

Your Move, Hero!

by Tim Broadwater

Your Move, Hero! allows you to choose your hero, race your friends through a dungeon filled with traps, puzzles, monsters, and riddles, and see who slays the monster, saves the princess, and get the treasure with **Your Move, Hero!**

Alpha Testers: Sirius Bradley, Brian Moats, Jimmy Morley

Your Move, Hero!

Introduction:

Traditional tabletop pen and paper roleplaying games require a lot of setup, pieces, books, pencils, paper, and a large amount of time... but not any longer. Now you can choose your hero, race your friends through a dungeon filled with traps, puzzles, monsters, and riddles, and see who slays the monster, saves the princess, and get the treasure with **Your Move, Hero!**

Just get one to three of your friends together. Select a fledgling hero such as the fighter, the magician, the priest, or the thief... each of which having special advantages, and their own goals. Randomly setup the goals of the dungeon, and start!

As you travel deeper into the dungeon - one room more dangerous than the next - your friends become your enemies... setting traps, creating puzzles, summoning monsters, and posing riddles to block your advancement.

Who will be the first to win, and who will get out of the dungeon alive? Find out in **Your Move, Hero!**

Game Pieces

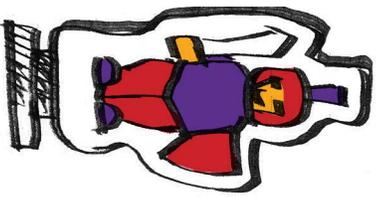
- 4 Hero Figurines: Fighter, Magician, Priest, and Thief
- 4 Player Cards: Fighter, Magician, Priest, and Thief
- 2 Ten-Sided Dice (1 Red, 1 Blue)
- 64 Dungeon Tiles: Monsters (15), Puzzles (15), Riddles (15), Traps (15), and Wins (4)
- Path Blocker (Flat Marbles)
- 4 Dungeon Doors
- 4 Item Cards
- 30 Riddle Markers for Heroes (Flat Marbles)

Rules

1. The players starts by choosing a Hero
2. Use the following cards for 1 to 4 players, and always include all 4 Win Cards:

<u># of Players</u>	<u>Monster Cards</u>	<u>Riddle Cards</u>	<u>Trap Cards</u>	<u>Choice Cards</u>	<u>Grid Size</u>
2 Players	6	5	5	5	25: 5 x 5
3 Players	8	8	8	8	36: 6 x 6
4 Players	15	15	15	15	64: 8 x 8

3. Each player rolls a 20-sided dice. The highest number goes first; ties re-roll.
4. Each player places a Dungeon Door at the corner in which they are starting.
5. The players proceed to one square at a time, resolve that square, and then stop. A Hero chooses a direction the wish to go, and reveals that card. The Hero may choose to stay in place and not proceed into the revealed room, but that is the end of the Hero's turn.
 - a. Riddle Squares - A Hero other than the one that reveals this card draws a card from the Riddle Deck and asks you the riddle. If the Hero answers the riddle correctly or can't answer the riddle, it goes to bottom pile and the Hero's turn is over. The Hero can't proceed into the room, and the next turn a different riddle is asked. *Certain Heroes can receive a hint or second guess.*
 - a. Monster Squares – A Hero rolls the red dice and the blue dice at the same time. Add the red dice to your attack and the blue dice to the monster's defense. If your total attack number is greater than the creature's total defense number, the monster is dead. If not go back to beginning, and any items are dropped in this room. If you tie in combat, you must role again. *Certain Heroes can bypass monsters.*
 - b. Trap Square - Some traps may have more than one solution, but to pass a trap the Hero must choose only one stat to beat the trap. Roll a 10-sided die and add your Hero's stat. If the Hero's total is higher than the chosen stat, the Hero passes the trap without harm; if not, the Hero doesn't proceed. If you tie a trap, you must role again. *Certain Heroes can disable traps.*
 - c. Choice Cards - Once a Hero enters this room, the Hero can rotate this card any way they want as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way. The Hero then blocks the other path with a Path Blocker. *Certain Heroes can always pass through a Path Blocker.*
 - d. Win Cards - Once a Hero enters this room, rotate this card so there is a path for the entrance. The card stays this way. Once the Hero has entered the room, the player searches around for the nearest Monster card and must fight it to take the Item Card, even if the creature has already been fought. If the Hero wins, they take the corresponding Item Card with them.
6. When a player finds a win card they take that treasure with them. Only the treasure the treasure the Hero seeks qualifies to win the game.
7. If a Hero encounter's another Hero, the same battle rules for Monster Squares apply. When a Hero beats another Hero in combat, they take that Hero's Item Cards.
8. After finding the treasure the treasure the Hero seeks, the Hero must exit the dungeon through the door they set down before starting. The first Hero out is the winner, and the remaining Heroes play to see who exits next for second place, and so on.



FIGHTER

SEEKS:

POWERFUL WEAPON

Break - Use your Attack to destroy a trap; the trap is broken.

Navigate - When faced with a choice, you can always go either way.

ATK



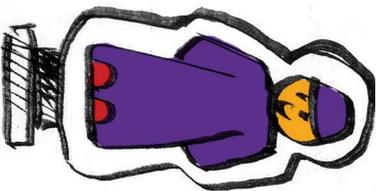
DEF



MAG



SPD



PRIEST

SEEKS:

LOST PRINCESS

Protection - Use your Defense to resist a trap; the trap is not broken.

Prayer - Get a hint on riddles.

ATK



DEF



MAG



SPD



MAGICIAN

SEEKS:

MAGICAL RELIC

Dazzle - Use Your Magic as an attack to blind and pass a monster; the monster is not defeated.

Knowledge - Get a second guess on riddles.

ATK



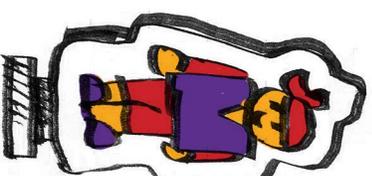
DEF



MAG



SPD



THIEF

SEEKS:

BURIED TREASURE

Hide - Use your Speed as an attack to secretly move around a monster; the monster is not defeated.

Sneak - When faced with a choice, only you can look at one of the rooms, and then make your decision to go either way.

ATK



DEF



MAG



SPD



CYCLOPS



DRAGON



FLYTRAP



Regeneration - This Monster heals every time a Hero enters the room.

GOBLIN



Runaway - Once defeated and the Hero leaves the room, this Monster is flipped over and swapped with a another unrevealed card; the Monster is still alive.

GOLEM



Resistance - This Monster doesn't take physical damage.

GRIFFON



HARPY



Runaway - Once defeated and the Hero leaves the room, this Monster is flipped over and swapped with a another unrevealed card; the Monster is still alive.

HYDRA



Resurgence - This Monster increases it's Attack by one every time it's defeated by a Hero.

LIZARD MAN



MINOTAUR



OOZE



Resistance - This Monster doesn't take physical damage.

PHOENIX



Resurgence - This Monster increases its Attack by one every time it's defeated by a Hero.

SKELETON



Replacement - Once defeated and the Hero leaves the room, this Monster swaps places with another revealed monster if able.

TROLL



Regeneration - This Monster heals every time a Hero enters the room.

WITCH



Replacement - Once defeated and the Hero leaves the room, this Monster swaps places with another revealed monster if able.

CAVE IN

Get out of here before you get buried alive!

Once a Hero enters this room, rotate this card any way you want, as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way...

THE OTHER WAY IS BLOCKED BY BOULDERS.

ILLUSIONARY HALLWAY

**One path is real, the other path is an illusion...
but which one?**

Once a Hero enters this room, rotate this card any way you want, as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way...

THERE IS NO OTHER PATH... IT IS GONE!

LOWERING WALLS

**Stone walls are lowering at the same time; you
only have time to choose one path!**

Once a Hero enters this room, rotate this card any way you want, as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way...

BOTH HALLWAYS ARE NOW BLOCKED.

MAGIC DOORS

**Two magical doors appear before you... you can
only knock on one?**

Once a Hero enters this room, rotate this card any way you want, as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way...

THE OTHER DOORWAY DISAPPEARS.

TWO DOORS, ONE KEY

There is a key in the middle of the room, and two locked doors. Choose wisely.

Once a Hero enters this room, rotate this card any way you want, as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way...

THE KEY IS SUCKED INTO THE LOCK.

CAVE IN

Get out of here before you get buried alive!

Once a Hero enters this room, rotate this card any way you want, as long as there is a path for the entrance. The Hero chooses one of the two ways to go, and the card stays this way...

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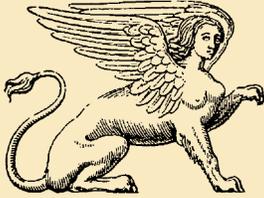
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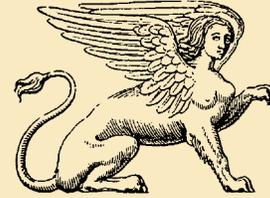
A Sphinx is blocking your path and wont let you pass unless you answer a riddle.



A Hero other than you draws a card from the Riddle deck and asks you the riddle. If you answer the riddle correctly you can proceed, if you get it wrong you must go back to the beginning.

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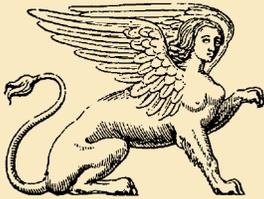
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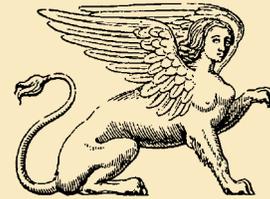
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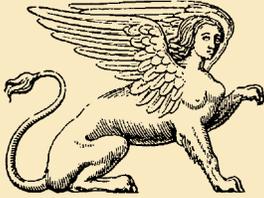
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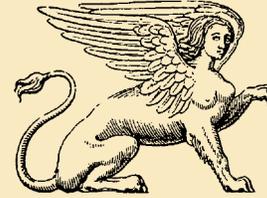
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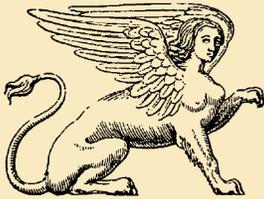
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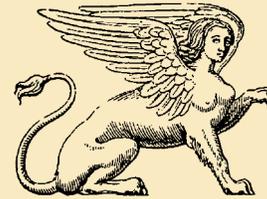
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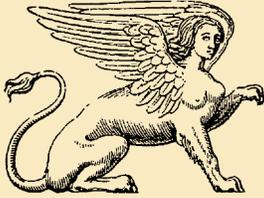
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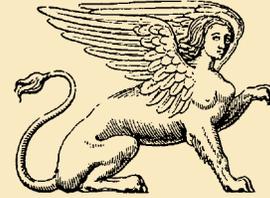
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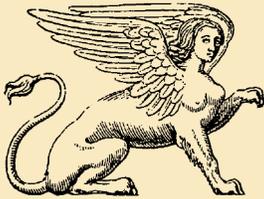
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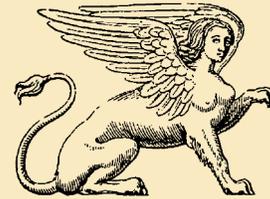
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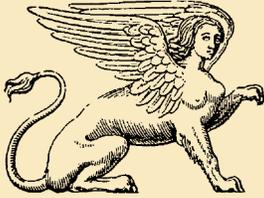
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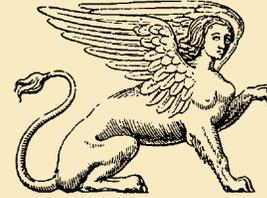
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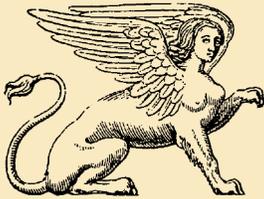
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A Hero other than you draws a card from the Riddle deck and asks you the riddle. If you answer the riddle correctly you can proceed, if you get it wrong you must go back to the beginning.

TRAP !!!

BOTTOMLESS PIT



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

POISONOUS DARTS



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

CRUSHING CEILING



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

GIANT BOULDER



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

GEYSER OF FIRE



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

ACID SPLASH



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

FALLING ICICLES



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

SHOCKING FLOOR



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

DEAFENING SOUND WAVE



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

SWINGING BLADE



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

DROWNING ROOM



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

NOXIOUS CLOUD



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

SQUEEZING WALLS



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

BALANCING COLUMNS



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

TRAP !!!

PROTRUDING SPIKES



Some traps may have more than one solution, but to pass this trap unharmed the Hero must choose only one. Roll a 10-sided die and add your Hero's stat. If your total is higher than the chosen stat, you pass the trap without harm; if not go back to the beginning.

YOU FOUND

The Lost Princess



Once a Hero enters this room, rotate this card so there is a path for the entrance. The card stays this way.

YOU FOUND

The Magical Relic



Once a Hero enters this room, rotate this card so there is a path for the entrance. The card stays this way.

YOU FOUND

The Powerful Weapon



Once a Hero enters this room, rotate this card so there is a path for the entrance. The card stays this way.

YOU FOUND

The Buried Treasure



Once a Hero enters this room, rotate this card so there is a path for the entrance. The card stays this way.

Riddle

Poor people have it. Rich people need it. If you eat it you die. What is it?

Hint (Priests Only)

Something

Answer

Nothing

Riddle

I'm tall when I'm young and I'm short when I'm old. What am I?

Hint (Priests Only)

Light

Answer

Candle

Riddle

If I drink, I die. If i eat, I am fine. What am I?

Hint (Priests Only)

Light

Answer

Fire

Riddle

If I have it, I don't share it. If I share it, I don't have it. What is it?

Hint (Priests Only)

Shhhh

Answer

Secret

Riddle

What is as light as a feather, but even the world's strongest man couldn't hold it for more than a minute?

Hint (Priests Only)

Sky

Answer

Air

Riddle

What is so delicate that saying its name breaks it?

Hint (Priests Only)

Shhhh

Answer

Silence

Riddle

What has one eye but cannot see?

Hint (Priests Only)

Sew

Answer

Needle

Riddle

They come out at night without being called, and are lost in the day without being stolen. What are they?

Hint (Priests Only)

Sky

Answer

Stars

Riddle

Three lives have I, gentle enough to soothe the skin, light enough to caress the sky, and hard enough to crack rocks. What am I?

Hint (Priests Only)

Flow

Answer

Water

Riddle

*Lighter than what I am made of,
More of me is hidden than is seen.
What am I?*

Hint (Priests Only)

Flow

Answer

Iceberg

Riddle

*When I am filled I can point the way,
When I am empty nothing moves
me, I have two skins one without and
one within. What am I?*

Hint (Priests Only)

Clothes

Answer

Glove

Riddle

*Weight in my belly, Trees on my
back, Nails in my ribs, Feet I do lack.
What am I?*

Hint (Priests Only)

Swim

Answer

Ship

Riddle

*You can see nothing else when you
look in my face, I will look you in the
eye and I will never lie. What am I?*

Hint (Priests Only)

Item

Answer

Mirror

Riddle

*Bright as diamonds, loud as thunder,
never still, a thing of wonder. What
am I?*

Hint (Priests Only)

Flow

Answer

Waterfall

Riddle

*You heard me before, yet you hear
me again, then I die, 'til you call me
again. What am I?*

Hint (Priests Only)

Abstract

Answer

Echo

Riddle

*Until I am measured I am not
known, yet how you miss me when I
have flown. What am I?*

Hint (Priests Only)

Abstract

Answer

Time

Riddle

*To keep me, you must give me away.
What am I?*

Hint (Priests Only)

Abstract

Answer

Promise

Riddle

*What can run but never walks, has
a mouth but never talks, has a head
but never weeps, has a bed but never
sleeps?*

Hint (Priests Only)

Flow

Answer

River

Riddle

I'm the part of the bird that's not in the sky. I can swim in the ocean and yet remain dry. What am I?

Hint (Priests Only)

Light

Answer

Shadow

Riddle

I am weightless, but you can see me. Put me in a bucket, and I'll make it lighter. What am I?

Hint (Priests Only)

Coffin

Answer

Hole

Riddle

You can have me but cannot hold me; Gain me and quickly lose me. If treated with care I can be great, and if betrayed I will break. What am I?

Hint (Priests Only)

Abstract

Answer

Trust

Riddle

Alive without breath, as cold as death, never thirsty, ever drinking, clad in mail, never clinking. What am I?

Hint (Priests Only)

Swim

Answer

Fish

Riddle

Who makes it, has no need of it. Who buys it, has no use for it. Who uses it can neither see nor feel it.

Hint (Priests Only)

Hole

Answer

Coffin

Riddle

Glittering points that downward thrust, sparkling spears that never rust.

Hint (Priests Only)

Flow

Answer

Icicle

Riddle

I go around in circles, but always straight ahead. I never complain, no matter where I am led.

Hint (Priests Only)

Item

Answer

Wheel

Riddle

Some try to hide, some try to cheat, but time will show, we always will meet. Try as you might, to guess my name, I promise you'll know, when you I do claim.

Hint (Priests Only)

Abstract

Answer

Death

Riddle

Ten men's strength, ten men's length, ten men can't break it, yet a young boy can take it.

Hint (Priests Only)

Item

Answer

Rope

Riddle

*Two bodies have I, though both
joined in one. The more still I stand,
the quicker I run.*

Hint (Priests Only)

Item

Answer

Hourglass

Riddle

*I make you weak at the worst of all
times. I keep you safe, I keep you
fine. I make your hands sweat, and
your heart grow cold, I visit the
weak, but seldom the bold.*

Hint (Priests Only)

Abstract

Answer

Fear

Riddle

*Tool of thief, toy of queen. Always
used to be unseen. Sign of joy, sign of
sorrow. Giving all likeness borrowed.*

Hint (Priests Only)

Clothes

Answer

Mask

The Lost Princess



*While a Hero carries this Win Card,
increase the following stat by 4:*



The Magical Relic



*While a Hero carries this Win Card,
increase the following stat by 4:*



The Buried Treasure



*While a Hero carries this Win Card,
increase the following stat by 4:*



The Powerful Weapon



*While a Hero carries this Win Card,
increase the following stat by 4:*

