

THE ADVENTURE GAME

BY JUSTIN SCHMID

THE ADVENTURE GAME is a very simple role-playing game designed for kids around 6-8 years old.

DESIGN PHILOSOPHY

Many of the role-playing games designed for kids are either too focused on fighting or too complicated.

THE ADVENTURE GAME is bare-bones RPG, but allows full use of kids imagination with the frame-work of a simple game, ignoring damage and combat, focusing on doing cool things and having fun.

There is no default setting or style of play, other than to go on a short adventure and have fun.

PREPARING TO PLAY

Print out as many of the character sheets as you will need, possibly a few extra in case someone makes a mistake and wants a new one.

Think of a basic adventure concept. It might help to use kids' TV shows as inspiration. For example, the kids help Santa deliver presents or save Christmas.

CREATING CHARACTERS

Explain to them that they are going to be playing characters going on an adventure. They can be whoever or whatever they want to be.

1) **CONCEPT:** Have them decide who or what they're going to be and draw a picture in the large box.

2) **NAMES:** Have them write their name on the first line and then their character's name on second line (you may have to help them spell their character's name).

3) **ABILITIES:** Explain that in the game, you have them roll two dice (d6s) and add the results together. In some cases, you'll have them also add an ability.

The abilities are Smarts (covers anything that requires knowing stuff or figuring out stuff), Sports (covers anything that requires physical activity) and Sweets (covers anything that involves trying to persuade/influence others).

Ask them which their character is best at. For that one, write a +2 in the circle next to it. Then, which are they worst at? Write a 0 in the circle next to it.

Finally, write a +1 in the circle of the remaining ability.

5) **POWERS:** Ask them what their character can do that no one else in the world can do. What makes them special. They can either write it on the Main Power line or draw a picture that represents that power.

Also, ask them what other special thing they can do and again, write or draw it on the 2nd Power line.

Finally, give each of them a chip or token and let them know that they can give this to you to reroll once.

Now you're ready to play.

PLAYING THE ADVENTURE GAME

Ask one of the kids where they are right now, another one what they're doing, another one what time of year it is and so forth to establish your starting scene.

Then, work your concept into it by having an external character recruit them or draw them in.

Whenever they want to do something that they might not be able to do or is a dramatic task, have them roll the two six-sided dice and add the results together and then add the relevant ability (if any).

On a 10+, they do what they set out to do. On a 6 or less, they fail to do it, but something else humorous happens. On a 7-9, they have a tough choice or don't fully do what they set out to do.

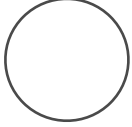
Play about three scenes and no more than a half hour at a time. The adventure concept should be resolved by the end of the half hour.

When you play again, give them the choice of making new characters. Half the fun of the game is making new characters.

THE ADVENTURE GAME



SMARTS

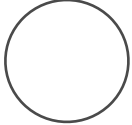


YOUR NAME:

CHARACTER'S NAME:



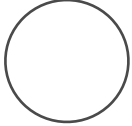
SPORTS



MAIN POWER:



SWEETS

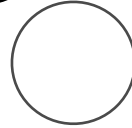


2ND POWER:

THE ADVENTURE GAME



SMARTS

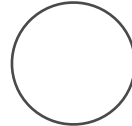


YOUR NAME:

CHARACTER'S NAME:



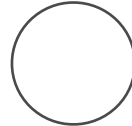
SPORTS



MAIN POWER:



SWEETS



2ND POWER:
