

## Intro

The game is all about saving your children, from this crazy, noisy, and bizarre town. Where the entire town is out to get you. Go through gauntlets of random town bystanders, and beings in order to see who gets to get their child first that is in the end of

## Setup

1. Find at least 2 to a maximum of 4 players in order to play.
2. Each player shall draw 5 and put them in 5 columns faced down.

## How to Win

You win the game by defeating all the enemies in your column, before anyone else which then saves your child.

## How to Play

1. Each player will have a lane of monsters depending on the amount of monsters the players have decided on.
2. Every character starts with 6 HP, 0 bonus to Attack, Defense, and Evade.
3. The first player is chosen from who is the oldest, the oldest being the first and the youngest being the last player to play their turn.
4. Each column has a corresponding modifier which will boost all the stats of the monster AND the player.
5. At the start of a players turn you **MUST** fight the monster. The Attacker fights the monster which is the defender. Attacker rolls a die to attack, and the monster which the next player will do the rolls for will either block or evade, all the NPCs have a stat preference so they will only use the stat they are good at. Example it shows that they have a 2 to evade, so he can only evade and cant block.
6. If you **WIN** you move to the next column and take the monster card, in the process getting its item. If you **LOSE** you still get the monster card but don't move to the next column and draw a new monster card to fight next turn.
7. Item cards that give a plus to any stat can stack any time. Item cards that use an ability can only be used 1 time, when used are then discarded.

Example

|                   |       |       |       |       |       |                  |
|-------------------|-------|-------|-------|-------|-------|------------------|
| Player 1's Column | Enemy | Enemy | Enemy | Enemy | Enemy | More if you want |
| Player 2's Column | Enemy | Enemy | Enemy | Enemy | Enemy | More if you want |
| Column Modifier   | 0     | +1    | +2    | +3    | +4    | More if you want |

## How battle works.

Battles start with the player the "Attacker" attacking the enemy the "Defender". Which then alternates if no one dies in the exchange. An "attacker" must **attack** a "defender", a defender can choose to **defend** or **evade**

### Attacking

When in a battle the attacker which starts with the player, rolls a die which they then add their attack modifier and the column modifier to that roll against the enemies **Defense roll or Evade roll.**

### Defending

When a player or an (NPC that has the defense stat) gets **attacked** they roll plus their defense modifier and column modifier, which then subtracts from the attacker's attack roll to a minimum of **1**.

Example:

$$\begin{array}{ccccccc} 3 & - & 1 & = & 2 & \text{Damage} & 3 & - & 4 & = & 1 & \text{Damage} \\ \text{Attack} & & \text{Defense} & & & & \text{Attack} & & \text{Defense} & & & \end{array}$$

### Evasion

When a player or an (NPC that has the evasion stat) gets **attacked** they roll plus their evasion modifier and column modifier, which if the total is higher than the attacker's attack roll you instantly dodge all the damage. **BUT** if you roll equal to or lower than the attacker's attack roll you take the **FULL DAMAGE. High Risk = High Reward.**

Example:

$$\begin{array}{rclclcl} 3 & - & 4 & = & 0 & \text{Damage} \\ \text{Attack} & & \text{Evade} & & & \end{array} \qquad \begin{array}{rclclcl} 4 & - & 3 & = & 4 & \text{Damage} \\ \text{Attack} & & \text{Evade} & & & \end{array}$$

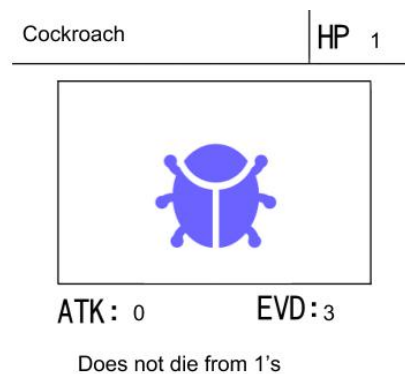
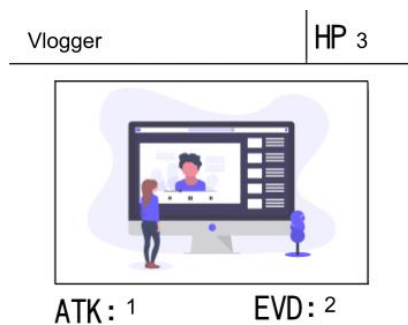
### Turn Structure

- As player one it was now John's turn. So John turns the card in his column face up.
- Seeing that the enemy that he was facing a Duck which had 3 HP, 0 ATTACK, and 1 EVADE he fights it.
- Since it was the first column the Duck didn't have any bonus from the column modifier.
- So John fights the Duck.
- The next player Bob then does all the rolls that the duck would do.
- John rolls a 4 for attack, Bob has to roll for Evade since the duck is good at it and rolls a 3.
- Since it was a 3 and since the Duck has 1 to Evade it was 4, so the duck couldn't avoid the hit and got hit for 4 damage.
- Since the Duck had 3 health and got hit for 4, John wins the fight.
- John then takes the Duck monster card, which has an item attached to it.
- John also moves to the next row in the column.
- Then Bob turns his card that was in his column face up...

### Designer Notes

- The game was chosen to be like this to show that even in home (your neighborhood) even the unexpected can happen. Where you might have to go through hardship in order to get what you need.

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|                     |
|---------------------|
| EQUIP: +1 to Attack |
|---------------------|

|                              |
|------------------------------|
| EQUIP: Reroll die rolls of 1 |
|------------------------------|

Mafia Boss | HP 6



ATK: 5 DEF: 1

Weeb | HP 2



ATK: 0 DEF: 2

EQUIP: +2 Attack

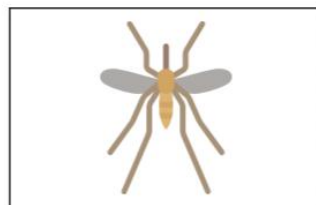
Rock | HP 3



ATK: -1 DEF: 5

EQUIP: Reroll a single roll

Mosquito | HP 1




ATK: 0 EVD: 2

EQUIP: +2 Defence

EQUIP: +1 evade

Ghost

HP 1



ATK: 0

EVD: 4

Cigarette Smoker

HP 0



ATK:

DEF:


Instantly lose health in the next Battle

EQUIP:

+1 Evade

Office worker.

HP 5



ATK: 1

DEF: 2

EQUIP:

Instantly do 1 damage  
At the start of every battle

Crow.

HP 2



ATK: 1

EVD: 3

EQUIP:

Gives rerolls of 3

EQUIP:

+2 to Evade

Paparazzi

HP 3



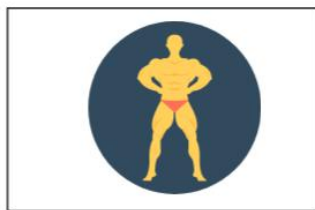
ATK: 1

EVD: 2

If not defeated in 3 turns, runs away

Body Builder

HP 8



ATK: 3

DEF: 10

-3 to your attack

ITEM:

Reroll the enemies attack

EQUIP:

Lower the enemies  
Attack by 2

Bouncer.

HP 8



ATK: 3.

DEF: 5

If it hits you. Your next attack is nullified

Crook

HP 2



ATK: 2.

DEF: 1

EQUIP:

Nullify the first attack

ITEM:

can lower 1 stat of an  
enemy by -1

Wrestler

HP 6



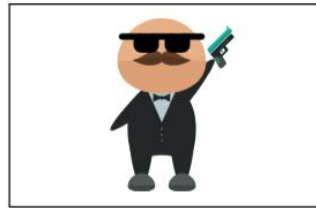
ATK: 4

DEF: 6

If it hits once cannot evade for the  
Rest of the battles

Hitman

HP 6



ATK: 6

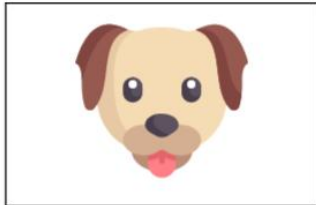
DEF: -2

ITEM: Nullify evade

EQUIP: +2 attack

Dog.

HP 4



ATK: 1

DEF: 0

Delinquent.

HP 5



ATK: 3.

DEF: 1

EQUIP: Gain + 1 Attack

ITEM: Trap: will ignore only 1 attack

Gangster.

HP 5



ATK: 2.

DEF: 2

Barista.

HP 4



ATK: 2.

EVD: 1

**EQUIP:**

Gangster Gear: Reroll  
all 2 and below

Bird.

HP 2



ATK: 1

EVD: 3

**ITEM:**

Roll 2 dice in only 1 fight

Cat.

HP 3



ATK: 0.

DEF: 0

**EQUIP:**

+1 to evade

**ITEM:**

Steal a random item from  
someone

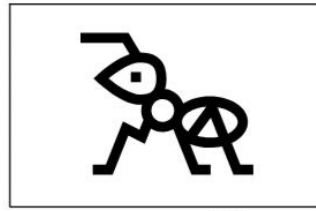
Snake | HP 2



ATK: 1      EVD: 1

If it hits deal 1 damage every turn

Fire Ant | HP 1



ATK: 2      EVD: 0

**EQUIP:** Deal +1 damage every turn

Clerk | HP 4



ATK: 3      DEF: 3

**ITEM:** Nullify Defense

Wasp | HP 1



ATK: 3      EVD: 2

**ITEM:** Heal 4 damage on use

**ITEM:** Has no item

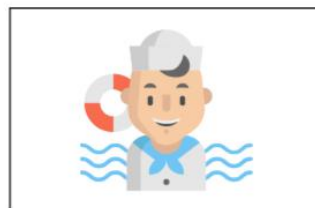


Mechanic | HP 7



ATK: 3 DEF: 2

Ship Worker | HP 2



ATK: 2 DEF: 1

ITEM: Heal 3 HP once in a fight

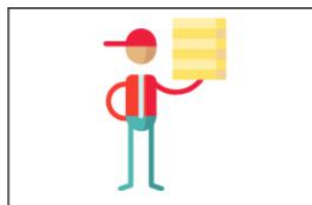
EQUIP: +1 Attack

School Boy | HP 3



ATK: 1 DEF: -1

Pizza Delivery Guy. | HP 5



ATK: 2 DEF: 1

ITEM: Reroll 1 roll

EQUIP: Add 1 to your max HP

Flies

HP 2



ATK: 0

EVD: 3

Police Officer.

HP 5



ATK: 2.

EVD: 1

EQUIP:

+1 Evade

EQUIP:

+ 1 Attack

Mail Man

HP 2



ATK: 1

EVD: 2

Rat

HP 2



ATK: 1

EVD: 2

Does not Die from rolls of 1

ITEM:

You can use two items at once

ITEM:

When the enemy rolls a 1 ignore the damage

Beehive

HP 2



ATK: 0

DEF: 3

Summons bee when defeated  
Bee

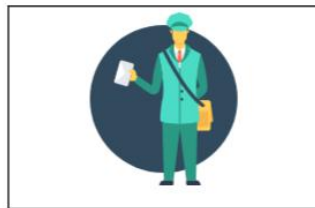
HP:1

ATK:2

EVD:2

Paper Boy

HP 4



ATK: 1

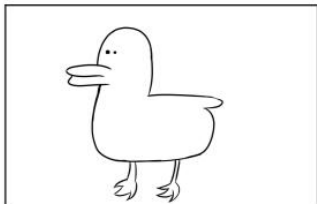
EVD:4

ITEM:

Heal 2 HP once in battle

Duck

HP 3



ATK: 0

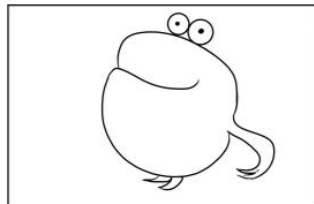
EVD: 1

ITEM:

Check the next enemy and  
Change it from the deck, if you want

Frog

HP 2



ATK: 0

EVD:2

EQUIP:

+1 Evade

EQUIP:

+1 Evade