Start here

One adventure. Choose your format.

For one Guide and 2–4 Hero players. Extract the ZIP before opening files. You do not need to print everything.

Choose COLOR or BLACK_AND_WHITE, then either the Simple Starter or the Poker Card Alternative. Use one base format, not both. Each numbered folder contains the two color choices.

Find your files

01_SIMPLE_STARTER → your color folder → Starter_v9.pdf. Recommended for a first game: the all-in-one, whole-sheet route.

02_POKER_CARD_ALTERNATIVE → your color folder → Poker_Cards_v5.pdf + Guide_v8.pdf. Cards and Guide instead of the Starter.

03_OPTIONAL_FLOOR_TARGETS → your color folder → Floor_Targets.pdf. Full-size artwork. For household alternatives, read Starter pages 1–4 or Poker Guide page 4.

04_OPTIONAL_EXTRAS → your color folder → Optional_Extras.pdf. References, false paintings, reward fold-cards and labels.

Avoid duplicate printing

Print one set of Hero references, Defense pieces, clue paintings and relics from your chosen base format. Keep random-draw pieces uniform; do not mix poker cards with Starter squares.

The poker deck already includes the four Vault rewards. Extras pages 8–9 are alternative fold-cards, not extra reward copies.

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Print your base pack

Check scaling first

Use US Letter and Actual Size / 100%. Turn off Fit, Shrink and borderless enlargement. Measure the printed 1-inch test square before the full run. Keep the original page order and sizes.

A · Simple Starter: 28 pages

Print single-sided. Pages 1–12 contain setup, shared rules and private Guide reference. Pages 13–20 are four two-page Hero references; keep each Hero's pair together. Pages 21–26 are the six whole clue paintings.

Cut only pages 27–28: six relics and 68 equal Defense squares. Cut the squares, not their symbols. Keep relics as one flimsy ordinary-paper layer: no backing, lamination or stiffening. The paintings stay whole.

B · Poker alternative: cards + Guide

Poker_Cards_v5.pdf: 34 pages on 17 duplex sheets. Print Letter portrait, double-sided, flip SHORT EDGE, at 100%. Test pages 1–2 first. Check the matching back, orientation and alignment; a cut card must measure 2.5 × 3.5 inches. Then print the rest. There are 101 cards; one empty paired position is intentional.

Guide_v8.pdf: 20 pages, single-sided on ordinary paper. Pages 1–13 are rules and Guide reference; keep the six paintings on pages 14–19 whole. Cut only page 20's six flimsy relics, with no backing or lamination.

No duplex printer? Print odd fronts and even backs separately at 100%. Cut individual cards, match each correct front and back, then join their blank sides. Do not glue whole sheets in same-cell orientation: back positions are reflected. All Defense cards need identical opaque backs, thickness and feel.

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Optional printing

Large floor targets: 31 pages

Read pages 1–2. The remaining 29 tiles make all five targets. Print the Guardian and participating Heroes, single-sided at 100%. Allow portrait/landscape rotation without scaling. Every creature still needs a target; only the illustrated artwork is optional.

Guardian: pages 3–10 (8 sheets). Pippa: 11–15 (5). Orin: 16–20 (5). Virnoc: 21–26 (6). Mara: 27–31 (5). Guardian and Virnoc each include two landscape tiles.

Trim the dashed page-edge rectangles, match edge marks and artwork, butt edges together without gaps or overlap, and tape behind. Keep each assembled target whole and flat. Poker cards are references, not substitutes for the floor-target footprint.

Household targets and their HIT boundaries are explained in Starter pages 1–4 or Poker Guide page 4. Use your chosen base format’s instructions.

Optional Extras: 10 pages

Print only needed pages, single-sided, Letter, at 100%. Keep pages 1–7 whole: instructions (1), player references (2–3), private Guide references (4–5), and Stag/Spider paintings (6–7).

Pages 8–9 contain four reward fold-cards. Cut the outer rectangles; fold on the dashed center lines with blank sides together, then tape or glue. Finished size is 2.5 × 3.5 inches. Page 10 has optional setup labels to cut out.

Stag and Spider need extra pedestals if used. They have no matching relics and never count toward the six correct placements. Keep the original six required paintings and six relics.

For the Starter, rewards and false paintings are optional Extras. The poker Guide already explains its rewards. Use one matching reward per participating Hero, not duplicate poker and folded copies.

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Before you play

Gather household supplies

For 2 / 3 / 4 Heroes, prepare 3 / 4 / 5 targets and separate READY supplies and USED places, including the Guardian's. Bring pencils/erasers, scissors, tape, one rolled sock or loose paper ball, six reachable stable pedestals, a Vault spot and safe household treasure.

Recommended carry equipment: two 16 oz plastic cups per active carrier. Bags are optional; use a fair unseen Defense draw method from your base rules. Keep Defense pieces uniform, spares aside, and add TEMP only when the Hero's rule says.

The Guide prepares the secrets

Guide preparation: read Starter pages 8–12 or Poker Guide pages 8–13 first; Extras pages 4–5 are also for the Guide. Set aside private Guide and puzzle-answer cards before handing out player cards. Never show answer keys or label pedestals with solutions.

Place the six whole paintings and scatter the six relics. Record original relic starts on the private Guide sheet. Keep real exits clear; mark the fictional exit separately. Sample layout: Starter page 2 / Poker Guide page 3. Setup: Starter page 3 / Poker Guide page 4.

Rehearse, then use the printed rules

Teach the carry test from Starter page 8 or Poker Guide page 8. Demonstrate it first; set equipment down safely to load or unload. Those rules explain touches, drops and the Guardian's alert.

Try one soft toss and one carry. Clear people from targets and throwing paths. Never throw at people, animals or fragile objects; never run, climb or physically push anyone. Anyone may call Pause.

Follow the printed Hero traits, costs, limits and recovery. This file explains the download; your chosen base rules and selected Extras govern play. Do not import abilities from larger Hero kits.

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Version: November 1, 2026

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Created by Scott Szparagowski. Published by Spare-A-Game LLC.

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