

# Dun Gin and a Rag Inn

## Act

If you try to act, use a die six. If the sum is nil, one, or two, you do not act. If the sum is six or up, you do the act in a big way. If not, you do the act as it is.

## Ops

The big Ops are:

*Aim*: to Hit a Foe.

*Hex*: see "Hex".

*Aid*: to use a Med on a pal (see "Kit").

*Run*: to go far.

*Fix*: to use, rig, or jig a key, cog, or fob.

*Lie*: to say a lie or be a spy.

To add to the big Ops, you can *ask, bet, bob, con, cry, dig, dry, dye, eat, hum, mix, nap, sit, say, see, vie, wed, and yak*, all as you see fit.

## Who are you?

**Kin**: You are one of:

- Elf: Add one if you try to Fix
- Orc: Add one if you try to Run
- Fey: Add one if you try to Lie

**Job**: You are one of:

- Cop: Add one if you try to Aim
- Wiz: Add one if you try to Hex
- Nun: Add one if you try to Aid

Are you new or old? Big or wee? Lax or mad? Fun or dry?

## Hit

A Hit can be one way of six: Cut, Jab, Bam, Hot, Icy, and Zap. If you get Hit for a sum of six (or up), you die.

## Kit

(You can not *Aim* at a foe or *Aid* a pal you can not see.)

Awl: If you win an *Aim*, do one Jab Hit to a foe who is not far.

Axe: If you win an *Aim*, do one Cut Hit to a foe who is not far.

Bow (two arm): If you win an *Aim*, do one Jab Hit to a foe who is far.

Gun (two arm): If you win an *Aim*, do one Bam Hit to a foe who is far.

Med (one use): If you win an *Aid*, get rid of up to two Hit on a pal who is not far.

Net: If you win an *Aim*, lob the net at a foe who is not far; if you are hit by a net, you can not *Run*. A net can be Cut.

Rod (two arm): If you win an *Aim*, do one Bam Hit to a foe who is not far. You can use a rod to *Hex*.

Oil (one use): If you win an *Aim*, do one Hot Hit to a foe.

Orb: You can use an orb to *Hex*.

## Hex

(You can try a Hex if you use a rod or an orb. You can not *Hex* a foe you can not see.)

Arc: Do one Zap Hit to a foe who is not far

Err: Do to a foe who is not far; the foe can not win for one try

Fog: Any who are not far can not see

Fly: You can go up

Ice: Do one Icy Hit to a foe who is not far

Spy: See a bit you can not see

## Buy

|                                                                           |         |
|---------------------------------------------------------------------------|---------|
| Egg, ghi, ham, jam, rye, fig, pie, cod, pea, dip, nut, bun, gum, soy, roe | One yen |
| Ale, gin, tea, rum                                                        | One yen |
| Bag, box, can, urn, bin, cup, pot, wok, jar, mug, tin, jug, tub, vat      | One yen |
| Pen, ink, mat                                                             | One yen |
| Wig, hat, cap, gi, tee, rag, bib, top, tie                                | Two yen |
| Med                                                                       | Two yen |
| Bed, cot                                                                  | Two yen |
| Oil, Sap                                                                  | Two yen |
| Ore                                                                       | Two yen |
| Awl, axe, bow, gun, net, rod, orb                                         | Six yen |
| Gem                                                                       | Six yen |

## Cod, Elk, and so on

|                                                                                                                                                           |                |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Eye Cod                                                                                                                                                   | One Hit to Die |
| <ul style="list-style-type: none"><li>- Win <i>Lie</i>: any foe who is by the Eye Cod can not see for a bit</li><li>- Can not <i>Run</i> if dry</li></ul> |                |

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| Zap Eel                                                                                                                                                    | Two Hit to Die |
| <ul style="list-style-type: none"><li>- Win <i>Aim</i>: do one Zap Hit</li><li>- Can not <i>Run</i> if dry</li><li>- Can not be hit by a Zap Hit</li></ul> |                |

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| Icy Owl                                                                                                                                                                                             | Two Hit to Die |
| <ul style="list-style-type: none"><li>- Win <i>Aim</i>: do one Icy Hit</li><li>- Can fly</li><li>- If hit by Hot Hit, can not <i>Run</i> for a bit</li><li>- Can not be hit by an Icy Hit</li></ul> |                |

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| Hot Elk                                                                                                                                                                                                     | Six Hit to Die |
| <ul style="list-style-type: none"><li>- Win <i>Aim</i>: do one Hot Hit</li><li>- Win <i>Run</i>: run and put oil on foe</li><li>- Can not <i>Aim</i> if wet</li><li>- Can not be hit by a Hot Hit</li></ul> |                |

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| Hex Ox                                                                                                                                                                                                                                                                                                                       | Ten Hit to Die |
| <ul style="list-style-type: none"><li>- Win <i>Aim</i>: do one Bam Hit and one Jab Hit</li><li>- Win <i>Hex</i>: all who are not far can not Run for a bit</li><li>- Win <i>Run</i>: the Hex Ox is far now and you can not see the Hex Ox</li><li>- If hit by a Hot, Icy, or Zap Hit, can not <i>Hex</i> for a bit</li></ul> |                |