

† AURORA †
RPG †



A MODULAR TABLETOP GAME
OF ORACLES & OVERCOMING
BY ADAM VASS
WORLD CHAMP GAME CO.
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Safety

The comfort of all involved players is paramount and takes precedence over any aspect of the game itself. Because of the modular nature of Aurora, certain tools will work better at times than others. Of course, the best safety tool in this game is open and honest communication with your fellow players.

OPEN DOOR

Players should feel free to quit playing at any time they need to. This is especially true in the first phase where, since players are at the whim of the postal service, timing may be unpredictable. Your obligation to do what's right for yourself outweighs that to finishing cards for your fellow players. Be upfront if you need to leave and be understanding if a fellow player decides to do so.

CATS

CATS is an acronym that stands for Concept, Aim, Subject Matter, and Tone. Before diving into play, go over these with each player in your group to make sure everyone is on board and knows what they're signing up for.

Concept: Aurora is a game about overcoming unfortunate circumstances. While our protagonists are representative of positive things, they will likely come into contact with dark elements.

Aim: To explore the flaws of the city and the people in it. To overcome those flaws through unity. To be champions of the story arc over that of individual successes. To enjoy a creative activity with one another.

Tone: Hopeful, while occasionally grim or dire for dramatic tension and to make victory more meaningful. Humor can be used when appropriate but is not the focus.

Subject Matter: The Darkness or Flaw of the city and its people is defined by the group, caution should be taken when exploring examples of this.

LINES & VEILS

Before the game begins, players are encouraged to voice anything they don't want included at all—these are **Lines** and should not be crossed. Topics established as Lines can still exist in the world of your story, but will not be explored or discussed at all during play. Lines are often used to avoid offensive content or content a player finds upsetting or triggering. **Veils** are things that you are comfortable including in your story but want to control how overt they are. Metaphorically, these events or topics are hidden behind a veil—they happen in the world of the story but you won't be describing them in detail. Veils are often used for censoring graphic content such as sex or violence that may serve some purpose in your story but does not need to be described explicitly.

OOO CHANNEL

Make sure you have convenient and accessible means of communication outside of the game. This is especially helpful in early phases of the game that may be played remotely. This channel is most effective when it is distinct from the channel you use to play (ie. if you plan to play the game using Discord and Roll20, an email thread or group text for communication outside of the game would be ideal). With this channel established, you can comfortably ask for guidance, confront confusing rules or any that you'd like to tweak/replace/ignore, or otherwise change the game to your liking without feeling as if you're interrupting the progress of the game itself.

Phase I. Crafting

You are making a unique deck of cards, a deck full of power and wonder. Places you've been, places you'll go, and places you reside in now will determine the nature of your cards—it is up to you to deduce that nature and record it for your fellow players.

To begin, you need some blank cards and drawing tools. For the sake of mailing, you can use a letter-sized piece of paper to make nine 2x3" playing cards (template available at worldchampgameco.itch.io/aurora). This will easily be under the 1oz weight limit for USPS First Class Mail so it will only use one Forever stamp to ship within the US. When complete, you can put these in a card sleeve with a regular poker card to make it more sturdy for play. You may also choose to use index cards or larger/different sized cards. Make your deck your own and ignore any size or format restrictions that you find cumbersome. Heavier paper or bigger envelopes may require extra postage, so be sure to consult with a scale and your fellow players before beginning.

Aurora does not require a gamemaster for any of the three phases, but it does help to have someone who can act as a leader and coordinate mailing things, scheduling play sessions, and referencing the rules. Since you're reading this text, you are likely that person! We'll call you the **Card Keeper**. Other players can take on the role of Card Keeper during different phases of the game if it helps ease pressure from any one individual—games should be fun and satisfying, not obligatory or burdening. The Card Keeper isn't inherently more or less powerful or active in the play of the game.

PLAYERS	ACTIONS-PER-TURN	TOTAL DECK
2	5	20
3	3	18
4	5	20
5	4	20
6	3	18

Play begins by having the Card Keeper send a letter or package to another player through the mail. Inside will be some blank cards (include notecards or a printed template sheet from worldchampgameco.itch.io/aurora) and the Crafting rules—most urgently the Prompt table. Feel free to edit the prompt table or write your own if you want to create a deck with a particular flavor. The recipient of this parcel will begin with the rules detailed in *On Your Turn*, creating cards and passing them on to the next player. Continue this cycle until you've completed cards equal to the Total Deck determined by your player count.

On Your Turn

When you receive the cards in the mail, keep the envelope or package that they arrived in. Look at the zip code from which the parcel came and consult the Prompt Table. While this game supposes it is used within the United States where we have a five-digit zip code, feel free to use any numbers on the parcel's return address or envelope as needed. Consult the Actions-Per-Turn table on the previous page to figure out how many prompts you'll need, ranging from 2-5 depending on player count.

The first digit of the zip code corresponds to Items, the second digit to People and so on. Choose the prompts that speak to you, are most interesting, or otherwise appeal. In 3, 5, and 6 player games, you won't need to use every digit, so look for the ones that inspire or speak to you the most.

These prompts can be interpreted as literally or figuratively as you like. You may even end up seeing a prompt recur, at which point you'll really want to stretch its meaning to come up with dynamic and diverse cards in your deck.

When you've determined the prompts you need, you'll now put them on cards. You can do this in one of two ways: giving a card **Art** or a **Label**. At any point after the first mailing, you may choose to **Embellish** an existing card which does not count as an action.

On your turn, take the appropriate number of Actions by doing any combination of the following:

- ⌘ Give Art to a card that only has a Label
- ⌘ Give a Label to a card with only Art
- ⌘ Give either Art or Label to a blank card

You may not give Art & Label to the same card on a single turn.

Prompt Table

	ITEMS	PEOPLE	CONCEPTS	NATURE	TIME
0	Shield	Stranger	Humor	Bird	Ancient
1	Bread	Leader	Wealth	Insect	Extinct
2	Dice	Couple	Life	Lightning	Frozen
3	Money	Child	Goodness	Bear	Clock
4	Hammer	Worker	Knowledge	Tree	Present
5	Clothing	Corpse	Weakness	Mountain	Born
6	Rope	Threat	Evil	Sun	Aged
7	Book	Activist	Death	Fruit	Seconds
8	Blade	Healer	Faith	Stone	Hourglass
9	Wheel	Teacher	Power	River	Distant

ART

To create card art is to fill out a bulk of the space on the card with imagery. This can be drawing, coloring, collage, painting, doodling, writing, anything. Don't feel burdened or stressed if you think you can't draw (you can!), card art can be anything. It may even help to be more abstract or obscure with your art as it will let inferences in phases 2 & 3 of the game be more broad and free.

Using your prompt, fill out the space of the card with some visual aspect. Leave enough room empty for a Label to be written somewhere on the card later on. Understand that your art may be altered by other players later on—this is the beginning of a collaborative process.

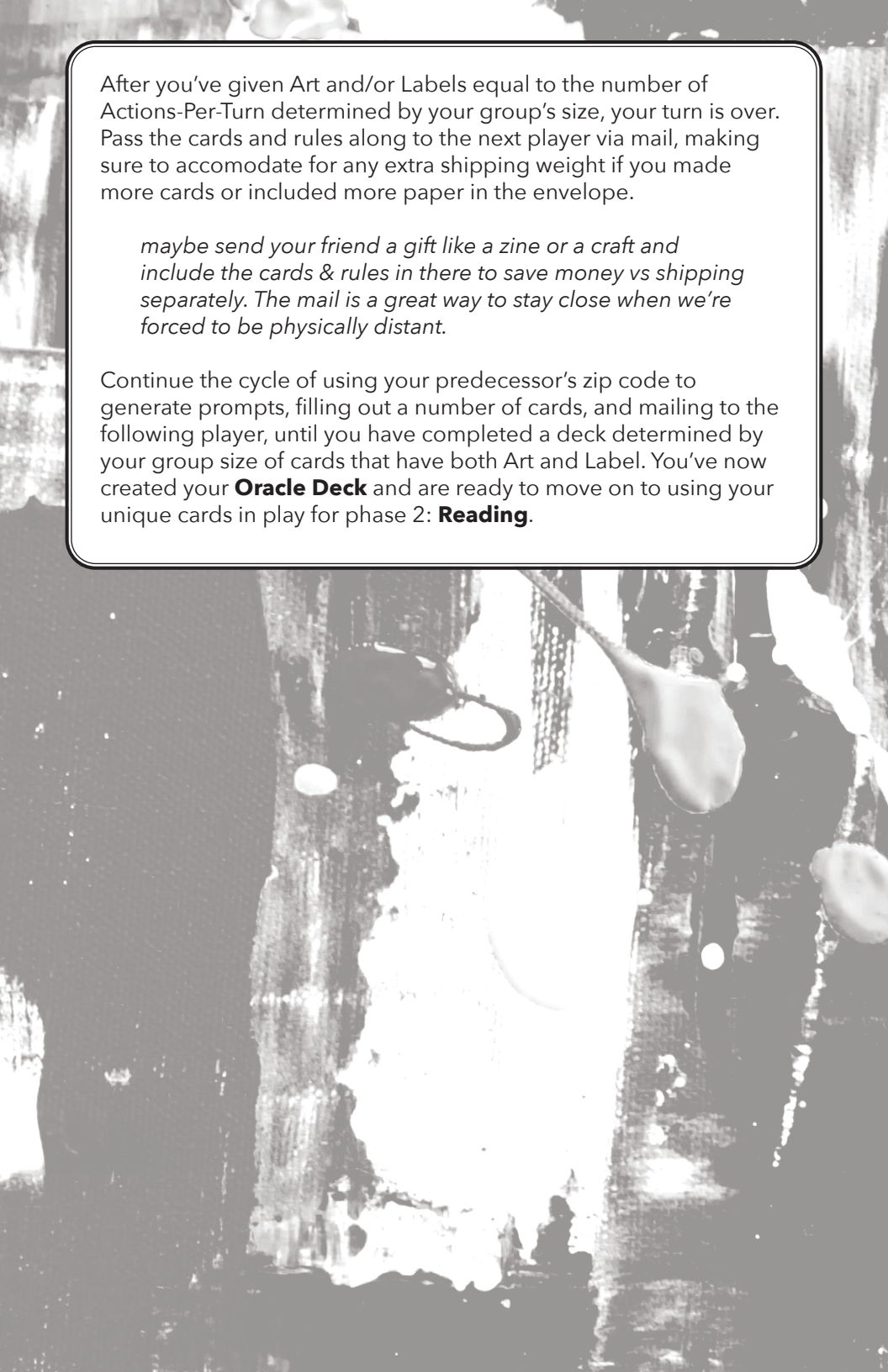
LABEL

Giving a card a Label is to simply title the card. Write the card's Label anywhere on its face. Don't write too big—the Label is not meant to supersede the card's Art.

You may simply write the prompt verbatim as a card's label or you may stretch that prompt to a fitting word or phrase. Be as creative or liberal as you'd like in interpreting the prompt for labeling. While it helps to have card Labels in a uniform position across the entire deck, it isn't necessary and you shouldn't feel burdened by uniformity. If a prompt is begging for you to write the Label in a particular space, do it. If you think it should be bigger or smaller, cursive and ornate or messy and ugly, do it. Try to keep them somewhat legible as you'll reference them later on.

EMBELLISH

You may add to existing cards freely when they are in your possession. All cards are a product of every players' creativity and no one person has ownership over any card. To embellish a card, simply add visual quality to a card that already has Art or Label. Fill in a shape with color, add an extra outline, draw some texture or value, put a sticker on it, anything you'd like that furthers the quality of the card without destroying the existing work on it. This allows you to get your creativity flowing and make each card in the deck unique and personal to every player. Embellishing is optional and does not count as one of the actions you take on your turn.



After you've given Art and/or Labels equal to the number of Actions-Per-Turn determined by your group's size, your turn is over. Pass the cards and rules along to the next player via mail, making sure to accommodate for any extra shipping weight if you made more cards or included more paper in the envelope.

maybe send your friend a gift like a zine or a craft and include the cards & rules in there to save money vs shipping separately. The mail is a great way to stay close when we're forced to be physically distant.

Continue the cycle of using your predecessor's zip code to generate prompts, filling out a number of cards, and mailing to the following player, until you have completed a deck determined by your group size of cards that have both Art and Label. You've now created your **Oracle Deck** and are ready to move on to using your unique cards in play for phase 2: **Reading**.

uploading cards for online play

Roll20 is one of the most popular ways to play RPGs online and has a pretty easy system that will allow you to use your *Aurora* cards for playing phases 2 & 3 online. These steps will work better if you use Chrome, it doesn't always play nice with Firefox.

1. Scan or photograph your finished deck. Since you're playing online, screen quality (72 dpi) is fine, but scan at 300dpi if you'd like to reprint your cards in the future. Use an image editing software if you want to fix colors and make them really nice!
2. Go to roll20.net and login or make an account.
3. On your account page, click "Create New Game." Name it whatever you'd like and don't worry about tags or character sheets or any of the optional stuff.
4. When the game is made, click "Launch Game." There will be a link in the chat window on the right to invite other players, but you won't need that for setting up cards.
5. Under the Collection header, there is a section for Decks, and on the right a button for +Add. Clicking that creates "New Deck" in the list. Double-clicking New Deck allows you to edit things about it, like the name, how it appears to other players, and how they behave when you deal them.
6. Upload a cardback image. If you don't have one, there is an *Aurora* card back PNG file included in the digital version of this game. Wait to finish uploading before clicking Save Changes.
7. Click "Add Card" and drag in one of your created card faces. Again, wait for it to upload before clicking Save Changes! This might take a minute so put on a record you like. Repeat this step until you've integrated all of your created cards.
8. When you finish uploading all the card art, you're ready to play! Hovering over the deck will allow you to draw, deal, and shuffle cards as if you were playing together in person. Enjoy!

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Roll20

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3



Start New Game

To create a new game, just give it a name, enter some tags for organization, and (optionally) choose from the additional settings below. Then click the "Create Game" button.

Name & Tags

Tags:

3

I'm ready, Create Game!

aurora

▶ Launch Game

4



Macros

+ Add

5

Typing **#name** in Chat performs macro.

Click to edit existing macros

Name

Show macro quick bar?

Decks

+ Add

5

Name	#	Actions
------	---	---------

Playing Cards	54	Show
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New Deck

Cards

+Add Card

7

Card Backing (Required)

Drop a file

or

Choose a file...

6

Duplicate Deck

Delete Deck

Save Changes

Cancel

THANKS FOR CHECKING OUT THE FREE DEMO OF AURORA BY ADAM VASS.

To access **Phase 2: Reading** (in which you use your custom cards to build a flawed city and its inhabitants) and **Phase 3: Writing** (where you'll act out the citizen uprising against those flaws) please purchase the complete version.

**DIGITAL: [WORLDCHAMPGAMECO.ITCH.IO](https://worldchampgameco.itch.io)
ZINE: [WORLDCHAMP.IO/STORE](https://worldchamp.io/store)**

Aurora is a tabletop roleplaying game for 2-6 players.
Your story is built and told in three modular phases:

- 1. Crafting a unique deck of Oracle cards through the mail, using your friends zipcodes to randomize prompts and elements of your illustrations.*
- 2. Using those cards to build a flawed City corrupted by darkness and populate it with hopeful citizens who aspire to overcome those flaws.*
- 3. Acting out the story of the overcoming of darkness in favor of light, using your characters and cards from prior phases to bring hope and revolution to your world.*

To play, you need a few friends, some paper or note cards to write and draw on, and a method to communicate. This game is deliberately designed to be played comfortably while practicing social distancing or together around a communal table when the necessity for distancing has ceased.

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