

### **AGE SUITABILITY NOTICE**

**Mild violence, light innuendo, and threat in a fantasy setting.  
Ages 12+ without supervision or any age if an adult is Games Master.  
Some content moderation may be required.**

1st All Ages Edition

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## PREPARE YOUR IMAGINATION FOR ITS ULTIMATE CHALLENGE!

Hints and reminders of these rules are given throughout, so don't worry about memorising everything before play.

### What do you need to start playing?

- Rise of Burden Bluggerbuckle book.
- Player Character Sheets (**pages 85–94**)
- Dice: use any three six-sided dice
- A Squad (3–6 players recommended)
- A pen



### If you need more Player Character Sheets:

Download Player Character Sheets from [www.thepartyrpg.com/downloads](http://www.thepartyrpg.com/downloads)

### If you don't have dice:

Use our digital dice at [www.thepartyrpg.com/dice](http://www.thepartyrpg.com/dice)

### If you don't like turning between pages during gameplay:

Download Rules, Inventory & Non-Player Characters from [www.thepartyrpg.com/downloads](http://www.thepartyrpg.com/downloads)

## SETTING UP THE GAME

### STEP 1



Read the rules on **pages 6-11**

### STEP 2



Create your character using the Player Character Sheets on **pages 85-94**

### STEP 3



Assign a Games Master and cut out the GM Reference Sheet on **page 95**

### STEP 4



Read the map on **page 97** to orientate your Squad

### STEP 5



Games Master reads 'The Quest Begins' on **page 13** to start playing

## WHAT'S A RPG AND HOW LONG DOES A GAME LAST?

RPG stands for role-playing game. Players create characters and then act on behalf of those characters throughout the game. The total game takes 10-15 hours to complete, but you can break it into chunks by completing one Main Quest at a time. Each Main Quest will take 2-4 hours.

If you play over multiple sessions, be sure to take note of locations visited and quests completed, and document your armour, items, shield and coin on your Player Character Sheets.

# OBJECTIVES & GAMEPLAY

## GAME OBJECTIVE

Your objective: save the Great Plains by completing Main Quests. More information about The Rise of Burden Bluggerbuckle's quest will be given when play is started on **page 13**.

## GAMEPLAY

The Party RPG fuses traditional tabletop role-playing games and party games. Play in three stages:



### Listen

The nominated Games Master describes the location and the challenges you face.



### Imagine

Work together to come up with a solution to the challenge. Don't worry if you're new to role-playing games, there are plenty of hints to help you.



### Roll dice

Roll the dice for every action you attempt. If you succeed, continue. If you fail, you may hurt yourself and need to rethink your solution.

### Making your way through the game

- You will start the Quest on **page 13**. After this, play through each location in order.
- The Games Master narrates the location detail, giving you objectives and the information you need to complete them. You do not have to complete every objective, but you need to complete Main Quests.
- Your imagination is your most important asset. When given a challenge, get in your character's mindset. Ask the Games Master for details about your environment and use any items, weapons, or skills you have to imagine up crazy solutions. If you can imagine it, you can do it.

### Completing Main Quests

- You receive a piece of counter-enchantment when a Main Quest is complete. When you have all six pieces, finish the game by standing in a circle and chanting 'finish the quest!'. The Games Master may then read the Final Quest on **page 70**.
- You will be advised at the start of a location if a Main Quest is available.

### Completing Side Quests

- Side Quests give you items. Completing all of them increases your level by +1.
- You will be advised at the start of a location if a Side Quest is available.

### The game is best played in character

- Create a character using the Player Character Sheets (**pages 85–94**). It's important to give your character a name and an interesting backstory.
- We recommend wearing fancy dress and setting forfeits for breaking character. This includes calling a player by their real name!

### Finally, the most important aspect of gameplay

- These rules are designed as a framework and a guide only.
- The Games Master may embellish, change or otherwise break the rules however they see fit. The Games Master is the authority in the game; whatever they say goes.

Creating your character is the best part of any role-playing game.

If you've never played a RPG, a basic understanding of character values and terms is helpful before reading the rest of the rules.

Familiarise yourself with some of the basics of RPG characters by reading the **green** section on the reverse of the Player Character Sheets (**pages 85-94**).

Then set the character sheets aside and read the rules (**pages 7-11**). Once familiar with the rules, read the **purple** section on the reverse of the Player Character Sheet and set up your character.



SUMMARY

- Cut out the Player Character Sheets on **pages 85-94**
- Ensure all players read the **green** section on the reverse to understand character basics
- Set the Player Character Sheets aside, read the rules on **pages 7-11**, then create your characters.

WHAT DO PLAYERS DO ON THEIR GO?

In the game, players pretend to be their characters and solve challenges by acting as their character. Each turn, a character can make a basic movement (e.g. walk a short distance) and complete an action. A player's turn is over when the Games Master says it is (the role of Games Master is explained on **pages 8-10**).

**Actions fall into three categories:**

- 1. Player vs Environment**  
Players can interact with the environment around them in any way they want. They can climb trees, chop trees down, scale cliffs, or jump a ravine. If they can imagine it, they can do it.
- 2. Player vs Character (Non-combat)**  
Players don't have to fight every character in the game. They can choose to talk to them, sneak past them or trick them. The Games Master role-plays any character players meet.
- 3. Player vs Character (Combat)**  
Sometimes players have no option but to fight. In this case, they imagine up ways to attack their enemy. The more ingenious, the better.

The Games Master will follow a set of rules covered on pages **8-10** to determine whether your action is successful.

# PLAYING THE GAME

## WHAT'S A GAMES MASTER (GM)?

The Games Master (GM) is a god-like entity who guides the fate of the Squad. They read the book and take on the role of the world in which the characters play, giving players objectives and punishing or rewarding them for silly or brilliant actions. Being a GM is great fun, so don't worry if this sounds daunting; the book will guide you during play.



## CHOOSING A GAMES MASTER (GM)

**OPTION 1** ☆ Choose one person to GM the whole game, or;

**OPTION 2** ☆ Rotate GMs at each location. When this happens, the GM's character is inactive for the location and they receive the maximum number of experience points (XP) available

## GAMES MASTER DUTIES AND RESPONSIBILITIES

### Games Master Responsibility 1: Setting the Scene and Controlling Non-Player Characters

- The GM reads aloud the Story, describing to the Squad where they are and what they must do.
- The GM role-plays non-player characters (NPCs). They act as characters described in the book, even attacking players where needed! Information on NPCs will be given as they are encountered.
- The GM may embellish and exaggerate whenever they see fit to do so. Ad libbing is encouraged.
- If the Squad ask the GM for extra detail, the GM may make it up.
- The GM should put some oomph into their voice, get into character, and bring the world to life.

### Games Master Responsibility 2: Keeping the Squad Honest

- The GM referees the Squad's actions. If the Squad want to do something, the GM decides if it makes sense in the world.
- The GM is the arbiter of truth – what they say is true, even if it contradicts the book.
- The GM should always encourage the Squad to think outside the box by asking questions about how players will solve challenges. Encourage weird and wacky ideas.

### Games Master Responsibility 3: Setting the Order of Play

- Characters with the highest speed go first (see reverse of character sheets for Skills). If two characters have the same speed, roll one six-sided die. The highest goes first.
- The GM decides when a player's turn is over. As a guide, players get one movement and one action per go, e.g. a player may climb a tree and chop off a branch or climb a tree and fire a bow.

### Games Master Responsibility 4: Determining if the Squad's Actions are Successful

Once the Squad have proposed a solution to the challenge they face, the Games Master decides if the action is successful. There are two options:

**OPTION 1** ☆ **Role-Play.** If players come up with a really great idea and describe it in enough detail, the GM may decide it's so well-acted that the action is an automatic success. That's all!

**OPTION 2** ☆ **Roll dice.** If the GM needs more convincing or wants to introduce randomness, they can roll dice using three easy steps.



**STEP 1** ✨ Rate the difficulty of the proposed action using the table on **page 10**.

**STEP 2** ✨ Roll 3 six-sided dice. Add the character's skill bonus to the dice score if relevant, e.g. is the character being sneaky? Add their stealth bonus.

**STEP 3** ✨ Match the outcome of **step 2** to the target score in **step 1**.  
If a player rolls higher than the 'success' score, the action succeeds.  
If a player rolls lower than the 'fail' score, the action fails.

**If players engage a non-player character in combat, there are two extra steps:**

**STEP 4** ✨ Roll for damage dealt by an attack using the table on **page 10**.

**STEP 5** ✨ If the defending character has a shield, roll for impact using the table on **page 10**.

Battles are over when one group loses all their hit points and faints. If a player faints, their character can't be used until they are revived. Fainted characters wake up with full HP at the next location.

**PLAYING WITH ADULTS?** Change it so that players die when their HP reaches zero. If this happens, they're out of the game for good.

## COMBAT TIPS

- Players can make up spells if the GM believes their character can do magic, e.g. if they have a wand or are a witch/wizard. Players need to convince the GM that the spell is legitimate.
- Ingenious attacks deal damage through shields and armour. Look for things that may help you during battle – a precariously positioned stone, a loose stone wall, a couple of cannon balls, etc.
- If battles drag on, the GM can speed up play by awarding triple damage bonuses for clever attacks.

## RETREATING FROM LOST CAUSES

- If all characters faint at a location, choose to restart from the beginning of the location or campaign.
- If a fight is being lost, players can run away. Retreat from battles by role-playing your way out or by rolling the retreat number. This is set by the GM.

## THE ENVIRONMENT

- The Plains exists as you want them to exist. Things can be true even if they aren't written in the Story book. All that matters is that the GM believes any detail the Squad make up.
- If you're attacking an enemy, why not look for a finely balanced rock first? Why not hunt around for a stone to throw? Why not tell the GM you recognise the character and know they have a pre-existing medical condition that makes them susceptible to certain attacks?
- If you add enough detail, why can't it be true? Reward ingenuity!

## EXTRA HINTS

- Cut out the Games Master Reference Sheet on **page 95** for guidance during play.
- GM rolls for non-player characters, the Squad roll for themselves.
- GM can decide to keep target dice scores hidden for suspense. This is up to them.

# DICE RULES (FOR GM)

REFER TO THE EXAMPLES ON PAGE 11 IF YOU NEED HELP UNDERSTANDING THESE RULES.

## STEP 1 ★ RATE THE DIFFICULTY OF THE PROPOSED ACTION USING THIS TABLE

Super easy	Easy	Moderate	Hard	Impossible
4	7	10	13	15

Action is a **success** if score is same or higher than target. Action is a **super success** if score is 3 higher than target. Action **fails** if score is lower than target. Action is **epic fail** if score is 4 lower than target. You can adjust this if you want.

### HINT ★

**SET DIFFICULTY BASED ON THE QUALITY OF ROLE-PLAY.** Player runs into battle against a troll using only their fists? That may go badly, set the score at 'hard'. Player suggests climbing up a nearby tree and cutting off a tree branch so it falls on the troll? Great idea, reward them with an easier roll.

## STEP 2 ★ ROLL 3 X SIX-SIDED DICE AND ADD THE CHARACTER'S SKILL SCORE IF RELEVANT

If a character's skill bonus is relevant, add it to their dice score. For example:

Character sneaking past an enemy? Add 'stealth' score.

Character looking for something? Add 'awareness' score.

Character trying to throw or push something? Add 'strength' score.

Character persuading or lying to another character? Add 'intelligence' score.

## STEP 3 ★ MATCH THE OUTCOME OF STEP 2 TO THE TARGET SCORE IN STEP 1.

The GM makes up what happens to the player's character. Need help? Choose one from the below:

<b>Player rolls 'Super Success'</b>	Player deals double damage in combat. <b>Go to Step 4.</b>	Player or Squad gets a HP boost. <b>Go to Step 4.</b>	Next action for player or Squad is easier, e.g. from 'moderate' to 'easy'
<b>Player rolls 'Success'</b>	Player's planned action is a success. No more, no less. If in combat, go to <b>Step 4</b> to see how much damage a player's attack deals.		
<b>Player rolls 'Fail'</b>	Player's planned action fails. No more, no less. No further action. Play moves to next player or the group can try something else.		
<b>Player rolls 'Epic Fail'</b>	Player hurts themselves. <b>Go to Step 4.</b>	Player hurts another player <b>Go to Step 4.</b>	Next action for player or Squad is harder, e.g. from 'moderate' to 'hard'.

## STEP 4 ★ IF THE PLAYER ROLLS AN EPIC FAIL, IS IN COMBAT, OR HAS EARNED A HP BOOST

Roll dice to see how much HP to remove or award, e.g. if a six is rolled, reduce/increase HP by six.

Character level 1-3	Character level 4-7	Character level 8-10
Roll 1 x six-sided dice for damage	Roll 2 x six-sided dice for damage	Roll 3 x six-sided dice for damage

## STEP 5 ★ IF IN COMBAT AND THE DEFENDING CHARACTER HAS A SHIELD, THEY ROLL DICE TO DETERMINE ITS IMPACT

This book will provide you with the values below at the relevant time. For example, when you encounter a non-player character, a page number will be given which will show the character's attributes, including their shield stats.

<b>If same or higher than 'deflect' stat is rolled</b>	All damage deflected
<b>If same or higher than 'half' stat is rolled</b>	Half of damage is deflected
<b>If between 'half' and 'break' stat is rolled</b>	Shield has no impact
<b>If same or lower than 'break' stat is rolled</b>	Shield breaks

**PLAYER vs ENVIRONMENT**

A steep and narrow canyon blocks your way. One of the players has exceptional strength (+3 strength skill). They try and push over a tree to create a bridge across the canyon. It's a bit wacky - trees are quite hard to push over. But hey, it might work!

**Step 1:** the GM sets the difficulty at 'hard'. It's a tree, after all. This means the player must roll at least 13 for the action to be a success.

**Step 2:** the player rolls 3 dice. They roll a 3. They add their +3 strength to their score, giving a total of 6. It's an epic fail (an epic fail occurs if players roll 4 less than the target score).

**Step 3:** the GM decides that the player accidentally pushes the tree onto another player, pinning them to the ground and necessitating a rescue operation. The GM also decides that the player suffers damage from the tree falling on them, following the rules in step 4 on page 10. The player is level 1, so a single six-sided die is rolled. The die score from this roll is a 2, so 2 is removed from the player's HP. The Squad must now think up ways to rescue the player!



**PLAYER vs CHARACTER (NON-COMBAT)**

The Squad want to sneak past the Example Witch (level 5, +3 awareness). The Squad propose distracting the witch with a loud noise. A level 5 player with +4 stealth points goes first.

**Step 1:** the GM rewards players for distracting the witch by setting the difficulty at 'easy', meaning a 7 must be rolled for the action to succeed.

**Step 2:** the player rolls 3 dice. They roll a 10. As they are being sneaky, their +4 stealth points are added. This gives them a total score of 14. It's a super success! (actions are a super success if players roll 3 higher than the target score).

**Step 3:** The player makes it past the witch. As they rolled a 'super success', the GM decides that the other players only need to roll a 'super easy' to sneak past the witch.

**For advanced players:** Make play more difficult by offsetting the player's 'stealth' score against the enemy's 'awareness' score. In this example, the witch has +3 awareness, so 3 would be removed from the score at the end. You will be given non-player character statistics when you encounter them.



**PLAYER vs CHARACTER (COMBAT)**

The Squad (all level 4), fight the level 5 Example Troll. A player wants to bash the troll on the head. Simple but effective.

**Step 1:** the GM checks the non-player character stats (provided when an enemy is encountered). At this point, the GM also checks the Speed score of the player and the NPC. Highest goes first.

**Step 2:** The GM sets the difficulty at 'hard'. This isn't a well-thought-out plan, and the troll is quite tough, so successfully bashing it on the head is quite hard.

**Step 3:** The player rolls 3 dice. They score 13. It's a success - just! The attack strikes the troll.

**Step 4:** The player rolls for damage. As they're level 4, they roll 2 dice (see Step 4 on page 10). Player rolls an 8, so this means the troll loses 8 HP.

**Step 5:** However, the troll has a shield, so the GM (who is playing the NPC) rolls 3 dice to see what impact the shield has as per the table in Step 5 on page 10 (reminder: you will be provided with shield stats when you encounter a character in the game, you do not need to make up the 'deflect', 'half' or 'break' scores). The 'half' score is rolled, so the damage is halved. The troll loses 4 HP. The player's turn is over.



**WHAT NEXT?**

- Create your character using the Player Character Sheets on pages 85-94 (read the purple section on the reverse of Player Character Sheet for guidance).
- Assign a GM to read The Quest Begins on page 13 and the first location on page 14.

