

# PENNY IN THE CAVE VO.1

*Penny looked over her hastily assembled band, Nicodemus, the fire breather, leaned heavily on his cane. He claimed that he used to work in a circus, but he'd been begging on a street corner when she found him. Dianna was a huckster. She sold bogus potions on street corners. But she'd been an army nurse once, and could set a broken bone or bandage a wound to satisfaction.*

*Two-bit was the star of the line-up, a towering, muscular figure in leather and mail. She'd been blacklisted by the city's underworld for accidentally breaking the arm of a man she was supposed to be bodyguarding, and was now looking for more honest work.*

*They weren't exactly the brave adventuring party she'd hoped for, but they didn't have to go far. Just deep enough into the Cave to get a share of treasure for each of them. She'd have enough to pay her father's bail, and maybe get an apartment somewhere with sun.*

*Penny tucked her lockpicks securely into her pack, and slid her goggles into place.*

## Components:

- Cave Map Page
- Half-Page for The Coin Crew
- Half-Page for The Cavemaster

## You Need:

- A Penny (Penny)
- A Nickel (Nicodemus)
- A Dime (Dianna)
- A Quarter (Two-Bit)
- A Matchstick (For Combat)
- A Pencil and Eraser

## Matchstick Moves:

- Football Flick: Hold the Match upright between the paper or a coin, and the tip of your finger. Use your other hand to flick the matchstick.
- Straight Drop: Hold the Match head between your thumb and finger. Drop the back end of the match onto the coin or paper from about a centimetre up.

## How to Play:

- Decide who will be the Cavemaster, and who will be the Coin Crew. The Cavemaster goes first
  - Cavemaster's Turn: Add a chest and three other things to the map.

- You may not place things of the same type next to each other, and you may not place two of the same things on a turn.
  - Trap: Spikes. Any Hero that lands on this loses 2 Health.
  - Trap: Web. Any Hero that lands on this doesn't move next turn.
  - Monster: Goblin. Any Hero that lands on this loses 1 Health. After you place a Goblin, immediately place a second one. (This doesn't count as one of your "things".
  - Monster: Troll. Any Hero that lands on this loses 1 Health. Cave Player may choose to flick them once.
  - Monster: Bones. Every turn, football flick the matchstick off of each of these spaces. If the head lands on a Hero, they lose 1 Health.
- Coin Crew' Turn: If it's your first turn, line up the Coin Crew at the mouth of the cave. Flick each of your Coin Crew once.
- If a Hero goes off the map, they lose one health. Place them on the edge where they went off.
- Once a Hero stops moving, if it's over an obstacle, the obstacle activates. If they overlap two or more obstacles, the Cavemaster chooses one to activate.
  - Penny: If Penny lands on a Chest, cross it off the board, and check one of the Treasure boxes on the Coin Crew' Page. If Penny lands on a Trap, ignore it.
  - Nicodemus: Before or after flicking Nicodemus, football flick the matchstick off him. Destroy any Monster or Trap the head lands on.
  - Dianna: If Dianna collides with another Hero, she restores one health to them. She can forgo moving to restore one health to herself.
  - Two-Bit: Before or after flicking Two-Bit, straight drop the matchstick onto her. Destroy any Monster the head lands on.

#### Winning the Game:

- The Coin Crew win if they manage to collect 5 chests.
- The Cavemaster wins if Penny is knocked out, or if they fill every spot in the cave.