

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 / Δ 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 s strange man over by the bridge lets 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 cant 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