GETTING STARTED: Preparing the Game Pieces

What is StoryForge?
Audax Cor presents the first of its kind: StoryForge® – a Tabletop Gaming Engine (TGE). This universal system employs modular, customizable, inter-active slide rules and cards to facilitate strategic conflict resolution in sup-port of anything from tactical pit-fighting to full-blown role-playing in any genre. Basics can be learned in under 20 minutes, and short vignettes can be played in under an hour. Yet advanced combat mechanics, tactical tool and technol-ogy resource allocation, as well as a word-based magic system can promote longer, richer gaming scenarios.

What is the "Free Beginner Game Set"?
This is a download of PDF documents that can be printed and assembled into enough basic-level core components to make two characters that can fight head-to-head in a pit-fighting style. Multiples may be printed/assembled if more than 2 gamers wish to play. Playing with these bare-bones pieces should give you a feel for the combat system and some general aspects of StoryForge characters that can support other activities, such as Role Play-ing. Thre is a "Free Beginner Expansion" to add more choices of weapons, armor, and character to basic play. And finally, there is a "Free Advanced Expansion" that adds tactical complexity and more color to the game -- ranging from more character and combat system features. As yet, Magic, Projectiles, Steeds, Vehicles, and Non-Player Characters are not available for free download.

Become an Official Audax Cor Game Tester!
Join a crew of more than 50 individuals, ages ten to thirty. Get access to a broader range of free components and have an impact on the structure and content of the system. Customize existing game elements and create new ones with online generators. E-mail us at Contact@AudaxCor.com or visit us online at StoryForge.AudaxCor.com for more details.

Materials Needed (& Recommended)
Heavy white paper (Cardstock is more durable)
Clear tape (Satin finish preferable to gloss finish)
Scissors (Useful: exacto knife, strait-edge, cutting surface, scoring tools)
Flat surface for cutting, taping, and folding

Printing
The non-printable margin area varies between printers.
Disable any "shrink-to-fit" function in your printer settings
   If you shrink to fit, other modular game pieces won't fit
Because printers won't accomplish full-bleed to paper edge
   it may help to look at the screen version for clarification

Getting Organized
We recommend printing everything in the "Free Beginner Game Set"
Begin by reviewing the printed sheets and read all instructions
Start constructing the simplest pieces first and work toward the artifacts
The "Free Beginner Game Set "includes (in order of complexity):

Character Cards
   card.character.elf.plains.beginner.pdf   *(print 1)*
   card.character.human.common.beginner.pdf   *(print 1)*

Attribute Devices
   counter.attribute.elf.plains.corpus.pdf   *(print 1)*
   counter.attribute.human.common.corpus.pdf   *(print 1)*
   standard.counter.attribute.sheath.corpus.pdf   *(print 2)*

Opportunity Point Counter
   standard.counter.opp.pdf   *(print 2 of Page 1)*

Armor & Weapon Artifacts
   artifact._assembly.instructions.beginner.pdf   *(print 1)*
   artifact.armor.chain.mail.beginner.pdf   *(print 1)*
   artifact.armor.rigid.leather.beginner.pdf   *(print 1)*
   artifact.melee.hafted.mace.beginner.pdf   *(print 1)*
   artifact.melee.sword.claymore.beginner.pdf   *(print 1)*

*Anticipate a learning curve when assembling pieces:
   Usually 60-90 min per character at first
   Under an hour after practice

*Construction diagrams are currently not available (coming soon!)

General Notes
A short set-up guide to get you going is included in this document
Comprehensive gaming guidelines are free at StoryForge.AudaxCor.com

StoryForge: Be The Bard!

StoryForge Quickstart Guide: Basic Combat

1. Set up 2 or more characters, each of which contains:
    Character Card
    Attribute Counter (Slider in Sheath)
    Opp Counter
    Weapon Artifact
    Armor Artifact

2. Set Counters:
    Set Corpus Durability Points to amount indicated on Character Card
    Set Opp Max and Recovered to amount indicated on Character Card
        Decrease Opp Max by amounts indicated on Weapon & Armor Artifacts

3. Prepare Weapon Artifact:
    Character Card indicates Skill SOOTT (Scale Of One To Ten) with Weapon Type
    Divide SOOTT like points between Offense and Defense Sliders
    Set Power Wheel to reflect Current Power indicated on Corpus Counter

4. Start taking turns:
    Begins with the Player with the highest Mentus (indicated on Character Card)
    Follow Phases of Play to the right.

StoryForge: Be The Bard!

Phases of Play

MAINTENANCE PHASE – *Must Do All That Apply**

Review and Recover Opportunity
Set Max/Recovered Opp on Opp Counter
    For Beginners, starting values are indicated on Character Card
    Adjust for penalties from Artifacts (Weapons and Armor will indicate)
Increase Current Opp by Recovered Opp on OPP COUNTER, but don't exceed Max Opp

PREP PHASE – *May Choose To Do One**

Adjust Artifact Sliders
Determine character's Skill SOOTT (Scale Of One To Ten) with weapon Artifacts in use
    Divide SOOTT between Offense and Defense sliders (Can change each turn)
Determine Current Power on Corpus Counter
    Set Power wheel to refelct current value (may decrease as damage is taken)

ACTION PHASE – *May Choose To Do**

Attack with Weapon Artifact
Roll Percentile dice – remember that:
    Twin Odd Roll is "Gorgon Eyes" (e.g., 11, 33, 55) and is –100 to Difficulty Roll
    Twin Even Roll is "Argus Eyes" (e.g., 66, 88, 00) and is +100 to Difficulty Roll
Add Difficulty Roll to Agility and determine combat maneuver options
Pay OPP for Maneuver
Roll for variable (i.e., Power) damage and add to base damage
Optional: Review Effects in top window and pay Opp Costs to add one to attack
Announce to Opponent – Damage Amount and Kind +/- Effect

FREE PHASE – *May Do At Any Time**

Defend Using Artifact
Roll Percentile dice – remember that:
    Twin Odd Roll is "Gorgon Eyes" (e.g., 11, 33, 55) and is –100 to Difficulty Roll
    Twin Even Roll is "Argus Eyes" (e.g., 66, 88, 00) and is +100 to Difficulty Roll
Add Difficulty Roll to Agility and determine combat maneuver options
Pay OPP for Maneuver
Optional: Review Effects in top window and pay Opp Costs to add one to attack
Determine outcome – Damage Reduction +/- Effects
Determine Armor Coverage and reduce amount of Damage based on Kind* of Damage
    Armor Coverage is the last die value of the Defense Roll attempt (e.g., "3" in 83)

* In Advanced Play, more than one option exists in each phase of play