ADVENTUROUS

A Solo Micro RPG by James Gabrielsen

You're an adventurer seeking treasure in a dragon's lair.

Choose a map. Find an appropriate outdoor or open space. Orient yourself to the map and start at the 🧭.

Navigate the dragon's lair by walking and turning through real-world space. Each square on the map is a city block, 20 steps, or whatever scale you prefer based on available time, space, and ability (feel free to modify the scale during play as necessary).

The obstacles 🏛 and 🗿 prevent progress and require the 🔑 and the 🗝 to bypass, respectively. To collect an item, travel to its location on the map and pick up a pebble or other small, ownerless object there. To use the item, travel to its obstacle and leave the object there. For a longer game, limit yourself to carrying only one object at a time.

Use details of the real-world location you're traveling through to imagine the setting and features of your adventure.

You win when you reach the 🏆.

While playing Adventurous, always be safe and mindful of your surroundings. Be respectful of others and don't litter, trespass, or otherwise break any laws.