

World Map



A:
D:
S:

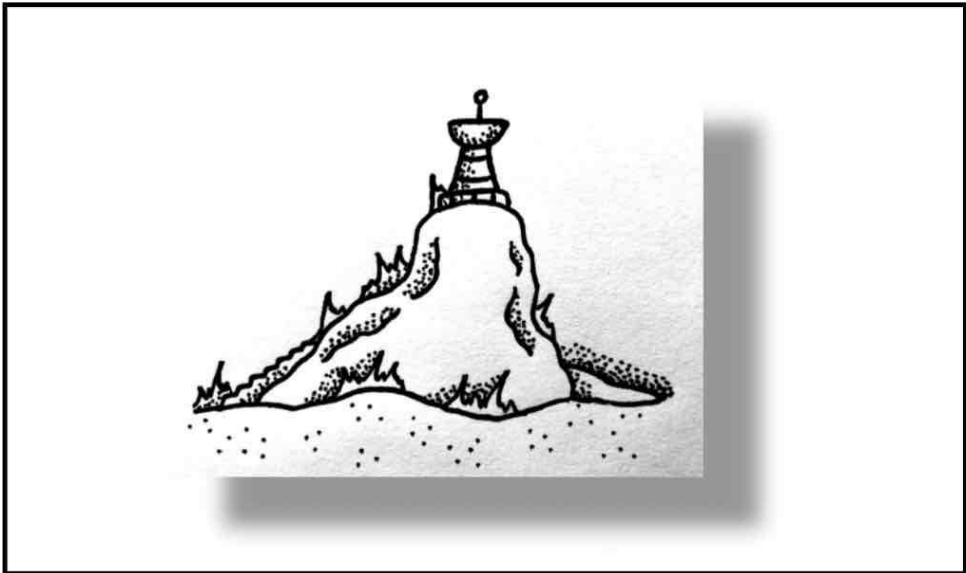
Name: _____ **Items:** __ / 30
Start Date: __ / __ **StatPoints:** __ / 99

Monsters:

A:
D:
S:
Skills:
Items:

A:
D:
S:
Skills:
Items:

A:
D:
S:
Skills:
Items:



Location:
Lower Cliffs

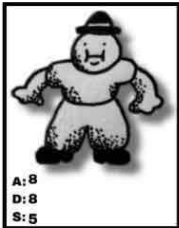
Danger Level:
1

Spawns



A:11
D:13
S:11

Scrapod (AG)



A:8
D:8
S:5

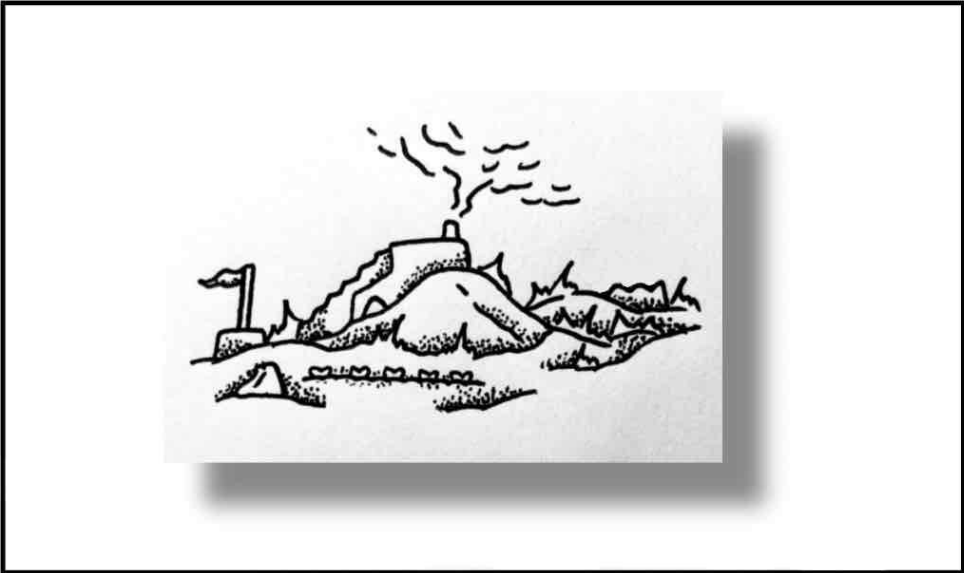
Talk: That tower has to be
man made. Mind
slaying that beast so
I can look closer?

Quest:
[Defeat 1 Scrapod]

Reward: **+1**

Ground Items:

+1



Location:
Settlement 1

Danger Level:
0

Spawns



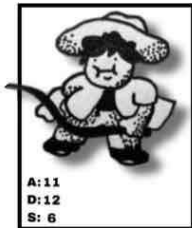
Ratib

A:4
D:3
S:4



Spineler

A:6
D:5
S:3



A:11
D:12
S: 6

Talk: You a newcomer? I
remember my first day in
here...

Reward:
+2 

Ground Items:

+1 

Welcome to the Detuned World

You've fallen through
a portal, select your
character.

Clubber



A:7
D:6
S:3

Jockey



A:6
D:4
S:6

Runner



A:5
D:5
S:6

Start Location:
Settlement 1
Player Items:
0/30
Player StatPoints:
3/99

Continue?

•Yes

•No

Items

-Equips-



+3A
+2S



+5A



+Skill:
Grenadier



+5D
-1S

-Baits-



1/4



1/2



3/4



1/1

-Tools-



View
Broadcasts
page



+5 to either
A, D or S

Item names:

Dagger

Razor

Grenade

Bowler Hat

Grime Bait

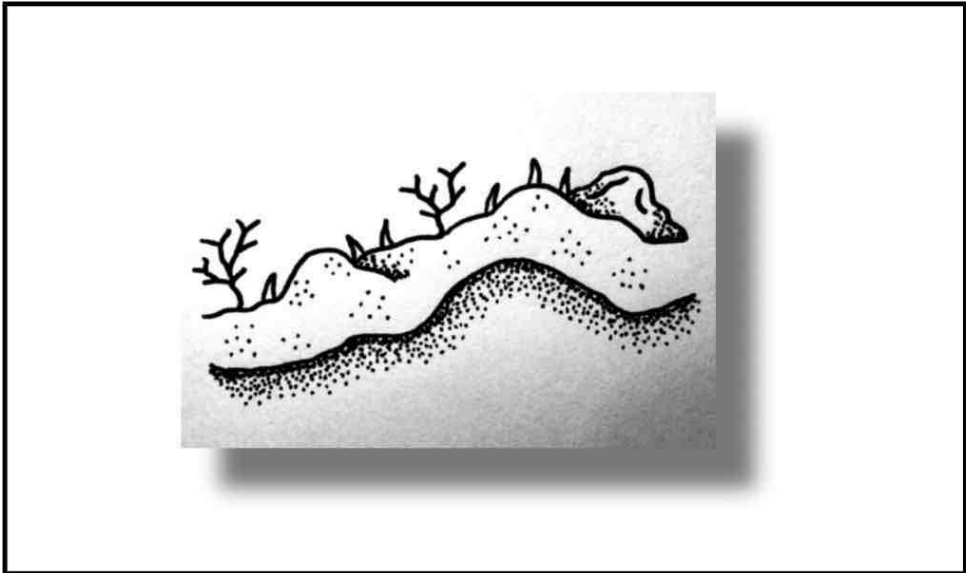
Tart Bait

Fungal Bait

Charred Bait

Hand Radio

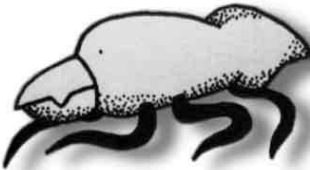
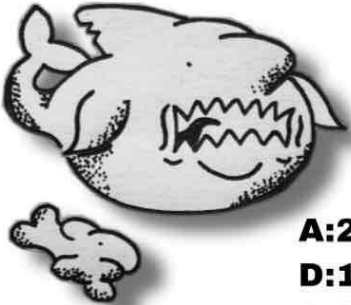
Strange Injection



Location:
Upper Bay

Danger Level:
2

Spawns

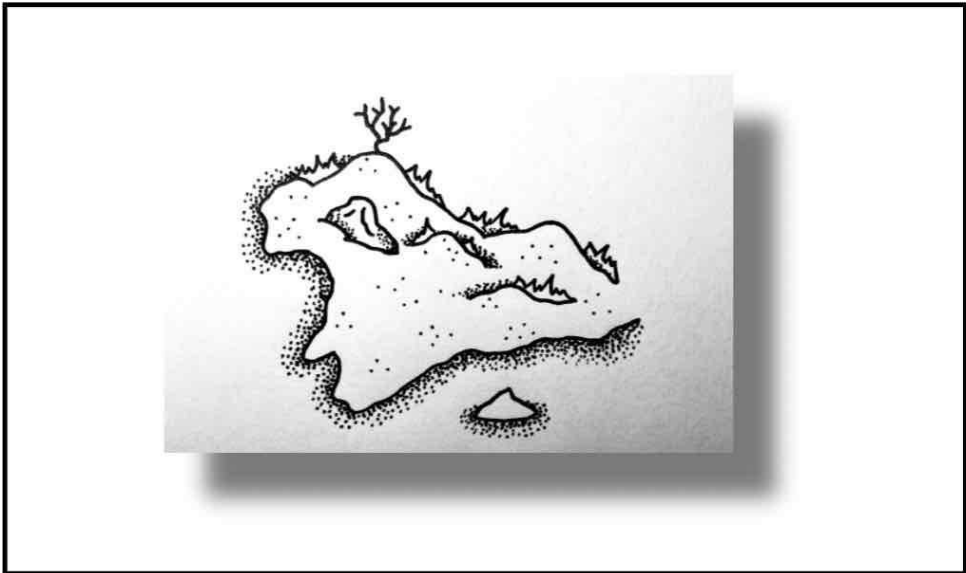
	A:15 D:11 S:6		A:20 D:17 S:6
Squidel		Lemen (AG)	

Radio Broadcasts:

1022.09
907
55.47

Ground Items:

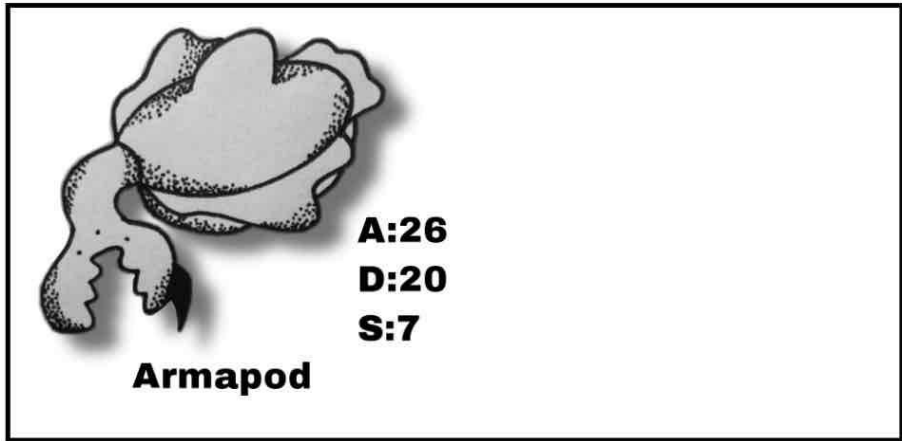
+1 



Location:
The Stretch

Danger Level:
2

Spawns



A:26
D:20
S:7

Armapod

Radio Broadcasts:

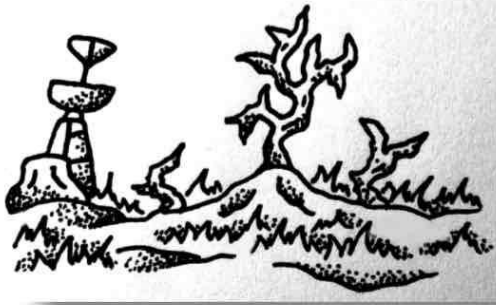
55.47
363

Ground Items:

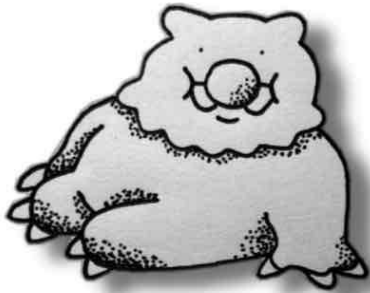
+2

Location:
Cape 1

Danger Level:
3



Spawns



A:23
D:30
S:4

Malbear (AG)

Radio Broadcasts:

55.47

Ground Items:

+2

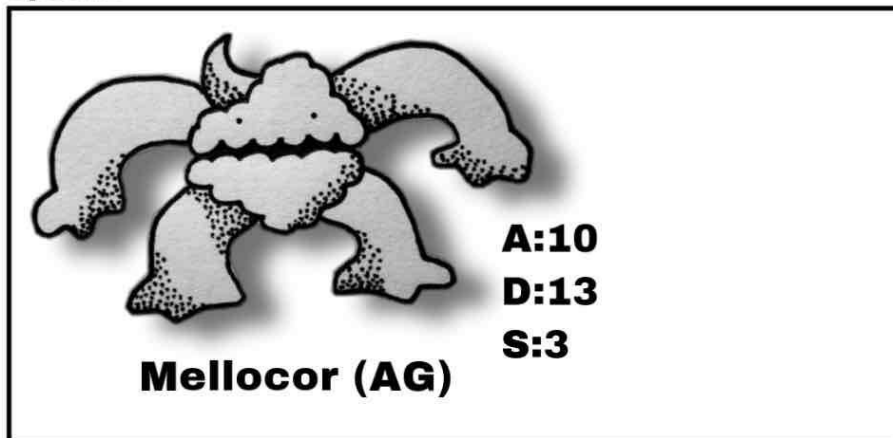
+1



Location:
Rocky Hill

Danger Level:
1

Spawns



A:10
D:13
S:3

Mellocor (AG)

Radio Broadcasts:

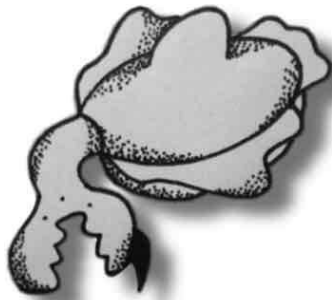
1022.09
907

Ground Items:

+2 

+1 

Detuned World



- **Play**
- **Support**
- **Reset**
- **Multicup**

Created by Detuned
Paper

2021



Location:
The Mines

Danger Level:
2

Spawns



Barelite
A:4
D:14
S:2



Demoth
A:17
D:20
S:7



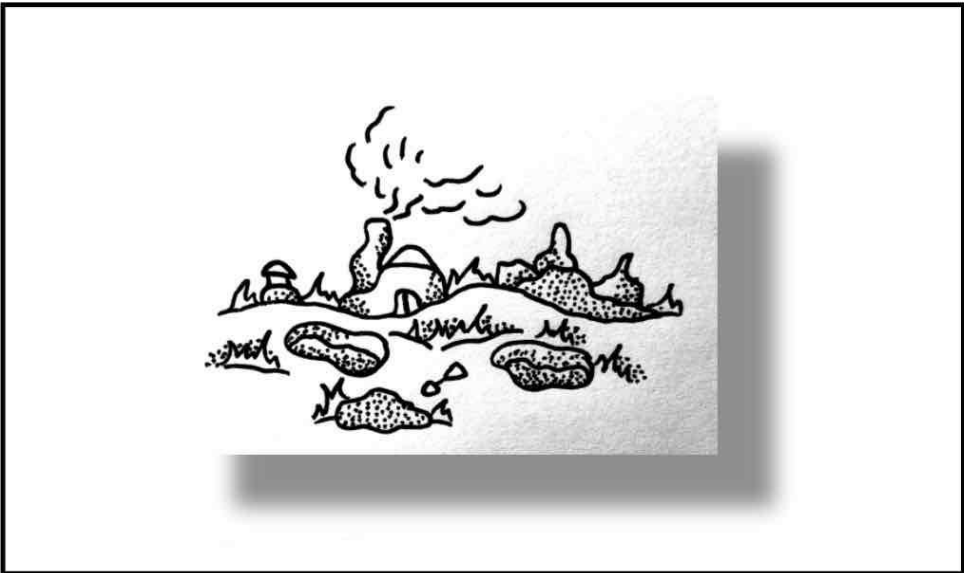
A: 13
D: 15
S: 5

Talk:
Are you another bandit? Get away.

Reward:
+1 

Monsters:
Ratib
A: 5
D: 7
S: 6

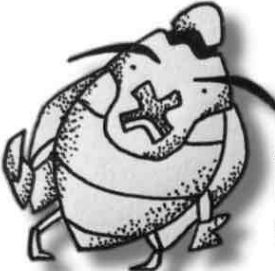
Ground Items:
+2 



Location:
Settlement 2

Danger Level:
0

Spawns

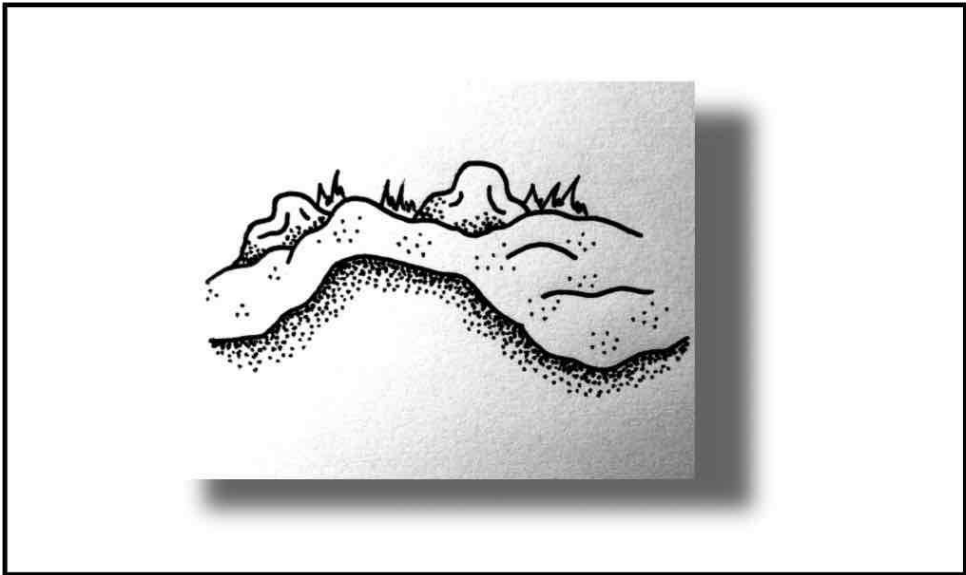
	A:7 D:10 S:4		A:7 D:3 S:2
Roacher		Farmspore	

	Talk: We got fused together in the portal. Help us with a cure?
A: 10 D: 15 S: 4	Quest: [Give 1 Fungal Bait]
	Reward: +1 

Ground Items:

+2 

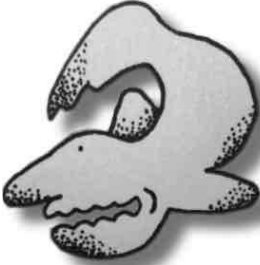
	Talk: You need something? Take this and get out of here.
A: 8 D: 9 S: 9	Reward: +1 



Location:
Lower Bay

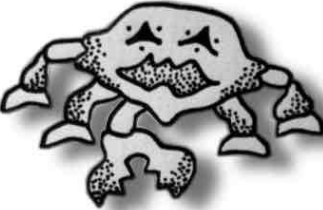
Danger Level:
1

Spawns



A:6
D:8
S:6

Betashark



A:11
D:10
S:5

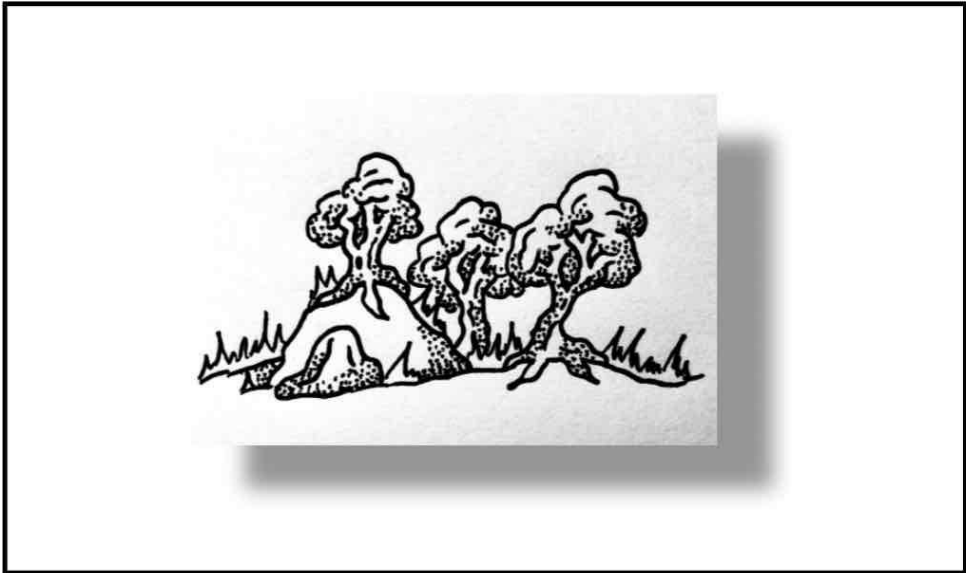
Mudcrab

Radio Broadcasts:

1022.09
363

Ground Items:

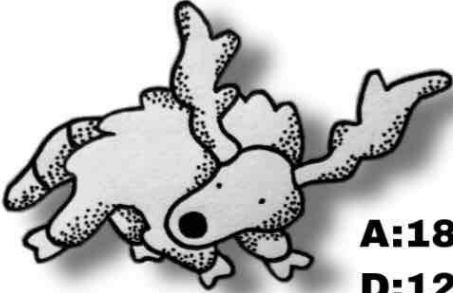
+1 



Location:
Forest

Danger Level:
2

Spawns

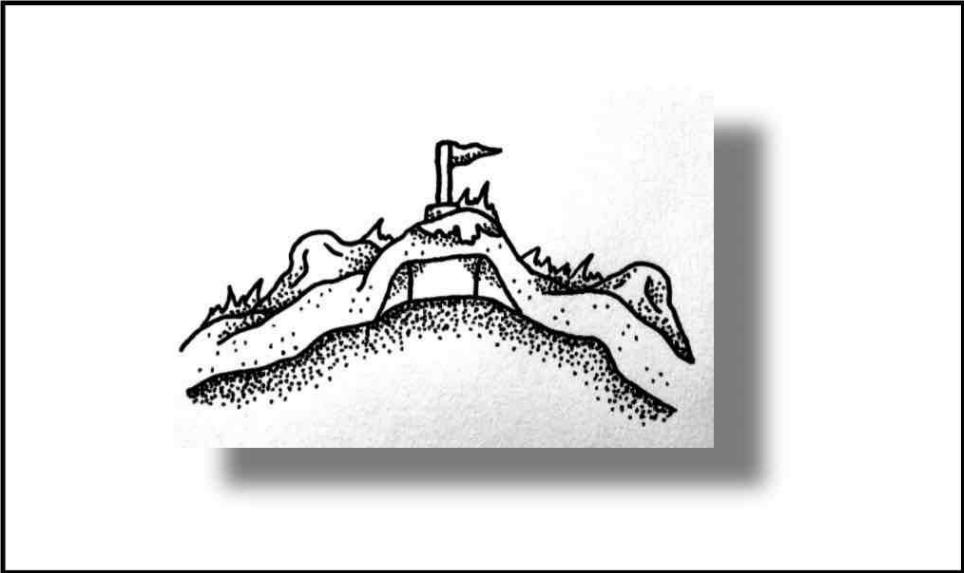
	A:18 D:12 S:6		A:9 D:24 S:1
Moosel		Brushlug	

Radio Broadcasts:

1022.09
907
363

Ground Items:

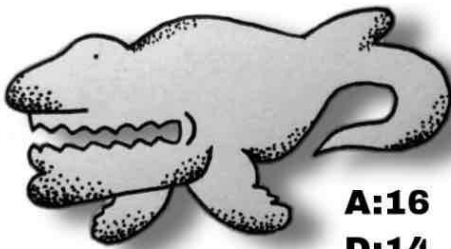
+2 
+1 



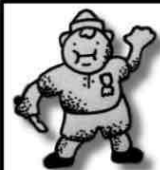
Location:
Port

Danger Level:
2

Spawns



A:16
D:14
Alfashark S:7



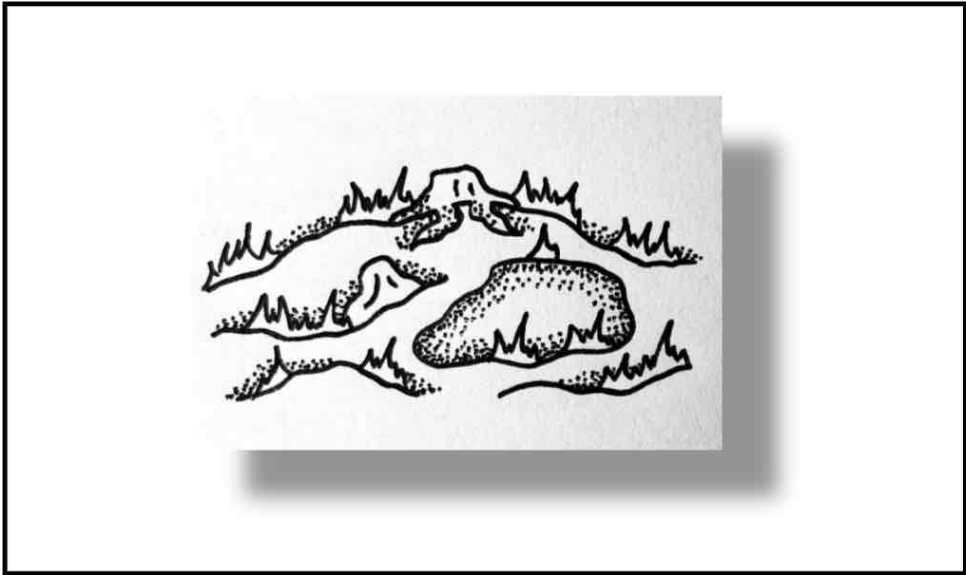
Talk: They said a subject might reach the island. Never thought it would happen.

Monsters:

	Spineler
Alfashark	A:10
A:15	D:8
D:19	S:9
S:8	

Ground Items:

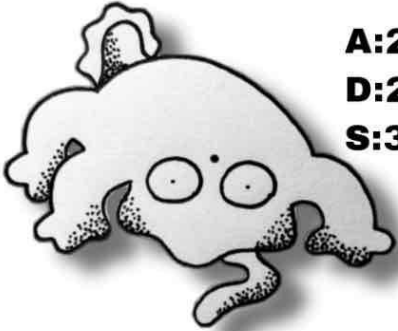
+1 



Location:
Cape 2

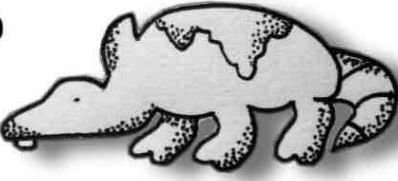
Danger Level:
2

Spawns



Psynewt

A:26
D:20
S:3



Supile

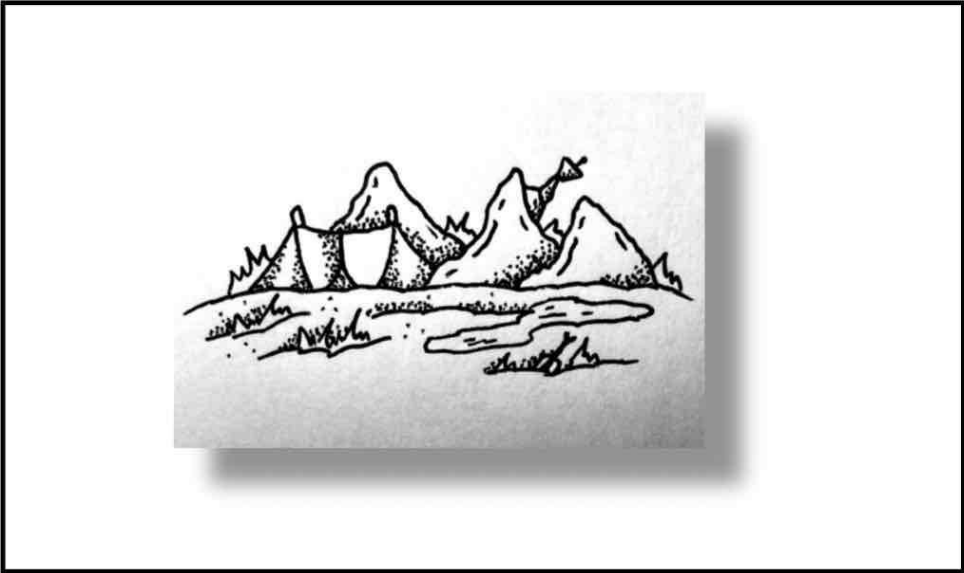
A:9
D:18
S:5

Radio Broadcasts:

55.47

Ground Items:

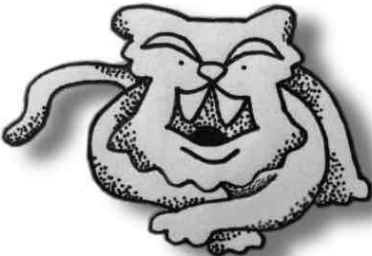
+1 



Location:
The Carve

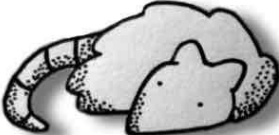
Danger Level:
3

Spawns



A:19
D:16
S:9

Sabercat



A:4
D:9
S:10

Scuttler



A:20
D:18
S:9

Talk:
What the hell are you
doing down here?

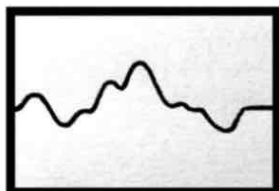
Reward:
+1 

Monsters:

	Roacher	
Sabercat	A:18	Roacher
A:23	D:10	A:18
D:20	S:15	D:10
S:9		S:15

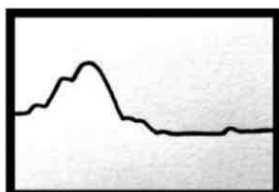
Ground Items:
+1 

Broadcasts



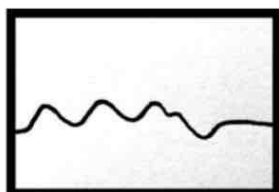
1022.09
^Military Base

**Message for high ranking officers.
Subjects successfully transferred. Stay
on guard for aggressive monsters and
begin your study.**



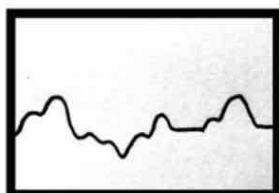
55.47
^Cape 1

**Requesting help from the chairman! This
monster is too dangerous for us. It's
mauled my backup and it's coming for me
now. Send help immediately!**



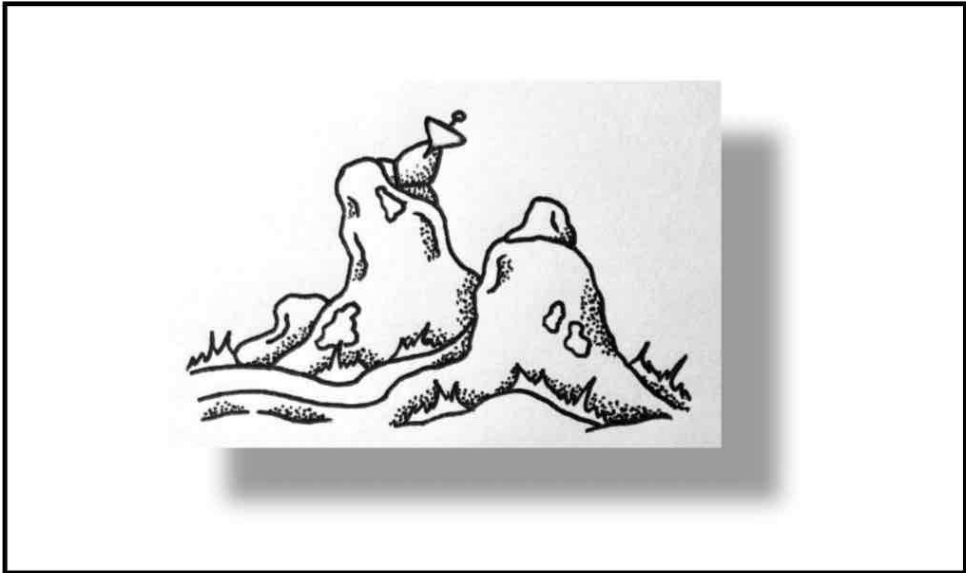
907
^Mountains

**No signs of health defects or mutation
in the settlements. The subjects who
have survived all seem normal. You
should be pleased chairman.**



363
^Lower Cliffs

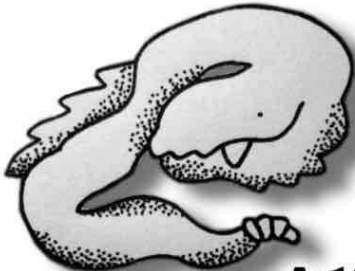
**Settlement 3 has been successfully
eradicated. No subjects remain.
Permission to return to base?**



Location:
Mountains

Danger Level:
3

Spawns

	A:22 D:17 S:14		A:19 D:19 S:6
Eagelord (AG)		Ratilord	

	Talk: Why aren't you in uniform cadet? Get back to collecting samples.
Quest: [Defeat 3 Ratilord]	
Reward: +1 	

A:20
D:19
S:11

Ground Items:

+1 

Skills



Grenadier:

When used, any (AG) monster in the location loses 4 D.

[Item]



Sneak:

Avoid combat with any (AG) monster who's A is less than 15 unless you choose to enter combat.

[10 StatPoints]



Farmer:

If the Ground Items in a location include bait, recieve double the amount shown.

[15 StatPoints]



Thief:

If a person offers a reward for a quest, gain the reward without completing the quest or defeating them.

[20 StatPoints]



Gambler:

When entering a location with a danger level above 1, gain +1 random item.

[30 StatPoints]

Support

If you need more explanation for any rules or features of the game, contact papergamecompany@gmail.com with your questions.

Make the subject of your email "Detuned World" and then send.

You can expect a response within 1-3 days.



Location:
Military Base

Danger Level:
4

Spawns



A:10

D:45

S:3

Gaurdard (AG)



A:35
D:32
S:19

Talk:

I'm the chairman of this project... the Detuned World! Prepare to be executed for trespassing!

Monsters:

Malbear		
Gaurdard	A: 30	Ratilord
A: 13	D: 30	A: 27
D: 50	S: 8	D: 23
S: 5		S: 13

Reward:

+1

Ground Items:

+1