INTRODUCTION:

“Core Runner” is a single player adventure game thematically taking place in a post-apocalyptic city’s industrial zone. The player acts as a core runner; a hired agent gathering power cores from derelict electronics for profit. The player’s excursion as such is called a “Run”. Each game of “Core Runner” represents a unique Run. Runs are randomly generated, with every new game having myriad outcomes and variable endings. The player will need luck and strategy to receive the very best ending.

MATERIALS NEEDED:

The player will need six items to play “Core Runner”; this Rule Book, the Event Book, the Tracking Sheet, a pencil with eraser, a traditional six sided die (or die rolling app), and a small location marker such as a coin or button. The Event Book is used to describe the player’s experiences as they happen in real time. The Tracking Sheet is used for player statistical data recording. The pencil is used to mark on the Tracking Sheet. The location marker is used to indicate the player’s current position within the Tracking Sheet’s Sectors. The six sided die is used for various roll results during gameplay. Printing the Tracking Sheet is necessary. Reading the Rule Book or Event Book in digital or printed format is up to player preference.

UNDERSTANDING THE TRACKING SHEET:

**HEALTH POINTS:** The **HEALTH POINTS** section is used to keep a record of the player’s current Health Points total. Health Points control the player’s ability to move from Sector to Sector (overcoming Traversal Challenge). The amount of Health Points the player starts the game with is dictated by the initial difficulty selection. If the player’s Health Points ever fall to zero, that is an automatic Run ending event.

**CRYPTOCREDITS:** The **CRYPTOCREDITS** section is used to keep a record of the player’s current CryptoCredit total. CryptoCredits are used by the player to purchase items from Shops. The amount of CryptoCredits the player starts their Run with is dictated by the initial difficulty selection.

**LOG:** The **LOG** section at the bottom of the Tracking Sheet is used as a note taking area for the player. The **LOG** is provided as an optional player aid convenience.
**CORES:** The CORES section is used to track how many power cores the player has acquired during play. When a core is gained, the player would draw a checkmark through one of the empty diamond icons to indicate as such. If the player loses a core, they would erase its respective checkmark. If the player has more than five cores during play, they may keep track of extra cores in the Tracking Sheet’s LOG section.

**DICE MODS:** This section is used to track the current DiceMods that the player has at their disposal. When a player acquires a particular DiceMod, they would circle its respective abbreviation in the DICE MODS section, indicating ownership of that particular DiceMod. When the player uses said DiceMod, they would draw an X within its circle, to indicate that DiceMod has been exhausted (no longer available). The maximum amount of DiceMods a player can own is dictated by the initial difficulty selection.

**RISE CITY: INDUSTRIAL DISTRICT:**

This section is used to track player location and movement through Rise City’s Industrial District. Each independent hexagon represents a unique Sector. Each independent square within a Sector’s hexagon is used to record its Sector Number. (The Sector Number equates to its Traversal Challenge requirement.) Each independent blank line in a Sector’s hexagon is for recording that Sector’s Event Number. The START label indicates the Sector to begin player movement from. The ESCAPE and GOAL labels indicate Sectors the player can use to end their current Run.

**UNDERSTANDING THE EVENT BOOK:**

The Event Book is a collection of 36 random Events, culminating in 11 possible Endings. 6 of the random Events are Shops, while the other 30 Events have 4 possible Outcomes each. This level of variation offers high replayability for the player. The Event Book is as such the heart of “Core Runner” gameplay.

The Event Book sections RISE CITY and RISE CITY : INDUSTRIAL DISTRICT are thematic background exposition. These two sections should be read initially before starting the player’s first Run. The rest of the Event Book is not meant to be read sequentially as a normal book would be. This non-sequential nature applies to the Event Book sections EVENTS and ENDINGS. The EVENTS section’s entries are referenced independently, determined by player rolled Event Numbers during gameplay. The ENDINGS section’s entries are correspondingly read when a Run ending circumstance occurs. The player should never read any Event, Event Outcome, or Ending in the EVENTS or ENDINGS sections of the Event Book, unless they are instructed to do so by direct gameplay circumstance. Following this simple rule will greatly enhance the replayability factor of “Core Runner” for the player.
In the **EVENTS** section of the Event Book, each unique Event has its own Event Number and descriptive title. An example would be:

(11) “Corroded Golem”

In this example the (11) is the Event Number. During gameplay, the Event Number to be referenced is determined by the player’s Event Roll. The “Corroded Golem” label is the descriptive title of the Event. If the Event is a Shop, the Event would include **(SHOP)** in its descriptive title to indicate as such.

After the Event Number and descriptive title, an expositional paragraph is shown explaining the Event that the player is encountering. (Some Events are half page and some are full page. The descriptive length of the Event does not have any bearing on the gameplay itself.) After the expositional paragraph is shown, the Outcome Roll resolution numbers are displayed. An example would be:


The bracketed numbers represent Outcome Roll totals which the player’s die total could create. The dash between two numbers includes all numbers in that numerical range, including the starting and ending numbers. Numbers separated by commas indicate unique numbers only. This Outcome Roll example would thus resolve as:

If Outcome Roll = 2 or 3 or 4; the player reads the **Bad** Outcome in this Event.

If Outcome Roll = 6 or 8; the player reads the **Neutral** Outcome in this Event.

If Outcome Roll = 5 or 7 or 9; the player reads the **Good** Outcome in this Event.

If Outcome Roll = 10 or 11 or 12; the player reads the **Wild** Outcome in this Event.

Following the Outcome Roll resolution, the player would then read the corresponding Outcome their roll equated to; **Bad, Neutral, Good,** or **Wild.**

**Bad** = This Outcome is always detrimental for the player.

**Neutral** = This Outcome is neither detrimental nor helpful for the player.

**Good** = This Outcome is always helpful for the player.

**Wild** = This Outcome is unknown at first, having the chance to be either a **Bad, Neutral,** or **Good** Outcome for the player. (**Wild** is a “push your luck” Outcome.)
UNDERSTANDING OUTCOME ROLL EFFECTS:

When the player has finished their Outcome Roll result (including applying any potential DiceMod) and thus received an Event’s Bad, Neutral, Good, or Wild Outcome, the player could then receive an Effect. An Effect is always written at the end of the Outcome as being italicized and within parentheses. The player must enact the Outcome Effect upon their Tracking Sheet accordingly.

OUTCOME EFFECTS EXPLAINED:

(Core +1) = The player would draw a checkmark in an empty diamond icon on their Tracking Sheet’s CORES section. If the player gains more than five Cores, they indicate extra Cores by noting as such in the Tracking Sheet’s LOG section.

(Core -1) = The player would erase a checkmark from a filled diamond icon on the CORES section of their Tracking Sheet. If the player has no Cores than this Effect is ignored. Cores in the LOG section are applicable to being lost if necessary.

(CryptoCredits +X) OR (CryptoCredits –X) = Player gains or loses a certain amount of CryptoCredits as indicated by X. For example (CryptoCredits -2) causes the player to lose 2 CryptoCredits from their total in the CRYPTOCREDITS section of the Tracking Sheet. The player’s CryptoCredit balance cannot go negative, zero is the lowest total.

(DiceMod X) = This type of Effect applies to all DiceMod results, with X in this example representing all DiceMod types. For example, if the Outcome Effect was (DiceMod +1), the player gains a +1 DiceMod, thus circling its abbreviation in the Tracking Sheet’s DICE MODS section. (Another example; if the Outcome Effect was (DiceMod *2) the player would circle any available *2 DiceMod type in the DICE MODS section.)

(Health +X) OR (Health –X) = Player gains or loses a certain amount of Health Points as indicated by X. For example (Health +3) causes the player to gain 3 Health Points into their total in the HEALTH POINTS section of the Tracking Sheet. (Remember that the Health Points total is limited based on the difficulty selection of the Run.)

(Gain a DiceMod of your choice.) OR (Lose a DiceMod of your choice.) = Player either gains or loses a DiceMod. If gaining a DiceMod, the player chooses and circles any available (not previously exhausted) DiceMod in the Tracking Sheet’s DICE MODS section. If losing a DiceMod, the player must choose and exhaust any available DiceMod in the Tracking Sheet’s DICE MODS section. The player does not gain the benefit of the DiceMod being exhausted as a result of losing it. If the player does not have any DiceMods to lose, then that Effect is ignored for this particular Outcome.
UNDERSTANDING ENDINGS:

The ENDINGS section of the Event Book contains eleven different Endings. Various factors affect which Ending the player’s Run culminates in.

UNDERSTANDING DICE MODS:

DiceMods are used to modify numbers acquired by rolling the die. Each DiceMod type has a unique abbreviation displayed in the Tracking Sheet’s DICE MODS section. The player uses DiceMods to alter their Outcome Roll result, or to Reset Events, or to Reset Sectors. When the player gains a DiceMod, they would circle the corresponding DiceMod abbreviation in the DICE MODS section. When the player uses that DiceMod, they draw an X through its circle, to indicate that DiceMod has been exhausted.

DiceMods are awarded at the beginning of the game based on initial difficulty selection. Additional DiceMods are gained (and lost) during gameplay. On Normal and Hard difficulties, per Run the player is only allowed to own and exhaust as many DiceMods as are shown in the DICE MODS section of the Tracking Sheet. (For example; the Hard player may not use more than four +1 DiceMods per Run.) On Easy difficulty there is no limit to the amount of DiceMods a player may own or use. If playing on Easy difficulty, the player may use the LOG section of the Tracking Sheet to keep track of additional DiceMods acquired, which would normally exceed the preset amount shown in the DICE MODS section of the Tracking Sheet.

UNDERSTANDING DICE MOD ABBREVIATIONS – MODIFIER TYPES:

Modifier type DiceMods are for altering the result of the player’s most recent Outcome Roll. The player may only use ONE Modifier Dice Mod per Outcome Roll. The player may NOT combine Modifier DiceMods. The following are Modifier DiceMod types:

+1 = This DiceMod would add 1 to the player’s current Outcome Roll result.
-1 = This DiceMod would subtract 1 from the player’s current Outcome Roll result.
+2 = This DiceMod would add 2 to the player’s current Outcome Roll result.
-2 = This DiceMod would subtract 2 from the player’s current Outcome Roll result.
+3 = This DiceMod would add 3 to the player’s current Outcome Roll result.
-3 = This DiceMod would subtract 3 from the player’s current Outcome Roll result.
*2 = This DiceMod would multiply the player’s current Outcome Roll result by 2.
/2 = This DiceMod would divide the player’s current Outcome Roll result by 2.

When using a Modifier Type DiceMod, the player’s affected Outcome Roll result must always match an exact number. An Outcome roll cannot equate below 2 or above 12.
**UNDERSTANDING DICE MOD ABBREVIATIONS - RESET TYPES:**

Reset DiceMods are used to change the numbers found within a particular Sector itself; that being the Sector’s Event Number or Sector Number. Reset DiceMods are only used during the player Movement Phase. Explanations are as follows:

**RE** = Reset Event. This DiceMod would reset a given Sector’s Event Number. It can only be used on a Sector that already has a finished Event. (An Event number that has been struck out.) To use thisDiceMod, the player would draw an X within its abbreviation on the DICE MODS section of the Tracking Sheet. The player would then choose an applicable Sector to apply the Reset Event DiceMod. The player would erase that chosen Sector's finished Event number. The player would then roll a new Event Number for that Sector, and inscribe the new Event Number into that Sector. When the player entered said Sector, the player would then encounter the newly corresponding Event rolled by using said Reset Event DiceMod. The Reset Event Dice Mod cannot be used to reset Shop Events.

**RS** = Reset Sector. This DiceMod would reset a given Sector’s own Sector Number. It can only be used on a Sector that already has a given Sector Number. To use this DiceMod, the player would draw an X within its abbreviation on the DICE MODS section of the Tracking Sheet. The player would then choose an applicable Sector to apply the Reset Sector DiceMod. The player would erase that chosen Sector’s current Sector Number. The player would then roll a new Sector Number for that Sector, and inscribe the new Sector Number into that Sector. As a result, when the player entered said Sector, the player might be tasked with a potentially different Traversal Challenge requirement than said Sector previously had.

**UNDERSTANDING SHOPS:**

In the EVENTS section of the Event Book, certain Events are Shops. This is indicated by the (SHOP) descriptor within an Event title. An example would be:

(14) “Fork Truck Junk” (SHOP)

Shops are different than normal Events in a few ways. Firstly, Shops are never considered “finished” like a normal Event would be after its Outcome Roll is resolved. That is because Shops do not use Outcome Rolls, and players may revisit a Shop Event even after leaving its own Sector. To indicate a Sector’s current Event Number is a Shop, the player would write the letter “S” next to the Event Number within the sector in which it was found (i.e. “14 S” per above example). This serves as a reminder to the player that Event Number is a Shop which can be revisited during their Run.
UNDERSTANDING SHOP PURCHASING:

Instead of performing an Event Roll for a Shop Event, the player is shown a list of items that particular Shop sells. Every Shop sells unique items that offer a variety of aid to the player. Below is an example of how the purchasing system works within a Shop:

*Shop Item / Gained Player Effect / CryptoCredit Cost:*

Cricket & Algae Trail Mix | *(Health +2)* | *(CryptoCredits -2)*

Flittering Gyrospinner | *(DiceMod +2)* | *(CryptoCredits -2)*

Charged Power Core | *(Core +1)* | *(CryptoCredits -7)*

The *Shop Item* is a description of the item to be purchased. The *Gained Player Effect* is the aid the player immediately receives as a benefit for purchasing the item. The *CryptoCredit Cost* is the amount of CryptoCredits the player must spend (deduct) to gain the item itself.

To buy an item, the player would first deduct the CryptoCredit cost from the *CRYPTOCREDITS* total of the Tracking Sheet. (The player cannot buy an item they do not have enough CryptoCredits to pay for.) Then the player would strike out that item’s listing from this Shop Event, to indicate that it has already been purchased from this Shop. (If using the Event Book digitally, the player would note in the Tracking Sheet’s *LOG* section they’ve already bought this item from this Shop.) An example of purchasing from the above items list:

“Cricket & Algae Trail Mix | *(Health +2)* | *(CryptoCredits -2)*”

If the player bought this item, they would subtract two from their *CRYPTOCREDITS* total, add two to their *HEALTH POINTS* total, and lastly strike a line through the entirety of this item’s entry within the related Shop items list. (Or note it in the *LOG*.)

*Health* related items are not able to be stored and used later, they are used immediately upon purchase. *DiceMod* related items provide the indicated DiceMod to be added to the *DICE MODS* section of the Tracking Sheet immediately upon purchase. If the player buys a *Core +1*, they would add one core to their Tracking Sheet immediately upon purchase, in the *CORES* section or the *LOG* section.

Shops only sell items to the player. *The player cannot sell items to a Shop.*
UNDERSTANDING THE PLAYER MOVEMENT PHASE:

During their Run the player will move from Sector to Sector, but only one Sector per turn. The player can only move to an adjacent Sector from the current Sector they inhabit. “Adjacent” meaning any Sector which borders the player’s current Sector.

PLAYER MOVEMENT PHASE:

- The player chooses an adjacent Sector to move to.
- If the chosen Sector does not have a Sector Number yet, the player rolls a Sector Number for the chosen Sector. If the chosen Sector already has a Sector Number, the player does not roll a new Sector Number for it unless using a RS DiceMod.
- If the player’s Health Points total is equal to, or larger than, the chosen Sector’s own Sector Number, the player has overcome its Traversal Challenge, and may move to said Sector. If the player cannot overcome a Sector’s Traversal Challenge, the player may attempt to move to a different adjacent Sector instead. If the player is unable to move to any other adjacent Sector due to lacking its Traversal Challenge requirement, the player must end their Run, and read the corresponding Ending in the ENDINGS section of the Event Book.
- If the Sector the player is moving to does not already have an Event Number (finished or Shop), the player must first roll an Event Number for that Sector before moving on to it. If the player rolls an Event Number that has already been used for this Run, the player must reroll until an unused Event Number occurs.
- The player moves their location marker from their current Sector into the chosen Sector, and begins that Sector’s Event Phase.

ABOUT “TRAVERSAL CHALLENGE”:

Thematically every Sector represents a destructed portion of Rise City’s Industrial District. Because this zone has been decimated by World War III, it is full of dangerous debris. Large rubble, piles of machinery, murky waters, craters, fallen buildings, and other kinds of leftover dangers litter the area. For the player to move above, around, and through these hazards, their strength must be adequate. As such the player’s Health Points are representative of the player’s current strength. This is why their Health Points must always equal or exceed a given Sector Number in order to move on to it. The Sector Number simply equates to the thematic Traversal Challenge of its related Sector.
UNDERSTANDING DIE ROLLS:

During their Run the player will make different rolls using the six sided die. These rolls are accomplished in unique ways depending on the roll type.

ROLL TYPE: SECTOR NUMBER

To make a Sector Number roll, the player rolls the six sided die once. The minimum result a Sector Number roll could be is 1, while its maximum is 6.

ROLL TYPE: EVENT NUMBER

To make an Event Number roll, the player rolls the six sided die twice, and then sequences the two resulting numbers by order of occurrence. For example; if the player rolled a 3, and then rolled a 5, the resulting Event Number would be 35. The minimum result an Event Number roll could be is 11, while its maximum is 66.

ROLL TYPE: OUTCOME ROLL

To make an Outcome Roll, the player rolls the six sided die twice, and then adds the results. For example; if the player rolled a 2, and then rolled a 5, their Outcome Roll result would be 7. The minimum result an Outcome Roll could be is 2, while its maximum is 12.

INITIAL DIFFICULTY SELECTION:

The player begins their Run by choosing an initial difficult selection, and then recording the related starting statistics on the Tracking Sheet.

DIFFICULTY SELECTION: EASY

Starting Health Points = 10, no max Health Point limit. Starting CryptoCredits = 10. Player chooses three starting DiceMods. No limit to DiceMods gained during Run.

DIFFICULTY SELECTION: NORMAL

Starting Health Points = 10, max Health Points = 12. Starting CryptoCredits = 5. Player chooses two starting DiceMods. DiceMod quantity limited by Tracking Sheet section.

DIFFICULTY SELECTION: HARD

Starting Health Points = 8, max Health Points = 10. Starting CryptoCredits = 3. Player chooses one starting DiceMod. DiceMod quantity limited by Tracking Sheet section.
GAMEPLAY SEQUENCE OF THE RUN:

SETUP THE RUN:

The player chooses an initial difficulty selection, and then writes the relevant starting statistics on the Tracking Sheet. After marking their beginning Health Points, CryptoCredits, and circling any applicable starting DiceMods, the Run is ready to begin.

BEGIN THE RUN:

The player always starts a new Run at the START labeled Sector (the Sector at the very top of the RISE CITY : INDUSTRIAL DISTRICT). The player first performs a Sector Roll for this Sector, writing that roll result within the Sector’s square box. Next the player performs an Event Roll for this Sector, writing that roll result above the Sector’s blank line. Next the player places their location marker on the START labeled Sector. The player is now ready to perform the START Sector’s Event Phase.

EVENT PHASE:

- The player would read the Event within the Event Book that matches the Event Number they have roll for this Sector.

- If the Event is a Shop, the player may buy items and then continue to the Movement Phase.

- If the Event is not a Shop, the player would then perform an Outcome Roll for the Event (applying any applicable DiceMod to its result if they chose to do so).

- After resolving this Event’s Outcome Roll result, the player would strike a line through this Event Number on its related Sector, indicating the Event is now finished. Then the player would continue to the Movement Phase. Unless...

- If resolving the Event’s Outcome cost the player all of their Health Points, the player’s Run has ended. The player would go to the ENDINGS section of the Event Book, and read the applicable Ending.

MOVEMENT PHASE:

- The player follows movement rules described earlier in the “UNDERSTANDING THE PLAYER MOVEMENT PHASE” section of this Rule Book.

The player continues alternating the MOVEMENT PHASE and EVENT PHASE (both phases form a player’s turn) until the player’s Run ends, involuntarily or voluntarily.
ENDING THE RUN:

The primary goal of the player is to collect five cores, and then end their Run on the GOAL labeled Sector. However that is not an easy task to accomplish, and thus the Run could end many different ways.

If the player believes their Run will fall short of the primary goal, they may voluntarily choose to end their Run prematurely. Or, if the player seeks a different ending on subsequent Runs, they may choose to end their Run prematurely. Additionally if a player loses all their Health Points, their Run ends automatically. If the player ends up in a situation where they can no longer move to a new Sector, due to being unable to overcome its Traversal Challenge; that is also an automatic Run ending circumstance. Lastly an ending exists if the player quits their Run abruptly for a non-game reason.

ENDING THE RUN INVOLUNTARILY:

If the player runs out of Health Points, or cannot overcome their surrounding Sectors’ Traversal Challenge requirements, the player must end their Run involuntarily. The player would turn to the ENDINGS section of the Event Book, and read the corresponding ending.

ENDING THE RUN VOLUNTARILY:

To end the Run voluntarily, the player must end their Movement Phase on, and finish the resulting Event Phase for, one of the following labeled Sectors:

START = This Sector is at the top of the RISE CITY:INDUSTRIAL DISTRICT. (Yes you are allowed to return to the START sector to end your Run.)

ESCAPE = There are two ESCAPE labeled Sectors. One is on the left, and one is one the right of the RISE CITY:INDUSTRIAL DISTRICT. Both Sectors are functionally the same as to the resulting ESCAPE Sector endings.

GOAL = This Sector is at the bottom of the RISE CITY:INDUSTRIAL DISTRICT. Ending the Run on this Sector with five cores in tow is the primary goal.

After ending their Run on any labeled Sectors, the player would then turn to the ENDING section of the Event Book. Depending on which Sector the player ended the Run on, and the amount of cores the player had, different endings will result.

If the player has further questions or concerns about playing Core Runner they can contact amesGames for clarifications at: amesgamesinfo @ gmail.com
**CORE RUNNER - QUICK REFERENCE / PLAYER AID:**

**CORES:** The primary goal is to collect five cores and end the Run on the **GOAL** Sector.

**CRYPTOCREDITS:** Used to purchase items from Shop Events. Can’t go below zero.

**DICE MODS:** Used to modify an Outcome Roll result. DiceMods may not be combined when modifying the Outcome Roll result. Modified results must fall within 2-12 range.

**END THE RUN:** Player may end the Run on the **START**, **ESCAPE**, or **GOAL** labeled Sectors. If player loses all their Health Points, or cannot move, Run ends automatically.

**HEALTH POINTS:** Must exceed a Sector’s Sector Number to move to it. If Health Points are zero the Run ends. Health Points limit determined by difficulty selection.

**LOG:** A note taking section of the Tracking Sheet for player convenience.

**ROLL SECTOR:** Player rolls 6 sided die once, writes result in Sector box.

**ROLL EVENT:** Player rolls 6 sided die twice, writes sequential result in Sector line.

**ROLL OUTCOME:** Player rolls 6 sided die twice, adds the result for Event’s Outcome.

**SHOP EVENT:** Player may buy items if they have enough CryptoCredits. Items are unique to their Shop, and must be striked out when purchased. Shop Events never finish, remaining open to revisiting later in the Run. Player cannot sell items to a shop.

**GAMEPLAY SEQUENCE - MOVEMENT PHASE:**

Player chooses adjacent Sector to move to. Player rolls that Sector’s Sector Number. If player’s Health Points allow moving to that Sector, player rolls the Event Number for that Sector, then moves their location marker to that Sector. If the player cannot move to the chosen Sector, player chooses another adjacent Sector to attempt movement to. If the player cannot move to any other adjacent Sector, they must end their Run. (Or the player may choose to end their Run voluntarily on a labeled Sector.)

**GAMEPLAY SEQUENCE - EVENT PHASE:**

Player turns to the Event in the Event Book that matches Event Number of the Sector they just moved on to. Player resolves the Event via Outcome Roll or shopping. Player may use one DiceMod to modify the Outcome Roll. Player should never read any Event’s **Good / Neutral / Bad / Wild** Outcome unless their Outcome Roll matches it.