

IS IT WRONG TO PICK UP GIRLS IN A DUNGEON?

A tribute board game created during Global Game Jam 2016



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Gamedec @ UKW, Bydgoszcz, Poland / ACM @ Kuwait City

Is It Wrong to Pick Up Girls in a Dungeon?

MANUAL

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EXPLANATIONS



This is our board game tribute to a few anime series that we love: "[Is it Wrong to Pick Up Girls in a Dungeon?](#)", "[Sword Art Online](#)" and "[Gate](#)." All of those have a childish male character in the centre of the story, which really evolves around female heroines who enable everyone to develop.

We claim no rights to the names of those anime series and characters. This game is made as a tribute, with no hidden agenda. Remember about that if you wish to print and play this game.

In this game we decided to combine a few simple components and mechanics with some story elements from the animes: tiles to generate the map/board, simple character creation, simple stats for characters and weapons and monsters, simple rules for determining monster strength and numbers, and finally strong relations between players who don't need to pair up into teams or guilds, but probably will want to.

GOAL: Travel through the vast land, find friends and foes, fight monsters (and foes), make a party or do not, and find the boss room at this level's dungeon. Defeat the boss to clear the level, so that you can start playing the game again, at a new level 😊

MECHANICS: simple stats - strength, agility, speed, health points, and cuteness - matched with a standard dice roll for players and monsters. Each player has a special ability which they don't need to use to save other players...

BOARD: generated by players from tiles.

[GGJ 2016](#): The game was invented and prepared during a game jam.

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PREPARATIONS

- You need a table or any flat space for the board you're going to create.
- You need some comfortable place for your lovely bodies.
- Lots of dice will help or use chits with numbers, or use cards with numbers. You can print (and colour) the chits at the end of this manual.
You can use any standard cards (Ace goes for number 1), or print the cards at the end of this manual.
- Use the standard dice with 6 sides (D6), numbered from 1 to 6.
- Print all tiles for the board and colour them for additional fun, aesthetics, and easier recognition. Check **Comic Book Colors** in **DIVERSIFIERS**.
- Put the tiles in a bag or box so you can draw them at random. No peaking!
- Print (and colour) all cards and chits. **Comic Book Colors** may still apply.

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START THE GAME

- Choose a character (pawn). Check their Special Ability (card).
- Choose your stats: strength, agility, and speed. Together they must add up to 6, e.g., $3 + 2 + 1 = 6$. Check **BASIC STATS** for a quick guide to what those mean and how to use them. Mark them with chits or dice by putting them next to your character card.
- You will be playing (attacking, using special abilities, and drawing tiles) in the order you sit, clockwise. But in the game, you can change your seats and hence change this order.
- Place the CITY tile on the table, and put your characters there.
- Look around if there is someone around who doesn't know they want to play with you. Maybe they don't know yet, so you need to remind them. This rule applies to the whole game! **Crowd Sourced** in **DIVERSIFIERS**.
- The person who watched anime (or a cartoon) lately starts.
- Draw one tile and place it next to the tiles you are standing at.
You cannot put a tile that is "away" from your character. Move on together or separately. It's up to you. Check out **RULES** for more rules.

BASIC STATS

All of the stats are based on numbers 1 to 6. You cannot surpass those numbers with your basic stats, but you can make them higher by using items, spells, and Special Abilities.

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- For attacking use **STR + SPE + D6** (dice roll).
- For defending use **STR + AGI + D6** (dice roll).
- **strength (STR)** – used in attack (with speed) and defence (with agility); determines if you can use some strongest weapons in the game.
- **agility (AGI)** – used in defence (with strength); determines how many *spells* you can hold at your hand, and how many times you can use your spells and *Special Abilities* in a fight; **-1 agility** in *thick forest*.
- **speed (SPE)** – used in attack (with strength); **-1 speed** in *marshes* and *tall grass*.
- **health points (HP)** – start with 6, lose them all and **a) re-spawn** in any safe house (*city, house at level 22, or camp at the 18th floor*) or **b) die...**
- **cuteness (CUTE)** – chosen at random (1 to 6) by players; players with the same cuteness factor are (secretly) fond of each other, so if one is supposed to die, another aligned character *may* take the damage. Infatuated characters can **SWITCH** (change their seats and turn to play) any time in the game.

RULES

MAP & TRAVELLING

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- **Draw and put one tile** next to the tile where you are.
- Decide if you're going in or not. **RIVERS** can only be crossed via **BRIDGES**.
- Even if you're not entering a tile, if you cast 6, monsters are spawned and they come to attack you anyway. Those monsters have no decency...
- If you enter a tile, monsters spawn according to standard rules.
- REMEMBER that **each area** (*plains – green, mountains – grey, and dungeons – black/blue/grey...*) must be **at least 3 tiles long**. You cannot put down a tile to the next area if it will make the current area too "short."
- If you draw a tile which you cannot put down (e.g., you violate the 3-tile-long rule) hold it in your hand, and the next player takes their turn.
- If it is your turn to draw a tile, but you already have a tile in your hand (which you couldn't use before), check if you can use it now instead of drawing a new tile.
- **Number 3** on **CITY** and **BRIDGES** tiles reminds how far it must be between one area and another.
- **Numbers 3** and **2** in the **DUNGEON** show how far away is the boss room. It means that you can place lots and lots of tiles around you, but the first tile distanced 3 or 2 tiles away (respectively) from this tile will be the boss room. You don't have to enter it straight away...
- The **BOSS ROOM** can also be found by accident, but it can be placed no closer than 3 tiles from **GATE** or **HIDDEN DOOR**.
- If you travel in a team, use one of **PARTY** chits, and arrange your own characters in a formation next to the board: first line (melee) and second line (non-melee). At least one player must be in the first line...

SPECIAL PLACES / HAEVENS

- There are a few safe places where you can relax and buy stuff: **CITY, HOUSE AT LEVEL 22**, and **CAMP AT THE 18TH FLOOR**.
- There are no monsters here. But other players can still attack you...
- In **CITY, HOUSE AT LEVEL 22**, and **CAMP AT THE 18TH FLOOR**, you can exchange gold, jams, and items for new items. The ratio is always **2:1**. But the whole party can trade together. If all players trade together at the same time & place, the ratio drops to 1:1 for every second purchase.
- Only the first time every player reaches **THE HOUSE AT LEVEL 22** or **CAMP AT THE 18TH FLOOR**, they can raise their current BASIC STATS +1 HP *or* +1 AGI *or* +1 SPE.
- **THICK FOREST** brings -1 AGI penalty while at the tile.
- **TALL GRASS / MARHSES** bring -1 SPE penalty while at the tile.
- **WELL** can restore +1HP, but if you think you can hop in and out, remember that each time you come in, monsters can spawn here...
- You need to find **GATE** or **HIDDEN DOOR** to enter the **DUNGEON**. In order to cross the **GATE**, your **HP** must be **3** or more. **HIDDEN DORE** is open to any party if at least one member's **AGI** is **3** or more.
- If you find **HEPHASTOS FORGE** in the dungeon, first defeat all monsters here. Then draw 2 different weapons and 2 armour pieces. +1 items can be taken for free, and +2 items can be bought at 2:1 ratio. Kirito and Bell can get one +3 item each, unless all have been already found and equipped (none left in the discard pile or draw pile).

SPAWNING MONSTER

- Each time put down a new tile, you decide if you want to enter it or not. If you don't enter a tile, cast D6 to check if monsters notice you and come at you anyway (if you cast 6).
- Each time you enter a tile, you check if there are monsters.
1-2-3 no monsters 4-5-6 there are monsters
- Determining how many monsters, their **STR, AGI, SPE**, and **HP**. And no, they don't have any CUTE factor... Simply cast the D6 dice for each of those and place a chit or dice next to each monster to represent their BASIC STATS.
- If there are many monsters on one tile, you can place stat markers under each monster. Because chits should be colour coded, you will know which chit goes for which stat.
- DEEP IN THE WOODS RULE:
In the **plains**, use **one D6** dice.
In the **mountains**, use **two D6** dice, choose the **highest result** each time.
In the **dungeon**, use **three D6** dice, choose the **highest result** each time.
- **Monsters stop spawning at an area** (plains and mountains) **only after someone crosses it to the next area**. So if someone crosses any **BRIDGE** monsters stop spawning in plains. When someone crosses **GATE** or **HIDDEN DOOR**, monsters stop spawning in the mountains. When you defeat the **BOSS**, monsters stop spawning at the DUNGEON. Well, you clear the level this way.

FIGHTING MONSTERS

- When **attacking monsters**, choose which one you want to attack if there are more than one, add up your **STR + SP + items + special abilities + D6** roll. If it is higher than STR + AGI + D6 roll of the monster, you **land a hit** equal to **-1 HP** (D6 roll of 1-2-3) or **-2HP** (D6 roll of 4-5-6). Additional Special Abilities and spells may apply.
- After your attack, one monster attacks.
- If there are **more players in your party**, decide who stands in the **first line** (can be hit but can use melee weapons), and who supports from **behind** (cannot be hit and cannot use melee weapons, but can use spells and Special Abilities). Arrange your party next to the board.
- **Players and monsters attack one by one**, i.e., one player, one monster, next player, next monster, etc.
- **If there are more players than monsters**, then the players have a free go at hammering down monsters until they run out of players for that “round.”
- **If there are more monsters than players**, then you’re in trouble. Monsters can also hammer down many attacks on a smaller PARTY. Fortunately, monsters are not good tacticians and get into each other’s way. Each time a monster attacks right after another monster check if the hit lands on you (D6 1-2), lands on the ground (D6 3-4) or lands on another monster (D6 5-6).
- When all **monsters are killed**, you cast a dice to check for **LOOT** from each monster. When D6 is 1-2 there is an item, when D6 is 3-4 there is a spell, when D6 is 5-6 there is gold.

RUNNING AWAY FROM A FIGHT

Running away from monsters is difficult... They are monsters and they see you as their prey, so they don’t want to give up on devouring you... If you want to run away from a fight, cast **D6 dice for each player**: **1-2** you managed to escape, **3-4** you managed to escape but lost some items, **5-6** you didn’t escape and now a monster is attacking you! Determining **lost items**: cast D6. Each time you roll **5 or 6, the items is left behind**. This applies to gold as well. **It doesn’t apply to spells**.

BOSS FIGHT

- There will be just one boss. But can you defeat the boss in one fight?
- To generate **BASIC STATS** for **BOSS**, use **D6 dice rolls** just like for any other monster. The only difference is that this time use **six rolls to determine each basic stat...** It means that the BOSS has a very high chance of being extremely strong. Well, it's a BOSS...
- Each time there is **one player attack, one boss attack**.
- You also need to **roll D6** for the attack pattern (**SPECIAL ABILITY**) of **BOSS**:
 1. **Berserk Healer** – roll D6 for each successful player attack, to find out if BOSS managed to heal +1 HP = 1-2.
 2. **Hammer Strike** – roll D6 for each successful BOSS attack, to find out if the strike pushed the player out of the boss room = 1-2. They lose a turn if they want to come back.
 3. **Jumping Jack** – roll D6 for each successful player attack, to find out if BOSS managed to jump away in the nick of time = 1-2.
 4. **Thrymr** – you defeat this BOSS once, and they just change their pattern (roll D6 again for a new pattern), so that you have to fight again... BOSS's full health is restored...
 5. **Discard Pile** – each turn, one player is knocked-out and cannot continue to fight... Cast D6 – the player with the highest number is knocked out. If there are a few players, then they manage to hold on.
 6. **Immortal Object** – if any party member can land a successful -3HP blow, this boss is revealed as one of mystic beings governing this level. This was a trial, a rite of passage. You win!

HARDCORE FIGHTS

- If a monster is only wounded, and not killed, and you escape the battle (by escaping or dying), then the monster restores its full health.
- Only killing monsters stops them from healing up.
- This applies to BOSS as well.

SPECIAL ABILITIES & SPELLS

- Each character has a Special Ability which they can use either when playing on their own, or when playing in the party. It can be offensive or defensive.
- Read the cards of characters to find out more.
- You start the game with as many spells as many AGI your character has.
- When you cast a spell, you lose it. But you can gain new spells from fallen monsters (LOOT) or you can buy them.
- Your special abilities do not deplete, and you can use them many times. For details check your character's description on their card.

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CUTENESS

- It doesn't really affect anything in the game. Or in life. Or it does. It all depends how you feel about the other person...
- At the beginning of the game, you choose your cuteness from 1 to 6. These are not levels, just markers. Each time a member of your party is going to lose -1 HP, **you can take the blow** IF you feel something towards them, i.e., if you have the same cuteness marker.
- There can be more than 2 players with the same cuteness marker...
- You can **SWITCH** with another player to attack instead of them.

GAME END

- If you're tired, just log-off from the game-board dream-like reality. You can leave the game and come back later.
- You can also switch off the game and put it into a box. Next time you'll generate a new land, and you'll write a new story.
- Reach the boss room, and **defeat the BOSS** to clear the level / floor. If you manage to do that, remember to write down the names of all players (also those who were not in the last fight) in the **HALL OF FAME**.

DIVERSIFIERS @ GGJ 2016

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- **Crowd Sourced:** Anyone watching can play along!
Anyone watching the game can convert their character from reality to the game, create their ad-hoc hero(ine), and join the game anywhere on the board. They get one item and one spell.
- **To infinity and beyond!:** Your world is procedurally generated.
Well, it is. There is a process, you follow a set of rules, and a unique world is generated every time. Besides, you are welcome to add your own tiles.
- **Loudmouth:** All audio assets are created by sounds from your mouth.
Aby doubts about that? Just try it and see it! Or rather, hear it...
- **Won't somebody think of the children?:** Your team must use the works from a child or children in their game.
We worked with our children. Play and create with yours. Or borrow some children. They are usually easier to find than you might think.
- **Common ground:** Make a co-op game playable by players who have very different levels of ability to each other.
Better players will have more experience, better stats, and equipment, but it's their willingness to support novices, to take care of them, that makes co-op games so much more than what you see on the board.

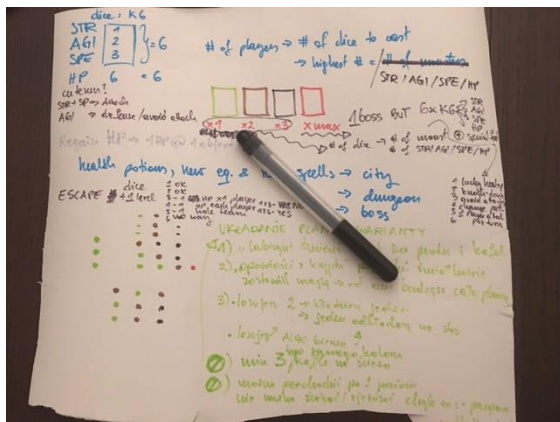
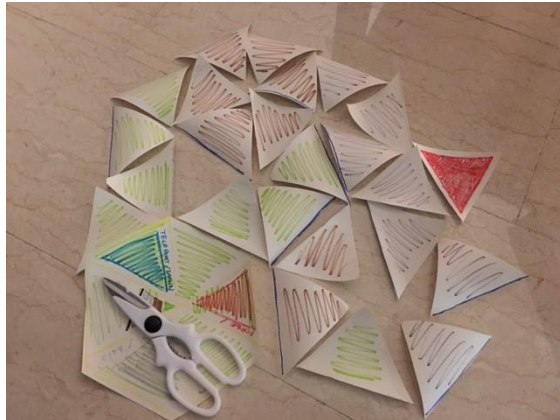
OPTIONAL DIVERSIFIER

- **Comic Book Colors:** Your game uses only 4 colours, with an emphasis on contrast.
Try using only 4 colours when beautifying print-outs.
- **No retreat, no surrender!:** The protagonist is unable to go anywhere but forward, in every situation.
Every time you clear a tile and progress, the abandoned tile is discarded...
- **One hand tied behind my back:** Create a game that can be played with only one hand. On mobile just one hand holding and playing at the same time i.e. just play with your thumb. Desktop, mouse only or keyboard only.
This one is a piece of cake. It's a walk in the park. Or isn't it?

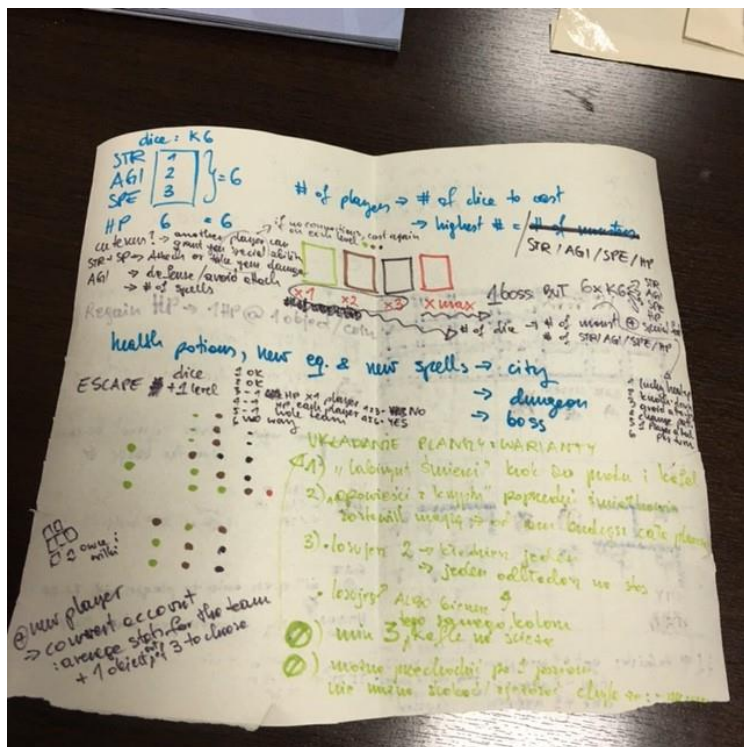
PHOTO DOCUMENTATION

Here are a few pictures from the creation process. Originally the game was supposed to be based on triangular tiles, but time constraints made that impossible. This required testing and prototyping, and we simply didn't have time for that. But it's an idea we still wish to develop in future.

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After preparing the first prototype, and writing down a few versions of rules, Maks prepared his prototype of the board. He finished it together with all areas, passageways, monsters, and boss fights. And he was right. In the timeframe we had, this was the best choice. So the next prototype was based on square tiles.



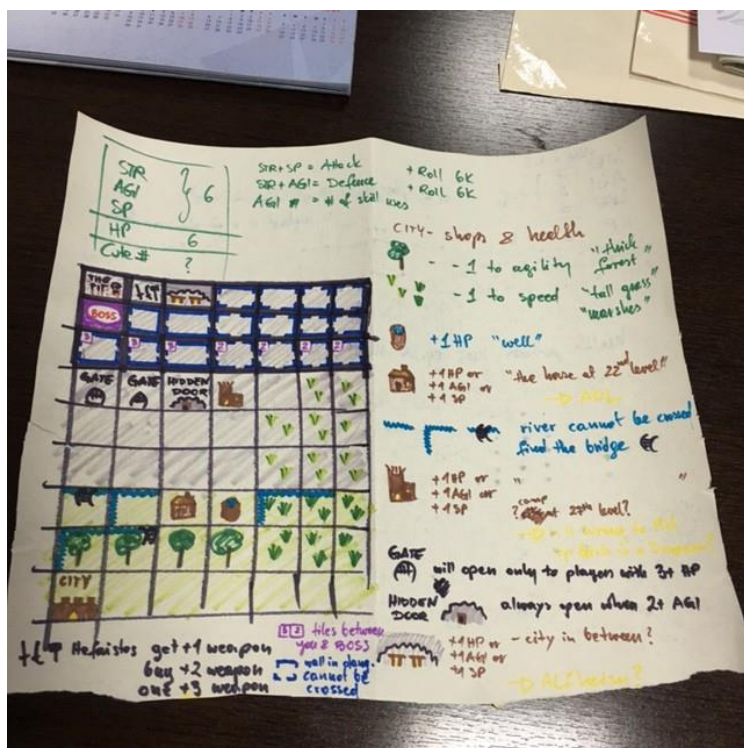
This is the first and second and third and... This is a version of rules and mechanics as changed and worked upon during the game jam.

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You can see some attempts at colour coding, differentiating between 3-4 major areas in the game, and evolving the stats based on a simple D6 dice roll.

Randomness is important in the game as it allows for re-playability, and it was supposed to allow every player to start with the same chances to win. The colourful dots represent a way of randomising map generation while also helping in creating three major stacks for three major regions. This mechanic was dropped in time.

Somehow corrected approach to stats together with the whole (small) map tiles hand drawn ☺ and with short explanation of their meaning, usage, and impact on gameplay is roughly presented in the second picture.



HALL OF FAME

Hereby, we would like to announce, so that everyone remembers till the end of time, that the following players managed to beat the game and defeat the boss at another floor / level.

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LEVEL	NAMES	DATE
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LEVEL	NAMES	DATE
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LEVEL	NAMES	DATE
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If you can defeat the boss at level 75 in your first game, you beat the whole game...		
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LEVEL	NAMES	DATE
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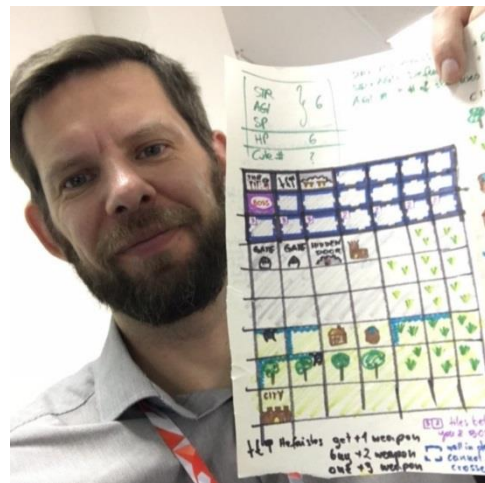
Due to a horrendous pile up of work and family activities, this game isn't properly tested and finished. Sorry for that. If you have any questions or suggestions, please get in touch with me.

Mikolaj Sobocinski

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[link](#) to this document and all resources

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Infatuation

Gamedec – Game Studies & Design, Bydgoszcz, Poland
<http://gamedec.ukw.edu.pl/en/>

Gamedec.UKW jam site
<http://globalgamejam.org/2016/jam-sites/gamedecukw>

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PRINTOUTS

On the following pages you will find templates for printing & cutting out or preparing your own tiles, cards, chits, and characters.

You can try and follow the **Comic Book Colors** DIVERSIFIER: Your game uses only 4 colours, with an emphasis on contrast. It may take some time, but actually it's doable when you use colours like blue, green, brown, and grey (or black).

We prefer **MÅLA IKEA markers** because they come in a variety of bright and dark colours – very handy in game creation. Glue your printouts on additional paper or cardboard for easier handling and durability.

CHARACTERS

Cut those out and fold them so that the two squares meet. Glue them or stitch them together to make a base. You'll get a sort of a triangular shape pawn. You can add a coin or play dough at the base for extra stability.

CHITS

Cut them out and add colours to mark: **STR**, **AGI**, **SP**, **HP**, **CUTE**, and **GOLD**. Don't forget to add chits for **monsters** or make some other markers or pawns. You need to see which tiles are still occupied by monsters and need to be cleared before progressing further on your map.

How should you colour them? It's totally up to you and it strongly depends on **Comic Book Colors** DIVERSIFIER.

TILES

Again, it's up to you how to colour those, just keep in mind that they should be clearly divided, e.g., plain – green, mountains – grey, dungeon – grey & blue.

CARDS

We advise to keep them simple and distinguishable. Don't overdo it with colouring here, or you'll get a set of peacocks. Choose different sets of colours and/or patterns for different characters. Let your children have fun and don't scold them for crossing lines...

CHARACTERS

	KIRITO	KIRITO	
	ASUNA	ASUNA	
	YUI	YUI	
	KIRIGAYA	KIRIGAYA	
	KLEIN	KLEIN	
	SINON	SINON	
	YUUKI	YUUKI	
	RYU LION	RYU LION	
	WELF CROZZO	WELF CROZZO	
	LILLY	LILLY	
	SWORD PRINCESS	SWORD PRINCESS	

	HESTIA	BELL	YOJI	LELEI	TUKA	RORY	SHINO	PINA CO LADA		
	HESTIA	BELL	YOJI	LELEI	TUKA	RORY	SHINO	PINA CO LADA		

CHITS: STATS

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6	6	6

CHITS: MONSTERS, GOLD, MARKERS

PARTY	PARTY	PARTY	PARTY	PARTY					

TILES

CARDS: CHARACTERS, SPELLS, ITEMS, MONSTERS, BOSS, QUICK GUIDE

<p>KIRITO</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>ASUNA</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>YUI</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>
<p>KIRIGAYA</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>KLEIN</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>SINON</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>
<p>YUUKI</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>RYU LION</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>WELF CROZZO</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>

<p>LILLY</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>SWORD PRINCESS</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>HESTIA</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>
<p>BELL</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>YOJI</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>LELEI</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>
<p>TUKA</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>RORY</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>	<p>SHINO</p> <p>STR AGI SPE HP CUTE</p> <p><i>Special Ability</i></p>

<div><div>PINA CO LADA</div><div><div>STR</div><div>AGI</div><div>SPE</div><div>HP</div><div>CUTE</div></div><div><i>Special Ability</i></div></div>	<div><div></div><div><div>STR</div><div>AGI</div><div>SPE</div><div>HP</div><div>CUTE</div></div><div><i>Special Ability</i></div></div>	<div><div></div><div><div>STR</div><div>AGI</div><div>SPE</div><div>HP</div><div>CUTE</div></div><div><i>Special Ability</i></div></div>
<div><div>KNIFE</div></div>	<div><div>KNIFE</div></div>	<div><div>KNIFE</div></div>
<div><div>SWORD</div></div>	<div><div>SWORD</div></div>	<div><div>SWORD</div></div>

SHIELD	SHIELD	SHIELD
GAUNTLETS	GAUNTLETS	GAUNTLETS
BREAST PLATE	BREAST PLATE	BREAST PLATE



WAND	WAND	WAND
STAFF	STAFF	STAFF



1

2

3

4

5

6
