

Dungeons & Bananas

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Making a Character

Take a piece of paper, and write this down:

- a silly fantasy name.
- three traits. Rank them 1 to 3, where 3 is the best.
- two items. Rank them 1 and 2.
- a special trait, hidden technique, secret weapon or something similar. This is your »spotlight banana«.

Fill in with any descriptions, titles or sketches you feel you need to express your character's greatness.

Creating the Adventure

1. Write down numbers for a list of places. Ten is enough for a short session, or twenty for a longer one.
2. Decide where the adventure starts, and write that in the beginning of the list.
3. Discuss what the goal of the quest, journey or plot is, and write that place at the end of the list.
4. Fill up all the numbers in between with places you might end up in. You will never know how many or how few of them you'll actually visit.
5. Set the initial challenge pile size to *4 times the number of players*. This will go up as the game goes on. Set the »trouble pile limit«, per challenge, to the same number. This will stay the same unless the number of players changes mid-game.
6. Begin the first challenge at the first place on the list.

Challenges

1. Begin the challenge by having someone describe a challenge at that particular place.
2. Describe the situation freely until someone decides that they know what to do about the problem. That player is said to take her turn to meet the challenge.
3. After every player has taken a turn, one round has passed. Start taking turns again. Turn order can change between rounds.
4. At the end of each round, add one trouble for each player to the trouble pile. If the trouble limit is exceeded (more than $4 \times \text{players}$), the *challenge is lost*.
5. Continue doing round after round until the challenge is won or lost.

Facing a Challenge

1. When you want to have a go at solving the problem, say so and start collecting your dice.
2. Always take one **red die**, representing you.
3. Choose, at most, one trait and one item to use. Take as many **yellow dice** as their rank. Put a mark next them. You can't use things you have already marked. They can still be part of your descriptions, but you just don't get dice for the marked traits or items.
4. Take as many **blue dice** as you want.
5. Say if you want to use your spotlight banana. If you do, mark it.
6. Roll all the dice and read the results.

Each die showing 4-6 (4+) gives a success. If using your spotlight banana, you will succeed on 3+ instead. For each success, take one challenge stone from the pile as a personal trophy. If the challenge pile is empty, then *the challenge is won*.

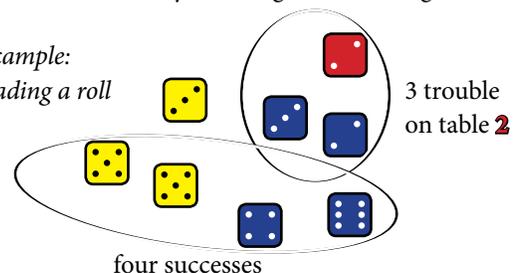
7. Check the Trouble List (last page) for extra effects: choose the same headline as the result of your red die. Read out the result under the headline based on the number of trouble generated.

Each 1-3 on either a red or a blue die generates one trouble. 1-2 if the spotlight banana were used. For each trouble, place one trouble stone in the trouble pile. If the trouble limit is exceeded, then *the challenge is lost*.

8. **Describe what just happened!** Make sure to incorporate everything, from your character, the chosen traits and items to the effects of the trouble list, and the degree of success or failure.

At the end of each round, when stones are added to the trouble pile, the one who initially described the challenge should describe a change in the circumstances, making the challenge a bit different, like moving to a new location, the enemy mutating, or something similar.

Example:
reading a roll



Winning a Challenge (yay!)

If the challenge was at the last place on the list, you *won the adventure!* Otherwise:

- The trouble you generated are divided equally among the players. These are added to their earned stones.
- Go around the table and spend your stones to unlock traits or items, or buy new items for the other players.

To unmark something, i.e. to make it usable again, costs as much as its rank. Spotlight bananas, however, cannot be unmarked.

To buy someone a new item costs twice the rank you want the item to have (the one buying decides).

If you have stones left you can't or won't spend, keep them for later.

When everyone are satisfied, move on to a new challenge.

Losing a Challenge (aww!)

If this was your *third loss* this session, or if the challenge was in the last place on the list, *you lost the adventure.*

Have an epilogue and tear up your character sheets.

- You get to keep the challenge stones you earned, but have to discard the challenge and trouble piles.
- Spend any stones earned.
- Move on to a new challenge.

Moving to a New Challenge

- Roll a die, and count that many items down from the current place, on the list you made before.
- Have a short non-challenge travel interlude if you want to.
- Roll a die again, and raise the total from the previous challenge pile size by that amount.
- Start the next challenge.

Ending the Adventure

Narrate an epilogue. Take turns adding more and more to the epilogue until everyone feels satisfied.

Optional: Level Up Your Characters

1. Sum up all your character's traits. For first-time winners, they sum to 6.
2. Add 1 to the sum, and distribute that number over old and new traits as you see fit. Try to keep some of your old traits, though. Since you got this far, someone probably unlocked them, which means they liked seeing you use them.
3. Erase all your items, and write down two new ones ranked 1 and 2, just like when you started. They should be items you had at some point during this adventure, or some kind of victor's spoils.
4. Erase the mark on your spotlight banana, or outright create a new one.

Index

Character. Consists of a silly name, 3 traits (ranked 1-3), 2 items (ranked 1-2), and 1 spotlight banana.

Challenge Pile. Starts at $4 \times [\text{no. of players}]$. Increases with 1d6 for each new challenge. Tells how many successes the group must generate to win a challenge.

Dice. Typical six-sided dice.

Red. You. Can generate trouble and successes.

Yellow. Traits/items. Can only generate successes.

Blue. Can generate trouble and successes.

Mark. Mark traits/items used. They cannot be used again unless unmarked (see Spending Stones).

Rank. 1 or 2 for items. 1, 2, and 3 for traits. Higher = better.

Round. When all players have acted. Adds as many trouble to the trouble pile as the number of players. The person narrated the challenge must describe a change.

Spending Stones. Spend them after each challenge.

Unmark. Costs the item's or trait's rank in stones.

Buy a new. Costs twice the amount of the new rank.

Spotlight Banana. Mark it to make all dice succeed on 3+. Trouble is only generated on 1 and 2.

Trouble. Getting 1-3 (or 1-2 if using the spotlight) on a red or a blue die. Adds to the trouble pile and gives side effects from the Trouble List.

Trouble Pile Limit. Always limited to $4 \times [\text{no. of players}]$. A challenge is lost if it generates *more* trouble than the limit.

Turn. A player acting by marking one item, a trait, or both, rolling dice, and finally describing the result.

Example of Dungeons

The Tomb of the Sleeping King

1. At the inn
2. The mountain road
3. Grey Lake
4. Goblin raiders
5. The Whispering Caves
6. Bottomless chasm
7. The Mushroom people
8. Graves of the royal guard
9. The lair of the slime dragon
10. Underwater passage
11. Giant bats
12. Hall of illusions
13. Lava chamber
14. Cave-in
15. Hall of dread and panic
16. The King awakens

Let's Kill the Space Emperor

1. Meeting in secret
2. Betrayed!
3. Stealing a ship
4. Attacked by imperial fighters
5. The blue jungle planet
6. Black hole!
7. Space vikings
8. Intelligent evil crystals
9. Lost in space
10. The pleasure planet
11. Captured and interrogated
12. Brain vampires
13. Space race in the asteroid belt
14. That's not a moon ...
15. Fighting the Space Emperor

Temple of the Gorilla God

1. A secret meeting
2. Someone's on the plane!
3. Hostile villagers
4. Crocodile river
5. Rotting supplies
6. Elephant graveyard
7. Ambushed by nazis!
8. Convincing the shaman
9. Giant gorillas
10. The valley that time forgot
11. Nazis in jeeps
12. The map is stolen!
13. The impossible cliff
14. Insane cultists
15. The Gorilla God

The Quest for Sanctuary

1. The end of the world
2. The biker gang
3. Zombies
4. Crossing the desert
5. Cannibals
6. Car chase
7. Flying zombies
8. The Rocket Cult
9. Finding food
10. Finding a doctor
11. Evil children
12. Exploding zombies
13. Helping the locals
14. Finding spare parts
15. Getting past the zombie army

The Trouble List

The first number is the result of your personal (red) die.
The second is the amount of trouble generated.

General

1. Move to another location.
 2. A lucky coincidence.
 3. An ace up the sleeve.
 4. Everything comes crashing down.
- 5+ AAAAAAAH!
Challenge is lost!

Stuff

1. Something is dropped.
Mark an item from any player.
2. Something of yours is damaged or lost.
Erase one of your items.
3. Your best item is damaged or lost.
Erase your highest-valued item.
4. The best item is damaged or lost.
Erase the highest-valued item from any player.
- 5+ A lot of stuff is damaged or lost.
Erase any items from any player of a combined value equal to the trouble you just rolled.

Damage

1. A close call.
 2. Off balance or confused.
Your next roll only generates successes on 5+.
 3. Injured.
You succeed on 5+ during this whole challenge.
 4. Gravely injured.
You succeed on 5+ in this challenge and the next, unless someone spends 5 stones to heal you.
- 5+ Disability or disfigurement!
You're at 5+ for the rest of the adventure, unless someone spends 10 stones to heal you.

Reinforcements

1. The enemy makes a show of force.
2. Reinforcements on the way.
Add 3 extra challenge stones next round.
3. The enemy gets unexpected help.
Add 3 challenge stones right now.
4. It's a trap!
Add 3 challenge stones now, and 3 more next round.
- 5+ Out of the frying pan, into the fire...
Add as many challenge stones as the amount of trouble you just rolled.

It turns out...

1. Something unexpected happens.
 2. You missed noticing something important.
Remove any dice showing 4. They don't count this roll.
 3. Everything was going swell, until someone had to mess it up!
Remove any dice showing 4 and 5. Ignore their results.
 4. It's like nothing you did mattered.
Remove any dice showing 4, 5, and 6. Ignore their results.
- 5+ Total nuclear meltdown!
No successes gained for this roll, and the round ends immediately.

Going south

1. Something's about to go wrong, but someone else saves your hide.
2. Careful, or they could...
The next player to go succeeds on 5+.
3. Now they're really angry!
Everyone succeeds on 5+ for the remainder of this round.
4. You're not helping at all!
Everyone succeeds on 5+ for their next roll.
- 5+ Everyone is injured!
Everyone succeeds on 5+ for the remainder of the conflict.

Marking the spotlight banana supersedes the effects on table 3 and 6 during that roll.