Dice Adventure

3 PLAYERS | AGES 3+ (HUMAN) | AGES 0+ (MACHINE)

Cooperate to defeat monsters, overcome obstacles, and unlock gates as a ragtag team of three characteristically different adventurers. Gameplay involves classic tabletop dice-rolling mechanics and action points on a grid-based map.

Who are you and your teammates?

Dwarf
A small player character who can't see far but is agile. Dwarves are good at disarming traps with their superior engineering skill, but aren't strong enough to effectively break rocks. They are average when facing monsters.

Human
A medium-sized player character who can see and move decently well. Humans can expertly defeat monsters and are able to disarm traps and break rocks with some effort.

Giant
A large player character who can see far, but moves in a lumbering manner. Giants can smash rocks with their overpowering strength, but are not very good at disarming traps. They are average when fighting monsters.

Character Stats & Proficiencies

	Vision Range	Color	Action Points	Hearts	Rock Skill	Traps Skill	Monster Skill
Dwarf	3x3	Yellow	6	3	D4+0	D8+0	D6+0
Human	5x5	Green	4	3	D6+0	D6+0	D8+0
Giant	7x7	Blue	3	3	D8+0	D4+0	D6+0

Vision Range refers to how many grid spaces the player can see on the map. These ranges are centered on the character.
Color is the color of the key shrine that the character needs to find to unlock the goal.
Action Points (AP) are a resource that is consumed when pinging on the map or moving.
Hearts All players have 3 Hearts, which indicate their health. Payers lose health when they fail certain encounters. Losing all hearts causes the player to disappear and wait 2 turns before respawning.

Skills refer to the dice that characters roll when they encounter different kinds of traps. Throughout the game all dice are represented as a dice size and a modifier, for example a D6+0 refers to the roll of a 6 sided die without a modifier while D4+2 would refer to the roll of a 4 sided die with a modifier of +2.

* Note that while these stats are the current defaults they are capable of changing in the future.

What is your goal?

The Tower
The goal of the adventure. Someone in the party must reach the tower. But it's locked!

Key Shrines
The way to unlock the gate. Each player has their own shrine matching their color, which they must visit for their keys before traveling to the gate.

What will you encounter?

You will encounter a number of obstacles on your journey. All encounters work the same way, when you and your companions enter a space that contains an obstacle you trigger an encounter. All players in the encounter and all obstacles roll their respective dice. Add the totals of each side together and whichever ever side has the higher total wins the encounter. If there is a tie, it goes to the player side of the encounter.

Rocks
A rock. It obstructs your path and must be destroyed. If you win the encounter the rock is removed. If you fail nothing happens but will have to try again later.

Traps
A trap, made to obstruct your path and hurt you if you aren't careful. If you win the encounter the trap is removed safely. If you fail the trap goes off. This removes the trap but also deals damage to you.

Monsters
An enemy who will trade blows with you if you occupy the same space as it. If you win the encounter, the monster is removed, but if you fail you take damage. Careful! Monsters move around and can hunt the players.

Order of Play

Communication Phase

During the Communication Phase players can make use of Pings to coordinate with their teammates. No other form of communication is currently available.

Pings

Players can consume **1 AP to ping a location** on the map, which all other players can immediately see. Pings have unique symbols and are used to communicate, though their meanings are not predefined. Pings cannot be removed during the pinging phase they are placed, and they are cleared before the next pinging phase begins.
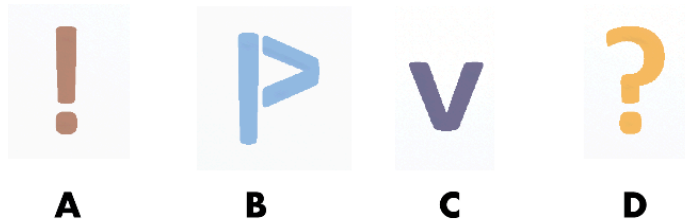
Planning Phase

During the Planning phase players can plan out the path they follow during the Action Phase. Players can move up, down, left, or right and can also choose to wait for a step. Each step in a player's plan (including waiting) will cost 1AP during the Action Phase.

Action Phase

During the action phase, player choices made during the planning phase will play out. All party members move in sync with each other (i.e. each player takes their first move simultaneously, then their next move, etc.). If one or more players triggers an encounter after their move the encounter is resolved before proceeding to the next step. When a party member meets an encounter, they will roll their die against the encounter's die. If their roll is greater than or equal to the encounter's, it is considered a success; if not, it is a failure. Different things will happen depending on what monster or obstacle the party member is facing. If multiple party members land on the same space and engage the same monster or obstacle, their rolls will be added together.

Monster Phase

Once all of the players' actions have been completed the monsters then take a turn. Each type of monster has different rules for how it moves and how far it can go. If one or more monsters enters a space where a player is, they will trigger an encounter. The dice rolling rules of these encounters are the same as the ones players trigger.

Cleanup Phase

After all of the monsters have completed their movement the game performs a Cleanup Phase. All Pings are cleared, any incapacitated player's respawn timers are decremented and respawned if applicable, and action points are reset.

Map Files

Levels in the game are represented as plaintext map files. Each cell in the map is represented by 2 characters and they are laid out in a grid corresponding to the map layout. Implicitly all maps are wrapped in impassable walls.

The provided game files are supplied with a number of example levels though players and agents should anticipate that levels could be different. For example this is the representation of the first level of the game:

```
##**##
K1K2K3
C1C2C3
M1M2M1
```

Map Notation

##	Wall / impassable terrain
**	Goal (Tower)
..	An empty space
C1	Dwarf Spawn Point
K1	Dwarf's Key Shrine
C2	Giant Spawn Point
K2	Giant's Key Shrine
C3	Human Spawn Point
K3	Human's Key Shrine

Encounters

Implicitly all encounter tiles are spawned on top of empty spaces.

Map Code	Encounter	Die Roll	Movement	Upon Roll
R1	Rock	d0+6	-	**Success:** rock breaks
T1	Trap	d4+2	-	**Success:** trap breaks **Failure:** trap breaks, player takes damage

Map Code	Encounter	Die Roll	Movement	Upon Roll
R1	**Rock**	d0+6	-	**Success:** rock breaks
M1	**Lost Monsterling**	d4	random 3 spaces	**Success:** monster destroyed **Failure:** player takes damage
M2	**Lost Monster**	d6	random 1 space	**Success:** monster destroyed **Failure:** player takes damage
M3	**Elite Lost Monster**	d8	random 1 space	**Success:** monster destroyed **Failure:** player takes damage

* Note that additional types of encounters may appear in the competition. The consequences of encounters will always be the same for Traps, Rocks, and Monsters but other aspects of the challenges may change.