

Requirements of the game:

- 1-4 players
- A pencil/eraser
- Printing out the 1 page of the **player sheet**
- Printed or electronic version of the **map** and **story file** (approximately 11 pages both sides- copy shops can do this in a few minutes for 2\$).
- Approximately 3-4 hours commitment (as desired)
- **[Optionally] POSTING YOUR PLAYER SHEET UPON FINDING CACHE**

HOW TO PLAY

This puzzle geocache is a **“Choose Your Own Adventure Story”** for up to 4 players whose purpose is to play the story as directed at Riverside Park, filling out your player sheet as you go and acquire the cache by choosing correctly. It involves a long walk exploring within Riverside Park and depending on your choices requiring about 3-4 hours (you may start or stop as time permits.)

To begin actual play, you will need a copy of the PLAYER SHEET, MAP and STORY, which is found at the links below. It is approximately 11 double side pages (8.5x11) in a pdf. I print mine out on both sides and use 3 staples at the left like a book, map on front cover player sheet on back (or player sheet with another player with a clip board). Or you can keep the STORY PDF on a device if the battery will last long enough and just carry the player sheet on paper.

You begin by printing the player sheet and filling in your chosen character names, chosen sex, whether you bring a dog, and assigning yourself a choice for your **“maximum health points (hp) + starting coins” that sum to 20. (eg. 17 hp + 3 coins = 20)**. You start with no armour and hand to hand combat for a weapon. If you find better ones, fill them in on the chart of whoever equips them. Likewise note who is holding any other found items in the ITEMS list, as things can be lost, stolen, or have secret powers.

The adventure requires no actual skill. All possible choices are scripted - you just have to choose from the available options. Sometimes poor choices will not lead to victory, or make it difficult to survive. After filling out your character sheet, you just begin the story at section 1 and choose which instructions you wish to follow turning to that section number and moving to that place on the map to use your imagination to interact with the real-life scenery.

If you find an item select someone to carry it and note it on the player sheet.

If you find yourself in **COMBAT** you win or lose by outlasting your opponent(s). Select one person per opponent to fight. (If opponents outnumber players assign extras to players simultaneously for fleeing purposes) The bottom of the Player Sheet has random groups of attack rolls you may select any starting point and then use them in sequence. Your opponents will have a defined group of combat numbers - compare each group of 5 numbers. If your individual numbers tie or are higher you wound the enemy. If theirs is higher you subtract 2 hp (health points) for each loss. After comparing a group of 5 you may flee (if allowed) at the cost of 2hp per fighter (unless armoured).

(eg: If you select to fight a RAT as a choice, the encounter will list the creature and his combat scores like this: **RAT: 24423 13326**. To fight the RAT, choose who in your party will fight. Choose YOUR combat values in sequence from the bottom of your player sheet groupings. IF your next combat values are 34621 43123. You choose the first group of 5 and compare to the rat's. Here 24423 vs 33621. In order: your 3 beats his 2 so he takes damage. His 4 beats your 3 so you take 2hp damage so far. Your 6 beats his 4. Your 2 ties his 2. Your 1 loses to his 3 which is 2hp more damage to you. So he damages you for a total of 4hp in the first round. The first round is over and you can FLEE or continue. If you flee he snipers you for another 2hp, but you don't have to continue combat. If you wish to press the attack, you compare the next set of 5 and so on until you OUTLAST each creature or become a ghost at 0hp. **Wearing armour allows you to flee at no cost after each round. A weapon item found raises any of your combat values to 3 if they are 1's or 2's.** This is much easier than it sounds once you do it.)

If a player reaches 0hp (zero health points) they become a GHOST. All inventory of the player remains on that spot until retrieved by living characters (note location). GHOSTS may not fight, talk, or carry items (except 1 coin). They may follow the living characters as observers or explore, but must flee any combat. Ghosts have specific uses in the game so don't lose hope.

The story contains optional "wandering encounters" located at certain memorial plaques and signs around the park. If you read one of the signs listed on the Player Sheet you must play the wandering encounter as instructed. The names on the plaques represent a wandering Soul. They either attack or may have a coin you can steal if you are greedy.

Items with an asterisk, on the player sheet may be used at any time outside of a combat comparison.(eg potion)

The map gives most of the major section locations if you get lost. Best is to make a choice, read the new section and walk to that area (it will describe what is there in real life) and then continue the story. You will have to imagine what the story says is there, but the descriptions should be enough to get the idea.

I have spent 2 years putting this together, and yes there are many pop culture references both obvious and hidden. I hope you enjoy it. I have made many paths to victory, so you should be able to have fun several times and still have a new adventure every time if you want to play again.