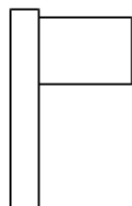
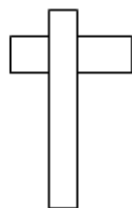


Making



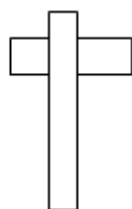
Axe (1 Wood)

Axe allows you to collect wood.



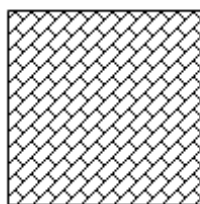
Weak Pickaxe (2 Wood)

The weak pickaxe breaks after 2 uses, it allows you to get stone.



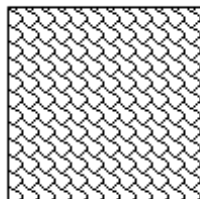
Pickaxe (1 Wood, 2 Stone)

It allows you to gather stone and ores.



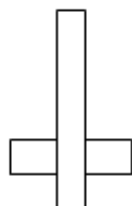
Block (Get 4 from 1 wood)

Just a block.



Stone Brick (Get 3 from 1 stone)

Just a stronger block.



Sword (1 Wood, 3 Iron)

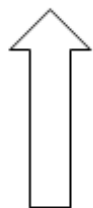
Does 2 damage to the targeted monster, but only if you're close to it.



Bow (3 Wood, 5 Iron)

Does 2 damage to the targeted monster, but only if you have arrows.

Making



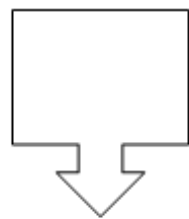
Arrow (5 for 1 Wood, 1 Stone)

A projectile for the bow.

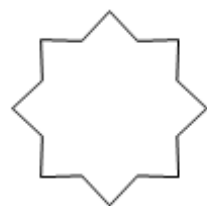


Spawn Grinny McGrinface(1 Stone, 10 Iron, 10 Gold)

When activated, Grinny McGrinface is put anywhere adjacent to this spawn. (Activate with 10 Gold). When you defeat Grinny, you get Grinny's Charm. You may choose anything to put this charm on (but you need to pay 15 gold to do it), in addition, roll a die, if the number is lesser then 3, all charms are cleared, but if you get any other number, something great happens with the item, you choose what (just don't make it too good). For example, you may choose to put it on a sword, so now, that sword may have increased attack, or on armour, to get more hearts. And then you can charm it again, something even better happens (if the die roll was bigger than 2), so for example, the sword we mentioned earlier, may now also double the drops! But still, if you get a bad die roll, all the charms are GONE! So, it's all in when do you want to bail.



Armor (10 Iron, each Upgrade double than the last)
+1 Heart to every upgrade.



Octagonalali (7 Gold, 1 Grinny's Charm)

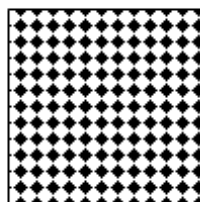
You can eat it to recover all health, and gain +1 damage on the next attack.

Other Rules



Day Night Cycle

The switch from day to night and vice versa is done when the player decides. At night, zombies, skeletons and every 5th night or so, dwarves will spawn far away from the player. They will stay alive during the day as well.



Ores

Every time you mine a stone, if you roll a die and get a 1 or a 2, you may place an ore in the place of that rock.



Close

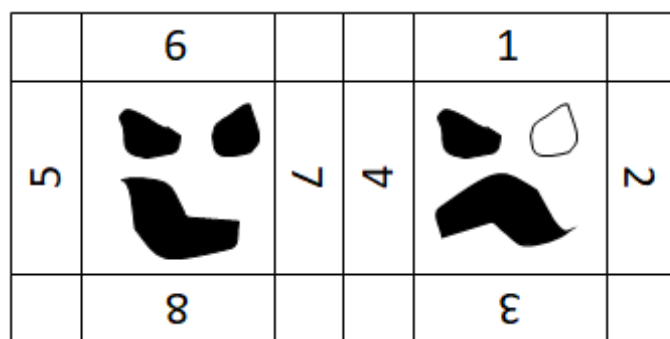
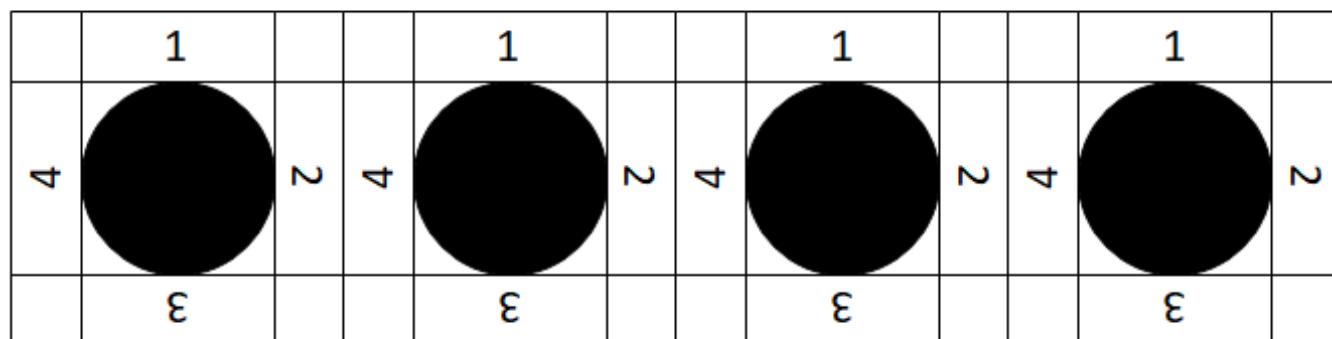
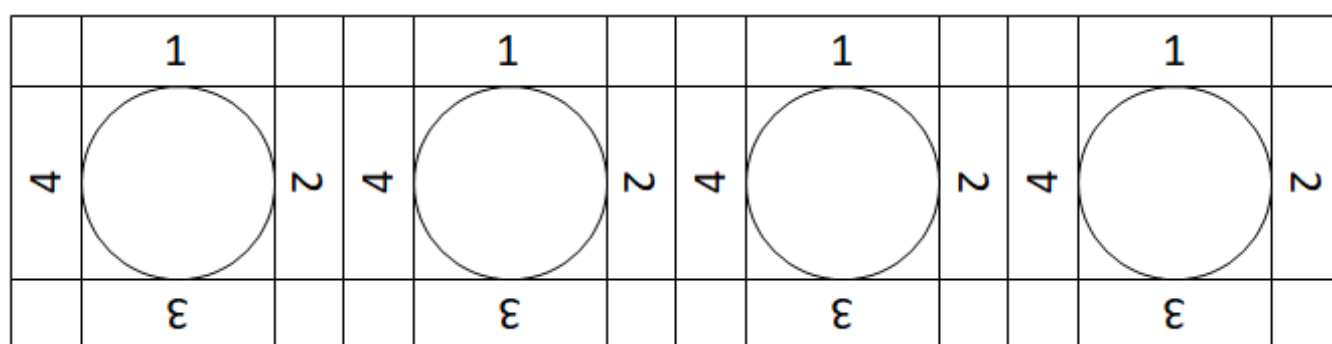
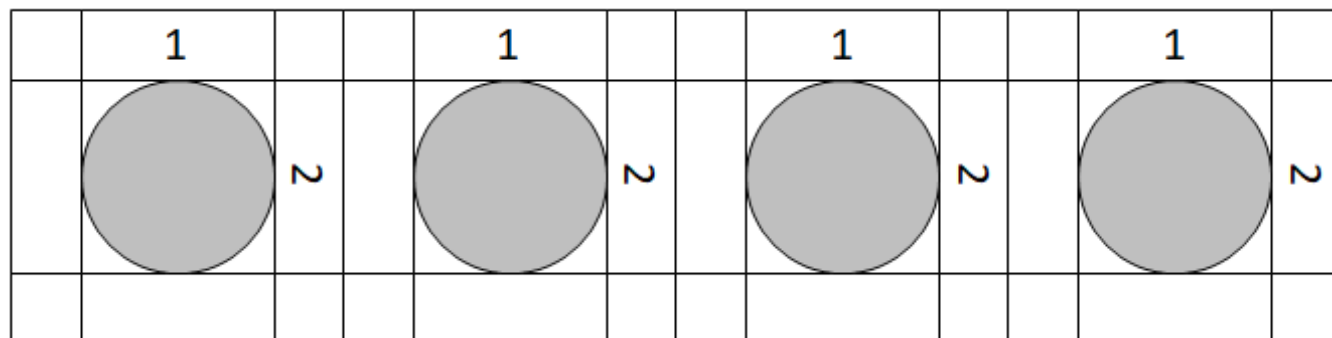
Something being close to something else just means adjacent to one each other.



Make your own rules!

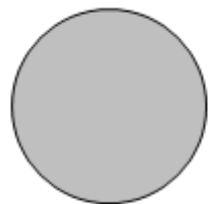
Making your own rules and designing your own features is not just accepted, it's encouraged!

Monsters (Cut Out)



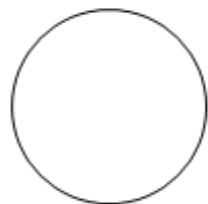
Don't cut these two individually – instead, cut it as one piece, fold it and glue it together.

Monsters



Dwarf

- ❖ If it can see the player and isn't close to the player, it walks 5 squares to the player
- ❖ If it is close to the player, and isn't blocked by a wall, it attacks the player with 2 damage
- ❖ If it is close to the player but blocked by a wall, it turns a stone wall into a wood wall, but destroys wood walls
- ❖ If it doesn't see the player, it just walks aimlessly.



Skeleton

- ❖ If it can see the player and isn't close to the player, it shoots the player dealing 2 damage
- ❖ If it is close to the player, it walks away 5 squares.



Zombie

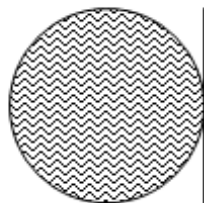
- ❖ If it can see the player and isn't close to the player, it walks towards the player 5 sq.
- ❖ If it is close to the player, it attacks the player with 1 damage.



Grinny McGrinface

- ❖ If it doesn't see the player, it teleports to the player.
- ❖ If it sees the player, it attacks the player with 6 damage.

Gathering



Wood

Wood can be collected with an axe.
When you collect wood, you get wood and acorns.



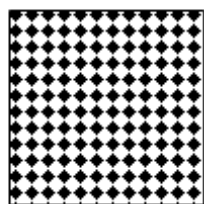
Acorn

Acorns grow into wood after one day (when they grow into wood they are discarded).



Stone

To gather stone, you need a pickaxe. When you break stone, you get stone (*who would have thought*). Each day/night cycle a new stone forms.



Ores

To gather ores, you need a strong pickaxe. Roll 2 dice, and take a look at the ore table.

The Ore Table

Roll 2 dice, put them next to each other, then see the number from the table (if you get an empty number, roll again).
Since there are only 6 ores in the current version, you could as well roll 1 die.

11	Iron
12	Iron
13	Iron
14	Gold
15	Gold
16	Gold
21	
22	
23	
24	
25	
26	
31	
32	
33	
34	
35	
36	

41	
42	
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