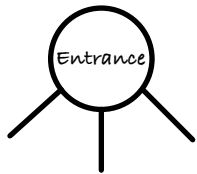


HUNGRY MOUSE

You are a hungry mouse on a quest to find food for your family back at home. You have four dice (d6s), and a speciality (choose one of Climbing, Creeping, Digging, Fighting, Hunting).

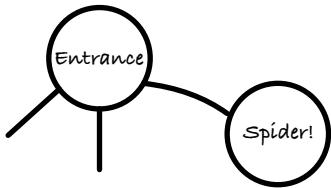
INTO THE BETWEEN

You begin in an area with three exits. This is the entrance. Pick an exit and explore to look for food.



EXPLORING

Roll 1d66 (use 1 dice for tens, and 1 for units) on the Exploration Table (see over) to find out what area you find, and what Trouble you encounter. Follow the instructions to see what happens.



TROUBLE

When you face danger, roll your dice, counting each 4+ as a success. Add +1d if the roll matches your speciality. Roll dice for the Trouble as indicated. If you equal or beat the Trouble's successes you win.

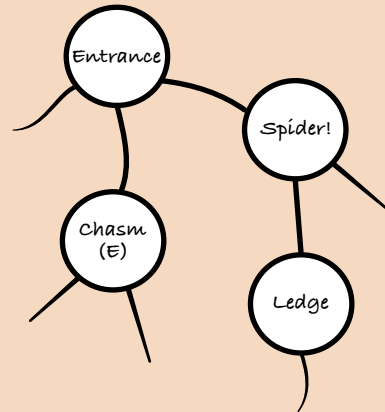
1



If you lose, take Damage as instructed (e.g. "take 1D"), this is how many dice you lose till you get home. If you run out of dice you are **dead** — your mousey kin will mourn you later.

MOVING ON

After your encounter, roll 1d to find out how many routes lead onwards. (1: none, 2-3: one, 4-5: two, 6: three), and continue. Map your progress on paper.



BACKTRACKING

You can choose to go back through an area instead of exploring. Spend one food, or take 1D, for each area you pass through (not counting the starting area), and follow any *Every Time* instructions. If you can't spend the food or take the damage, you can't backtrack,

RUN AWAY HOME

When you choose to scurry home, roll your remaining dice and total the result (don't count successes), this is how many areas you move back towards the entrance (ignore their contents). If you reach the entrance you get home free. Otherwise, lose 4 food (or take 1D), and roll again. Repeat till you get out or perish.

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STOCK YOUR PANTRY

Count your success based on how much food you managed to bring home:

0	Starvation
1-5	Mice will go hungry
6-10	Try harder tomorrow
11-15	Mice with fat bellies!
16-20	Enough food for days
21+	A legendary feast

Art and design, David Donachie, Solipsist Games
Learn more: <https://bit.ly/inbetweenrpg>
Playtesting: G&S Barns, K Gillespie, R Easton, Mockman,
V Lawford



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EXPLORATION

Roll d66

- 11-13 **Excavation:** *First time*, Dig vs. 2d6. Fail, eat 1 food or take 1D
- 14 **Cable Run:** *Empty*
- 15 **Narrow Ledge:** *Empty*
- 16 **Skirting Boards:** *Empty*
- 21 **Empty Burrow:** *Empty*
- 22-23 **Spiderlings:** *Every time*, Hunt vs. 2d6 or take 1D. If you win, get 2 food
- 24-26 **Webs:** *Every time*, Creep vs. 2d6 or take 1D. If you win, get 2 food
- 31 **Hunting Spider:** *First time*, Fight vs. 4d6 or take 2D. If you win, get 1d3 food
- 32 **Edible fungi:** *First time*, get 1d3 food
- 33 **Tasty roots:** *First time*, get 1d3 food
- 34 **Scattered rice:** *First time*, get 1d3 food
- 35 **Grubs:** *First time*, get 1d3 food
- 36 **Treasure trove!** Some other mouse's food. *First time*, get 1d3+4 food
- 41-42 **Vertiginous climb:** Backtrack 1 for free or, *every time*, Climb vs. 2d6 or take 1D
- 43 **Yawning chasm:** Backtrack 1 for free or, *every time*, Climb vs. 3d6 or take 1D
- 44 **Crawlspace:** *Every time*, Creep vs. 2d6 or take 1D
- 45 **Angry Rat:** *First time*, Fight vs. 5d6 or take 2D. If you win, get 1d6 food
- 46 **Tricky food:** *First time*, Climb vs. 3d6 to find 1d3 food
- 51-52 **Beetles:** *First time*, Hunt vs. 2d6 to catch 1d3 food
- 53-54 **Tunnel collapse:** *First time*, Dig vs. 3d6 or take 1D

- 55 **Centipede:** *First time*, Fight vs. 2d6 or suffer 3D venom. If you win, get 1d3 food
- 56 **Fluttering Moth:** *First time*, Hunt vs. 3d6 to catch 1d3 food
- 61-62 **Rest Area:** *First time*, regain 1 dice, or gain 1d3 food. *Every time*, you may eat 1d6 food to regain one dice.
- 63-64 **Crossroads:** Roll again, the area you generate has +1 exit
- 65-66 **Loop:** Roll again, the area you generate has an extra exit to an area 1d6 back; you can move there for free.



IN BETWEEN

HUNGRY MOUSE

A MINI-GAME



DAVID DONACHIE