RANDOM ENCOUNTERS RULE BOOK

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GAME DETAILS

Number of Players: 1-5
Playing Time: 90 minutes-ish.
Ages: 13 and up.

INTRODUCTION

Welcome to Random Encounters, the co-operative fantasy card game! Experience 3 levels of chaos as you work together to take on any number of dangers – and rewards. Will you discover a hidden passage and find the secret loot? Or will you be blasted to bits trying to eat an exploding mushroom!? Grab the dice – it's time to find out!

GOAL OF THE GAME

In Random Encounters, each player takes on the role of a Character with unique skills. Help one another take on the Encounters in the Forest, Caves, and Abandoned Kingdom to defeat a Boss Monster at the end of each level.
Beat all 3 levels and you win!

The following is a full explanation of Random Encounters. Skip to the back page for the **Quick Rules for Fools** to catch up new players.

INDEX

COMPONENT LIST

- 6 Dice (with a 'Star' icon instead of the number 6)
- Health Point tokens
- Strength, Dexterity, and Magic Stat tokens
- Star tokens
- Double-sided Attack/Defense tokens
- 9 Character cards
- 75 Encounter cards
    - -25 Level 1 Forest Encounter
    - -25 Level 2 Cave Encounter
    - -25 Level 3 Abandoned Kingdom Encounters
- 75 Loot cards
    - -25 Level 1 Copper Loot cards
    - -25 Level 2 Silver Loot cards
    - -25 Level 3 Gold Loot cards
- 9 Boss cards
    - -3 for each Level

COMPONENT OVERVIEW

DICE

The dice in random Encounters have a Star icon instead of a 6. When a player rolls a Star, something special might happen!

HEALTH POINTS

Health points represent a character's survivability. Keep track of Health Points using the red (1) and blue (5) numbered tokens.

STATS

Characters have 3 **Stats**: Strength (Red), Dexterity (Green), and Magic (Blue). These represent both the character's offensive AND defensive capabilities in these areas and are used for Combat and avoiding Traps.

STRENGTH

The Strength icon shows how physically tough a character is. Nice muscles!

DEXTERITY

The Dexterity icon represents how swift, precise, and quick-thinking a character is.

MAGIC

The Magic icon shows your character's aptitude for sorcery and spell-casting.

STAR Tokens

Spending a Star token will turn any dice roll you just made into a Star.

ATTACK / DEFENSE

These tokens have an Attack bonus on one side and a Defense bonus on the other.

CHARACTER CARDS

Character cards contain all of a player's information. Their Health Points, Stats, what sort of Equipment they can use, as well as their unique Combat and Explorer Abilities (for a full explanation go to page X).

ENCOUNTER CARDS

Encounter cards are a mixture of Monsters, Traps, Events, and Side Quests. They are the challenges you will face on your adventure (for more on Encounter cards go to page X).

LOOT CARDS

Loot cards are the treasures you receive as a reward for completing Encounters. They contain Weapons, Armor, Trinkets, Familiars, Enchantments and Items (for more on Loot go to page 9).

BOSS CARDS

Bosses are the super powerful monsters found at the end of each level. Defeating one of these will give the party fantastic rewards. If you survive, that is... (for a full explanation of Boss Monsters, go to page X).

BOOKLETS

There is also a Story Mode Booklet, where you can experience the story of a specific Party of Characters. Read that one *after* reading this rulebook.

SETUP

Make sure each separate deck of cards is well shuffled, then bring out the **Level 1 Loot** and **Level 1 Encounter** decks. The remaining decks can be set off to the side for now.

Each Player Begins with the Following:

- Character Card
- Health Point tokens equal to number printed on the top left of the Character card (on the heart)
- 1 Star token
- 1 Level 1 Loot card

You are all on the same team (known as the Party), so feel free to show and share Loot (see page X for Loot).

HOW TO PLAY

Each player rolls a single die and the first to roll a Star is the Leader first. Your party is now ready to enter the Forest! You will be using the Level 1 Loot and Encounter decks.

GAME FLOW

1. The Leader draws an Encounter.
2. Party defeats the Encounter, the Leader draws a Loot.
3. Party can Trade or Equip Loot.
4. Player on the left becomes the next Leader.
5. Repeat these steps until each Player has been the Leader **twice**.
6. Fight a Boss Monster and move on to the next Level.

Character Card Layout

1. **Character's Name and Title**
2. **Total Health Points** – a Character's starting and max Health.
3. **Portrait** – such a beautiful mustache.
4. *Quote* – card text that is *italicized* doesn't effect the game.
5. **Combat Ability** – only usable during Combat.
6. **Explorer Ability** -usually used outside of Combat.
7. **Equipment Slots** – the types of Equipment a character can use.
8. **Stats** – Represent a Character's Strength, Dexterity and Magic.
   (from left to right)

LOOT

The treasure in Random Encounters will help you on your quest!

Weapon – Orange background with a sword icon. Slice and smash.
Armor – Blue background with a helmet icon. Protective outfits.
Trinket – Purple background with a ring icon. Powerful accessories.
Familiar – Gray background with a cat icon. Unique pets with power.
Item – Green background with a bag icon. One-time use, then discard.
Enchantment – Green background with a diamond icon. Attach to any Equipped Loot for bonuses against certain Monster Types.

EQUIPMENT

Weapons, Armor, Trinkets, and Familiars may be Equipped by a Character between Encounters. Simply place the Loot card on the icon-matching Character card slot so that the Stats, if any, line up. Whenever that Character makes a dice roll that involves a Stat, they include any bonuses the Equipment might provide.

Once Equipped, Reginald now has a Dexterity of 3 and a Magic of 5.

ITEMS

Item cards are Loot cards with a green background and a bag icon. During Combat, a Player may use one Item on their Combat turn. Outside of Combat, Items may be used at any time. Item cards (unlike Equipment cards) can be traded freely at any time. Think of them as being in a communal backpack, so don't have to worry about using another Player's Item during Combat.

Items can be used **once**, then they are discarded in a pile next to the Loot deck they came from.

ENCHANTMENTS

Enchantments are rare Loot cards that power up **any** of your Equipment cards (including Familiars)! Simply place the Enchantment cards so that the artwork rests underneath the Equipment card. Once attached, the Enchantment cannot be removed, but if the Equipment is removed or given to another Player, the Enchantment goes with it. When sold, the Enchantment retains its value whether it is attached or not. A piece of Equipment can only have **one** Enchantment attached to it at a time.

MULTICOLORED CARDS

Some Equipment, like the Wooden Shield, will have 2 colors and icons and can be equipped in different slots. That card acts as whatever slot it is equipped into. So if the Jelly Cube appears and forces players to flip over their Weapon cards, the Wooden Shield would not be affected if it is equipped in an Armor slot. When the Party is between Encounters, the multicolored Equipment can be moved to another eligible slot.

ENCOUNTERS

These are the types of Encounters that you may face on your journey:

1. **Monsters**- fight these mean creatures together.
2. **Traps**- roll dice and try to beat a certain number.
3. **Events**- special rules and situations follow these cards.
4. **Side Quests**- rare cards that can offer bonus Loot!
5. **Bosses** – the final confrontation in a level...

1.) MONSTERS:

Monsters have Stats just like the Characters. When a Monster is drawn, give it Health tokens equal to the number printed on the top left corner, multiplied by the number of players (as noted by the "**X**"). For example, the Wolf has **4X** Health. So if there are 2 people are playing, then the Wolf would have 8 Health points.

The Leader gets to Attack first, followed by the other Players in a clockwise circle. They choose one of their 3 Stats (Strength, Dexterity, or Magic), add up any bonuses they get from their Character or Equipped Loot, and roll a single die.

*For example, Golias has a Strength of 5 and has the Short Sword Equipped, which has 1 Strength. So he effectively has a Strength of 6. He wants to attack the Wolf, so he rolls a die with a result of 4. His Total Attack would be 6+4=**10**.*

He subtracts the Wolf's Strength of 2, and the difference remaining is the damage dealt. 10-2=8. Which means that Golias deals 8 points of damage to the Wolf which is just enough to defeat it.

*When all Players have made their Attack and the Monster has **not** been defeated, then the Monster gets a chance to Attack. The Monster card will have spikes coming off of one of its Stats. This is* what the Monster will Attack with. It rolls one die and adds its own Attacking Stat against the entire Party. Next we an example of how a Monster Attacks the Party.

The Wolf has a Dexterity of 3. It rolls a die and gets a 1. The Wolf is making a Dexterity Attack of 4 against the Party. Each Player checks that number against their own Stat. Golias only has 3 Dexterity, so he would take 1 damage and therefor remove one of his Health tokens.

Once the Monster is defeated, the Leader draws a Loot card. Players may trade, use, or Equip Loot cards before the Encounter is drawn by the player to their left (who becomes the next Leader).

Reviewing the Wolf Card:

The Wolf has 4 Health Points per player (so 8 for 2 players, 12, for 3 players, and so on).

It has 2 Strength, 3 Dexterity, and 2 Magic.

It Attacks with Dexterity.
It has an ability.
It is a BEAST type Monster.

SPECIAL NOTE:

When a Monster rolls a STAR, simply re-roll the die until it is a normal number. Boss Monsters, however, have special abilities when they roll a STAR.

2.) TRAPS

Traps cards require members of the Party to roll their die and try to beat the Stat show on the card. Rolling a 1 is an Automatic Failure, while rolling a Star is an automatic success. As long as one Player succeeds then a Loot card is drawn by the Leader.

For example, the **Tiiiiimmmbeeeeerrr! Trap** has all Players (starting with the Leader) try to roll either a Strength or Dexterity Stat roll of 5 **or higher**, or they will suffer 4 damage.

*Gwyn has a Strength of 4 and rolls a 2 for a total of **6**. **4+2=6 Strength.** Gwyn is safe.*

*Kafula has a Dexterity of 3, and has the Quarterstaff equipped, which grants her a +1 to Dexterity. She rolls a 1. Her total is **3+1+1= 5**.*

*She **should** be safe, but because she rolled a 1 on her die roll, it is an automatic failure. She takes 4 damage from the Tiiiimmmbeeerrr! as the card states.*

Rolling a 1 is only a failure during **TRAP** card rolls, not during battles or Side Quests.

3.) EVENTS:

There are several type of events, such as places to Rest, Sell Loot, get Ambushed by a Monster, or run into a Monster's Nest. Simply follow the instructions printed on the card.

The Party may skip some event cards if it says they can; simply place the Event card at the bottom of the Encounter deck and draw another one in its place. The Leader of this round gets the final say on whether to skip the Event.

AMBUSHED: If you are Ambushed, search the Encounter deck for a Monster card and put it into play (remember to shuffle the deck thoroughly afterwards). The Monster gets to Attack first, then the party gets their turn starting with the Leader. Remove that Ambushed card from the game.

MONSTER NEST: Search the Encounter deck for 2 Monsters and put them into play at the same time. Players get to Attack first, but they must choose which Monster to Attack. The Monsters still get to Attack the whole Party on their turn. The Leader who drew the Monster Nest gets a Loot as soon as the first Monster is defeated, and the next Leader in line will get the next Loot. Have these same Leaders keep the Monster cards as their Encounters. Remove the drawn Monster Nest from the game.

If Monster Nest was drawn right before a boss battle, then congratulations! Enjoy your extra Loot (and battle)!

6.) SIDE QUESTS

Side Quests are chances at bonus Loot, and do not count toward the parties total Encounters. When a Side Quest is drawn, the Party can leave it out until the Boss is drawn for that Level, in case the Party does not feel they can tackle it right away. Once they attempt to take on the Side Quest however, they must discard it upon failure. Remove them from the game once they have been completed.

5). BOSSES

Boss battles are the final fight before defeating a level, and are a true test of your teamwork.

Once each Player has defeated 2 Encounters (aka been Leader twice), then draw a Boss at random! The player who was Leader first gets to draw the Level 1 Boss card.

Bosses are fought the same way a Monster is fought, but Item cards that can discard a Monster of a certain type do not work on Bosses.

Bosses have 2 Abilities. The top one is used the moment their turn begins.

The second Ability is used when

the Boss rolls a STAR while Attacking the Party. It does not get to Attack after rolling a STAR (unless stated otherwise on the card).

STAR TOKENS AND ABILITIES

Each Player begins play with a STAR Token. They can spend this token to turn ANY die roll their Character makes into a STAR. This includes Attack rolls, Trap rolls, Side Quest rolls, and even Items rolls.

When a Player rolls a STAR while Attacking, they may activate their Combat Ability.

COMBAT ABILITY

If the Combat Ability would have no effect (such as Kafula getting to heal the party but they are already at full health) then you simply re-roll the die and Attack as normal.

A player still Attacks after using their Combat Ability, unless it says otherwise (like Tumble's Steal Ability for example).

EXPLORER ABILITY

Characters have Explorer Abilities that they use usually outside of Combat, and they help the party get past traps and navigate through the Levels.

GAMEPLAY PROGRESS

The game starts by the Leader drawing an Encounter card. Once that Encounter is defeated, the player to the left becomes the Leader. Continue this until each Player has been the Leader **2 times**. Then the first Leader draws a Boss Monster card at Random.

NOTE: You can keep track of how many Encounters you have completed by placing your completed Encounter cards to the left of your Character.

After Beating the Level 1 Boss Monster

Each player gets the following:

Refill of their Health Points to full.

Extra Star token

Level 2 Loot card

1 Stat token (Strength, Dexterity, or Magic)

Chance to sell Loot (2 Copper = 1 Silver)

After Beating the Level 2 Boss Monster

Each player gets the following:

Refill of their Health Points to full.

Extra Star token

Level 2 Loot card

2 Stat tokens (Strength, Dexterity, or Magic)

Chance to sell Loot (2 Silver = 1 Gold)

(4 Copper = Gold) (2 Copper + 1 Silver = 1 Gold)

After Beating a Level 3 Boss Monster

The Party wins - congratulations!

QUICK RULES FOR FOOLS!

Getting Started:

-Pick a Character

-Get a Star token

-Get a Level 1 Loot card

-Get Health Points equal to the Heart Icon on the Character

Everyone is on the same team, so feel free to share and trade your Loot. If your Loot card matches a color on your Character card, Equip it to power up!

Green Item cards are one time uses, then they are discarded.

Attacking:

Pick Strength (red) Dexterity (green) or Magic (blue) - try to choose the one with the greatest difference between yours and the Monster's; with yours being hopefully higher.

Add that Stat number +Add any bonuses you get from Equipment. Roll a die.

Add all of these numbers together for your Total Attack. Subtract the Monster's same Stat and you deal that much damage.

Combat Ability happens when you roll a STAR while Attacking.
Explorer Ability can usually be used outside of battles.
STAR Tokens turn any die roll you just made into a STAR.

Once Each Player has drawn 2 Encounter cards,

MEET THE CAST OF RANDOM ENCOUNTERS!

ARTINA, THE ENCHANTING STORY-TELLER

Age: ???

Race: Siryn

Likes: Music, beverages, and Golias (but don't tell him)!

Dislikes: Empty treasure chests.

"Sometimes it's alright to be afraid or even lose a fight. Unless you're me, then it's never okay."

Artina is a veteran treasure hunter, and is a pro at helping others succeed. Artina can give other adventurers star tokens so that they can use their abilities more often. She can also re-roll her own die rolls when things aren't going her way. She travels with her pals, Golias and, Swish to find the rarest loot.

Dev Note: Artina started off as more of a pirate-y type, but developed into more of a bard character. She also used to have pink skin and blonde hair!

TUMBLE, THE MISCHIEVOUS PICKPOCKET

Age: 14

Race: Chegiri

Likes: Shiny things, FOOD.

Dislikes: Dragons.

"Beware, evil doers, that which lurks in the shadows, for it is I, Tumble!"

Tumble is the heart of the party, and while she may be the best at getting loot, she isn't too fond of fighting monsters. She can steal and run away from the bad guys. Tumble forms an alliance with Reginald, and is out to find her older brother whom she hasn't seen in many years. Will he have a clue about the whereabouts of their parents?

Dev Note: Tumble is easily the 'face' of Random Encounters. I had originally planned to have a young female protagonist for the game that was more of a generic adventurer, but once Jordan designed Tumble, she stole the spot.

GOLIAS, THE RUGGED BARBARIAN

Age: 27

Race: Human

Likes: Meat, battles, and meat.

Dislikes: Baths

"Ever seen a monster with a skull like this before? ...No? You're welcome."

Golias is responsible for putting at least 3 types of monsters into extinction. His rivaled strength is greatly appreciated by his allies, especially when he throws them over pits they couldn't have jumped across themselves!

Dev Note: Golias's tiger-like pattern is a reference to a tiger-humanoid samurai character from the first draft of Random Encounters. Did Golias defeat him and take his place!?

KAFULA, THE HALCYON PRIESTESS

Age: 19

Race: Human

Likes: Peace and quite.

Dislikes: Crowded places.

"To have me on your side is to have Fate herself as an ally."

Kafula grew up in the Kwee-Kwaag Forest, along with her little monkey pal, Cheeky-Kwee. She can heal allies and see into the near future, choosing the safer routes. She is on a personal quest to better her magic and learn about the world. She is quite adept at acrobatics, having grown up with such wild creatures.

Dev Note: Kafula's design is inspired by a South African rapper. Jordan and I both colored her separately and then combined color schemes for her final palette.

ROLYN, THE NOBLE CHAMPION

Age: 32

Race: Human

Likes: Sculpting, Cooking

Dislikes: Sweets, winter.

"Do not worry friends, with me at your side, nothing will bring us down!"

Rolyn is a part of a group of templars and champions who seek out evil and vanquish it. He is also a fantastic chef! What are his reasons for leaving the city to adventurer on the road?

Dev Note: Rolyn has a great deal of back-story that has yet to be revealed! His art was also our first time to pose for a photo to use a reference. He was also almost a centaur, but Jordan veto'd that decision. Blame him for Royln's lack of stallion greatness.

KAI, THE DETERMINED HUNTER

Age: 16

Race: Human

Likes: Hunting, a good challenge, and letting arrows fly!

Dislikes: Losing, wasting time, and spiders... especially spiders.

"Try and keep up, this forest is full of surprises."

Kai is so alert that he can help prevent the party from getting ambushed by monsters. His two weapon fighting style also gives him access to some interesting combos, especially when paired up with Gwyn.

Dev Note: Kai was originally supposed to be a pixie, but the art just wasn't working. The wings were later given to Swish to keep them from being too similar.

REGINALD THE STUBBORN SPELLSWORD

Age: 52

Race: Human

Likes: Coffee, non-fiction books.

Dislikes: People in general.

"There are many forces in this world to be reckoned with. I am one of them."

Reginald is a knight from the now abandoned kingdom, and has been searching desperately for relics to help him wipe out the monsters that have taken over his home. While mostly bitter and grumpy, he does keep a protective eye on Tumble, even though she keeps trying to steal his amulet...

Dev Note: Reginald was the first 'planned' character of the bunch. Jordan's first sketch of him took place on a receipt, and the core concept of the character is very much the same.

GWYN THE STALWART TACTICIAN

Age: 23

Race: Human

Likes: Maps, stars, animals.

Dislikes: Messes

Gwyn is the brains of the operation. With her tactics, there's no way the team can fail (that is, if they'll listen to her)!

Dev Note: Gwyn is inspired by a book I read growing up called the Hero and the Crown, which featured a female dragon slayer. Her name is a reference to Dark Souls, one of our favorite games.

SWISH THE WHIMSICAL TRICKER

Age: 15

Race: Pixie

Likes: Soaring

Dislikes: Walking

"Sometimes I forget that you guys can't fly..."

Swish is Tumble's only rival when it comes to making trouble. He's always darting ahead, but is quick to double back and help out a friend.

Dev Note: Swish was actually the very first character sketch Jordan ever drew for Random Encounters. He was simply known as Boomerang Kid for many months, until the wings were added.

SPECIAL NOTES AND CASES:

SPECIAL: If a Monster's ability says TRAP on it, then it functions exactly as a Trap, meaning that rolling a Star is still an automatic success, and the ability can be skipped using a card like Escape Rope (but a Loot card is not drawn because the Encounter is still going).

THE END??!?!?!?!?!?!?!??!!?!!?!?!??!?!

This document is a still a MAJOR work in progress, and I appreciate your taking the time to read it all the way through. If at all possible, please send me some detailed notes on the following:

1.) Things that did NOT make sense?Where there any rules you did not understand?

2.)Presentation: How did you like the overall feel/layout of the rule booklet? Fonts? Background? Hard to read?

3.) Were subjects presented in a logical order?

4.) What would you like to see done differently? Any other thoughts? Let me know!

And you won't hurt my feelings! I need all of your feedback - even the negative!

SEND NOTES TO:

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