

Nettlebed Caverns

Hamish Trolove

Hi

Thanks for downloading this game. In order to play it you will need to have the following packages;

Rules_Cards_Counters.zip this file contains the rules and character cards as well as all the event, spell, and other cards. Most of the text used in the game is also included as OpenOffice and MSWord files so that you can change them as you see fit.

Tiles.zip this file is all of the basic board tiles and extra counters. They are black and white .gif format and designed to be printed out on an A4sheet, one tile per page.

Additional.zip if you are aiming to play this with more than about 4 players, you may want to use these extra tiles. They are included in larger games to ensure that the cavern does not become too claustrophobic.

If you are wanting to modify any of the artwork, then you may want to download the following packages which are just the images that I made up for the characters and counters.

Character(images).zip which is a whole 3.4Mb

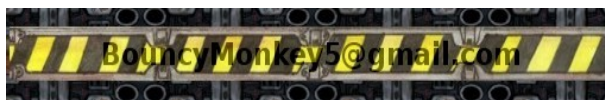
Counters(images).zip which is 4.5Mb

At this stage there is no artwork on the event, spell, and quest cards, but I intend to do that at some stage.....

The game has had little playtesting and the feedback at that stage was "too many monsters". Adjustments were made to reduce the monsters. It may be that you feel the need for more blood and fighting and so I would suggest you duplicate some of the random encounter monsters in the event card pack.

One of the most important aspects of the game is the "quest" that each player has. I have put in as many as I could think of at the time, but there is a need for more, so please invent some more.

I would be keen for ideas on how to improve the game. If you have any suggestions, then please email me on;



The game is released into the wild for you to play, distribute, and change as you see fit. I will always be keen to hear what developments you come up with.

Have fun

Hamish Trolove

<http://bouncymonkey.deviantart.com>

22 August 2010