

Map Maker

One Page Gaming

1-4 Players
30-60 Minutes
Version 2.0

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About Map Maker

In the fantasy world of sword and sorcery, every adventurer knows that what they need when they are adventuring in the overworlds and exploring the dungeons below, is a detailed map that helps them navigate the area and points out all the dangers they may Encounter. In this game, *you* are a Map Maker, exploring the depths of the area's most dangerous dungeons in the pursuit of documenting every creature and dungeon boss you meet, and hopefully *defeat*, along the way. Then, when you are safe and sound back at your humble abode, you will fill in the details on the included **Wild Map** for future adventurers to reference. Be careful out there! This is not an easy task.

Map Maker is divided into two phases; dungeon delving and boss fighting. In the dungeon delving phase, you will choose and resolve a variety of Encounters according to your Hero's stats for each level you descend, as you venture deeper into the dungeons, until you meet the boss. During the boss fighting phase, you will fight the dungeon boss following special instructions on each boss sheet. Each boss has unique features, skills and actions that you have to use different strategies to overcome, if you want to prevail.

Game components

This game has both full color version and printer friendly version. We'll refer to the full color versions as the 'Color Version' for short in this rule book. For the printer friendly version, we'll just call it the 'PF Version' for short.

You'll receive the components listed below for both two versions.

- 1 Wild Map with 1 Map Details
- 1 Dungeon sheet
- 2 Event sheets
- 8 Heroes (the Base Game has only first 4)
Fighter, Thief, Mage, Cleric, Barbarian, Hunter, Warlock, Paladin
- 12 Bosses (The Base Game has only first 6)
Skeleton King, Black Dragon, Spider Queen, Goblin Joker, Orc Chief, Hero Hunter, Necromancer, Succubus, Blade Sister, Lord of Choas, Soul Harvester, Dungeon Master
- 1 Quick guild

1 Rule book (this file)

Additional writing tools and 8 or more (+1 for per player) six-sided dice need be supplied by the players.

Note: For the Color Version, you can lay an A4 sized sheet of paper under the game sheets, then record the gaming data on it align with the items, as seen in the images, here:



Object of the game

Map Maker is for you and up to three of your friends to become the Heroes of the story, and to delve deep into a dungeon until you discover the final boss. You win the game if you defeat the boss. Then you get to fill out the **Wild Map** and record the various information about the dungeon; how many levels there were and who/what the final boss was. Each map marks six dungeons with Roman numerals. Once you have defeated all six dungeons and recorded all the details on the **Wild Map**, your quest is complete. And remember, the brave Hero who delivers the final blow to the dungeon boss gets to put their name on the **Wild Map** to be remembered for all eternity. So, fight hard, intrepid adventurers!

Set up

- 1) Take the **Wild Map**, the **Dungeon Sheet** and the **Event Sheet** out and put them in the middle of the table when in a multi-player game.
- 2) 1 **Hero Sheet** for each player.
It is highly recommended that players choose *different* Hero types/classes when playing a multi-player game.
- 3) Choose a starting player.
The starting player oversees common things like recording dungeon progress, rolling dice for Encounters and bosses, etc. Each round, the role of the starting player shifts to the next player to the left, in a clockwise fashion. If you wish, you can mark the starting player with a coin or token of your own design/choosing.
- 4) You also need at least 8 six-sided dice, pens/pencils and paper readily available.

Game Play

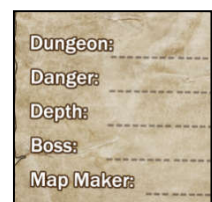
1. Select a dungeon

Choose one dungeon of six on the **Wild Map** marked with a Roman numeral. As the Map Maker, name the dungeon and record it to the **Map Detail** area.

Note: If the layout of the Color Version is as same as the PF Version, then just the image of Color Version is shown. Otherwise, both images are shown.

This will be the dungeon you are going to delve in. After defeating the Dungeon Boss, complete the other information in the **Map Detail** area.

For a multi-player game, if you cannot reach a consensus on the name of dungeon, then just



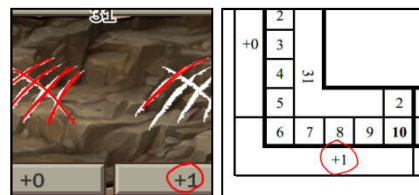
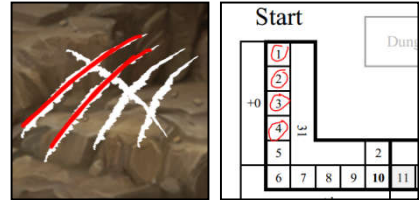
leave it. After defeating the Dungeon Boss, the player who kills the Boss makes the final decision on the name.

2. Name your Hero

Give a name to your Hero on the **Hero Sheet**.

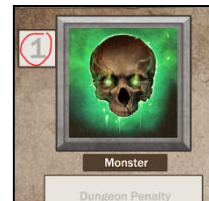
3. Record Keeping

- 1) The **Starting Player** marks the **Dungeon Level** each turn. Every turn you go 1 level deeper and need to mark it on the sheet. The levels are shown as the claw prints in the Color Version. Mark one line to indicate one level. For PF Version, mark the level number.
- 2) Every 5 levels the **Dungeon Threat** will be increased by 1. It will be added to the score of Encounters or bosses which makes the dungeon even more difficult and dangerous. You can see the Dungeon Thread modifier underneath the level counter.



4. Roll the Basic Die

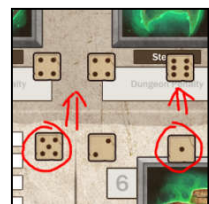
- 1) For a solo game, where the player just controls one Hero, roll 3d6. The result indicates which Encounters you can choose to resolve by matching the score you rolled with left top number of each Encounter.



If you roll 3 of the same number, you only have one choice for your Encounter this turn. Roll 3d6 again and put the highest number onto the Encounter. This is its Basic Die.

If you roll 2 of the same number, they indicate one Encounter choice. That means you only have *two* choices for Encounters this turn. Roll two dice for this Encounter, and pick the higher one as its Basic Die.

*Example: If you roll 4,4,6, then you only can choose to Encounter between **Exploration** and **Rest**. You must roll two dice for **Exploration**, let's say you get 5 and 2, so you put 5 onto **Exploration** as the Basic Die because 5 is higher.*

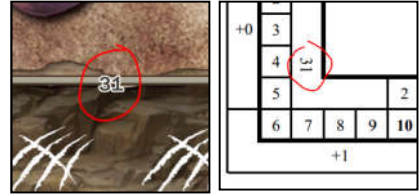


Otherwise, if you roll three different values, then roll another die for each Encounter type. These three scores will be the **Basic Die** of the Encounters. Put the dice onto each Encounter in the order they were rolled.

*Example: if you roll 1,4,5, you could choose to resolve from among **Monster**, **Exploration** and **Treasure**. Then you roll the dice again, getting 3, 2, and 6. The 3 goes onto the **Monster** Encounter, the 2 on **Exploration** and the 6 onto **Treasure**.*

- 2) For a multi-player game (or a single player game, where the player controls more than one Hero), the Starting Player rolls 1d6 for each Encounter Type and each roll becomes the Encounter's Basic Die.
- 3) Boss Encounters
After putting the dice onto each Encounter, sum up the total score of all 6 dice. If the total is equal to, or

greater than the **Boss Encounter Score**, defined above the **Dungeon Level**, you immediately Encounter the Dungeon Boss. Go to the **Boss Fighting** section to for the rules for fighting a Boss.



4) Events

There is one more thing to check before the round officially begins. If you rolled three of the same score during the initial Encounter setup roll (*only three counts, four or more matching rolls are not considered a trigger*) you Encounter an Event. Roll two dice and add up the results. Then convert the Roman numeral of the dungeon to Arabic numeral and append it to the rolled score to get the Event number. Search the **Event Sheet** to see what event you will Encounter.

Example: Let's say you are about to delve into Dungeon V (V = 5) and you trigger an event. You roll the two required dice and get a 2 and a 4. 2 + 4 = 6. Your event number will be 65. Another example: You roll 5 and 6 (5+6=11) and the dungeon you want to delve is III (3). The Event number in this case should be 113.

Event rules:

- Each Event consists of an Encounter Type (*one of the 6 basic types, or a special NPC Encounter*)
- 'You' in the description of the event means the Hero controlled by the Starting Player who rolled the Basic Dice. 'Your Hero' means the Hero who resolves that Encounter.
- For a solo Hero game, if there is no such Encounter which is indicated by the Event, then the event is not applicable.
- In the case where all Heroes need to resolve one Encounter type before normal play, after all Heroes have acted, remove the Basic Die of that Encounter regardless of the results. It is no longer an option for the round.
- Successfully resolving an Event does not earn experience as normal, but Heroes do lose HP if they fail.

5. Select and execute the Encounter

There are 3 types of Encounters. They are the 5 normal **Encounters**, **Rest**, and the **Elite Encounter**.

The player to the Starting Player's left hand (*clockwise direction*) selects and resolves an Encounter first. Then play continues clockwise until the Starting Player is the last one to resolve an Encounter.

1) Encounter

During each turn, choose between resolving a normal Encounter, or taking a Rest.

There are five normal Encounters. Each is resolved by using different attributes, described in the chart below. These are called **Attribute Tests**.

Encounter	Monster	Trap	Stealth	Exploration	Treasure
Attribute	Attack	Defense	Agility	Intelligence	Luck

To resolve an **Attribute Test**:

- Roll a **Combat Die** (1d6) and add the result to relevant attribute of the active player's Hero.
- Add any applicable **Attribute Bonus**.
- If you have already unlocked any **Skills** and decide to use one, conduct the **Skill** according to its description and modify your score appropriately.
- Add any modifier from this round's **Events** and **Special Rules** (Adventure Mode) when applicable.
- Deduct any **Attribute Penalty** that needs to be applied.

The result is the Hero's score.

To determine the score for the Encounter:

- 1) The Starting Player rolls a **Combat Die** (1d6) for the Encounter and adds the result to its **Basic Die**.
- 2) Add the **Dungeon Threat** level, described above in section 3. 'Record Keeping'.
- 3) Modify the score of the Encounter according to any applicable Events or Special Rules (Adventure Mode).

This is the Encounter score.

The formula is summarized below:

Hero score = Combat Die + Attribute + Attribute Bonus + Modifier from Skill + Modifier from Event + Special Rule - Attribute Penalty

Encounter score = Combat Die + Basic Die + Dungeon Threat + Modifier from Event + Special Rule

Compare these two scores. If the Hero score is equal to or higher than the Encounter score, it is a success. The Hero gains 1 **Experience** for this Attribute. Add it immediately to the Hero Sheet in the appropriate Attribute table.

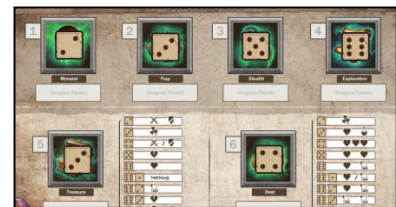
If the Test fails, the Hero loses 1 **Hit Point (HP)**.

2) Rest

To take a **Rest**, roll 1d6 and then add the result to the Basic Die on **Rest**. The table in the Rest Encounter area displays the resulting rewards based on this score.

One round example:

For a 4-player game, let's say the party rolls the following Encounter values in level 9 of the dungeon, where the threat level is a value of 1.



a) The Fighter went first. His attributes looked like the table below.

Attack	Defense	Agility	Intelligence	Luck
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
Attack Bonus	Defense Bonus	Decrease Dungeon Threat	Decrease Combat Die Score	Experience Bonus

Comparing his Attributes with the Basic Die of Encounters, he chose to resolve the Monster Encounter (Attack Test). He rolled 1d6 and got a 4. He has not unlocked any Skills yet, so his final score would be 3+4=7.

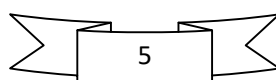
On the other hand, the Starting Player rolled a 3 for the Monster Encounter. The total was 2+3+1=6.

The Fighter's score was higher, so the Attack Test was a success. He received an experience for his Attack Attribute and marked it on the sheet.

Finally, the Basic Die was removed from Monster Encounter since it was resolved.



b) Next, the Thief took her action. Her stats were as seen below:





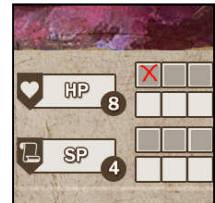
Thief has the first row of Agility fully marked. The (-1) after that row means you can reduce the Dungeon Threat by 1. Every 5 experience gives a bonus to the Hero. For more explanation of **Attribute Bonus**, refer to **Hero Explanation**.

Comparing her attributes with the Basic Die of the Encounter, she chose to resolve Stealth (Agility Test). She rolled 1d6 and got a 2. She had not unlocked any Skills either, so her final score was $5+2=7$.

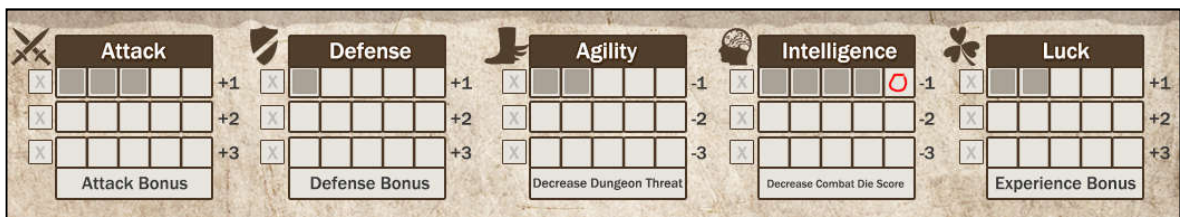
The Starting Player rolled for the Encounter and got a 5. The total score of Stealth would be $5+5+1-1$ (for the Thief's Agility Bonus) = 10.

Unfortunately, the Thief's score was lower than the Encounter score, which means she was defeated. She lost one HP and crossed it out on her sheet.

Since the Thief failed the test, the Basic Die remained on the Stealth Encounter.



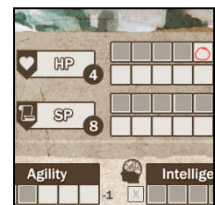
c) The Mage moved next. Look at his Intelligence. He got a -1 bonus for **Decrease Combat Die** which means that the **Combat Die** rolled for the Encounter would be subtracted by 1 on any Attribute Test.



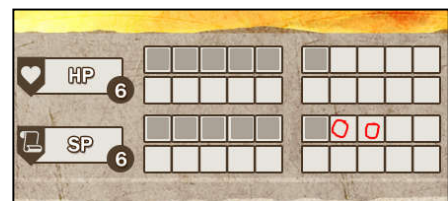
After comparing his attributes with the available Encounters, he decided to risk getting a Treasure (Luck Test). The Mage rolled a 6, so got $6+2=8$. While the Starting Player rolled a 4 for the Encounter, totaling 7 ($4+3+1-1$).

The Mage won the Encounter and got the treasure. To determine what the treasure was, he rolled 2d6 and the result was 6, meaning he recovered one HP.

After getting the treasure, the Basic Die was removed from the Treasure Encounter.

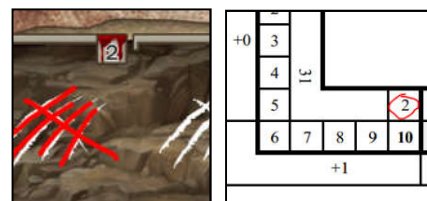


d) Finally, the Cleric's turn. After comparing his Attributes with the available Encounters, he did not have the confidence to resolve any of them successfully, so he decided to Rest. He rolled 1d6 and got a 5. Added to the 4 on the Basic Die for Rest and the total was 9. The Cleric received 2 skill points and marked them on the Hero sheet.



3) Elite Encounter

When the dungeon level reaches 10 or any multiple of 10, like 20, 30, etc, you must resolve an **Elite Encounter**. This means you must add the additional modifier above the level to Encounter's score.



(In the Color Version, this number is dripping with blood, in the PF Version, it is located above each multiple of 10 level)

Example: you reach level 10 and chose an Encounter with a Basic Die of 3. The Starting Player rolled a 4

for the Encounter's Combat Die during the resolution phase. The total score would be 10. (Basic 3 + rolled 4 + threat 1 + elite 2 = 10)

If you succeed in resolving the Encounter, your Hero gets 1 additional experience, which can be added to any Attribute. But if you fail, your Hero loses 2 HP, instead of 1.

6. Check the Hero Sheet

Check your Hero Sheet and make sure that you have marked/removed HP, SP, Attribute experience, unlocked Skills, as well as noted any potions, or books gained according to each resolved Encounter. Also, don't forget that you can drink an HP Potion to recover life, or use the SP Book to boost your Skill Points back up. Then, repeat the process from 3. 'Record Keeping' to continue your dungeon exploration.

7. Boss Encounters and Fighting

If you survive all the way to the end of dungeon, or if the total of all the Basic Die results add up to be equal, or greater than the **Boss Encounter Score** (see section 4. 'Roll the Basic Die') while dungeon delving, you immediately Encounter the **Boss**.

Remove the **Dungeon Sheet** from the play area. On the **Wild Map** at the bottom you'll see the **Danger & Boss** area. You have to decide which Boss column you want to choose the Encounter from, either the white boxes or the gray boxes. Then roll a d6 and count from the first available boss on the list, skipping any bosses which have already been selected, looping back up to the first available Boss if you exceed the end of the list until you finish counting. Mark the box to the left of the corresponding Boss and fill its name into the **Map Detail** area.

<input type="checkbox"/>	Black Dragon	<input type="checkbox"/>	Necromancer
<input type="checkbox"/>	Goblin Joker	<input type="checkbox"/>	Succubus
<input checked="" type="checkbox"/>	Hero Hunter	<input type="checkbox"/>	Blade Sister
<input type="checkbox"/>	Spider Queen	<input type="checkbox"/>	Lord of Chaos
<input type="checkbox"/>	Orc Chief	<input type="checkbox"/>	Soul Harvester
<input type="checkbox"/>	Skeleton King	<input type="checkbox"/>	Dungeon Master

Example: You chose the column with white boxes and rolled a 6. You counted down from Black Dragon and since the Goblin Joker and Spider Queen had already been checked, you skipped over them, reached Skeleton King then wrapped back up to and landed on the Hero Hunter. This is the Boss for this dungeon.

<input type="checkbox"/>	Black Dragon
<input checked="" type="checkbox"/>	Goblin Joker
<input checked="" type="checkbox"/>	Hero Hunter
<input checked="" type="checkbox"/>	Spider Queen
<input type="checkbox"/>	Orc Chief
<input type="checkbox"/>	Skeleton King

Take out the corresponding **Boss Sheet** and start fighting.

1) Set up

Roll 6d6 and pick the 4 highest results, add the number of Heroes to each, then distribute to HP, SP, Attack, Defense in the order indicated on each **Boss Sheet**.

For example: In a 4 Hero game, the given order of four attributes could be HP >= SP >= Defense >= Attack. If you roll 3,2,4,4,5,6, then the attributes will be HP=6+4=10, SP=5+4=9, Defense=4+4=8, Attack=4+4=8.

Then copy the Dungeon Threat from Dungeon Sheet and record it on the Boss Sheet in the appropriate area. Each boss is different and there are some Bosses where the rules change slightly, so just follow the instructions on each Boss Sheet.

2) Initiative

The Heroes always act first.

3) Player's Turn

Whether you played competitively, or cooperatively in the dungeon delving stages; when boss fighting,

all players need to work together in order to win. When it is the player's turn, you all discuss the play order and attempt to make the optimum combination. You do not have to proceed in a clockwise fashion any longer. After all player have exhausted their actions during a round, start the Boss's turn.

4) **Combat**

To fight a boss, the Heroes and the Boss take turns attacking and defending, by using the formula below:

Hero's score = Combat Die + Attribute + Attribute Bonus + Modifier from Skill + Special Rule - Attribute Penalty

Boss's score = Combat Die + Attribute + Dungeon Threat + Special Rule

If the attacker's score is equal to, or higher than defender's score, it hits. The defender loses 1 HP, or the number of HP instructed, whichever is greater.

The general rules of combat, below, need be followed:

- 1) Unless otherwise instructed, the attacking party uses the **Attack** Attribute, the defender uses the **Defense** Attribute.
- 2) If the Boss misses an attack, it gets angry. Every two times the Boss misses, the **Dungeon Threat** increases by 1. (*Keep track of this any way you find suitable, such as hash marks on the Boss Sheet next to the Threat box with PF version.*)
- 3) To get the score of the Minions, or Special Abilities of the Boss, use the formula of the Boss but use the **Basic Die** of the Minion/Special Ability instead of the Boss's Attack/Defense value.
- 4) For some Boss skills, you are required to conduct an Attribute Tests instead of using a Hero's Defense value. It means that you must use indicated **Attribute** to defend against the Boss's **Attack**.

Example: A Hero attacked the Black Dragon with an Attack value of 13 and a Defense of 12. He rolled a 4 for the Combat Die. Since he is granted +1 Attack Bonus for every 5 Attack points, the total attack score would be $4+13+2=19$. Meanwhile, the Starting Player rolled a 2 for Black Dragon. which had an Attack value of 13, Defense of 9, and a Dungeon Threat of 5. The defense score would be $2+9+5=16$. $19 > 16$, so the Black Dragon lost the battle and 1 HP.

One more example: The Black Dragon attacked the Fighter. Following the instructions, the Black Dragon used a Dragon Tail Skill, causing the defender to perform an Agility Test in order to dodge the attack. The Black Dragon rolled a Combat Die value of 4. The Dragon Tail score was $4+13+5=22$. The Fighter rolled a 6 and with an Agility of 9, the Agility Test score would be $6+9=15$. Since Agility gives a -1 penalty to the Dungeon Threat for every 5 Agility points, the final Dragon Tail score was 21, which was still higher than the Fighter's Agility Test score. The Fighter failed to avoid the attack and lost 2HP.

5) **Hatred**

Hatred influences the actions of Bosses and their Minions. The actions performed, or received by Heroes or Bosses can change the Hatred value of a Hero. Follow the instruction in the **Hatred** section on the Boss Sheet to modify the Hatred for each Hero as play progresses each round.

For a solo game, since there is only one Hero, he or she is the only target and here is no need to track **Hatred**.

6) Boss's turn

Each Boss moves according to the instructions in the **Action** section of the **Boss Sheet**. Some actions also refer to the Boss's **Skill** section.

The Boss is controlled by the Starting Player. After the Boss acts, the Heroes attack again, and play continues this way until one side is defeated.

8. Winning and Losing

If the Boss's HP reaches 0, or lower, the Heroes win as a team.

If all Heroes are defeated (HP reaches 0, or lower), the Heroes lose the game.

Winning:

If you win the game, after celebrating, you need to complete the dungeon information in the **Map Detail** area of the **Wild Map**.

Refer to the **Game Components Explanation** section, below, for how to fill in it.



Losing:

If Heroes lose the game, the dungeon you selected on the **Wild Map** is not completed. You will need to give it another try with a fresh set of Heroes.

The **Map Detail** for this dungeon does not get any more information filled in. The next time you try this dungeon, you do not have to roll for the Boss because you already know who's here. Try to defeat the same Boss one more time.



Game Components Explanation

1) Wild Map

A) Map

On the **Wild Map**, there are six dungeons that need be explored, each marked by a Roman numeral from I to VI. Name the dungeon and fill it in the **Map Detail** area when you choose to explore the dungeon.



B) Map Detail

After defeating the Boss, complete the information here. When this is done for all six dungeons, the Normal Mode of **Map Maker** is finished.

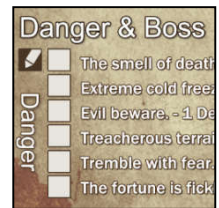
Dungeon: The name you gave the dungeon.

Danger: In the Danger & Boss area, read all six danger factors, select the one you think most fits the dungeon and mark it. Then fill the penalty into the **Map Detail**.

Depth: The dungeon level where you encountered the Boss.

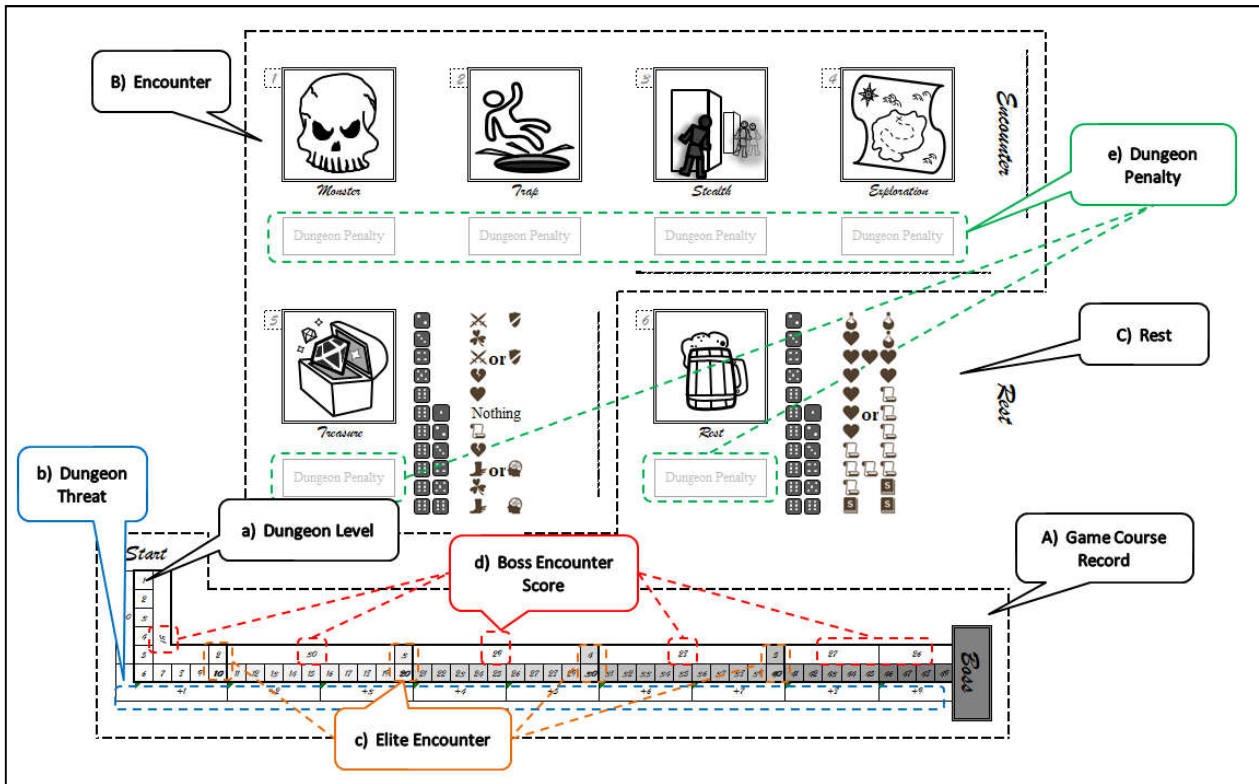
Boss: The name of the Boss you defeated.

Map Maker: The name of your Hero. For a multi-player game, the name of the Hero who defeated the Boss.



In addition to recording your adventure, this information will be used for playing Map Maker's **Adventure Mode**.

2) Dungeon Sheet



A) Game Course Record

This shows the progress of dungeon you explored.

It is composed of 4 parts: Dungeon Level, Dungeon Threat, Boss Encounter Score and Elite Encounter.

a) Dungeon Level

The depth of the dungeon. The dungeon level increases by 1 each turn. Mark one claw print line, per level, in the Color Version and one level number in the PF Version.

b) Dungeon Threat

This represents the danger of the dungeon. For every 5 levels, the Dungeon Threat increase by 1.

c) Elite Encounter

A harsher Encounter for every 10 levels you delve further into the dungeon. Add the Elite Encounter modifier to the Dungeon Threat at every level that is a multiple of 10. If you fail to resolve this Encounter, you will lose 2 hit points instead of 1. But you will get 1 additional experience to add any Attribute you want if you succeed.

d) Boss Encounter Score

After you roll all six dice, add them up before you putting them on the Encounters. If the score is equal to or higher than this value, you Encounter the boss immediately.

B) Encounter

The five Encounters require you to resolve them by using different Attributes.

Encounter	Monster	Trap	Stealth	Exploration	Treasure
Attribute	Attack	Defense	Agility	Intelligence	Luck

After resolving a Treasure Encounter, roll 2d6 to determine your reward on the Treasure table.

C) Rest

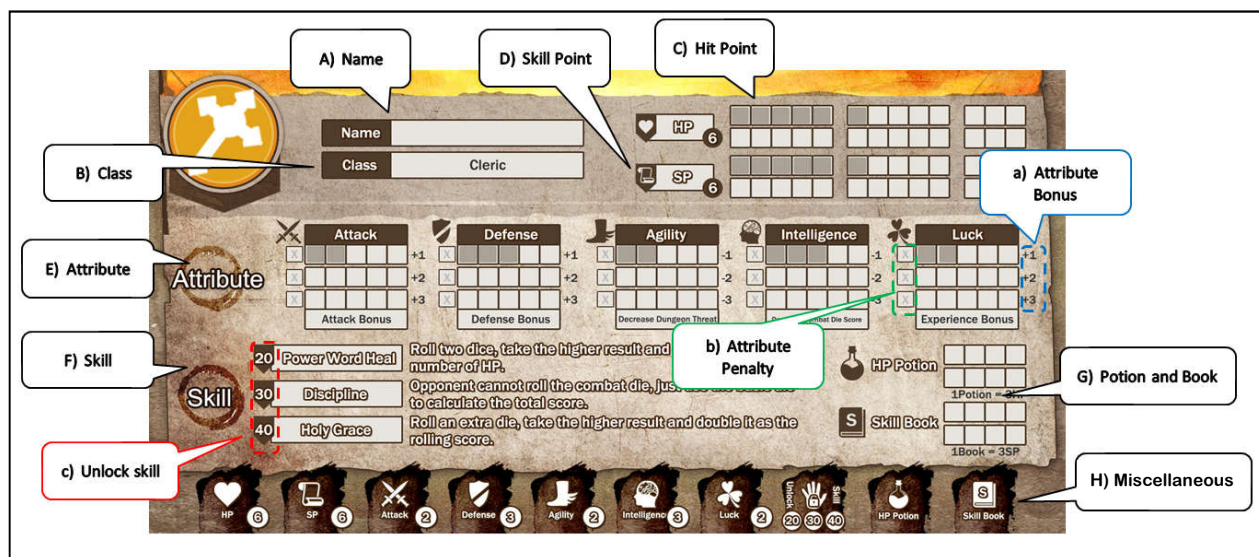
If you aren't confident you can win an Encounter this turn, or you need some supplies, you can choose to Rest here. Roll one die and add to the Basic Die on Rest, then gain your supply reward according to the sum value.

D) Dungeon Penalty

Only used when playing Map Maker with the harder, **Adventure Mode** rules (see this section at the end of the Rulebook). The adjustment here is required by special rules from Boss Sheet, which will make the dungeon more difficult for future Hero explorers. Copy the penalty from the Boss Sheet's Special Rules section here and remember to apply these rules when resolving Encounters.

For the Color Version, write this information down on a piece of paper under the dungeon sheet and remember to apply the special rules for each Encounter, where applicable.

3) Hero Sheet



A) Name

Give your hero a name which will be written down to **Wild Map** if you succeed in exploring the dungeon.

B) Class

There are four main classes that can be played. They are: Fighter, Thief, Mage and Cleric. Each class has different Hit Points (HP), Skill Points (SP), Attributes and Skills which mean they are each good at dealing with different Encounters.

Additional bonus classes may be added with similar advantages/disadvantages based on their Attributes.

Fighter has more hit points that can endure more damage. He/She also has higher Defense and Attack Attributes which makes the Fighter good at resolving Trap and Monster Encounter.

Thief has highest Agility, which makes him/her better are resolving Stealth Encounters.

Mage has the highest Intelligence and is good at resolving Exploration Encounters. Having the highest number of Skill Points ensures that the Mage has more opportunities to use Skills.

Cleric has average Attributes, making him/her able to handle most situations.

C) Hit Point

Represents your Hero's life. If Hit Points are reduced to 0, or lower, your Hero dies. When you recover HP, it never exceeds the initial value.

D) Skill Point

To using a Skill, you need to spend 1 **Skill Point**. When you recover you SP, never exceed the initial value.

E) Attributes

There are 5 attributes which are used to resolve different Encounters while dungeon delving. Each of these is listed in the **Encounter** section of the **Dungeon Sheet**. When you successfully resolve an Encounter, your Hero gains an experience point, increasing the Attribute, which was just used to resolve the Encounter. If your Hero reaches the attribute limit of 15 experience points, then no more experience can be added to this Attribute.

a) Attribute Bonus:

Every 5 experience points assigned to an Attribute grants an Attribute Bonus, which is displayed as +1 or -1 at right side of each row of the Attribute table. Different Attributes give different bonuses, as explained below.

- Attack: Add additional attack points.
- Defense: Add additional defense points.
- Agility: Reduce the dungeon threat.
- Intelligence: Reduce the score of the Encounter combat die, to a minimum of 1.
- Luck: Gain a one-time additional experience point, which can be added to any Attribute.

* For Attack, Defense, Agility, Intelligence, only the highest bonus is applied. The previous bonuses do not stack, or add together. The activated bonuses are always valid for resolving any Encounter and Boss fighting.

For Luck, the bonuses *are* accumulated which means that you will get +1, +2, and +3 experience points, for a total of 6 if you max out the Luck Attribute. Each time you reach a Luck bonus, cross out the corresponding bonus value and apply the experience to any Attribute(s).

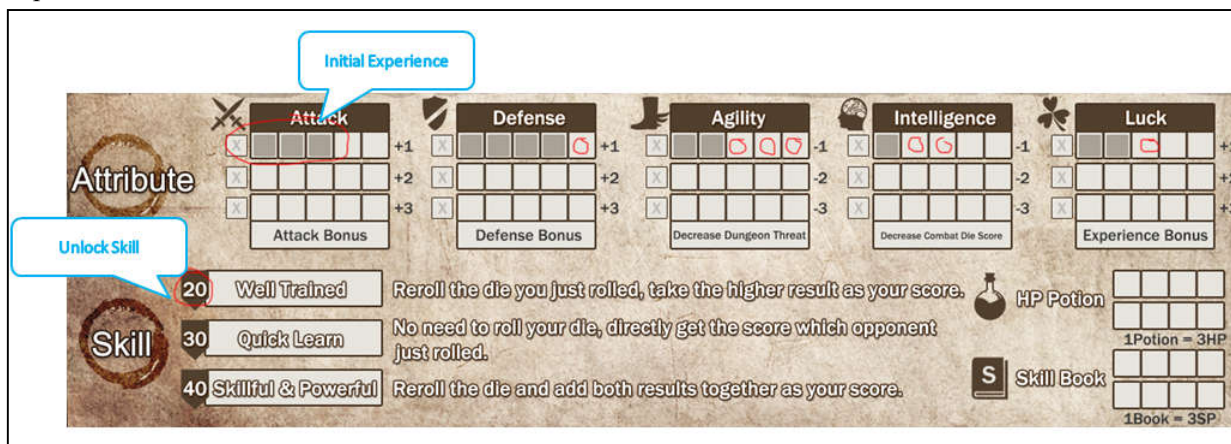
b) Attribute Penalty:

The "X"s on the left side of each Attribute row indicate any penalties applied to that Attribute. Any time an Attribute penalty is given, mark the exact amount by crossing out the appropriate number of "X"s, to a maximum of 3. Remember to subtract the total penalty when resolving Encounters, or conducting an Attribute Test.

F) Skills

Each hero gets 3 unique Skills to help him/her overcome bad situations. Skills are unlocked by the total of all Attribute experience points. Once unlocked, a Skill can only be used once per turn.

The number at the left side of each Skill shows the total experience needed to unlock it. A Hero's initial experience is included in the total.



When the Skill is unlocked, mark the number to the left side.

You can decide to use Skills before, or after rolling the Combat Die during battle.

G) Potions and Books

You can drink an HP potion to recover 3 Hit Points, or use a Skill Book to replenish up to 3 Skill Points at any time. However, the total amount of HP or SP never exceeds the initial value recorded on the Hero Sheet.

For the Color Version of Map Maker, you can lay an A4 sheet of paper under the game sheets, then record the gaming data where it aligns with the game sheet. When using the PF Version, simply use the sheet itself and print new ones when needed.

4) Boss Sheet

A) Name

The name of the **Boss**.

B) Hit Point

It represents the Boss's life. If HP is reduced to 0 or lower, the Boss is defeated.

Some bosses have skills that allow them to recover HP. However, the HP gained cannot exceed the Boss's initial HP value. Refer to **I) Setup** (below) to see how to set up the Attributes of the Boss including HP, SP, Attack, Defense, Threat, and any Special Ability.

C) Skill Point

The Boss must spend SP to use various Skills. Each time an SP is used, cross it out on the sheet.

D) Attack & Defense

The basic Attack and Defense scores of the Boss. They are like the Basic Die for Encounters.

E) Dungeon Threat

(described below) that you can play after your party of Heroes has completed all six dungeons and defeated all the Bosses.

Golden Rules

- The value of a die roll is always ≥ 1 or ≤ 6 .
- A Hero's Hatred value is always ≥ 0 and the Attribute Penalty is always ≤ 3 .
- If two or more Heroes have the same Hatred or Attribute values, when required the players discuss and make any decisions that are necessary. The round's Starting Player has the final word.
- Placing dice for, and resolving encounters with a Boss's special ability is always done from left to right. Remove each die after it has been activated or resolved.
- When you recover HP or SP, it never exceeds the initial value.

Adventure Mode

After exploring and defeating the Boss of all six dungeons, you have completed Map Make. You can always print another copy of the **Wild Map** and play it again, or even just play a single dungeon and Boss Encounter without the **Wild Map**. However, if you want a real challenge, then here we go! There's the Adventure Mode!

In Adventure Mode, you are no long a Map Maker who explores unknown dungeons in the region. Instead, you are an adventurer who take risks for glory and wealth by seeking out the dangers that were discovered by the previous bands of Heroes, who completed the **Wild Map** in the previous game.

a) Setup

Choose any of the six dungeons from a previously completed **Wild Map**. Add the penalties to **Hero Sheet** and **Dungeon Sheet** according to the **Danger** section recorded on the dungeon's **Map Detail** area on the **Wild Map**. Also, don't forget to add the **Special Rules** from the **Boss Sheet**!

b) Delving

Since the depth level of the dungeon is already recorded, skip checking the **Boss Encounter Score** after rolling the Encounter Basic Dice each turn. The boss will appear at the level specified by the **Depth** recorded in the **Map Detail** section of the **Wild Map**.

c) Boss Fighting

Fight the Boss specified in the **Boss** section recorded in the **Map detail** section of the **Wild Map**. Be sure to check the **Special Rules** on the Boss Sheet before fighting, as some rules are applied only to the final Boss fight.

d) Ending

There are no additional actions to take, or things to record whether you win or lose while playing Map Maker in the Adventure Mode. This is more of a one-shot version of the game for people who like a challenge. Feel free to play the game without any regard to keeping track of **Wild Map** data.

Hard Mode

If your Heroes look down upon the Bosses as not being enough of a challenge, then follow the rule below when performing the Boss setup. This rule can be used during normal Map Maker play sessions, or if you REALLY

want to ramp up the difficulty, during Adventure Mode play as well.

Roll 6d6 and pick the 4 highest results, add the number of Heroes to each, then distribute to the Boss's Attributes in the order indicated on each Boss Sheet. Instead of discarding the lowest two dice scores, add their combined value to the Boss's HP score.

For example: In a 4 Hero game, the given order of four attributes could be HP >= SP >= Defense >= Attack. If you roll 3,2,4,4,5,6, then the attributes will be HP=6+4+3+2=15, SP=5+4=9, Defense=4+4=8, Attack=4+4=8.

Then check all Hero Attributes to see if there are any that have reached the maximum level of 15. Add 1 to the Dungeon Threat for each maximum Attribute to make it even MORE challenging.

About One Page Gaming

At One Page Gaming, we love Role Playing Games, we love board games and we love tabletop games. However, nowadays the games are becoming bigger and bigger, requiring larger boxes to store them, bigger places to play, longer amounts of time to game, thicker books to hold, more miniatures, more tiles, more cards, more tokens and of course, more and more money.

We are not saying that big games are not good. Actually, they are a lot of fun. But, sometimes we do not have a whole afternoon, or evening for a long game. Or maybe we don't want to pull everything required to play off the shelf. Maybe we are too tired to spend 20 minutes setting up beforehand and another 20 minutes to clear it up after playing. Or, maybe we just can't find a table big enough to play! :)

Sometimes we really, just want to grab a piece of paper and a pencil and some dice to play something for 20, or 30 minutes.

If you get find yourself in such a mood, then One Page Gaming is for you! At One Page Gaming we aim to develop Print and Play games that require just one or two A4 page size game sheets and publish them via internet. One Page gamers need nothing more to play than these printed sheets, some writing tools and some dice. Take them anywhere and play the game whenever you want in 30 minutes or less. Without a bunch of setup and tear down, have fun playing an enjoyable game anytime, anywhere!

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