

COLOSTLE®

A SOLO RPG ADVENTURE

2-PLAYER CO-OPERATIVE PLAY

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COLOSTLE Game System
Patent Pending

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ADVENTURING TOGETHER

Adventuring in the Colostle is typically a lonely life. It is not often that one meets another person who is willing to trek out into dangerous Rook-infested lands, brave new territories, and uncover the mysteries of this strange structure... most would rather stay at home, where it is safe.

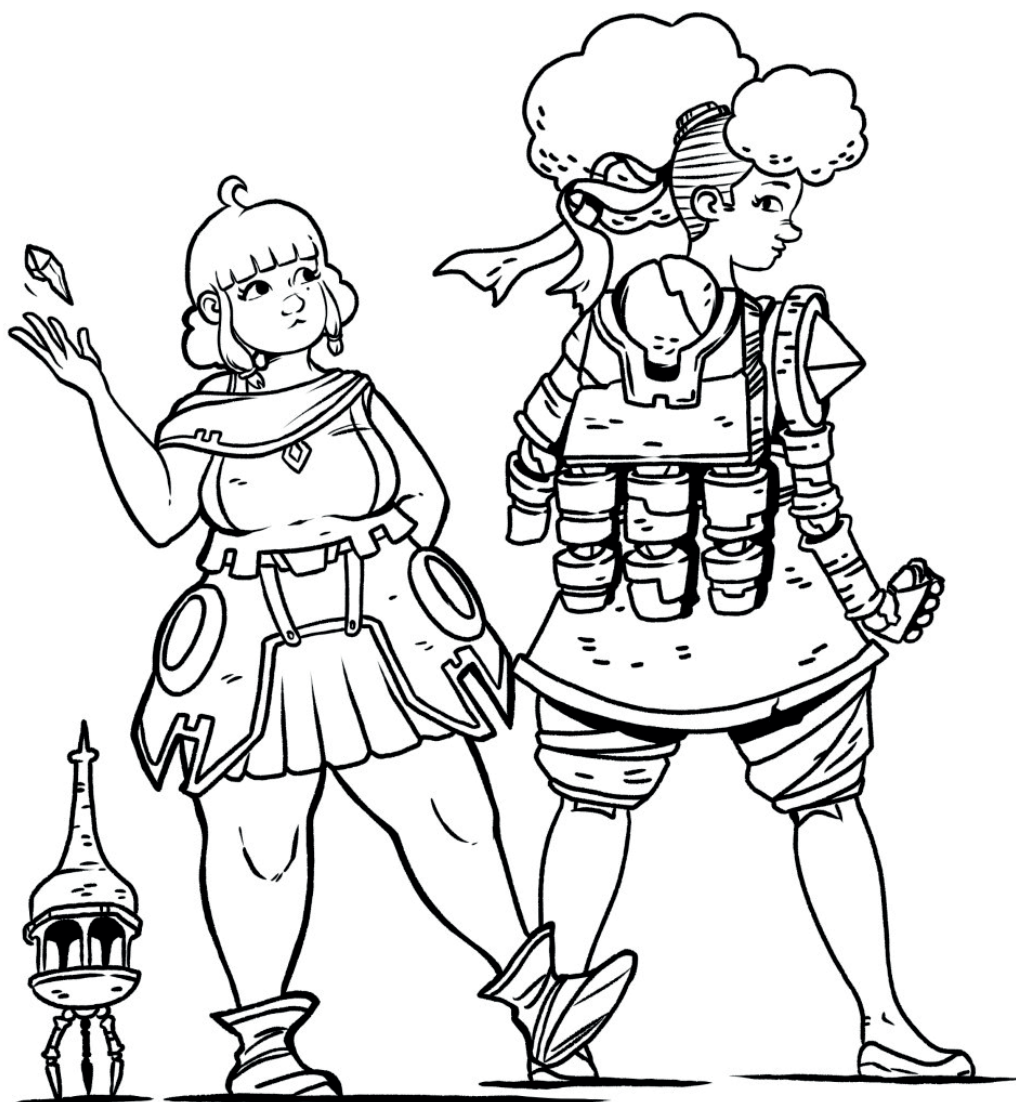
But from time to time, the adventuring spirit awakens in two instead of just one. Maybe they're best friends, partners, a couple, or siblings, but their ambitions align; they want to head out together.

Adventuring together has its positives and negatives. On the positive side you have each other's back in combat, being able to work

together to formulate strategies to take Rooks down and help defend your partner.

On the negative side there is the healthy rivalry of 2 adventurers, both looking for treasure, fame and glory, it is an inevitability of the high spirits of adventure, that the fire of competition will light.

When exploring, one of you might notice something the other doesn't, after all two pairs of eyes are better than one. And when fighting, you might fall, but your partner will be there to defend you and pick you back up again... maybe...



2-PLAYER GAMEPLAY - EXPLORATION

Colostle plays a little different when playing with another player. For starters, the journaling aspect of the game takes a bit of a back seat. You can still journal your adventures if you want to, but since you now have another person to talk to about what happens, talking will be the primary way to make your adventures real.

The game will now take the form of a cooperative storytelling game, where both players must discuss out loud how their characters deal with, overcome and explore the prompts thrown at them by the game.

This is partly done by using your EXPLORATION and COMBAT scores when in each of those phases, but on top of that, there is an additional system that creates more narrative roadblocks for your characters, and will force them to find creative ways to work together, or perhaps disagree.

EXPLORATION

The EXPLORATION phase still involves drawing a number of cards and checking those prompts against the encounter table. However, the number of cards drawn and then what happens after that, changes in the 2-player version of the game.

For starters, to establish how many cards are drawn for the EXPLORATION phase each turn, involves choosing a LEADER of that phase. The LEADER is the character who is narratively taking the lead in that day's adventuring. You as a pair can decide who the leader is yourselves, but consider using narrative aspects to help decide. Maybe one of you is wounded from a previous battle and so can't lead this turn, or perhaps one of you is bull-headed and confident that they know the right way and so forcefully take the lead.

The leader draws a number of cards equal to their character's EXPLORATION score and keeps them in their hand. They then narrate to the other player what they are discovering this phase. As LEADER, they get to see the prompts together

however they like to create the day's scenario. (For example if they drew 'Ancient Ruins' and 'Cave' they could decide to combine the 2 into underground ruins)

After the LEADER has described the setting, the other player gets to draw a single card and check it against the encounter table. This is something that only their character has noticed. They can choose when they want to tell the other player what they have seen. They keep the card secret in their hand until they want to tell the LEADER at which point they reveal the card and tell them.

They could do this at a pivotal point in the story to make it more interesting (EXAMPLE 2), or for a roleplaying reasons (EXAMPLE 3)

With the setting described by the LEADER and the additional card either revealed or currently held in secret by the other player, it is then up to the players to decide how that day plays out.

This can be added to, using the COMPLICATION prompt table (over the page).

Each ENCOUNTER phase players may also opt to draw from the COMPLICATION table, to affect the narrative this phase even more. This draw can happen at any time and then it is up to the players to discuss what happens and what they do. Once the discussion has reached a natural end, the characters can move on. (EXAMPLE 4).

With the encounters and any complication completed it is up to the characters to conclude the day's adventuring and say what each of their characters does to finish that phase's story, perhaps round the camp-fire.

If any of the cards drawn trigger a COMBAT scenario then these can be weaved into the day's story at any point by the players, as part of describing what happens. They can choose to combine the COMPLICATIONS with the COMBAT too if they want. Read on, for the rules for 2-player combat

2-PLAYER GAMEPLAY - COMBAT

COMBAT

2-player combat in Colostle pretty much follows the rules in the base book with a couple of additional twists to spice things up, and allow for more dynamic co-op moments to occur.

Firstly, in order to accommodate 2-players fighting together, the combat scores of your enemies need to be adapted. To do this, simply multiply your enemy's combat score by 2. See the table below:

OPPONENT	SOLO COMBAT SCORE	CO-OP COMBAT SCORE
ANOTHER PERSON	1	2
MEDIUM ROOK	3	6
MASSIVE ROOK	5	10

The two of you are victorious in combat if you can defeat the majority of your opponent's incoming attacks. For example, if you were fighting a Medium Rook, you would need to have defeated 4 out of 6 of its incoming attacks.

The enemy alternates which player they are targeting each round of combat, and the players keep their hand of combat options to themselves. As players, you decide which player is targeted first, perhaps one of you rushes in, or perhaps one of you is weaker and slower and the enemy targets them first.

Battle proceeds according to the base rules, however, there is a slight twist in battle if you cannot beat the enemy's attack.

If the enemy's current attack targeting you is higher than any of your counter attacks in your hand, you must allocate a weaker attack from your hand and take the wound, as normal.

At this point however, when you have placed your weaker card down, your partner has the option to step in and defend you, to prevent you from taking a WOUND. They do this by playing one of their cards from their hand in opposition to the enemy's attack.

Their card must match or beat the incoming enemy attack to defend.

Its up to you to describe the awesome moment that happens when one character protects or defends another.

Obviously doing this leaves your defender with one less card, and it might have been a particularly good one, so its a risk! But it's worth it to help your friend... isn't it?

OPTIONAL BATTLE MODIFIER

If you decide to engage an enemy you can draw an additional card to tweak its combat score slightly according to the table below. You can only do this once you have decided you are going to engage.

	RED	BLACK
COMBAT SCORE MODIFIER	+1	-1

If you successfully beat an enemy that has had a +1 to its combat score, then both players gain a TREASURE as well as the standard reward.

COMBO ATTACKS

At any point in battle, the two of you can opt to do a COMBO ATTACK, in response to any incoming enemy attack. To do this, one of you must indicate to the other player that they think they should go for it, and the other player must agree.

Then, both players must count down from 3 and play a card. If the suits on the cards match, regardless of their number you have delivered a COMBO CRITICAL HIT! This does 3 WOUNDS of damage to your opponent and reduces their remaining attacks by 3.

If your suits do not match, the 2 cards you have played are now used and do not return to your hands, and the current enemy attack wounds whichever player it was attacking.

As players you cannot confer and agree on which suit to play ahead of initiating a COMBO ATTACK, that's the fun of taking the risk! But what a payoff if you get it right!



GAMEPLAY EXAMPLES

These examples are to illustrate some of the rules described in the previous pages. The examples are from a game of 2-Player Colostle that Nich and Alice are playing. Nich's character is called 'Forx' and Alice's character is called 'Zelmae'.

EXAMPLE 1

Alice is the LEADER this phase and she drew 'Ancient Ruins' and 'Cave' for EXPLORATION. She decides to combine these 2 into Underground Ruins.

EXAMPLE 2

Alice is the LEADER this phase and has taken the adventure into the Underground Ruins. Nich has secretly drawn the 'Trap' card. At one point as the two players are discussing the story, Alice describes an uneven floor that the characters must carefully pick across. Nich decides this would be a great time to play his 'Trap' card and says that the floor below their feet breaks opening up a cavernous hole below them.

EXAMPLE 3

Forx and Zelmae have had an argument the previous day. Forx accused Zelmae of not being experienced enough for their adventure. Alice, not being the LEADER this turn, drew the 'Wild Animal' card and kept it secret, noting in her head that her character Zelmae had noticed they were entering into Boar territory and had dumped any food she was carrying.

At a certain point in the phase she reveals the Wild Animal card and says that it charges right at Forx, because he is still carrying food. He is knocked off his feet. Zelmae boasts that she was more experienced than Forx because she had noticed they were in Boar territory and Forx hadn't.

EXAMPLE 4

Forx and Zelmae have drawn an adventurer, a small settlement and a cave this EXPLORATION phase. After meeting with the other adventurer and having a nice chat, they head into the town and decide to draw a COMPLICATION for this phase. They draw the Queen of Diamonds and

find out that they have been poisoned! As the symptoms set in, they ask around the village and find out that there is a strange character living in a cave in the outskirts of the village, brewing strange pungent potions.

Their strength fading they head to the cave as their only lead. Sneaking in they find bottles upon bottles of poisons and after a quick search, antidote!

Forx and Zelmae both swig from the antidote bottle and feel their strength returning as a figure appears in front of them, the adventurer they met earlier! Our two heroes prepare to fight...

Playing 2-Player co-op is all about the fun of discussing 'what could happen' with your partner, and the solving of the puzzle of how you could sew the various prompts you have received that turn, into something like an episode of a story.

There are no right or wrong answers, and the prompt's open-endedness and broad meaning are to allow you to come up with your own way to tell your story.

In the case of EXAMPLE 4, the complication prompt says that you as players need to work out how you were poisoned and then come up with a way to cure it. The best solutions to the story problems your character's face, make use of all the prompts. Who could have poisoned us? Well the only person we met before now, was that other adventurer! Don't be afraid to create situations that change and evolve as you gain more information as players!

Then, with the 'cave' prompt still unused you could make *that* the shady adventurer's base of operations for brewing his horrible concoctions and then the scenario is complete!

PERSONAL COMPLICATIONS TABLE - RED CARDS

CARD DRAWN	PROMPT
ACE	Someone only one of you knows - a figure appears before you, perhaps they were following you, perhaps you just happened upon them. They know one of you, and one of you knows them, but the other might be suspicious...
2	Disagreement/Argument - Something you discover this ENCOUNTER phase causes your characters to disagree. Think about your characters NATURE to determine how they might react.
3	Bonding - Something you discover this ENCOUNTER phase causes your characters to come a little closer in their relationship. Maybe you overcome an obstacle together or help one another out.
4	Ambush! - 2 human bandits attack your two characters. Each player must now run a separate COMBAT encounter of one human opponent, each.
5	Helping hand - One of you helps the other this turn. Use the Oracle to find out which one is needing help.
6	Loss - One of you loses something important this phase. It could be a weapon or an item. You might be able to recover it, but you'll need to come up with a plan for how. Use the Oracle to check your plan's success once you have done it.
7	RUN! - You must run from something you cannot fight! Perhaps a huge beast or a rolling Rook that your weapons cannot damage.
8	A secret - Something that happens this encounter phase threatens to reveal a secret about one of the players. Use the Oracle to find out which of you has a secret.
9	Damaged Item - something important to one of the characters is damaged or broken by the actions this phase. Use the Oracle to find out which character's item is damaged
10	Nemesis - A clue to an enemy/antagonist/opponent from your shared past. They have been this way.
J	A wild Rookling appears and wanders up to you both.
Q	A strange feeling comes over you both. You are poisoned! Work out how you might have gotten poisoned this ENCOUNTER phase and then come up with a way to cure it.
K	+1 to the COMBAT score of any opponent this turn

2-PLAYER RESOLUTION ORACLE

CARD DRAWN	MEANING
RED	BAD OUTCOME - NEGATIVE - NO - PLAYER 1 - LEADER
BLACK	GOOD OUTCOME - POSITIVE - YES - PLAYER 2 - NON-LEADER

ENVIRONMENTAL COMPLICATIONS TABLE - BLACK CARDS

CARD DRAWN	PROMPT
ACE	One of you is trapped - something you encounter this phase traps one of you. Use the Oracle to find out which of you is trapped.
2	Fork in the road - There are 2 paths to choose from. You can split your Encounter prompts across these 2 routes if you like, forcing you to make a decision together which way to go.
3	Obstacle - Something blocks your path that cannot be overcome solo. Perhaps a Rookfall in a canyon pass, or a fallen tree...
4	Shelter - A heavy weather outbreak forces you both to take shelter. You can use the WEATHER table from the OCEANS section of the rulebook to establish the sudden weather change.
5	Challenging Terrain - The terrain ahead is rough and challenging and will slow your progress. Perhaps a desert or a swamp...
6	Blockage - You find yourself at an impassable blockage on your path. You will have to come up with another route.
7	Collapsing floor! - You both suddenly fall through the floor and find yourselves in a whole new area. You may completely redraw your ENCOUNTER phase cards once this card is revealed.
8	Your mount, arm, helm or Rookling breaks down and won't function normally. Maybe it needs repair work or new parts, but you won't be able to use it until it is fixed. Use the Oracle to establish which of you this card affects.
9	Vantage point - you come across something tall to climb, a Rookhusk or a tall tree. If you choose to climb it, check the Oracle to see how successful your climb is. If you make it to the top, you may draw 2 full sets of ENCOUNTER phases simultaneously and then choose which set you want to make your next ENCOUNTER phase. The set you don't choose must be discarded.
10	If you find an item or treasure this turn, just before you go to pick it up, you notice it might be rigged with a trap...
J	If you have drawn a Rook this turn then this card makes it a Massive Rook. But, as it approaches you it collapses and falls down dead. What could have made that happen? A door on its side falls open, if you choose to investigate inside the Rook, you can apply some of this ENCOUNTER phase's cards to the inside of the Rook. If you have not drawn a Rook this turn then ignore this card.
Q	You wake up in a cell! Whatever you have drawn this phase, this card comes first and the other ENCOUNTER cards relate to what you can see around you both inside and outside the cell. You are going to have to come up with a way to get out!
K	Sharp Eyes - The Leader draws an additional exploration card this ENCOUNTER phase. They can opt to reveal this when they like within the phase's discussion.

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