

AN AMERICAN WEREWOLF IN L.A.

The Roll&Write gameboard.



ROLL&PLAYMEDUSA

RULES

COMPONENTS:

- 6 game sheets
- 2 6-faced dices. Two different colors recommended.
- 1 Ballpen (non-included)

GAME STAGE:

1) CHOOSE 2 POWER-UPS

As werewolf you have several traits which offer you some advantage over your enemies.



Life Points: If it reaches ZERO the game ends.



Punch: Add +1 on your dices.



Defense: The impact of the enemy reflects here, instead of over LifePoints.



Ripping: Hit two enemies in the same turn



Bite: Hit twice over an enemy

Before throwing dices you can choose a maximum of 2 powers to increase effects.

i.e.:


Punch + Ripping: Add +1 to your dices, and if you win, you get to hit two enemies.

Bite + Defense: Hit twice over an enemy, but, if you don't overcome your enemy result, you mark your damage on your defense



Note: Even if you are facing 2 enemies, ignore Attack Modifiers of the second one. Only the first enemy handles attack over you.

2) THROW YOUR DICES.


Dices stand for speed. One of the dices reflects your attack, while the other one reflects your enemy's attack.

Check your enemy Attack Modifier  and add or subtract such number to the results.

3) APPLY DAMAGE

If your result is even or higher than your adversary's, you'll be quicker, will inflict damage over it, and cancel its attack. So, If your attack is successful, inflict a wound on your enemy (or two, depending on your skill choices) and avoid damage. If your result is lower than your enemy's, it will wound you before, and your attack will be cancelled instead.  

Mark the wounds over the indicated checklist, attending to who's receiving the damage.

Check on the Attack Values  of your enemy to know how many LifePoints you have to check.

If every checkbox of the enemy is marked, that enemy is dead. If every checkbox of your own LifePoints are marked, then you're dead.

CAMPAIGN:

The game includes 5 scenarios and one additional sheet for a Final Boss encounter.

Each stage comes with an specific character sheet so you can play the next one with a clean sheet while keeping register on your results in every stage. You can choose to fight every stage as separated, or try a speedrun from Hell's Creek to L.A. on a single match.

DIFFICULTY:

Adjust difficulty by making some of the changes proposed:

If you want to decrease your handicap: choose your power-ups AFTER you've seen your results.

If you want to increase your handicap: choose ONLY ONE of your power-ups BEFORE you've seen your results.

ESCAPE FROM HELL'S CREEK



+0 -1

+0 -1

+0 -1

+0 -2

+0 -2



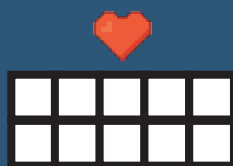
+0 -2

+0 -2

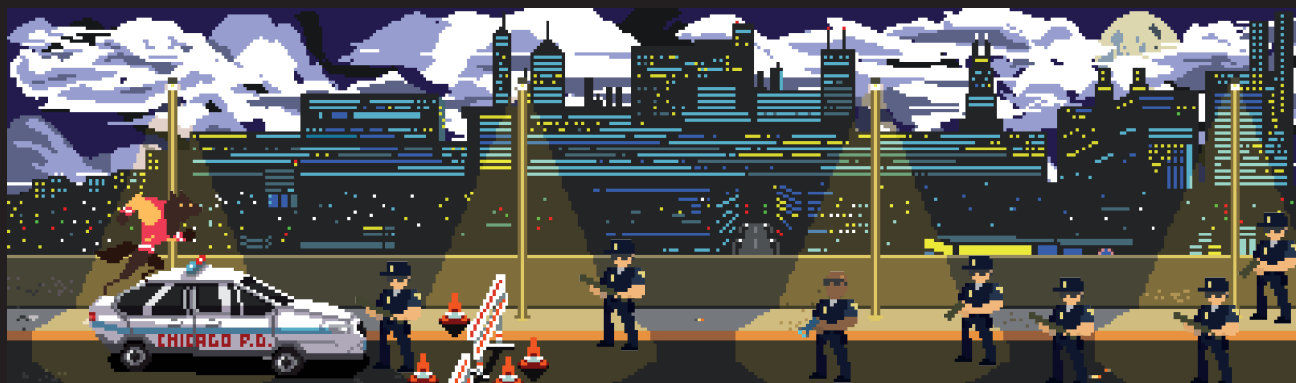
+0 -3

+0 -3

+0 -3



ESCAPE FROM CHICAGO



+1

 -1

+1

 -1

+2

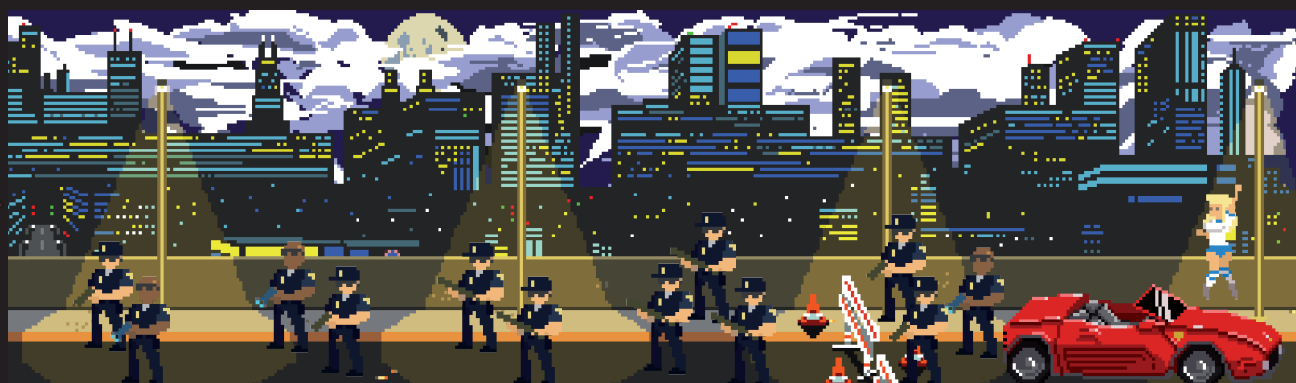
 -1

+1

 -2

+1

 -2



+2

 -2

+2

 -2

+0

 -3

+0

 -3

+0

 -3



ESCAPE FROM AMARILLO



+0			-1	+0			-1	+0			-1

+2			-2	+2			-2	+2			-2



+0			-2	+0			-2	+1			-3

+0			-3	+1			-3	+1			-3



ESCAPE FROM GRAN CANYON



+2 -1

+0 -3

+2 -1

-2 -5

+1 -2



+2 -2

+2 -2

-2 -5

+3 -2

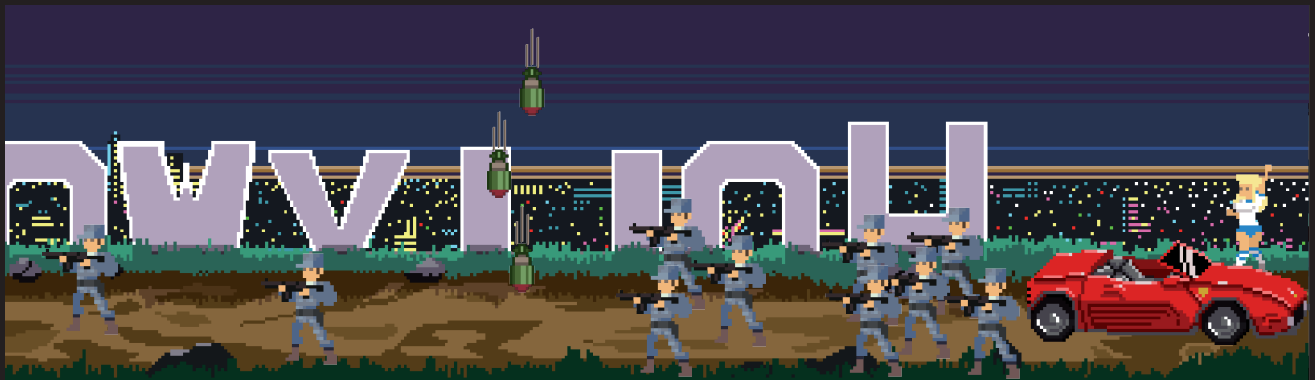
+0 -4



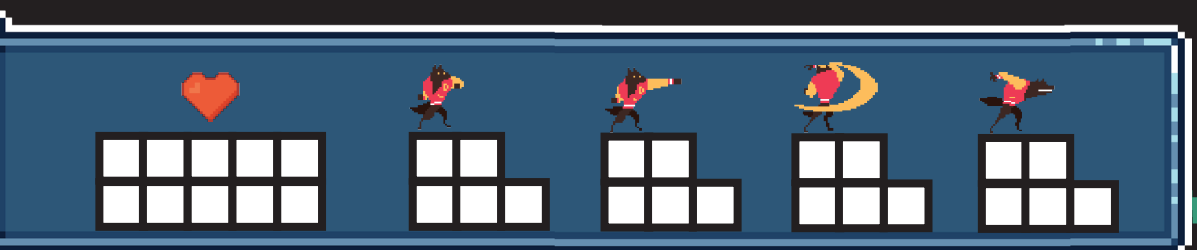
FIGHT IN L.A.



+0			-2	+0			-2	-3		-5	+2		-2	-3		-5



+0			-2	+0			-2	-3		-5	+1			-3



KILL THE SHERIFF!



+2



-2



GAME OVER

¡GRACIAS POR JUGAR!



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