

- 1) This game is based on the original white box rules of Dungeons & Dragons from 1974. We are in a Catholic Christian school, this is a "G" rated game played in our collective imagination. Two students will act as gamemasters under my supervision. 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) **The game master is the final arbiter of dice rolls and actions during a session. Problems during a session can be rectified through a discussion with the teacher at the end of the period.**
- 4) Return my dice, books, gamemaster folder, pencils and character sheets at the end of the session.
- 5) This is a team game, so no Batman characters. 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.
- 6) Every player gets a move and an action, starting to the right of the game master.
- 7) Not a rule, but a suggestion: Be descriptive. It makes things significantly more engaging. you can use descriptions on the ability checks as well: Thief: *"Using my small halfling size, I silently scamper down the hallway, stop and pause to listen for noises."* Gamemaster: *"roll 1d6 and see if you hear anything."* Thief: *"I rolled a 2."* Gamemaster: *"you hear heavy breathing, and a bunch of snoring."*
- 8) You are playing *Lawful* characters. Your mission is to save the town and villagers.
- 9) Be acknowledged by the gamemaster before you roll the dice. Otherwise, it doesn't count.
- 10) 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. Says 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 the gamemaster (and the rest of the party) a more colorful visual story.
- 11) Have fun... However, don't overtalk your gamemaster, especially when they are 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: \_\_\_\_\_