

FAMILY GREEN: HOW TO PLAY

WHAT YOU NEED

- 2 sets of D&D / polyhedral dice (not included)
 - If you don't have dice, you can use an online roller and any small item for the dice spaces on the game board.
- 2 player game pieces (not included)
- 1 set of game board sheets
- 2 character sheets

BEFORE YOU PLAY

Print out the game board and character sheets.

The game board is assembled by cutting the pieces to fit and taping them together. You may also just set them together if you prefer. Cutting and taping instructions are on the game board. If you don't have access to a printer, you can simply write the information for the character sheets on a piece of paper and copy the basic shape of the game board on the easiest surface—such as paper, cardboard, or a chalkboard or whiteboard. Just make sure you have permission to use whatever you use. Mara, Kara, and Toren just drew the board with marker on paper, so that would just be more authentic!

Find a partner!

This is a two-player game intended to be played by people with a good relationship, such as good friends or family. It is meant for only two players, but you could always print out multiple sets and play in the same room together.

Find your game pieces.

Think of something small (about the size of a coin) that best represents you. Think of yourself as a whole or think about something that represents your bond with your game partner. In *Wheel of Fate*, Mara uses a maple seed, Kara uses an origami animal, and Toren uses a game piece from a different game when they first play. There's no end to the little things you could use. Find your game piece and tell your partner why you picked it before you start playing. Maybe while you work on your character sheet!

Know your dice.

Polyhedral dice are referred to by their number of sides. A six-sided die is a d6, for example. There are two ten-sided dice. One is 1 to 10 and one is in increments of 10. The one in increments is sometimes referred to as the d% and sometimes d00. It is referred to as d00 in this game. Your dice set must include: d4, d6, d8, d10, d00, d12, and d20.

Complete your character sheet.

Refer to the sample character sheets included if you aren't sure what to do. Follow the directions on the character sheet to complete all the fields. Doodle your game piece as your character picture at the top. Roll each of your dice—except the d20—and record the number you roll on your character sheet. The d00 already has the zero in place to avoid confusion. Games are supposed to be fun, so if you roll the highest number or the second highest number, you should consider rerolling to ensure the game keeps moving—unless you prefer a challenge or a longer game.

Answer all the questions on the character sheet. DON'T show your partner your answers! You'll be revealing your answers to your partner later in the game. The quality of this part of the game really depends on how seriously you'd like to take it. You can use it as a bonding experience. Mention things you love about your game partner and something that's been bothering you, so you can have a real discussion and strengthen your bond. OR, if you're not ready for that (a relationship in its early stages may not be able to handle it) or if you would just prefer to keep things light, you could come up with silly responses or play the game as if you are different people—characters from a movie, book, or game could be fun, if you know enough about the characters and their relationships to form responses.

Ultimately, here is where you make the game yours. Have fun with it!

What do the stats have to do with anything?

Well, in *Wheel of Fate*, Mara and Kara haven't had the chance to play D&D yet. Part of the reason for this game to be the way that it is in the book is because it is used as a simplified device to start teaching the girls about the game. They use the dice set and learn a little bit about the rolling systems. They have a character sheet with the standard stats and some scores to go with them.

Additionally, however, this is a game about bonding, and each of the stats does connect to an aspect of the relationship in question (even if some of them are a pretty big stretch).

Strength (STR): Strength is a pretty straightforward thing. In D&D, it refers mainly to physical strength. In this case, if you're looking at what makes you and your game partner stronger together, the strength stat is the best to represent this.

Dexterity (DEX): To put it broadly, the dexterity stat is what gives your character the ability to complete finite (little/focused), skilled tasks. In this case, if you're looking at what you have in common with your game partner, you're looking at the little things you do together.

Wisdom (WIS): Your wisdom is your gut feeling and your awareness of the things around you. In this case, wisdom is knowing who your family is and that "family" is the bond you share with a person and not the blood. Wisdom is knowing what family means in relation to the people who love you.

Constitution (CON): Your constitution is your health or how well you can outlast damages. How you can survive battle, poor conditions, the extent of your stamina, etc. In this case, when someone you love does something to you that you consider to be bad, your constitution stat is how well you can weather the pain from that bad thing, or how well you can take the hit and keep going. Remember, just as too much damage to your constitution can kill you in a game, too many bad things coming from one person can damage your life. A little bad is normal. A lot of bad is not.

Intelligence (INT): Your intelligence is how well you retain information and remember even obscure details. The biggest difference between wisdom and intelligence is that wisdom is feeling, and intelligence is knowing. In this case, it's your ability to remember and recognize the good things in your past with your game partner—to know that the good is there to bond you.

Charisma (CHA): Your charisma is confidence and the ability to sway others based on just who you are. In this case, you are telling your game partner what you think the future will be for you and having the confidence that the future you expect will come to pass.

PLAYING THE GAME

*For optional customization notes, see end of next page.**

Set your dice and pieces.

There are squares on each player's home side. Each is meant for a particular die. All your dice will start here. If you are using an online roller, put placeholder items in each box. Notice that the d00 begins on your partner's side, and all the others begin on your home side. Set your game piece at the d4 starting space (the space in front of the d12).

Roll for initiative.

Really, just roll the d20 to decide who goes first. The player with the highest number should go first—or you could go with house rules for order selection. Some people go by age or closest birthday or something like that.

Play the first round.

When it's your turn, roll your d4.

You must roll the same number or higher than the stat number on your character sheet in order to move. If you roll a lower number, you must let your partner have their turn and try again. For example, if you rolled a 3 for the d4 (STR) roll when making your character sheet, you can only move your game piece for the d4 round if you roll a 3 or a 4. If you roll a 4, move your piece 4 spaces. You do not have to roll an exact number to get into the center space when you make it around.

Once you move your game piece all around the board and into the center, ask your game partner to reveal their answer to the first question (STR). Listen to their response. This might start a conversation, so continue when you're both ready. When you're both ready to move forward, you will move your d4 piece into their d4 square to complete your first round.

Play the other rounds in a similar fashion.

Move your way through the dice in order of size. The d6 will be next. You will move your game piece from the center space back around to the d6 starting space (in front of the d10 square). Move your game piece back around the board using the d6. When you reach the center, ask your game partner to reveal their answer to the second question (DEX).

When you're ready to move forward, place your d6 in their d6 square, move your game piece to the d8 starting space (in front of the d00), and go around again in the same fashion.

What about the d00 round?

The d00 round is a little different. You may be wondering why your d00 piece *starts* on your game partner's side. Well, part of the point of this game is as a demonstration of the relationship you have with your game partner. If you have a truly strong relationship, your game partner will have at some point in your life done something to hurt you, even if that thing was unintentional or even if you are playing with a parent and that thing is that they grounded you or otherwise disciplined you within reason.

While bad things can never just be taken back, that is step one here. When you get to the d00 round, ask your partner to reveal their answer to the fourth question (CON). When you are ready to move forward, start at the CENTER space and work your way back around to the d00 finish space (in front of the d8 square). When you reach the d00 finish space, move your piece into your home d00 square.

Play the final round.

Okay, you have completed the d12 round. Now what? The point of this game is to bring you and your game partner together, so the final round is to move all the dice from your partner's squares into the center space. You won't be moving around the board this time; you'll be moving your dice straight to the center in the same order you used for the previous rounds.

Keep your game pieces in the center.

Use your d20 for this round. For this round, you will be subtracting your stat rolls from 20 to determine what number you have to roll to move. For example, if you rolled a 3 for your d4 stat, that means you'll need to roll a 17 or higher to move your d4 to the center space. If you rolled a 5 for your d10 stat, that means you'll need to roll a 15 or higher to move your d10 to the center space. For this round, the d00 should be counted by the tens—so if you rolled a 60 for your d00 stat, it counts as a 6 for this round, so you would need to roll a 14 or higher with your d20 to move your d00 to the center space.

Another note about the d00. At the start of the d00 round, you are trying to take the bad thing back. You do take it back to a certain extent, but it's never totally gone. In the final round, the bad things go to the center too. This is because those things linger, even if you do want to take them back. However, it is also because when you are truly bonded with someone—friend or family—it's not going to all be good, but the bad is just part of it. Notice that there is a small amount of bad surrounded by a lot of good. Some bad in any relationship is expected. Lots of bad is unhealthy and should not be considered as just part of it. This game is meant to be a little bit of fun and to strengthen good relationships.

Anyway, roll to move your d4 to the center, then your d6, and so on. Once all your dice are in the center except your d20, you will wait while your game partner has all their dice but the d20 in the center. Then, you will each read your final responses to each other, setting your d20 in the center after you read your response, and the game is over.

If you do have questions about the game, you may email the author at talesofambergove@gmail.com.

*Optional customization.

Real life has setbacks and jackpots. If you want more of a challenge when you play, consider adding in setback spaces (and jackpot spaces!). You could do simple things, such as “move back 2 spaces” or specific setbacks to your particular relationship—in which case, you have a few options:

1. Come up with lists for the other person's spaces based on things they have done that have held back your relationship.
2. Do your own spaces based on what you think you have done.
3. Come up with the spaces together and do the same for both of you.

Examples:

- Broke sister's toy. Move back 3 spaces.
- Kept a secret. Move forward 1 space.
- Lied to mom. Move back 2 spaces.
- Helped friend after breakup. Move forward 2 spaces.