

# William Moore's Game Compendium

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To Nina Nadu, my love, and to my children Olivia and Henry



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## Board Game Antics

*The purpose behind Board Game Antics is to provide an additional layer on top of traditional board games or your own boards themselves. The game can be described as "character progression meets tabletop boards." All it takes are boards that have squares allowing movement of pawns. The first player to reach the end of the board is the winner!*

## Rules

Set up is very basic. First, each player will need a pawn. It doesn't matter what this pawn looks like or where it came from as long as it is something that can represent them on the board. Once a pawn is chosen, they will need to stick with it for the entire game session. Additionally, each player will need to bring some six-sided dice. A standard 52-card deck is necessary, which are for the purposes of this game called "hazard cards". If desired, one set of two separate dice may be brought: one for movement and the other for determining the chance of a hazard. Next, a stopwatch. Finally, a game board is needed for the players to maneuver around.

Players begin play at the start of the game board spaces. Next, shuffle the hazard deck. Finally, roll dice to determine play order.

To maneuver around the board, the acting player rolls a six-sided die and that will determine how many spaces they will move. Then, they will roll a second six-sided die. If a six shows on the die, a hazard is drawn from the 52-card deck. Depending on the suit of the card, the type of hazard is encountered. The progression points awarded to the player upon successful completion of the hazard are based on the number or face of the card. For example, Jacks are worth 11 and Aces are worth 14.

During the hazard, the player is required to roll their dice pool. Outside progression points, this value is the only other value that needs recording. Every player starts off with one die that is used to represent their dice pool. More six-sided dice may be purchased at a cost of 50 progression points. Progression points are earned through completing hazards.

Hazards are chosen and agreed upon by the players before the game even starts. Four are chosen and assigned to a particular suit, say "Hearts". Fortunately, there is no reason to cause disagreement over the suit for each hazard as they all have equal chance of being drawn.

Sometimes boards look awesome but have no end. In this case, before play begins all players come to a consensus or roll two six-sided dice to determine the number of circuits that will be taken on the board before the end is considered reached.

## **Hazards**

### **Rock and Roll**

Every player present in the space will participate. A song is chosen by one of those players. Next, play that song. While the song is playing, everyone involved will roll their individual dice pools and total them up. If this is greater than the value of the card (e.g. a two has a value of two and a Queen has a value of 12), the round was a success. Add one to a value called "Dance Moves." The rounds keep going until the chosen song stops. Once the song stops, total the number of successes and multiply by the value of the card. This is how many progression points everyone gets for completing the hazard.

### **Blitzkrieg Bop**

Every player present in the same space will participate. Ten horses are running around. It is your duty to corral them. Each player will roll their dice pool and individually compare them to a target horse who rolls one six-sided die. If the player loses the roll, the horse escapes and you cannot locate them. When all horses are either captured or lost, total up the ones in the corral. These are the progression points awarded.

### **Hamster Wheel**

Every player present in the same space will participate. They will individually roll their dice pools. This is repeated another three times, totalling up their results. Whichever player gets the highest is the winner of the progression points, which are equal to the value of the card.

### **Squaring Off**

Every player present in the same space will participate. They will square off and roll their dice pools. Whichever player in the match is the highest is removed

from the hazard. The remaining player will get all the progression points, which are equal to the value of the card.

### **Mirror Monster Mash**

Every player present in the same space will participate. One player rolls one six-sided die. That is the number of monsters that will be faced by each player. Next, each player will roll their dice pools and this is their attack value. Next, they will again roll their dice pools. This is the monster's attack value. If the monster has the highest value, the player is removed from the hazard. The process is repeated until either there are no more players or all mirror monsters are defeated. The remaining players receive progression points equal to the number of monsters times the value of the hazard card.

## **Heralds of Port Irgmar**

*Port Irgmar is under attack by the forces of the evil demon-god Gornakh! The heralds, wielding only a sword and protected by a single coat of mail, journey to reach one of the immortal Wizards who will come to the aid of the city before the forces lay it to waste. It is a card and dice game for up to four players where each player will need three standard six-sided dice, a number of tokens, one pawn, and, collectively, one standard deck of playing cards.*

### **Set Up**

Each player will shuffle one deck and deal 12 cards face down to each player with the arrangement of the cards in a diamond pattern (i.e. first row is 1, then 3, then 4, then 3, then 1).

### **Turn Happenings**

At the start of the game, the player moves their pawn near the bottom of the diamond. Otherwise, each turn, the player moves their pawn to a card, whether it is face up or not. They then engage in combat with the player next to them in order. The acting player is the defender and the next player in turn order is the combater. The combater rolls three dice and totals the result. The defender rolls three dice and totals the result. Then, subtract the defender's result from the attacker's result. If there is any amount remaining for the attacker, the defender takes 1 point of damage and will pick up a token. If the defender runs out of health, which starts at 6, the player must retreat to a previously flipped over card or off the starting card if it is the current location and clear all damage. If the player takes damage, the turn is immediately over. Otherwise, flip the card over and apply the effect. In any case, their turn is now over and play proceeds to the next player in turn sequence.

## Final Card

Once a victory is accomplished on the final card of the diamond board, the player will start searching for the Wizard who will help them save the city of Port Irgmar. To accomplish this, the player competes with the next player in the turn sequence in a search check. The acting player is the searcher. The next player in the turn sequence is the agent of Gornakh. Again, the searcher will roll three dice and the agent of Gornakh will roll three dice. They will add their appropriate search check card values to the roll. If the searcher wins the result, their herald summons the Wizard to Port Irgmar and wins the game. If not, their turn ends and will need to search anew on the next turn.

## Card Happenings

The suits provide the general effect as follows:

- Hearts - adds health
- Diamonds - adds defense to the player during their action
- Clubs - adds strength to the player during the opposing player's action
- Spades - adds to the final search check

Number cards provide 1 point of the suit effect. Face cards provide 2 points of the suit effect. Finally, aces provide 3 points of the suit effect

## One Page D6

*One Page D6 is a single page of rules for an RPG that uses D6's as the random number generator. It is intended to be loose enough that players and storytellers alike are given freedom to do what they want to do, which is play a game.*

## Encounters and Attributes

First, there will only be one roll per player of their dice pool per encounter. This will be used to resolve all actions for that encounter. Each setting has its own set of attributes as determined by either the storyteller, a premade setting, or both. HP is the only common stat among all settings and is based on a 6D6 roll. If the player reaches 0 HP, they are dead. At character creation, each stat has 2D6 rolled and that will be the amount that it contributes to a relevant roll. The maximum value for each stat is 12. The exception is HP which has a maximum value and damage subtracts until healed up to that maximum value.

## Combat

Weapons provide an additional modifier to attacks. Defenses provide additional subtractors from attacks. What these values are depends on how the storyteller or the settings sees how each is worth. If the resulting roll is greater than or equal to the opposing roll, it is considered successful. All damage is based on the dice pool roll.

## Ailments

Relevant ailments will subtract from your rolls. For example, having influenza while trying to swing a sword might give a -2 to all attack rolls.

## Experience and Spending It

For attending each game session, players are granted 1 point of experience. A storyteller or premade setting may reward players experience points for different scenarios. A player may spend 10 experience points to add 1 point to any stat, to the maximum of 6. HP has no such limitation. Additionally, a player may spend 50 experience points to add 1D6 to their dice pool

## One Page D6 Fantasy Setting

*One Page D6 Fantasy setting is the framework for fantasy within the 1PD6 rule set.*

## New Attributes

The fantasy setting contains the following attributes, in addition to those specified by the base rules:

- Strength - your ability to do physical tasks, including using swords. The higher the stat, the more they can carry, too.
- Agility - your ability to do dexterous tasks, including using bows or sneaking into buildings.
- Arcane - your connection to the arcane forces, which coincides with your ability to cast spells.
- Resistance - your ability to resist non-magical things.
- Arcane Resistance - your ability to resist magical things.

## Magic

As mentioned previously, the Arcane stat is needed when casting magic. Magic users are anyone from priests to wizards. A player is not limited to a predefined set of spells. However, they do need a spellbook that has spells entered with effects.

Magic users have magic points equal to their Arcane stat. When a spell is cast it subtracts 1 magic point from the allocated magic points.

To recover spent arcane points, a good night's sleep is needed. If a good night's sleep is not encountered, up to half their maximum Arcane stat of magic points are recovered.

## Experience

Each monster is given a moderate amount of experience. Once the players defeat the monster, they are awarded this amount as their own experience.

## Steal the Dragon Hoard

*The game is all about taking gold coins from the hoard of the great dragon of Dinsdale, who lives in a cave up north.*

### Materials

- Two standard six-sided dice.
- Some means of recording the number of coins taken (pen and paper, tokens, etc.).

### How to Play

The rules are simple. Each person takes turns. On their turn they roll the two dice. If it is less than 8, the round is over and a gold coin is taken equal to that roll. Record the result. If it is from 9 to 11, no coin is taken. If it is 12, the player is caught by the dragon and is fried. All their coins are forfeit from this turn and play passes on to the next player. If a player was not fried, they may continue to roll dice or forgo all other actions and end their turn, keeping the coins they took. Play continues until all players have either been fried by the dragon or have stopped rolling. The one with the highest amount of gold coins wins!

### Solitaire Play

The solitaire rules are very similar to the regular rules except the single player will try to beat their score ad nauseam.

