules: 10

Survival Rolls

To decide if a town dweller survives injury, illness, or the passage of time, use a *Fate Roll* (rules card 9) with these extras:

• Any illness or injury counts as a feature for the Oracle, and any health or toughness feature applies to the townsfolk.

• If they are young (age 10-25) give them 1 extra die.

• If they are old (50-70), that's 1 extra die for the Oracle.

• If they are very old (over 70), that's 2 extra dice for the Oracle.

• If the Oracle wins, the character dies, if they win then they survive.

🎲 **Rules: 11**

Features & Changes

Adjust features when instructed by the rules (character creation, during events, on characters after event resolution).

You may also add new features (to characters or on the map) whenever it makes sense to you in play. If you think you need to add a feature, check that everyone agrees and if they do, go ahead and add it.

The *Changes* on event cards work the same way: make those, but change the map whenever something comes up that needs to be recorded there.

Rules: 12

The Oracle

• Keep this in front of you when it's your turn as Oracle.
• Detailed instructions are on the back.

General Rules

• If the rules don't cover something, go with whatever seems the natural way to resolve it (either narrate what obviously makes sense, or make it a *Fate Roll*, see rules card 9).
• You are encouraged to make up stuff beyond what the cards say.

🎲 Rules: 13

Oracle: Detailed Rules

• Draw the next card from the pile.
Read it and introduce the situation.
• Guide the resolution of the event.
Resolution may be descriptive, or
roleplayed, or a mixture of both.
• For *build* and *discover* events, be
impartial but generous.
• For *challenge* and *doom* events, be
impartial but hard.
• If it's not obvious how to resolve a
task, make a *Fate Roll* (rules card 9).
• Finish when the questions are
answered.
• Guide the *Passage of Time* (rules
card 8), then pass the Oracle card to
the next player.

🎲 Rules: 14

The End

The game ends when the town is destroyed, or survives the third *doom*.

• If your town survived, everyone wins.

• If a doom destroyed the town, the last Oracle player wins, bitterly.

• If a regular event destroys the town, everyone loses.

Memory

Now decide what happens after for your town and townsfolk.

• Is your town remembered in legend or history? Is it forgotten until unearthed by archaeologists many centuries hence?

🎲 **Rules: 15**

Three Dooms

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Origin

I wrote the original *Three Dooms* for
Game Chef contest in 2006 (game-
chef.com).
It was almost completely different.

The Late Stone Age

Don't get hung up on historical accuracy, just have fun.
A few facts to guide you:
• Beginnings of agriculture pre-dated settled life. Once settled, domestication of animals followed.
• Tools were made of stone, wood, bone, antler, and horn.
• Art was already widespread and sophisticated. Painting, carvings, and ceramics have survived.
• Trade between communities was common, and sometimes large scale cooperation to build ritual sites, such as Stonehenge and Göbekli Tepe.

🎲 Ideas

çatalhöyük

Here are some facts about the famous 7500BCE town in Turkey:

• Houses were accessed by ladder, via rooftop openings. Maybe this was for defence?

• All buildings were dwellings.

• The dead were buried under the house floors.

• They made many stone and clay figures of animals and people.

• House walls were decorated with paintings and sculpture.

• There is no evidence of social class or gender distinctions.

• They traded pottery and obsidian tools over long distances.

🎲 **Ideas**