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LANTERN V1.3 by D. Di Maggio

Updated Rules by Andy Nicholas [MadLad Designs]

A solitaire Roll & Write Adventure

Designed by D. Di Maggio, Artworks by P. Briaud - email CRVCRT@gmail.com

Number of players: 1 Duration: 10 minutes Age: 7+

What's happening at Last Fortress? For months the Kingdom has not received news from the lookouts, the last messages spoke of strange sightings from the East ... but for decades no one has been living in those territories anymore. Flames rise in the sky and illuminate the destroyed fortress.

Begin your journey through the forest...

NEEDED TO PLAY






The Lantern Adventure Sheet, Six six-sided dice, Pen/pencil, Eraser, This rules sheet.

OBJECT OF THE GAME

To reach and defeat the mighty Dragon in zone 8!

ABILITIES

There are a number of Abilities that you will use throughout the game.

	Critical Hit – This will allow you to flip 1 die to its opposite face per use. For example; changing a 5 to a 2, or a 4 to a 3
	Counter Attack – Allows you to change a die face to either one higher or one lower per use. For example; a 5 into 6 or a 2 into a 1.
	Magic Spell – Allows you to reroll one die per use.
	Constitution – Allows you to reroll any number of die per use.
	Experience – For every number 1 you roll on any die you will cross off 1 experience circle. When a full row has been filled you can add one extra use to any ability.

SETUP

- Roll all six dice, if the total is less than 15 you may reroll them all again if you wish or begin the journey at your own risk!
- Assign one die to each of the five abilities. The sixth die will be assigned to the Campfire in Zone 5. Choose wisely!
- On the line next to the relevant ability (**Critical Hit**, **Counter Attack** and **Magic Spell**) draw the number of circles equal to the die assigned to it. Each circle indicates how many times that ability can be used when fighting enemies.
 - For example; if you assigned a 5 to **Magic Spell** it may look something like this:



○ ○ ○ ○ ○

- When you assign a die to **Experience**, cross off that many circles starting from the top line (the five circles).
- For the die assigned to the Campfire in Zone 5, add that many circles on the line (in the Scroll) next to the **Experience** (book) icon.
- You are now ready to play!

HOW TO PLAY

Gather all six dice. Starting from **Zone 1** (the Wolves) follow the steps below:

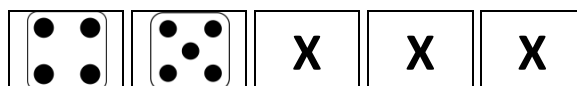
Step 1 – Entering the Zone

- Roll **ALL** six dice.
- For every 1 that is *naturally* rolled (not after the die has been manipulated), cross off a circle on the **Experience** track (the open book) that has not already been crossed off, starting with the top line and working from left-to-right. If one line of the track is filled then move to the next line underneath and continue.
 - If you manage to fill an Experience line then you will be able to gain / regain one use of an Ability ready for the next Zone. You will add this only in Step 3 - **LEAVING the Zone**.

Step 2 – Fighting the Enemies

In order to defeat the enemies / Zone you must match the dice rolled / manipulated with the dice faces (boxes) shown in the Zone you are in.

If a box shows a particular number, i.e. a 5 or a 3 then you **must** use a die with that face value. If boxes have a solid cross in them then you must have the same number on the die faces for the number of crossed boxes (3 of a kind). For Example if a Zone looked like this:



That would mean you need a [4], a [5] and 3 of a kind in order to defeat the enemies in this zone and move on. i.e. [4], [5], [2], [2], [2].

If a Zone has hollow crosses then those represent a *different* 3-of-a-kind. For example:



Means you need 3 of one kind and 3 of another i.e. [2], [2], [2], [5], [5], [5]. You can **NOT** have them all the same, for example; [4], [4], [4], [4], [4], [4], each set of three numbers must be different.

You can manipulate the dice using any of your abilities any number of times, but you **MUST ALWAYS** cross off a circle every time you use that ability. If you don't have any circles left to cross off, you can't use that ability.

	<p>Critical Hit – This will allow you to flip 1 die to its opposite face per use. For example; changing a 5 to a 2, or a 4 to a 3</p>
	<p>Counter Attack – Allows you to change a die face to either one higher or one lower per use. For example; a 5 into 6 or a 2 into a 1.</p>
	<p>Magic Spell – Allows you to reroll one die per use.</p>
	<p>Constitution – Allows you to reroll any number of die per use.</p>
	<p>Experience – For every number 1 you roll on any die you will cross off 1 experience circle. When a full row has been filled you can add one extra use to any ability.</p>

If you manage to manipulate the die faces to match those in the boxes for that zone then you have defeated the enemy and can continue onto Step 3 – Leaving the Zone.

Step 3 – Leaving the Zone

Cross off or colour in the circle under the Zone number you have just defeated.

If you have managed to complete a line of Experience you can now add an extra use to one ability of your choice by drawing an extra circle at the end of the circles already there.

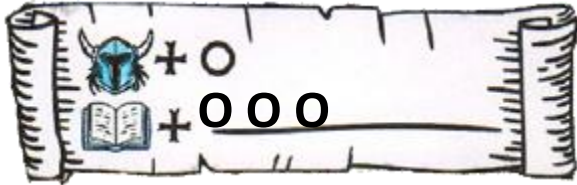
For example, if you began with four circles under **Counter Attack**, you may add a fifth one. You **CANNOT** have more than seven circles for an ability. You then move onto the next Zone and start at Step 1 again.

Special Zone – Entering Zone 5 (the Campfire)

Zone 5, the Campfire, is a welcome rest for the battle-worn adventurer! If you manage to make it here, two things will happen:

1. You will add one circle to your **Constitution** ability.
2. You will cross off experience equal to the number of circles on the line next to the Experience icon (open book).

So if the scroll looked like this:



Then you will add one to your **Constitution** and cross off three circles of **Experience**.

WINNING THE GAME

You win by defeating the mighty dragon in Zone 8 using whatever dice rolls and abilities you have left!

LOSING THE GAME

If there is no way you can achieve the desired die faces of a Zone you are in after rolling and manipulating the die using whatever abilities you have left, then you have been defeated by the enemies in that Zone and died an Heroic death.

THE ADVENTURE SCORE

Coming back from the adventure you find shelter in a tavern, you hear about other adventurers that slayed a dragon once. Who were they? What are their names? How bravely have they fought?

If you managed to defeat the dragon, count how many Ability circles have been crossed off in total. This is your Adventure Score. The lower the amount crossed off, the better the result.

16 + Promising Adventurer – Proudly displaying your battle scars, you might be up for another adventure... after a lengthy rest at the local inn!

5 - 15 Master in Arms – Your reputation precedes you as you are welcome back a local hero! Free ale and lodging until you next venture into the lands unknown.

1 - 5 Heroic Swashbuckler – Far and wide your exploits are passed on. Gifts are bestowed upon you and your name is immortalized in song.

0 Legendary Lantern Lord – you have done the impossible!! The Last Fortress is rebuilt as your new home and palace to the land, for you have been crowned its Lord.