

UNNAMED ROLL AND WRITE!

Designed By: Jeremiah Dixon

A Roll and Write game designed for 2-4 players in about 25 - 30 minutes

For easy of play I created this prototype roll and write using icons from The Noun Project (thenounproject.com). Below is a list of proper accreditations for the artists who have created these icons for prototype use. This is indeed a prototype and only used for functionality, later the artwork will look much different. All under Creative Commons.

Special Potion by Made, AU on The Project Noun

Health, Mana Potions by smalllike on The Project Noun

Invisibility Potion by Alice Noir on The Project Noun

Strength Potion by Becris on The Project Noun

Sword by Achmmad Fauzi on The Project Noun

Shield by Nikita Kozin on The Project Noun

Shield by niwati on The Project Noun

Armor by Priyanka, IN on The Project Noun

Robe by Eucalyp on The Project Noun

Gold, Stars, card design by Mike Rudin

Unicorn by Icons Producer on The Project Noun

Plant by Rfourtytwo, ID on The Project Noun

Eye by TNS, MC on The Project Noun

Branch by Prime Icons on The Project Noun

Contents:

40 Customer Card (to be cut out) - 10 Warrior, 10 Mage, 10 Cleric, 10 Rogue (a lot of blank extras)

Shop Upgrade Tiles (to be cut out)

Shop Sheets (print however many you plan to play with and how many times)

Sides for the Dice (to be glued onto D6's, index for what dice have which symbols in the back of the rulebook)

Dice Placement Board (to be cut out)

Current Player Marker (use anything)

Pen/Pencils (not included)

Bonus Chits (circular and modular, to be cut out)

Rulebook

Note: *The back of the book will describe how to set up the dice sides.*

Theme: You are a potion maker and shop owner trying to make a living. Customers come to your city seeking the potions that they need in order to go on their adventures. You aren't the only shop in town though, so you need to be ready and be quick so you can make the money you need to stay open. Gather ingredients and create potions so you can gain gold, upgrade your shop, and score renown to become the best shop in the city!

Objective of the game: In this game you are gathering ingredients, mixing ingredients to create potions, and selling potions to customers for; gold to buy Shop Upgrades, renown points for the end of the game, and symbols for even more end game renown points. The shop who has the most renown points (Currently shown as VP (Victory Points)) at the end of the game will be the winner!

Set Up:

- 1- Each player takes a single shop sheet and a pen or pencil (pen/pencil not included)
- 2- Each player names their shop at the top of their sheet
- 3- Set out the dice placement board within reach of all players, shuffle the modular circular bonus chits and randomly place one beneath the first 4 dice placement spots, leave the fifth spot as printed (reserve a Customer Card or Shop Upgrade tile).
- 4- Shuffle the Customer Cards and deal one to each player, then reveal 5 of them in a row to create the market of available customers to sell to. Then place the remaining in a facedown deck to the left of the Customer Card row.
- 5- Shuffle the Shop Upgrade tiles and reveal 3 of them in a row just above the customer cards to create a market of available Shop Upgrades, place the remaining in a facedown deck to the left of the tile row.
- 6- Randomly choose a start player and give them the current player marker and the 5 dice.

You are now ready to start the game.

Overview:

The game is played over a series of rounds until a player has sold to 10/9/8 Customers in a 2/3/4 player game respectively. Once someone has met the relevant threshold, there will be one more round and then the game will end.

Round Sequence- A round is played over 5 phases

- 1- Roll Dice/Set Dice
- 2- Choose a Die/Gain Ingredients or Potions
- 3- Sell to Customers
- 4- Purchase Shop Upgrades
- 5- End of Round

A Closer Look:

1- Roll Dice/Set Dice

In this phase of the game the current player starts by gathering and rolling the 5 dice. After rolling the 5 dice the current player will take the dice and place them on the placement board, one die on each of the 5 dice placement spaces on the dice placement board.

2- Choose a Die/Gain Ingredients or Potions

During this phase each player will gain ingredients, potions, or symbols. In turn order, starting with the player after the current player, each player will choose a single die and gain the ingredients, potions, or symbols shown on the die as well as the bonus shown underneath the chosen die. The players will keep track of his/her ingredients, potions, and symbols on their shop sheet by filling in the ingredients, potions, or symbols gained in the left most empty space available on the respective track. When you gain an ingredient you fill in one bubble of the respective ingredient, when you gain a potion you fill in one of the corresponding potions, when you gain a symbol you fill in one bubble of the respective symbol. **NOTE: In a 2-Player game take turns choosing a die until both players have chosen and gained resources for 2 dice. I.e. Current player chooses a die, then the second player chooses a die, then current player chooses one again, finally the second player chooses one last die.**


*******IMPORTANT*******

At anytime during the game, players may mix available (filled in) ingredients on their shop sheet to make potions. Simply cross off the available (filled in) ingredients to show you've spent them and then fill in the corresponding potion that the combination of ingredients make. Below is a chart of which ingredients make which potions.

*******IMPORTANT*******

The following shows what combination of ingredients makes which potions.



Any 3 resources = 

The following shows what each symbol represents.



Created by: [unreadable]

Gain 1 Eye of Newt



Created by: [unreadable]

Gain 1 Strength Potion



Created by: [unreadable]

Gain 1 Unicorn Hair



Created by: [unreadable]

Gain 1 Mana Potion



Created by: [unreadable]

Gain 1 Poisonous Tentacula



Created by: [unreadable]

Gain 1 Health Potion



Gain 1 Mandrake



Gain 1 Invisibility Potion

BLANK

Gain 2 Gold



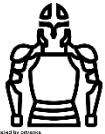
Gain 1 Special Potion



Gain 1 Sword Symbol



Gain 1 Shield Symbol



Gain 1 Armor Symbol



Gain 1 Robe Symbol

3- Sell to Customers

During this phase of the game, players will take turns, in turn order starting with the player after the current player, selling to customers. On your turn you may sell to 0, 1, or 2 customers. In order to sell to a Customer, you must have the potions the customer requires available. To sell to a customer you cross off the potions required and gain the Customer Card. When you gain the customer card you gain the gold in the bottom right of the card by filling it in the left most empty space on the gold track on your shop sheet. Then you gain whatever symbols are shown on the card by filling in the left most empty space available on the respective track. Lastly you gain renown points at the end of the game for the VP value shown on the bottom right of the card.

After you are done selling, refill the customer market back to 5 by sliding down all left-over customers to the right filling any empty spaces and refill starting at the right most empty space available.

4- Purchase Shop Upgrades

During this phase of a round players will be able to optionally purchase a single Shop Upgrade. In turn order, starting with the player after the current player, each player may purchase one of the three available Shop Upgrades. To purchase a Shop Upgrade simply cross off available (filled in) gold equal to the amount of gold required to purchase it, then take the Shop Upgrade tile and place it in one of the empty Shop Upgrade spots on your shop sheet. A player may have no more than 4 Shop Upgrades at one time, if you wish to purchase a Shop Upgrade and don't have room you must first discard a Shop Upgrade from the game, returning it to the box, and then replace it with the newly purchased Shop

Upgrade. After purchasing a Shop Upgrade immediately replace it with one from the facedown stack. Shop Upgrades have various abilities, some give end game renown points (VP) as well. You can find a list of the Shop Upgrades and explanations in the back of the rulebook (WIP).

5- End of Round

At the end of the round, simply pass the current player marker to the player to the left of the current player and start a new round.

Game End:

The game ends when a player has sold to 10/9/8 customers in a 2/3/4 player game respectively. Once someone has met the relevant threshold, play one more final round and then the game will end. Each player will now tally up their renown points.

Scoring:

Each player will gain points for all of the following categories.

- 1- Gain renown points equal to the VP on each of your customer cards
- 2- Gain renown points for your Shop Upgrades
- 3- Gain all the renown points you get for your symbol tracks, you gain renown points equal to the value showing in the left most empty space on each track.
- 4- Gain 1 renown point for every 2 gold you have left
- 5- Gain 1 renown point for every potion you have left

The player with the most renown points wins the game! If there is a tie the player with the most sold customer cards will win. If there is still a tie the player with the most Shop Upgrades will win. If there is still a tie the player with the most left-over Potions will win. If there is still a tie the player with the most left-over Gold will win. If there is still a tie the player with the most left-over ingredients will win. If there is still a tie, no one wins because there's like 5 levels of tie breakers here, you all lose.

DICE SIDES:

(WIP) Every die is different. **Note:** *These are different sides than I most recently play tested with*

Die one:

- 1- 2 Gold (leave blank)
- 2- Special Potion

- 3- Special Potion
- 4- Venomous Tentacula
- 5- Eye of Newt
- 6- Mandrake & Venomous Tentacula

Die two:

- 1- 2 Gold (leave blank)
- 2- Health Potion
- 3- Eye of Newt
- 4- Unicorn Hair & Eye of Newt
- 5- Mandrake
- 6- Strength Potion & Unicorn Hair

Die three:

- 1- Eye of Newt
- 2- Mandrake
- 3- Venomous Tentacula
- 4- Mana Potion & Eye of Newt
- 5- Mana Potion
- 6- Mandrake & Unicorn Hair

Die four:

- 1- Venomous Tentacula & Invisibility Potion
- 2- Invisibility Potion
- 3- Unicorn Hair
- 4- Mandrake
- 5- Venomous Tentacula
- 6- Venomous Tentacula & Eye of Newt

Die five:

1- Unicorn Hair

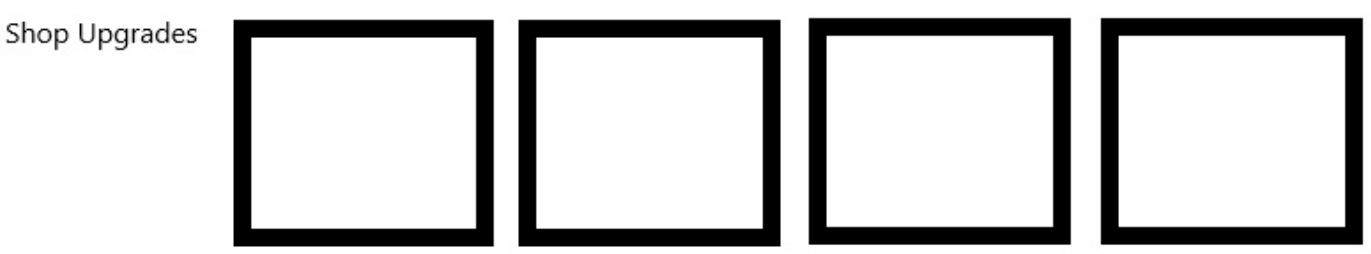
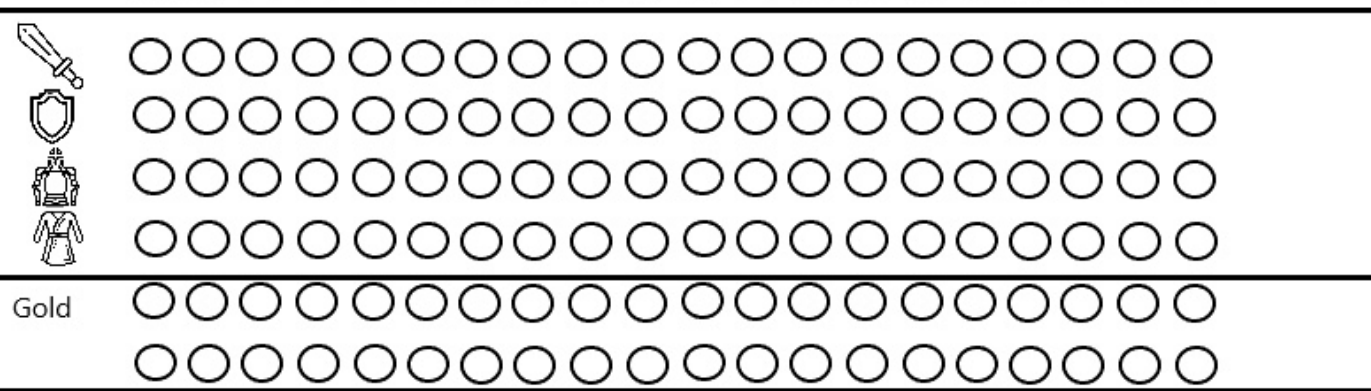
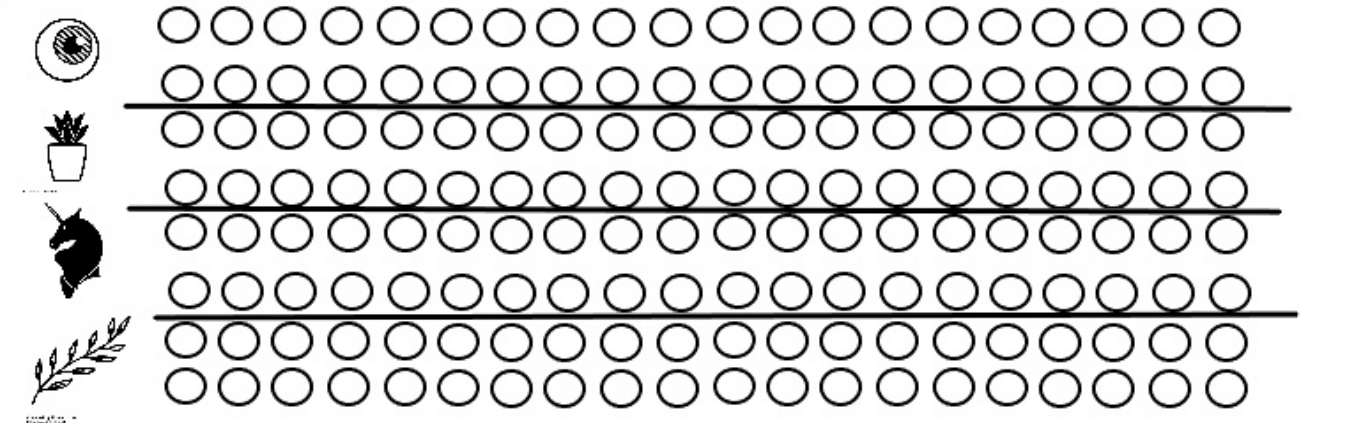
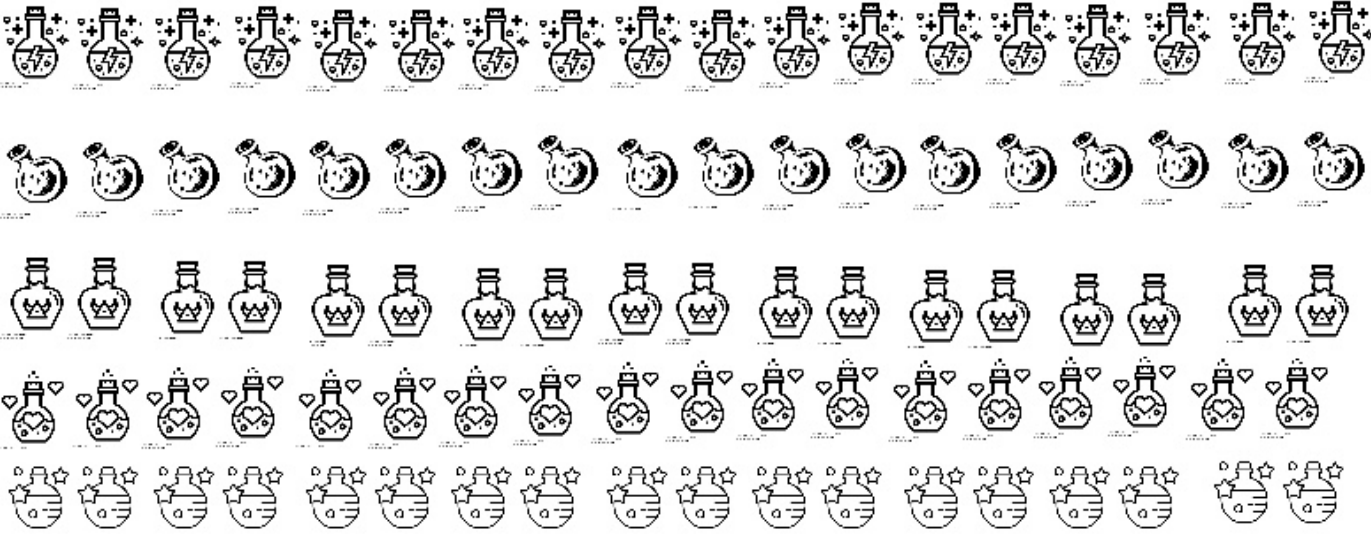
2- Eye of Newt & Venomous Tentacula

3- Mandrake & Unicorn Hair

4- Mandrake & Health Potion

5- Strength Potion

6- Unicorn Hair



Customer Cards

<input type="text"/>	+ Symbols	<input type="text"/>	+ Potions	<input type="text"/>	+ Shop Upgrades	<input type="text"/>	+ Gold	<input type="text"/>	= Total	<input type="text"/>
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Die one:

1- 2 Gold (leave blank)



2- Created by Mandy from Moon Project



3- Created by Mandy from Moon Project



4- Created by Tiana from Moon Project



5- Created by Sarah from Moon Project



6- Created by Mandy from Moon Project

&



Created by Tiana from Moon Project

Die two:

1- 2 Gold (leave blank)



2- Created by Sarah from Moon Project



3- Created by Sarah from Moon Project



4- Created by Sarah from Moon Project

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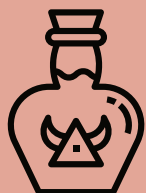
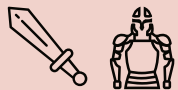


Created by Sarah from Moon Project

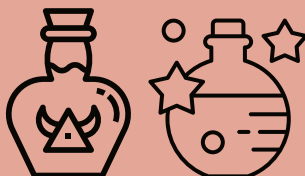
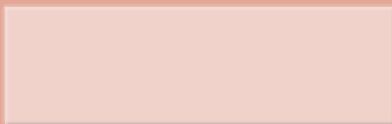


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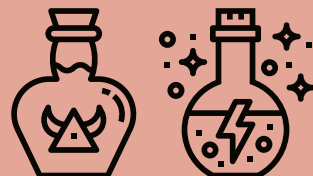
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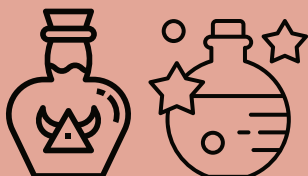
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Warrior



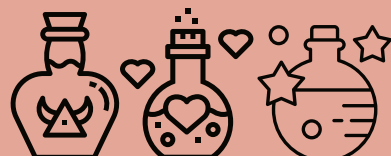
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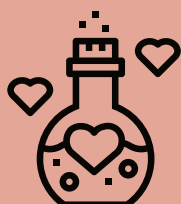
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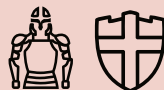
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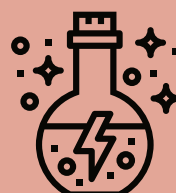
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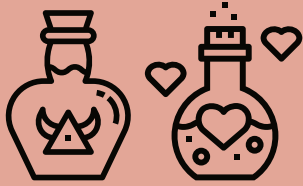
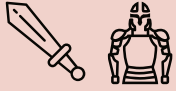
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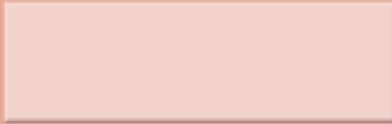
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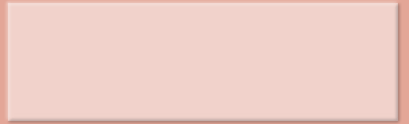
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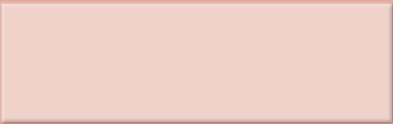
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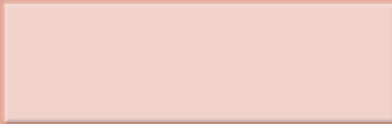
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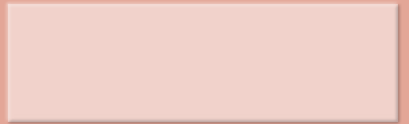
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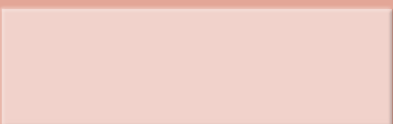
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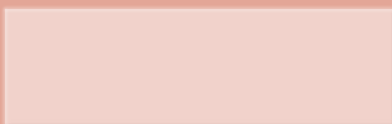
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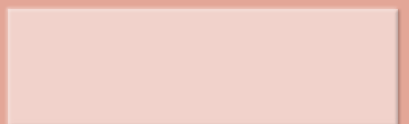
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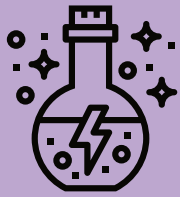
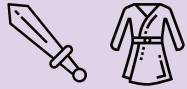
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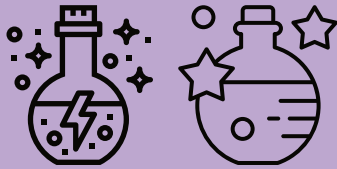
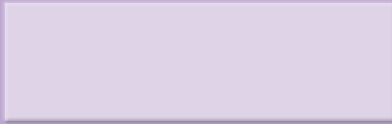


Mage



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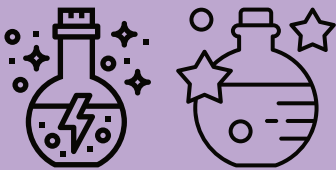
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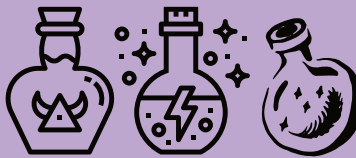
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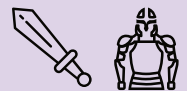
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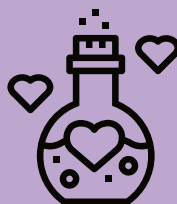
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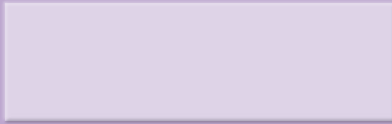


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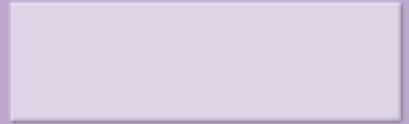
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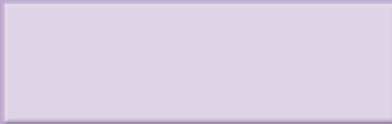
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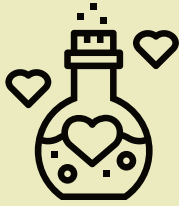
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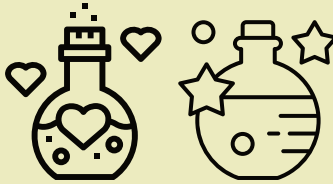
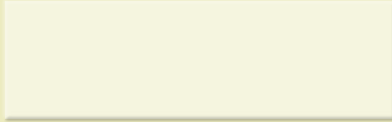


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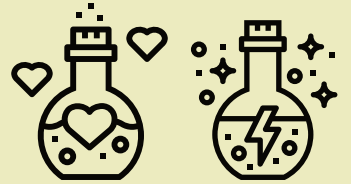
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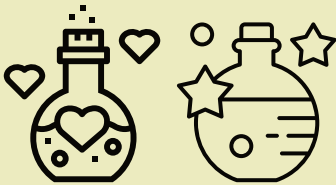
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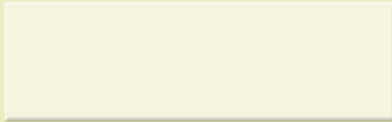
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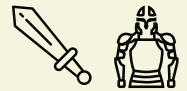
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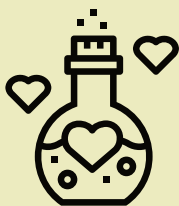
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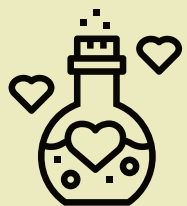
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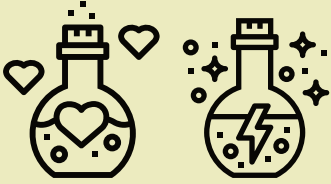
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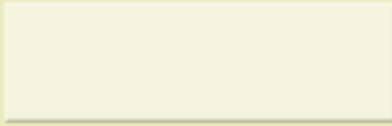


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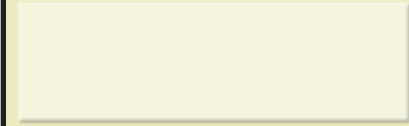
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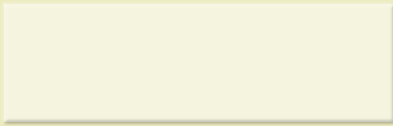
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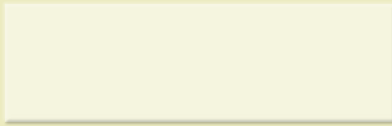
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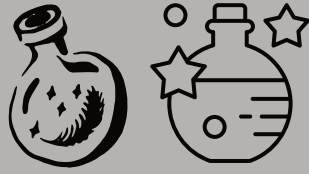
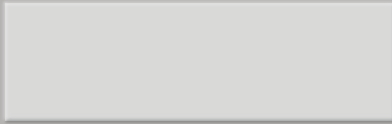


Rogue



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Rogue



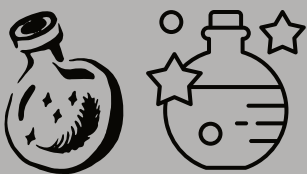
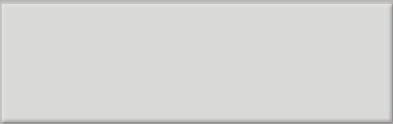
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Rogue



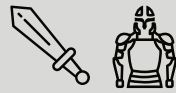
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Rogue



0 5

Rogue



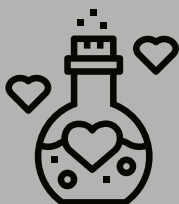
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Rogue



2 7

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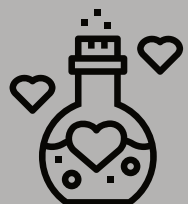
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Rogue



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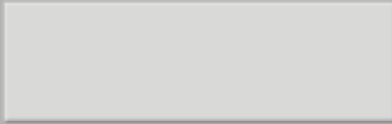


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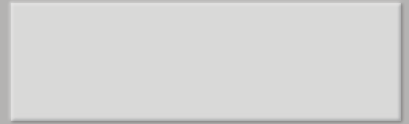
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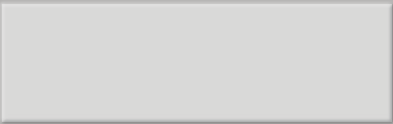
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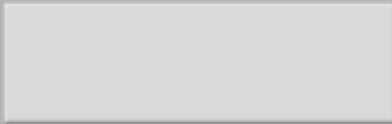
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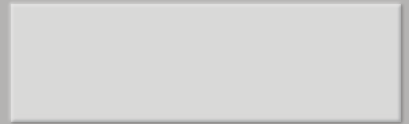
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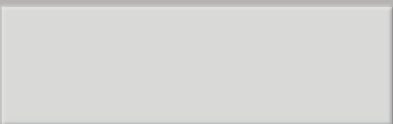
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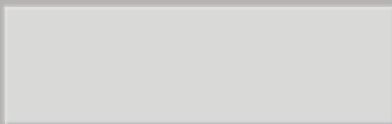
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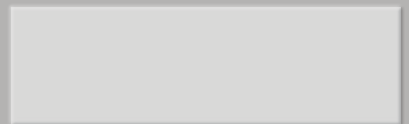
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Rogue

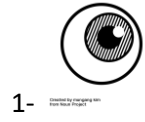


Rogue









Die three:











Die four:



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