

## Catch a Flailing Star - Game Instructions

### Game Preparation

Print out the players' paths on 8 ½ x 11 sheets of paper (card stock preferred, print 100% - no scaling). There are color or black and white versions depending on your printing capabilities. Cut out the paths following the template, so that each player has a set number of pieces in specific shapes. Print and cut out two sets for the Star. When finished, each player should have eight shapes, and the Star should have 16 (two of each shape).

Print out the nine 8"x10" map sections (100%, no scaling) and assemble the 24"x30" playing board by taping together each section on the back. Once complete place the board on the table at the start of the game. Also print off and cut out the skill check-off cards (this is a player handout in the main adventure file) and pass one out to each player.

### The Playing Board

The 24"x30" playing board has a 1" grid printed on it. Each player has a designated starting position, marked on the board by a number. Have the players choose a number and give them the appropriate playing pieces at the start of the game.

The board has several markers that represent zones with varying bonuses and penalties, should the player's path come into contact with them. Being adjacent to the markings does not grant the reward or penalty. The players' path must cross through the markings to gain the bonus/penalty. The star also gains its own set of bonuses for each type of marker it comes into contact with. The star never receives a penalty for touching a marker. (Note: if playing on the B&W version of the board, use colored markers or highlighters to color in the symbols and make them easier to differentiate.)



#### **Green Marker**

**Players:** The PC may use one additional path segment this turn.

**Star:** The Star may use one additional path segment this turn.



#### **Yellow Marker**

**Players:** The Star permanently receives one less path segment each turn. This effect can only happen once per turn.

**Star:** The PCs each take a -5 penalty to their next skill check to move. This effect can only happen once per turn.



#### **Red Marker**

**Players:** The PC must remove their entire path from the board immediately and lose two healing surges. They may restart their path at any start point on their next turn.

**Star:** The Star chooses a particular path segment type and each PC loses that segment. Segments can be removed from the board. The Star can only use each Red marker once.



#### **Orange Marker**

This is a teleportation marker. It works the same for both PCs and the Star. Read the **Teleportation Rules** section below for more details.

## **Game Play**

**Player Objective:** To use their path segments to trap the Star.

**Star Objective:** To avoid the players for as long as possible or cause the players to lose 8 or more surges.

Game play starts with the players in clockwise order then finishes with the Star (controlled by the DM). The Star has 16 path segments at its disposal and can place any six of them on its turn. The Star always places six segments, unless its total is reduced by the PCs passing through a yellow marker, as described above.

The Star follows all the rules for path placement described below in “The Player’s Path” section.

## **The Players’ Paths**

Each player receives 8 path segments that are used during the game to build their magical containment spells. These paths have no particular head or tail and may be placed any direction, so long as they are placed printed side up and follow the grid on the playing board. The player is welcome to rotate them as needed.

When building a path, a player starts by making a skill check to determine how many path segments they can place on their turn. The number of segments a player can place is determined by how well their PC succeeds at a skill check and the number of PCs. A PC may choose to place only 1 segment instead of the amount rolled:

**4 Players:** +1 segment

**6 Players:** -1 segment (minimum 1 segment)

**DC 41+:** 4 segments

**DC 31-40:** 3 segments

**DC 23-30:** 2 segments

**Below DC 23:** 1 segment

The PCs are allowed to choose one of six skills (Athletics, Bluff, Endurance, Insight, Religion, Stealth), however they may use each skill only once during game play. This is designed so that a player may not constantly use their best skill each round. As soon as a player uses a skill, have them mark it off on their check-off card. The players should use their skills wisely.

The players then begin placing segments on the board, with their first segment on their designated position. The following segments are placed end to end with the previous piece in any direction – forward, left or right.

At no time may the PCs path overlap with itself or with another PC’s or the Star’s path. If the PC’s path has no legal move other than to cross another path, then the PC is knocked off the board and must immediately remove their entire path from the game. The PC loses two healing surges and may restart their path, beginning back at any starting position, on their next turn.

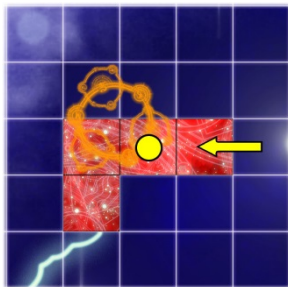
**Note:** It is very helpful to place the PC’s miniature at the head of their path to indicate the direction their path is going. A player must always build off of the leading segment of their path.

On subsequent turns, the PC must place all their path segments before removing the segments they placed on their previous turn. Once the new segments have been placed, the old segments must be cleared from the board. If at any point the PCs new path runs into their path from the previous turn they are knocked off the

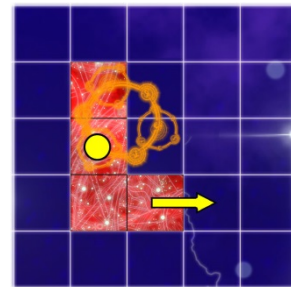
board and must follow the rules detailed above. If a PC is able to place more segments than they have remaining, they must place all available then may pick up all old segments and finish placing segments.

### **Teleportation Rules**

If a path crosses an orange teleportation marker – whether it is the PC's path or the Star's – the player may immediately choose to teleport their path to any other orange teleportation marker on the board. This is done by moving the path piece which crossed the marker to another marker on the board. The exact space of the path segment which crosses the marker must be placed on the new marker, but the piece may be placed on any part of the new marker and may be rotated in any direction the PC wishes. Additional path pieces continue from the new location as normal. A PC can choose to teleport (or not) whenever they cross an orange marker. The figures below illustrate how teleportation works:



The Red Player is moving in the direction of the arrow, and his path first crosses the teleportation marker on the square marked with the yellow dot.



The Red Player chooses to teleport to another marker. He places his piece with the yellow dot square on a different corner of the new teleportation marker, and rotates his piece, then continues in the same direction he was previously moving.

### **Winning the Game**

The players win if they trap the Star, so that it cannot move without its path colliding into the path of another player or itself, or it cannot move at all because Yellow Markers were used in all six turns.

### **Losing the Game**

The players lose if the Star is not captured before round 7. The players also may lose if they have collectively lost 8 or more healing surges.