

OUTSIDE:
RE-ROLL

The image displays 37 numbered shapes, likely for a board game. The shapes are arranged in a grid-like pattern. The numbers are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37. Some shapes are marked with a star (☆) and a '6' symbol (6). The shapes are: 1 (square), 2 (square), 3 (square), 4 (square), 5 (square), 6 (square), 7 (square), 8 (square), 9 (square), 10 (circle), 11 (circle), 12 (circle), 13 (circle), 14 (circle), 15 (circle), 16 (pentagon), 17 (square), 18 (circle), 19 (circle), 20 (circle), 21 (circle), 22 (circle), 23 (circle), 24 (circle), 25 (circle), 26 (circle), 27 (circle), 28 (circle), 29 (circle), 30 (circle), 31 (circle), 32 (circle), 33 (circle), 34 (circle), 35 (circle), 36 (circle), 37 (circle). The shapes are arranged in a grid-like pattern. The numbers are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37. Some shapes are marked with a star (☆) and a '6' symbol (6). The shapes are: 1 (square), 2 (square), 3 (square), 4 (square), 5 (square), 6 (square), 7 (square), 8 (square), 9 (square), 10 (circle), 11 (circle), 12 (circle), 13 (circle), 14 (circle), 15 (circle), 16 (pentagon), 17 (square), 18 (circle), 19 (circle), 20 (circle), 21 (circle), 22 (circle), 23 (circle), 24 (circle), 25 (circle), 26 (circle), 27 (circle), 28 (circle), 29 (circle), 30 (circle), 31 (circle), 32 (circle), 33 (circle), 34 (circle), 35 (circle), 36 (circle), 37 (circle).

Spell Sheet

Cut this and the opposite page out of the book immediately. You don't need these pages right away, but you will need them soon:

If "use magic" is called for:

Cast a single die onto the opposite page.

IF YOU OVERLAP MORE THAN ONE SPACE: You choose!

Take note of the symbol, and follow instructions.

If "Cast a spell" is called for:

Cast a single die onto the opposite page.

IF YOU OVERLAP MORE THAN ONE SPACE: You choose!

- : Deal one damage to your opponent.
- ☆: Deal 3 damage to your opponent
- ⊖: Make a bungled spell roll

If "Bungled spell" is called for:

Cast a single die onto the opposite chart, and add a quirk on the reverse of this page according to the number that your spell landed on.

IF YOU OVERLAP MORE THAN ONE SPACE: You choose!

Quirks! (You may write and/or illustrate on card)

- 1 You get a/another silly hat.
- 2 A/another bug gets attached to your face.
- 3 Your skin becomes carpet.
- 4 Your eyes change colors.
- 5 Your ears grow much bigger.
- 6 Your head turns upside down (cut out your head and paste or tape).
- 7 Hand turns into an animal.
- 8 Green stars on one part of your body.
- 9 You start glowing blue.
- 10 Your clothes get stripes.
- 11 You're covered in frogs.
- 12 You're a turtle-person.
- 13 You turn evil, grow fangs.
- 14 You're a mummy.
- 15 You grow a red beard.
- 16 Your shoes grow 8 toes.
- 17 Your eyebrows grow. A lot.
- 18 An undead squirrel appears.
- 19 You transform into a clown.
- 20 You think you're an accordion.
- 21 Three eels are your friends.
- 22 You become a yeti.
- 23 You grow a cow tail.
- 24 You become covered in hair.
- 25 You develop tiger stripes.
- 26 You get the sniffles forever.
- 27 Your nose is alive.
- 28 You have a computer implant.
- 29 You're a cloud person now.
- 30 You have twelve mouths.
- 31 You develop green star rash.
- 32 You develop mad cow syndrome, and a mad cow.
- 33 You have a mild cold. and toads.
- 34 Your ears are metal.
- 35 You're a cow person.
- 36 You're a squid person.
- 37 You are transformed into mostly candy.
- 38 There's no 38, so you shouldn't be reading this.

Decision cards⁹ (1 per player)

Keep your eye out for boxes like this. When you see one with a number that you have circled on your decision card, read the text in the box and do what it says!

C

A1: Used magic
A2: Attacked
A3: Kept down
A4: (solo) Slept in.
A5: (solo) Didn't.
A6: Told Truth.
B1: Lied.

HOW TO MAKE A STRENGTH/SMARTS/SANITY ROLL:
Roll two dice and compare the number to whatever stat you're rolling for. If the rolled number is equal or lower, the roll is a success. If the rolled number is higher, the roll is a failure.

X

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HOW TO MAKE A STRENGTH/SMARTS/SANITY ROLL:
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X

Jam Bucks

Cut this page out, do not use until page 33 is complete:

Cut out jam bucks for every player according to the table to the right. Reserve the remaining Jam Bucks for later.

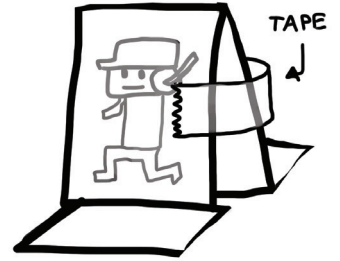
Total of all stats:	Starting bucks:
7-14	5
15-19	3
20+	1



Cut that out!

Cut out your character card and the matching standee from the back cover. Cut your standees out at the dotted lines, and fold at the solid lines.



Name your character

Be sure to add a name. If you can't think of anything, simply take the first syllable of your favorite beverage, and add it to the last syllable of your middle name.

Add to your abilities

You have starting numbers for your abilities. Roll a die for each ability, and add that number to the starting number. Write the new number in the next empty box.

Smarts: $1 + \text{die} = 6$

Strength: $3 + \text{die} = 6$

Sanity: $3 + \text{die} = 7$

A1: +1 sanity

A2: +1 strength, -1 health.

Cut Your Health Tabs


See those dotted lines on the side of your card? Cut each line to create tabs. These are your health tabs. Each time you lose any health, tear that many tabs off of your card.

When you get robes, weapons, and items, cut them out and glue/tape them to your character.




Professor Thorne smiles as she produces her pink, curly wand.
 "Please take out your wands right now!!!" You fumble for
 your wand.

Get out your wand! Cut out spell cards equal to the number of players times 5. (For example, if you have 3 players, cut out 15 spell cards).
 Cut out one row per player, starting at card one: cards 1-10 for two players, 1-15 for three players, etc.



Cut out a number of "magic spell" cards according to the number of players. (cut out tab #1 for the first player, tab #2 for the second player, etc). DO NOT share your secret code on the back of the card with anyone.



The person with the lowest strength goes first. Play proceeds clockwise.




On your turn:

Note a number on the back of your card





Use your wand to "draw" the spell that matches that number in the air, up to two times.



On other player's turns:

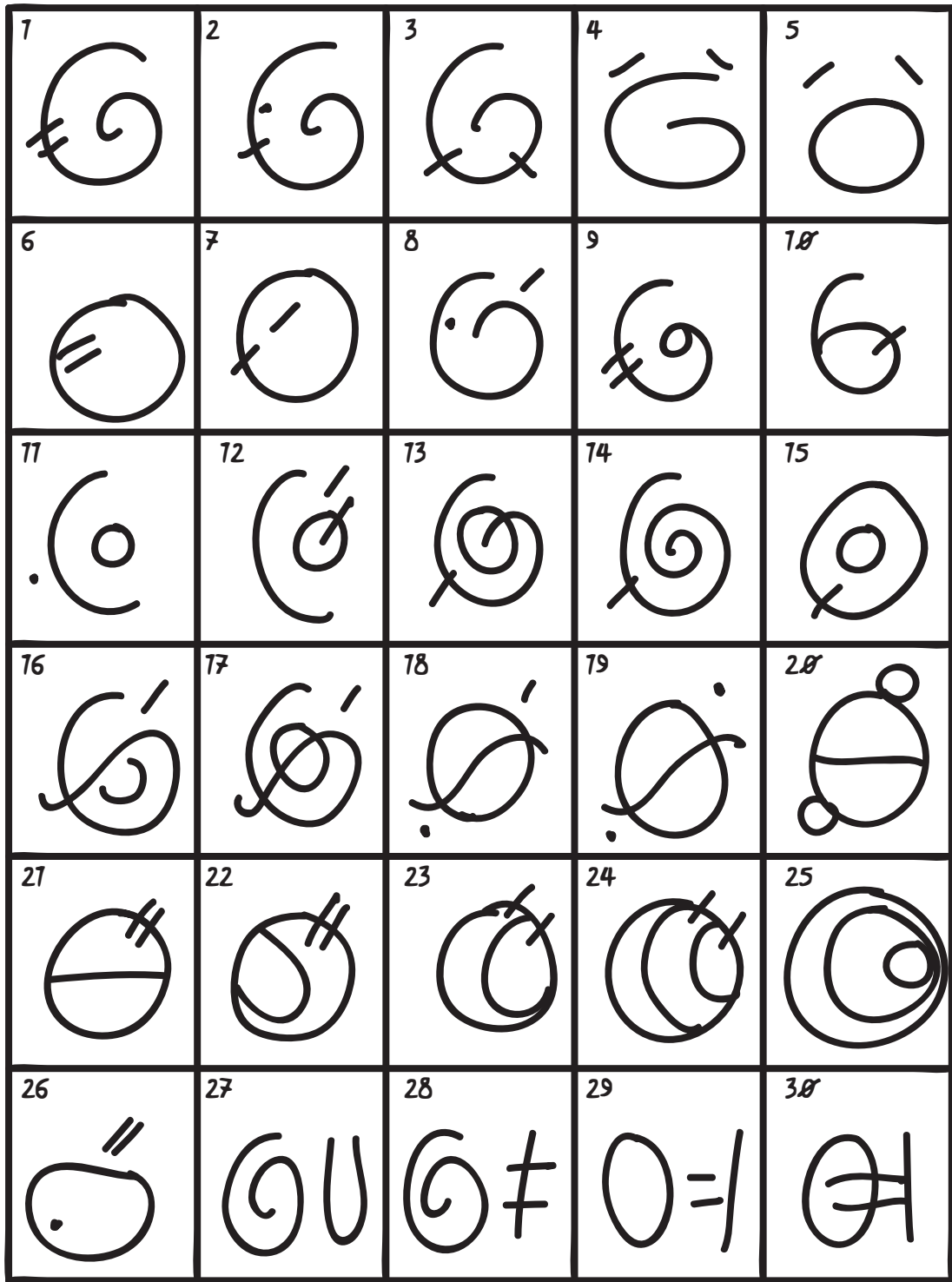
Attempt to guess what numbered spell the active player is "casting". Write the number on the back of your "magic spell" card, in the box matching the player's "magic spell" card.

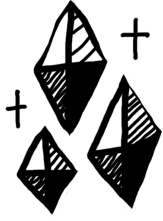


Cast a number of spells according to the table to the right.
 When finished, compare numbers.
 Gain a number of Jam Bucks according to how many correct guesses you made!

of players
 # of spells

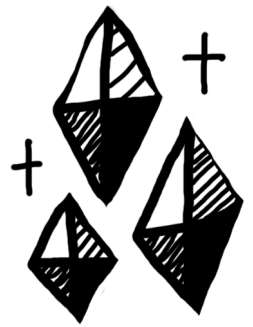
2	3	4	5	6
3	2	1	1	1



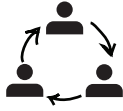


<p>Your secret numbers: 8 4 3</p> <p>Guesses: Player #</p> <p>1 2 3 4 5 6</p>	<p>Your secret numbers: 10 4 2</p> <p>Guesses: Player #</p> <p>1 2 3 4 5 6</p>	<p>Your secret numbers: 14 4 12</p> <p>Guesses: Player #</p> <p>1 2 3 4 5 6</p>	<p>Your secret numbers: 20 11 5</p> <p>Guesses: Player #</p> <p>1 2 3 4 5 6</p>	<p>Your secret numbers: 22 19 3</p> <p>Guesses: Player #</p> <p>1 2 3 4 5 6</p>	<p>Your secret numbers: 21 16 15</p> <p>Guesses: Player #</p> <p>1 2 3 4 5 6</p>
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The person with the lowest sanity goes first. Play proceeds clockwise.



Place your standees on any of the spaces on the bottom (grey) row of the board.



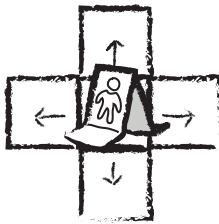
Your standee may not be placed, and may never move onto a space with another standee.

On your turn:

Roll a single die.



Move to an adjacent space (not diagonally, and you may not move through walls)



1. Move one space through an adjacent wall.

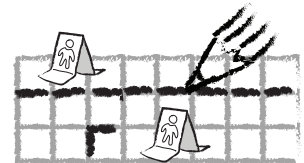
OR

2. Draw one wall along the side of one square on the game board.



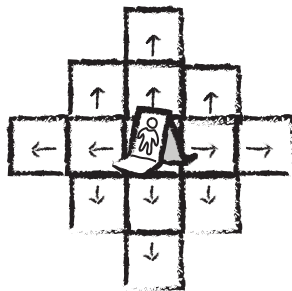
You **may not** draw a wall on a space if:

- there are already two walls adjacent to the square
- if the wall makes the game board impassible for any players.

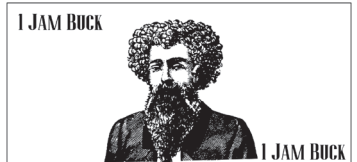
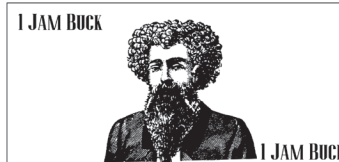
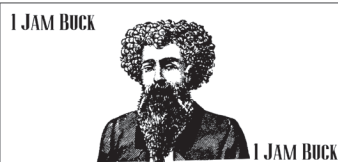


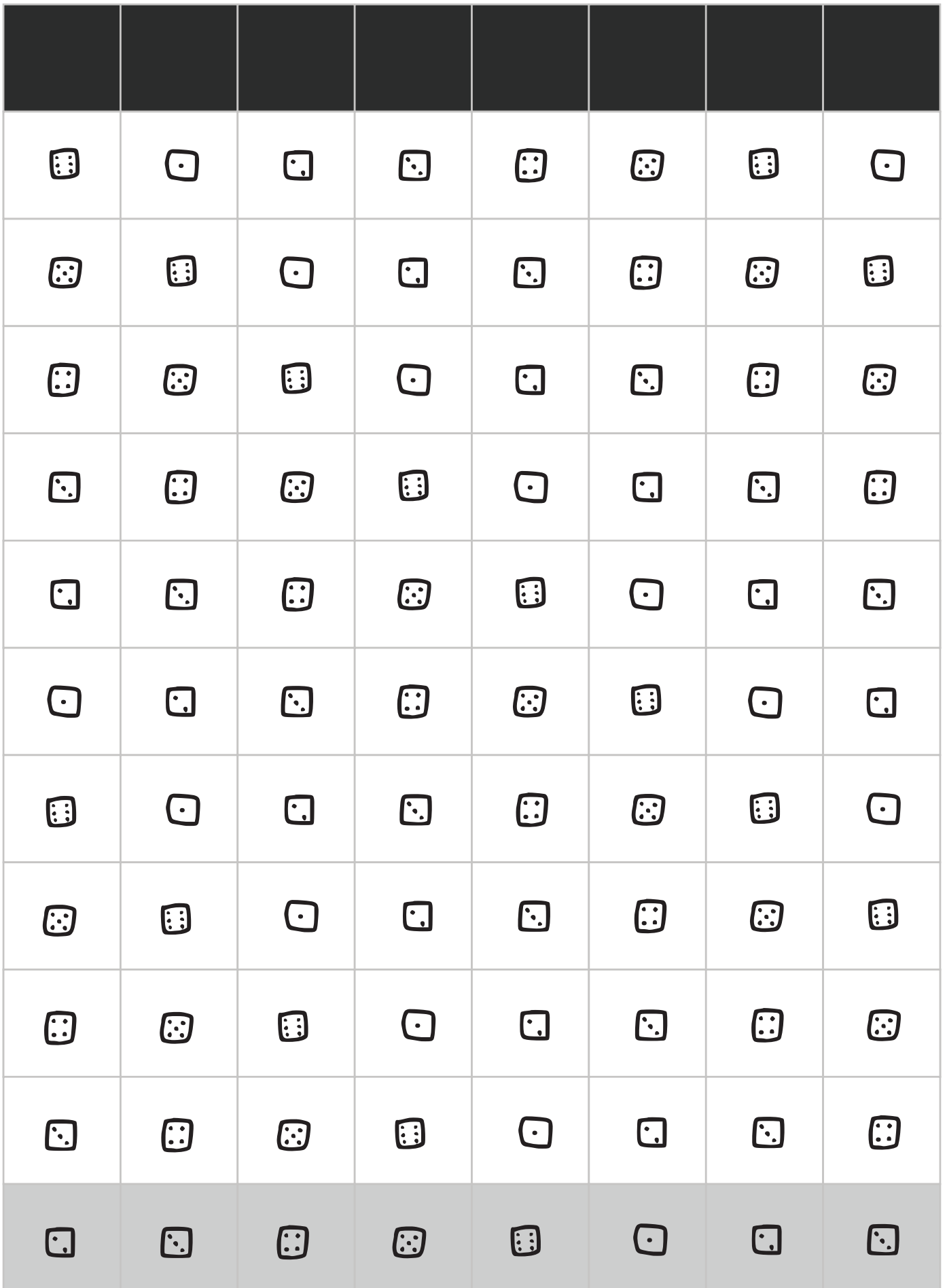
Accidental Teleportation

IF YOU ROLL THE SAME NUMBER AS THE NUMBER ON YOUR SQUARE: instead of taking either of the other actions, move two spaces in any direction, ignoring walls.



First player to move onto the black spaces at the top wins! 4 jam bucks for you.







This image is hidden. Your printer will thank me later.

When the slightly glowing trail reaches an end, it disappears into round, shadowy hole cut into the bunker-like walls of the school. Someone took the time to adorn the wall around the hole with warnings and crudely drawn eyeballs to ensure that anyone thinking about entering would think twice.

You don't have time to investigate, because you've got to race to your next class, but you all agree to explore the scary place as soon as possible.

Heck, you could die in there.

What fun.

↩️ TEAM DECISION:

1. Poke one of the eyeballs before you go.
2. Write your own eerie warning,

→ Results!

1. IF YOU POKED AN EYEBALL: Nothing bad happens at first, but the door looks vaguely offended. Then it magics all of you.

A4: The magic is especially potent. Your head transforms. Pick a new head from the bottom of this page!

Each make a sanity roll.

FAILURE: BAD MAGIC! -2 health

SUCCESS: You absorb the bad magic! +1 jam buck

2. IF YOU WROTE A WARNING: You realize that none of you brought a writing utensil, so you attempt to magic the message onto the wall. Of course everything goes wrong.

The magic bounces off of the black, shiny stone, and hits your friend.

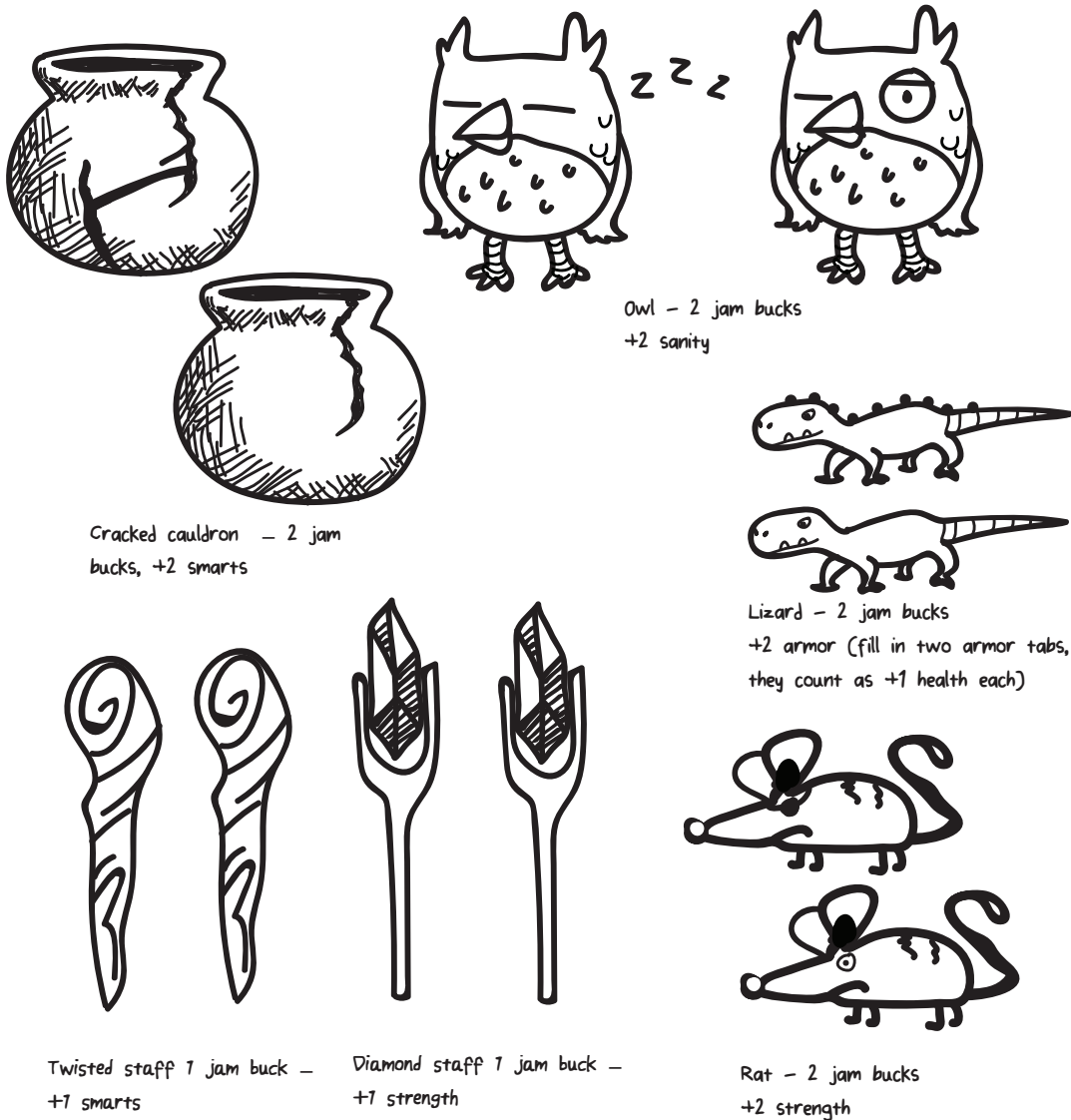
The player with the lowest smarts makes a bungled magic roll.

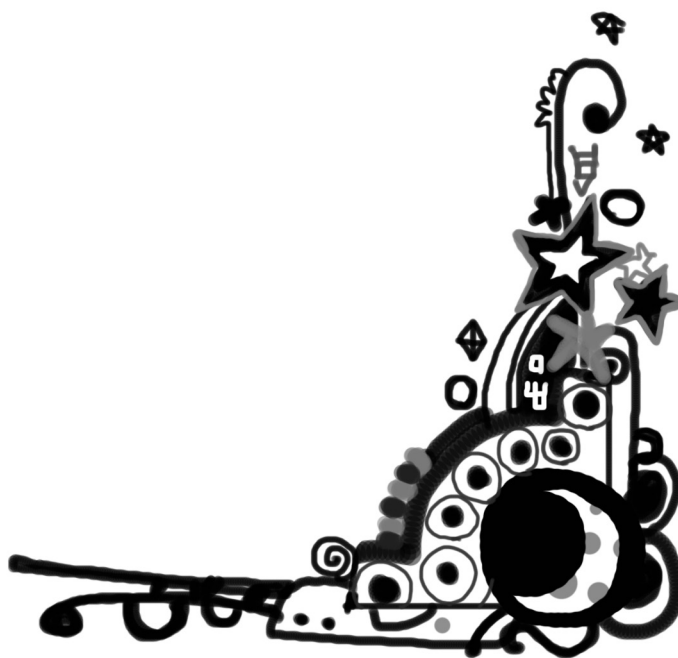


On your way back, you stop by the indoor marketplace to pick up some fuzzy rolls.

Fuzzy rolls are like eating a giant fried fluffy gerbil. They're just disquieting enough to appeal to college students, so they've been huge on campuses.

There's also some awesome magical stuff available for jam bucks.





Pet/beast summoning.

Build yourself a pet using 8 body parts from the next page.

A1: Your magic is strong today! Use an extra 3 pieces to create your creature.

will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature

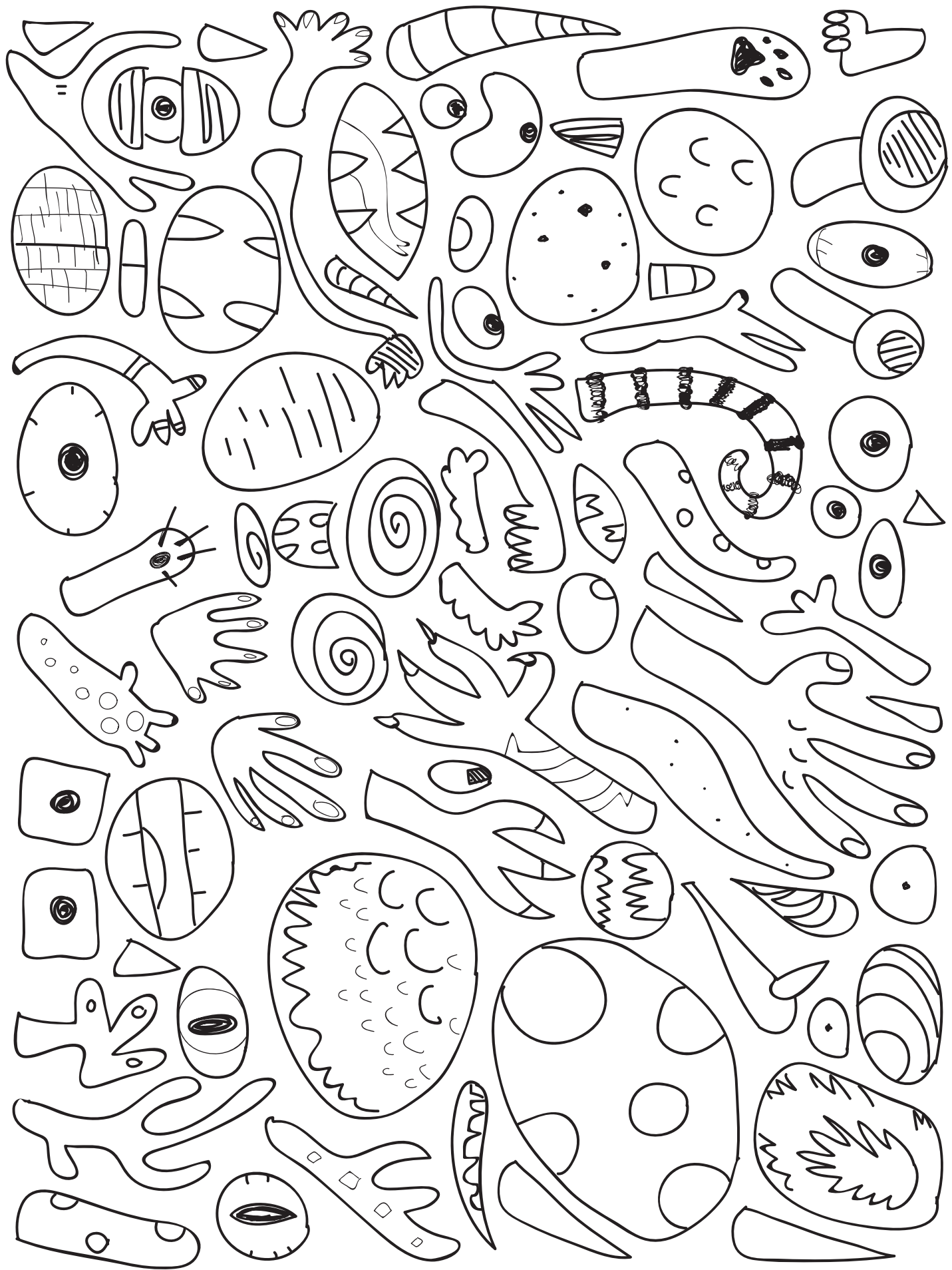
will
will
will
♥
♥

Attach to your finished creature

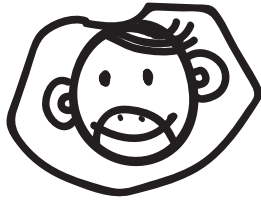
will
will
will
♥
♥

Attach to your finished creature

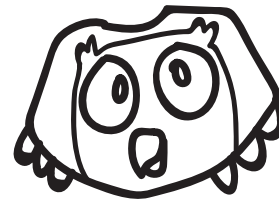








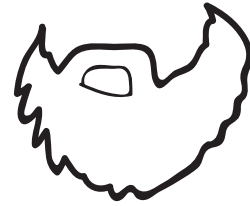
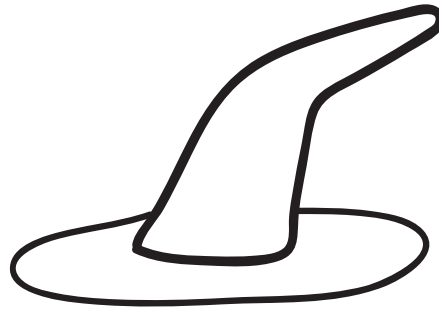
Monkey robe. 2 jam bucks, + 1 armor
+1 any stat.



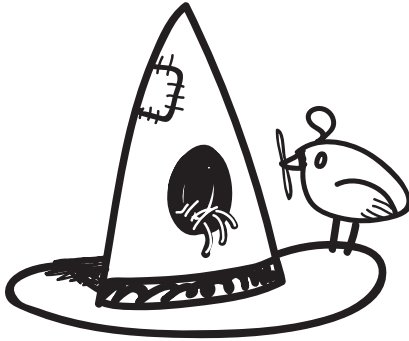
Owl robe. 2 jam bucks, +2 armor



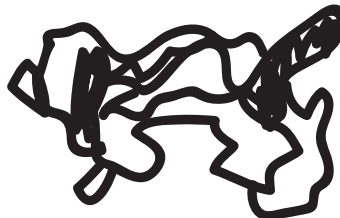
Person robe. 2 jam buck,
+3 armor, -1 sanity



Big grey beard, pointy hat.
2 jam bucks, +1 smarts + 1 armor



Bird-infested wizard hat.
1 jam buck, +3 smarts
+1 sanity -3 strength

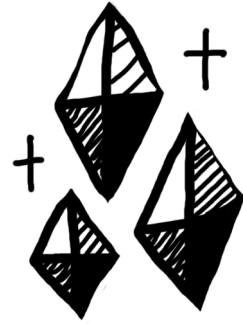


Nacho Hat. - free

Tin foil hats. 1 jam buck, they're supposed
to be good for the mana games.

70





The Mana Games

The next few weeks pass uneventfully. The excitement of life only starts to pick up again when an upperclassman shares with you a time-honored tradition: the Mana Games.

In The Mana Games, students sneak out at night, and try to stay alive all night in the Mana Desert, with only their wands.

When you quietly open the door to the outside, a massive wind rushes in the door, bringing in purple sparkling mana sand. The sand is freezing cold to the touch, and when it hits you, it stains your skin purple. Because of the magical properties of mana, it also has the unfortunate side-effect of growing eyes on exposed skin. These strange mutations will disappear after a few days, but it's slightly troubling.

Cast a spell to determine what happens:

A4: You're feeling sharp, and you nearly dodge out of the way. You feel a surge of confidence. You were almost graceful! +1 sanity!

○ : Color one body part purple, and draw little eyes all over it.

























☆ : You grow a new foot somewhere unexpected.

⊗ : You grow funny, long teeth (pick one, add to your character)



Another hidden image. Wow, this game hates your printer.

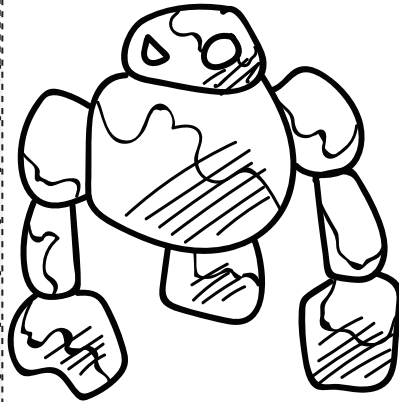
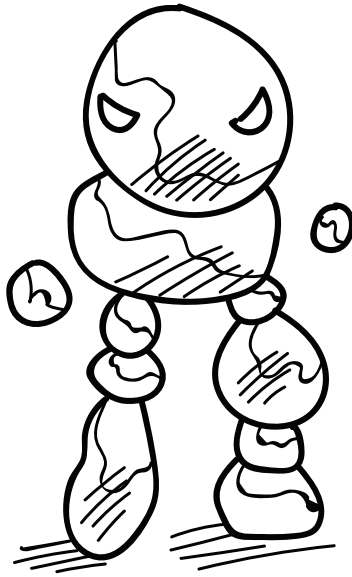
As soon as you step out onto the
glittering sand, a squadron of living
stones hurl themselves towards you.
You whip out your wands.

 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>
 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>
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 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>



NAME: JAM

smarts:	∞
strength:	NOT BAD
sanity:	QUESTIONABLE



QUIRKS!
TRIMS TOENAILS WHILE
TEACHING

