

Frequently Asked Questions (FAQ)

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Does the Player only reveal tiles if they explore? Can he just wander on an empty map? If they say for example: "TRAVEL, k4, ...", how would you know the exact path they took?

Players reveal the tiles they travel on. Which path Players take, unless specifically dictated by the Player, is up to the Director (this allows a bit of manipulation on the Director's end to help the game along and possibly discover/avoid certain spaces).

What are the night complications? Some more examples would be appreciated. These are entirely up to the Director. They can be simple descriptions of the tiles, flavor text, etc. There are a few examples in the Instruction Manual. Think of it as a place to progress a back story, or maybe have a quick interaction with a local. We created this as a way for Directors to build on the role-playing and narrative aspect of the game. They can have as much or as little of this as they wish. Here are a few examples of things that might happen:

- "In the night, Player A comes across an abandoned encampment with the fire still smoking." They could choose to explore it and maybe find a cool item, note, etc. or they can ignore it.
- "Player B landed at the 'Soggy Eats Bakery'. They overheard one of the patrons ordering many loaves of bread to bring back to the guys on space B6." They may think it is an enemy encampment, or could turn out to be another type of gathering.
- "In the night, Player C was burgled by a mysterious creature that was seen heading west. Their ___ item was stolen."

Can you stack items?

Typically, no, however, it is up to the discretion of the Director.

Can you interact with buildings if they're just revealed? Do you have to be on them? If a Player lands on a building without knowing it, they typically enter it, maybe hear something from one of the patrons, etc. Players would have to be on the tile to interact with it.

The 'Axe' item is the same as the 'Sword', just better so there's never a need for the sword. Yes, they are similar items. We wanted some variety for the Director to play with. For example, maybe the Player wants to try to accomplish something which having an Axe or Sword is better for. Maybe a local vagrant will give information for a sword. Maybe there is an offer to trade their Axe for a Sword along with some useful information.

Are enemies revealed when they attack?

Yes. Unless the specific enemy has a weapon that conceivably could conceal an attack (i.e. a range weapon). It would be up to the discretion of the Director to leave any clues as to which direction they were attacked from.

Each day players on their own map will move/interact and I am like the DM making the story come to life? So as they interact with the map, I draw in what each has found and then resend them a pic of the map with new discovered portions, correct?

Yes, the Director controls the game, makes all the changes/updates to the map and then resends the new map at the end of the day. Tip: don't fill in nothing tiles, instead just leave them blank, as they can

over complicate the map. If later on the game there is any confusion about if a tile was revealed or not, they can simply ask the Director or it can be specifically updated on the map.

Does everyone know what is happening to each other. I am going to use Discord, so if Player A was attacked in the middle of the night, would I send that information to the whole party?

Typically, yes. All updates and correspondence for the game takes place in the same chatroom. So all Players will learn all information as they go. Players can reach out to the Director separately for a question, comment, etc.. Also, the Director may want to give a Player some information that is optional to reveal to the others.

Did you keep track of the players stats/inventory?

No, like in other RPG's, Player's honesty is paramount to make the game enjoyable. Nothing would stop them if the Director wishes. But, it is not required.

Do you reveal all the squares a Player passes through, or around the area?

Other than what is mentioned within specific abilities, when a Player moves, they reveal tiles along the path they travel. See the first question in this document for more details.

When players attack, do they roll on their end and tell me their result?

Yes. Damage taken by a Player (caused by an Enemy) is rolled by the Director but health is tracked by the Player.