

# Venturers of Airth® Young Gamers / Junior Edition

RECOMMENDED AGE: under 13 with ADULT Supervision Only revised 2017 10 18 rjb

**Adult Supervision is HIGHLY RECOMMENDED and may be REQUIRED due to small parts and required reading**

This Junior Edition is a subset of the BASIC set and utilizes portions of the ALPHA RULES. No additional cards or supplies are required beyond the content of the Venturers of Airth® BASIC or MASTER TTG game set.

## JUNIOR EDITION NOTES:

- ❖ Use only the BASIC card set.
- ❖ The Combat matrix and clips are NOT used.
- ❖ Species and Class magic as well as all card data is NOT used.
- ❖ Use only 1d4, 1d6, 1d10 and 1d20.
- ❖ Player and Monster TOKENS are used only as indicators of position.
- ❖ Suitable for 1-4 children with one adult
- ❖ Please refer to the Alpha Rules Set for the game plot, how to read character cards and additional information
- ❖ Please visit <http://www.venturersofairth.com/game/player-game-resources/> for additional resources

## JUNIOR EDITION GAME SETUP:

### Master TTG Box Content

Everything needed to play Junior, Alpha through Epsilon Expansion:

- 1 Rule Book
- 36 Hex Map Tiles
- 126 - Game Cards (92 Alpha and 34 Expansion Pack 1)

Miscellaneous items:

- 2 snap out sheets of tokens w/bases
- 12 Combat Matrix cards
- 48 Combat Matrix Clips
- 1 package of money
- 1 package of 10 gaming dice
- 20 Unexplored Passage/Room wooden Pawns

### General One Time Setup for Junior Edition

1. Open the packages of cards and separate them into 6 piles:
  - Player Cards (8)
  - Monster Cards (22)
  - Passage Encounter Cards (40)
  - Room Encounter Cards (24)
  - Items Cards (32)
2. Set aside the expansion set cards for later  
In the lower left corner of each card is the series number with a magic circle around it. The expansion cards have a colored background. Remove all the expansion cards from the decks.  
There are: 6 Monster, 6 Passage Encounter, 6 Area Encounter and 16 Items expansion cards with this game.
3. Punch Out the Tokens  
Carefully punch out each of the plastic Player and Monster Tokens to produce 8 Player Tokens and 22 Monster Tokens and attach each Player and Monster Token to a plastic base. (any additional tokens are free extras in advance of future expansion packs). Set aside the 6 Expansion Set 1 Monster Tokens
4. Open the Hex Tiles  
Separate the 1 STAIR tile and divide the remaining tiles into 2 sets as follows:

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- Rooms (8 hex Room tiles)
- Passages (27 hex Passage tiles)
- 5. Open and separate the money according to denomination
- 6. Dice
  - Use the included set of dice: (1d4, 2d6, 2d10, 1d20)
  - Set aside the 1d8 and 1d12
- 7. Combat Matrix Cards
  - Set aside the Combat Matrix Cards and the Combat Matrix Clips

## Game Setup Before Play:

- ❖ Each player selects a Character Card and takes note of their character information.
- ❖ One player (adult recommended) is assigned as banker to handle all money disbursements.
  - Each player is given \$50 geld to start. We recommended giving: 5-\$1, 5-\$2, 5-\$5, 1-\$10.
- ❖ Each player randomly selects 1 hex Room card and places it face down in front of them without revealing it to the other players.
- ❖ 1 additional hex Room card per player is then randomly, without showing them to any player, selected and inserted into the stack of Passage Tiles and the total pile is shuffled. There is always twice the number of rooms as players in a game. Additional room tiles are set aside and are out of play.
- ❖ Three additional hex (passage and maybe room) cards are then dealt face down to each player, providing each player with a total of 4 hex tiles.
- ❖ All players place their Character Markers on the Stair Tile (with 6 paths and a circular staircase in the center) which is placed in the center of the playing surface.

## GAME PLAY:

- ❖ Game starts on the START tile.
- ❖ Youngest player goes first, others follow in clockwise rotation from youngest to oldest.
- ❖ Turn Sequence:
  - Play a hex tile by connecting it to a path on the Start or any other tile already played.
  - Indicate 'not explored' by placing a wooden pawn in the center of each hex tile as it is played.
  - Draw a replacement hex tile from the draw pile while supply lasts.
  - Roll 1d4 to determine your maximum movement this turn.
  - Move your token up to the rolled number of spaces along the path. You do not have to use the full roll.
  - One player per space. Players may pass each other but not stop on the same space.
  - If a player is the first to enter a passage or area, draw the appropriate AREA card and follow the directions. Remove the wooden pawn upon drawing a card.
  - If a player LANDS (STOPS MOVEMENT) anywhere on a tile containing an unconscious player, the unconscious player will be revived immediately at the end of the player's turn and will NOT lose their next turn. The player being revived must pay their reviver one-half of their geld upon revival.

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## COMBAT:

- ❖ All combat is resolved in a single round by the PLAYER rolling 1d10 for themselves and another player or adult rolling 1d6 for the MONSTER. The Highest number rolled wins the battle.
- ❖ Multiple Monsters facing a single player are each separate battles. Player and Monsters roll separately for each.
- ❖ A PLAYER winning a battle receives the appropriate reward and the monster vanishes to reappear another time somewhere else.
- ❖ A PLAYER losing a battle places their token on its side and loses their NEXT turn due to being unconscious – one lost turn only. The monster is immediately removed from the board as it ran away into another area – taking all rewards and treasure with it. No treasure or rewards are awarded to players losing a battle.
- ❖ After a battle or battle sequence is over the area or passage is explored and no further cards are drawn.

## ATTRIBUTE ROLLS:

- ❖ Whenever a card calls for a player to roll 1d20 for ANY attribute or combination of attributes, a single 1d20 roll of 15 or less is a SUCCESS and a roll of 16 or more is a fail.

## WINNING

- ❖ The game is over when the last AREA is resolved; that is, any monster in the area has been defeated or fled and all treasure has been claimed.
- ❖ There may be one or more PASSAGE tiles still unexplored at the end of the game.
- ❖ There may be one or more players unconscious at the end of the game.
- ❖ Item cards are sold to the bank at the value shown on the card
- ❖ Magical item cards without a specific value are sold to the bank for 20 geld
- ❖ The winner is the player with the most money, geld, at the end of the game.

## DICE NUMBERS:

The number of dice to roll is designated by the first number and the number of sides per die is designated by the second number. 2d8 is read 2 dice each with 8 sides. Numbers are read as shown on the dice. Dice with '0' start at 0 (zero). A roll of 3+ is 13. A roll of 0+ is 10 and a roll of 0 is zero.

## OPTIONS:

- ❖ Increase the game difficulty by using the ATTRIBUTES as defined in the ALPHA TTG rules and printed on each PLAYER's card instead of a fixed 15 for attribute rolls.
- ❖ Increase the combat risk by increasing the number of lost turns upon combat defeat from one to two or three.
- ❖ Increase the combat risk by using 1d8 for player rolls instead of 1d10 OR for more experienced or older players, use the complete combat system and Combat Matrix cards as defined in the ALPHA TTG Rules.
- ❖ Gradually incorporate all elements of the Basic TTG rules as the players advance in skill

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## SKILLS LEARNED AND UTILIZED:

- ❖ Following simple directions
- ❖ Taking turns.
- ❖ Greater Than and Less Than via the dice rolls for combat and attributes.
- ❖ Counting spaces to move according to a dice roll.
- ❖ Hex placement and strategy – connect the paths to enable future moves, selecting direction of movement to secure a combat or exploration advantage.
- ❖ Face to face game play with player communication and interaction.
- ❖ Fair Play & Good Sportsmanship whether winning or losing. There will always be a winner and one or more non-winners.