

Rules for Gameplay

- 1) This game is based on the original white box rules of Dungeons & Dragons from 1974-77. We are in a Catholic Christian school, this is a "G" rated game played in our collective imagination. I will act as a referee (or game master) and adjudicate the results of dice rolls and group decisions. Ultimately, your parents are the final arbiter of whether or not you are allowed to play this game, so their signature is required at the bottom.
- 2) Return my dice, books, pencils and character sheets at the end of the session.
- 3) This is a team game, so no Batman characters and work as a team. Don't intentionally ruin the game for others. No stealing (from each other), no intentional attacking each other, no squabbling over loot, or charging for healing.
- 4) In combat we go around the arc from left to right, unless a player is close to the action.
- 5) Not a rule, but a suggestion: Be descriptive. It makes things significantly more engaging and may give you bonus points to the attack. You can use descriptions on the ability checks as well: *"Using my small halfling size, I try my best to weave between the two dwarfs and charge the werewolf with my spear."*
- 6) No arguing about rules. I try my best to be fair. If there is an unfair ruling, talk to me about it after the session, and I will correct the mistake.
- 7) You are playing *Lawful* characters. Your mission is to save the town and villagers.
- 8) Be acknowledged by me before you roll the dice. Otherwise, it doesn't count. Don't annoy the group by perpetually rolling the dice and creating noise.
- 9) You must be descriptive to increase your success with skills and activities. Don't expect to be able to just say, *"I go up to the guard and distract them,"* and expect to be successful. That tells me nothing about what's actually going on. Something like, "I go up to the guard and try to hold his attention by telling him a story about a horse standing in the creek, with what appears to be a very expensive black & silver leather saddle with no rider on it. I then tell him...*you should check it out before the horse runs off*" would be much better. Role-playing the encounter would be best. However, describing in detail gives me (and the rest of the party) a more colorful visual story.
- 10) Have fun... However, don't overtalk me when I am trying to describe a room or situation. Always remember, missed information could cause a bad turn of events.

I understand the rules for this game, a violation of the rules means I will need to switch to another elective

Your name: _____ Signature: _____

Parents name: _____ Signature: _____