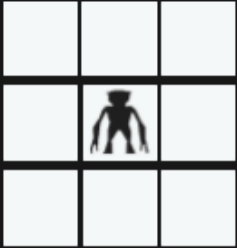
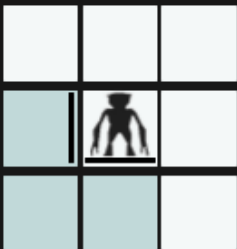


# TUTORIAL

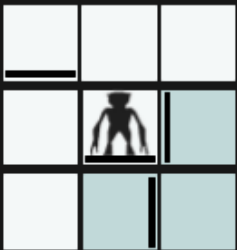
## MOVEMENT



ONCE PER TURN, PLAYERS CAN MOVE ANYWHERE IN A 3x3 GRID AROUND THEIR CHARACTER.



YOUR MOVEMENT IS, HOWEVER, LIMITED BY PLATFORMS. YOU CANNOT MOVE THROUGH THESE PLATFORMS



YOU CAN STILL JUMP TO FLOATING TILES, AS SHOWN TO THE LEFT, AS LONG AS YOUR CHARACTER ISN'T MOVING \*THROUGH\* THESE FLOATING TILES.

## GRAVITY



WHEN YOUR CHARACTER IS IN MIDAIR, THEY BEGIN FREE FALLING THROUGH THE AIR. THIS ALSO COUNTS WHEN YOU JUMP UPWARDS TO A TILE WITH NO FLOOR.



WHILE IN FREEFALL, YOUR CHARACTER CAN'T MOVE LEFT OR RIGHT AND WILL FALL DOWN BY ONE TILE EVERY TURN.

## ABILITIES & ROLLING

<p>Ability 1</p>	<p>This ability has a high success rate, as shown by the highlighted symbols below the name.</p> <p>To use the ability, players must roll the dice and compare the symbols to see if it executed successfully.</p>
<p>Ability 2</p>	<p>Any six-sided dice can work, as long as the players are able to determine which the positive and negative outcomes are.</p> <p>Each item card has two abilities, either of which can be used once per turn.</p>

## CONFLICTS

<p>Ability 1 (Slash)</p>	<p>Ability 1 (Strike)</p>
<p>Sometimes, both players might use an ability on the same turn.</p> <p>In cases where these abilities contradict each other, it triggers a Conflict.</p> <p>The success probability for both abilities is ignored. Instead, players draw up a new success probability based off of what happened.</p>	<p>In this example, our two players have decided to attack each other at the same time, with their respective swords.</p> <p>We ignore the success bars for both abilities. Instead we end up with a 50% coin flip, as represented below.</p> <p>If one of the players has a weakness that may affect the outcome, like bleeding, a point is added to the success bar for the opposing player.</p>