

Teacher Instructions

1. Character Creation Overview



Each player creates a character before the adventure begins. Characters use five social-skill stats, each measured in Stars (★):

- Expression (Acting)
- Listening
- Teamwork
- Problem-Solving
- Bravery

These skills affect dice rolls during story challenges.

2. Star Point Budget

Each student gets a total of **9 Stars** to distribute across all five skills.

Rules for assigning stars:

- A skill may have 0, ★, ★★, or ★★★
- A skill cannot exceed ★★★ (3 stars)
- Students choose how to spend their 9 total stars

Balanced examples:

Example A – Performer Expression ★★★ Listening ★★ Teamwork ★ Problem-Solving ★ Bravery ★★

Example B – Thinker Expression ★ Listening ★★ Teamwork ★★ Problem-Solving ★★★ Bravery ★★

Example C – Helper Expression ★★ Listening ★★ Teamwork ★★★ Problem-Solving
★★ Bravery ★

3. What Stars Do

When a player attempts an action, they roll a d6:

Roll: d6 + Skill Stars

Compare to Target Number (TN)

- Easy: TN 4
- Medium: TN 5
- Tricky: TN 6
- Hard: TN 7

More stars = better success rate.

4. Tokens and What They Do

Teamwork Token: Add +1 to another player's roll.

Bravery Token: Re-roll once.

Expression Token: +1 when acting out a feeling.

Listening Token: Ask the DM one hint during any clue or puzzle.

Free move Token: lets you skill rolling and move that spot on the map once.

5. Inventory Options (Choose 1 per character)

Luma Village

1. Friendly Lantern - Once per game: give another player +1 Teamwork on their next roll.
2. Quiet Pebble - Once per game: take a calm-down reset and retry a failed roll at +1.
3. Color Brush - In the Lantern Stall: +1 Expression for painting or color choices.
4. Mini-Map - Once per game: skip one movement step on the board.
5. Bell Listener Band - During puppy search: +1 Listening.
6. Kindness Ribbon - Once per game: give +1 token of any type to another player.

6. What “ALMOST” Means

ALMOST happens when the player rolls the die and misses the Target Number (TN) by only 1 point.

Example:

TN = 5

Player rolls 3 + ★★ (+2) = 5 → Success

Player rolls 2 + ★★ (+2) = 4 → Almost

Player rolls 1 + ★★ (+2) = 3 → Miss

What happens on ALMOST

When a player gets ALMOST, they: Were very close, so the character nearly succeeds.

The DM gives a support such as:

A “Say This” card

A visual cue

A short modeling demonstration

A teammate helps or gives a hint

The player gets to try again with the same action.

The reroll often has no penalty or sometimes +1 if you want to encourage success.

Almost means: “You were close! Try again with a little help.”

7. What “MISS” Means

MISS happens when the player fails the TN by 2 or more points.

Example

TN = 5:

Roll total = 1 or 2 → MISS

Roll total = 3 → MISS

Roll total = 4 → ALMOST

What happens on MISS

When a player gets MISS, they Do not succeed at the action.

The DM describes a gentle, safe moment of learning. The story still moves forward, but something changes:

- Player switches roles

- Group tries a simpler version of the task

- DM models the correct behavior

- The team chooses Plan B

Hugely important: MISS is NOT a punishment.

It's a chance to model coping skills and flexible thinking.

Miss means: "It didn't work that time, but we can try a different way!"

Why the system uses ALMOST and MISS

This setup is great for kids with autism because:

- ALMOST rewards trying and encourages persistence.

- MISS prevents frustration by offering safe alternatives instead of failure.

It teaches:

- coping

- asking for help

- adapting plans

- using supports

- working with teammates

Setup Steps (Quick Guide)

1. Give each player a blank character sheet.
2. Explain what each skill represents.
3. Tell students they have 9 stars to assign.
4. Have them fill in:
 - a. Name
 - b. Star amounts
 - c. Inventory (choose 1)
5. Place tokens where everyone can reach them.

6. Explain dice rolls and target numbers.
7. Begin Scene 1.


Luma Village - Festival of Lights

Format

[READ-ALOUD]: words to read

(CUE): reminders to you, the DM

→ OPTION: player choices to present

 CHECK: die roll instructions

✓ SUCCESS / △ ALMOST / ✗ MISS: outcomes you narrate

(Branch to ...): next place in script

SESSION OPEN

[READ-ALOUD] *“Welcome, helpers of Luma Village! Today is the Festival of Lights.*

There will be art, music, and a little mystery. I will guide the story. You’ll choose what to do.

When it’s time to try something, we’ll roll a six-sided die. You will add one point for each ★ you have in that skill.”

(CUE) Show the die. Review tokens and supports.

[READ-ALOUD] *“Tokens help us help each other. Teamwork tokens lets you add +1 to a friend’s roll. “*

(CUE) Show a Teamwork token.

[READ-ALOUD] *“Bravery token lets you re-roll once. Expression token helps acting feelings (+1). Listening token lets you ask me one hint.”*

(CUE) Show a Expression token

[READ-ALOUD] *“If anything feels hard, we can use supports: visual cue card, “say-this” starter line, a peer model, or a quiet 30-second reset.”*

(CUE) Show a sample can show on character sheet or model

SCENE 1 — VILLAGE SQUARE: MEET & GREET

Set up - Group piece starts on the map at north path. You may choice to only move on blocks with a path (longer game play) or move in grass blocks (shorter game play). Pick an order of players. Each player will preform 1 dice roll per turn or skip.

[READ-ALoud] *“Your group can hear some welcoming music towards the town thus your journey begins towards the town”*

(CUE) Have the players take turns rolling the dice till the group piece lands on the town center block.


[READ-ALoud] *“You step into the busy square. Lanterns sway, music plays, and visitors arrive.”*

“The mayor waves. “We need friendly greeters. Can you help?””

(CUE) Offer two options first. Use talking object for turns.

→ **OPTION A:** Greet visitors with a smile and a clear voice. (Expression)


→ **OPTION B:** Listen first and mirror their greeting. (Listening)

 **CHECK (A):** Expression TN 5

✓ **SUCCESS:** [READ-ALoud] *“The visitor’s smile. “Thank you!””* They give you a Teamwork token and point to a clue board. (Branch to 1A)

⚠ **ALMOST:** [READ-ALoud] *“They understand but look confused.”* (CUE) Hand a “Say-This: Welcome!” card. Retry the roll.

✗ MISS: [READ-ALOUD] "Seems they don't speak your language." (CUE)
Model the greeting, invite the player to echo. Continue to 1A without token.

 CHECK (B): Listening TN 5

✓ SUCCESS: [READ-ALOUD] "Hello is this the town of luma? (CUE) Player gains a Teamwork token once the player answers (Branch to 1B)


⚠ ALMOST: [READ-ALOUD] "ummm ummm Where am I?" . (CUE) Once player answers luma town Retry.

✗ MISS: [READ-ALOUD] "They just walk right past your group. Just wave and smile. " (Branch to 1B)

1A — CLUE BOARD MINI-SCENE


[READ-ALOUD] "A board shows pictures of a place: a brush, a jar of paint, and a canvas. Where could it be?"

(CUE): Have a player read the clue text aloud. (Listening) OR Act out the clue picture. (Expression)

 CHECK (Read): Listening TN 5

✓ SUCCESS / ALMOST: Shortcut discovered! Mark a free move on the map later. (Branch to SCENE 2)

✗ MISS: [READ-ALOUD] The words are tricky. A teammate helps read. (Branch to SCENE 2)

 CHECK (Act Out): Expression TN 5


✓ SUCCESS / ALMOST: The group understands the hint. (Branch to SCENE 2)

✗ MISS: Peer models, player mirrors; hint still shared. (Branch to SCENE 2)

1B — VISITOR NEEDS DIRECTIONS

[READ-ALOUD] “Which way to the art stalls?”

(CUE):: Give directions using First–Then steps. (Problem-Solving) OR Ask a teammate to help. (Teamwork)

 CHECK (First–Then): Problem-Solving TN 6

✓ SUCCESS: [READ-ALOUD] “*Thank you! You receive a **Expression** token.*”

⚠ ALMOST: DM provides any missing step or retells the steps in clear way; retry.

✗ MISS: Use simpler directions. Proceed to SCENE 2.

 CHECK (Ask Teammate): Teamwork TN 5

✓ SUCCESS: Both you and the helper gain a Teamwork token.

✗ MISS: DM models shared directions. Proceed to SCENE 2.


SCENE 2 — LANTERN STALL: ART CHAOS

[READ-ALOUD] “*Brushes clink, colors sparkle. It’s crowded.*”

(CUE)::

→ OPTION A: Help each other paint a master piece? (Teamwork)

→ OPTION B: Help others with their paintings at the stall. (Problem-Solving)

 CHECK (A): Teamwork TN 5

✓ SUCCESS: Smooth turns; earn a Teamwork token. (Branch to 2A Contest)

⚠ ALMOST: Someone feels left out. [READ-ALOUD] “*Want to go next?*”
show me your painting skills in the air’ Retry.

✗ MISS: Use rock-paper-scissors to decide which color to paint with.
(Branch to 2A Contest)

🎲 CHECK (B): Problem-Solving TN 5

✓ SUCCESS: [READ-ALOUD] “*Every ones painting turned out great*” ; gain a **Bravery** token. (Branch to 2A)

⚠ ALMOST: [READ-ALOUD] “*Close but something is missing what could we add?*”. Retry.

✗ MISS: [READ-ALOUD] “The stall ran out of paint. It’s ok they will get more later” Proceed to 2A.

2A CONTEST — TEAM vs INDIVIDUAL

[READ-ALOUD] “Best Lantern” contest!

→ OPTION: Team design (Teamwork) OR Individual designs.

(CUE):: Have the group do a simple drawing on paper.


✓ SUCCESS: Each player auto gets a success! If group picked Team design Dm picks player to get a teamwork token if they picked Individual Dm picks a player to get a Listening token. Move to scene 3.

SCENE 3 — FOUNTAIN SEARCH: LOST PUPPY

[READ-ALOUD] A worried owner: “My puppy Spark is missing!” You hear faint bell and water.

→ OPTION A: Offer to help. (Bravery)

→ OPTION B: Listen for a bell. (Listening)

 **CHECK** (A): Bravery TN 5

✓ **SUCCESS: [READ-ALOUD]** “Three clues: “Likes quiet,” “Bell on collar,” “Hides by water.” (Branch to 3A)


⚠ **ALMOST: [READ-ALOUD]** “Use calm voice and whisper for the puppy”; retry.

✗ **MISS: [READ-ALOUD]** “Owner rushes off; you decide to search anyway.” (Go to 3A)

3A INTERPRET CLUES

(CUE):: Once the group figures out to go to the well and arrives pick next option.

→ OPTION: Act out puppy behavior (Expression) OR Create a quick search plan (Problem-Solving)

 **CHECK** (Act out): Expression TN 5

✓ **SUCCESS: [READ-ALOUD]** “You point toward the fountain shadow and walk over towards it” go to 3b

✗ **MISS: [READ-ALOUD]** “nothing here but you keep looking around” reroll

 **CHECK** (Plan): Problem-Solving TN 5

✓ **SUCCESS: [READ-ALOUD]** “You see a movement and go towards it with quite feet” go to 3b

✗ **MISS: [READ-ALOUD]** “You hear the some wind and look”.

“nothing here but you keep looking around” reroll

3B SPLIT PATHS

[READ-ALOUD] “Two bushes? Big bush (Left) or Small bush (Right).

→ OPTION Left: Careful search (Problem-Solving TN 5)

✓ SUCCESS: [READ-ALOUD] *“You Find Spark hiding! Everyone speaks gently. Come here boy”*. Gain Listening token.

✗ MISS: False alarm; try Right path. Go to next option

→ OPTION Right: Call Spark kindly (Expression TN 4)

✓ SUCCESS: [READ-ALOUD] *“You Find Spark hiding! Everyone speaks gently. Come here boy” go to scene 4*

✗ MISS: [READ-ALOUD] *“Puppy gets startled—everyone gets low and looks away;” DM grants second try.*

SCENE 4 — BRIDGE OF RIDDLES

[READ-ALOUD] *“look over there? I see a strange man over by the bridge let's head there next and see what is going on!”*

(CUE):: Have the players head towards the bridge spot. Once there move on.

[READ-ALOUD] A friendly Riddler blocks a small bridge. “Show me feelings!”

→ OPTION A: Draw a Feeling and act it out. (Expression)

→ OPTION B: Each player acts out a feeling taking turns. (Teamwork)

→ Optional: Solve a mini-riddle. (Problem-Solving)

 CHECK (A): Expression TN 6

✓ SUCCESS: [READ-ALOUD] *“Brilliant! You may cross.”* Gain Expression token. move to scene 5

⚠ ALMOST: [READ-ALOUD] *“Add one acting detail (face/voice/body).”*
Retry.

✗ MISS: [READ-ALOUD] *“The riddler was not impressed.”* move to scene 5

 CHECK (B): Teamwork TN 5

✓ SUCCESS: [READ-ALOUD] *“Brilliant! You may cross.”* move to scene 5.
gain Teamwork token.

⚠ ALMOST: [READ-ALOUD] *“Add one acting detail (face/voice/body).”*
Retry.

✗ MISS: [READ-ALOUD] *“Riddle is frustration—10-second breathing reset; then cross. move to scene 5.*

 CHECK (Riddle):

[READ-ALOUD] *“How many months in a year have 28 days?”*

Answer: All of them! Every month has at least 28 days.

✓ SUCCESS: [READ-ALOUD] *“that is correct!”* move to scene 5.

✗ MISS: (CUE): Riddler gives a hint.

SCENE 5 — HILLTOP STAGE: KINDNESS SKIT


[READ-ALOUD] *“Hey! Look a stage over there. Should we check it out?” Lets go!”*

(CUE): Have the group roll to move to the stage spot. Once there move on.

[READ-ALOUD] “The stage glows with lantern lights. An audience gathers.”

→ OPTION A: Plan a quick skit on how to introduce your friend. (Problem-Solving)

→ OPTION B: Plan a quick skit on showing your brave pose. (Bravery)


 CHECK (A): Problem-Solving TN 6

✓ SUCCESS: Smooth plan; gain Problem-Solving token. (Branch to final)

⚠ ALMOST: [READ-ALOUD] “A step is missing”; DM provides idea. Retry.

✗ MISS: [READ-ALOUD] “People didn't really get it, Choose another pose”

Retry

 CHECK (B): Bravery TN 5

✓ SUCCESS: [READ-ALOUD] “Are you ready? The crowd cheers!” Earn a token of choice. (Branch to final)

⚠ ALMOST: [READ-ALOUD] “They can't hear you turn up the mic” retry.

✗ MISS: Swap roles (narrator/actor) and try again.

FINAL

(CUE) Count total tokens (any type).

8+ tokens

[READ-ALOUD] “Fireflies rise like stars. The mayor awards you best Festival award. You lead the Firefly Parade through Luma Village. And the Riddler was captured!”

5–7 tokens

[READ-ALOUD] “Lanterns glow warmly. “The Riddler claps.”. “I think last years was better!” you capture him and the town is still safe.”

<5 tokens

[READ-ALOUD] “The Riddler smiles: “and runs off into the woods getting away”

END OF SCRIPT