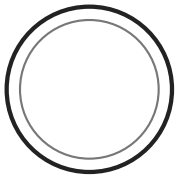
Props and materials guide

Visual household setups, reusable scene tools, optional purchase links and proposed 3D-print priorities for AnySpace Quest Core.

Bag

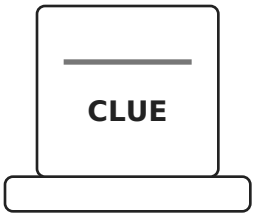
Pieces



Plates

Soft throws

Cups



Paper

Visual setups: pages 2-8. Reuse matrices: pages 9-10. Optional shopping links: pages 11-14. Future print ideas and source notes: pages 15-16.

Start with what is already available

These optional aids support a real-space physical game. Choose objects that are clear, comfortable and easy to reset. A prop adds no rule, cost or tracking requirement.

The Guide or author can adjust a setup, including during play, to keep it fun and accessible. Preserve the actual rules when a prop represents Defense, a Skill, a Talent or a target.

A small suggested kit

Gather matching Defense pieces, an opaque draw bag and a labelled Used container; paper plates or cards; soft rolled socks or beanbags; cups or a tray; paper, cardboard and a marker.

Add a shared measuring reference, clothespins or tape, and a flashlight if the scene uses them. Borrow, substitute or omit items as needed. Quantities depend on the group and simultaneous scene needs; this is not a shopping list.

Visual edition 0.3 - 1 November 2026. This guide complements the separate ASQ Printable Objects and Room Features art collection. The 3D-print ideas remain proposals; no STL assets are created or approved here.

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

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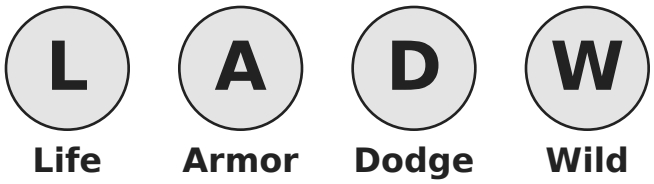
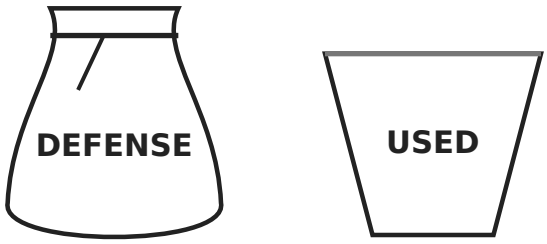
Defense pieces and containers



Match size weight shape and feel



Separate labelled containers

01 Keep the draw fair

Use one comparable set: matching colored poker chips, wooden discs, cubes, same-size dice, caps, marbles or printable cardboard discs. Do not mix unlike shapes in a draw. Dice used as pieces add no rolling rule.

Label with letters and color: L Life red #C83D3D; A Armor blue #3379BD; D Dodge yellow #F2C744; W Wild gray #8B9397. W means Wild.

Keep size, weight, shape, thickness and surface feel comparable. Raised type-specific letters can reveal a piece by touch. Mark TEMP and its source in flat writing, such as Shield or the Skill name; include the Defense Type when specified.

02 Label each container

An opaque sock, paper lunch bag, dice or drawstring bag, cloth bag, pencil pouch, fanny pack, belt pouch or fishing-vest pocket can hold random draws. The Used container may be clear or opaque: another bag, cup or tray works.

Spare pieces can become treasure, counters or puzzle parts. Spare containers can hold quest items, treasure or mystery-feel puzzles. Keep active Defense pieces and containers dedicated to their current job; use a separate spare sock for throws.

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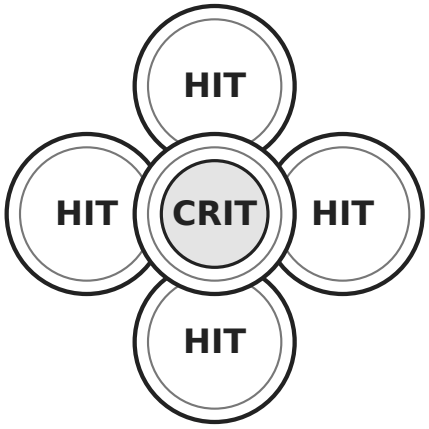
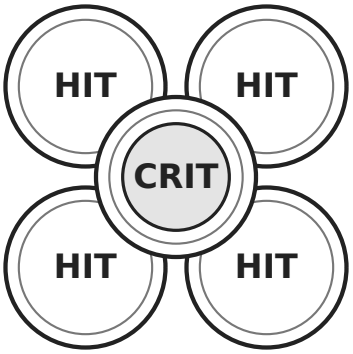
Build a five plate target

Use named or portrait plates, cardboard discs, hoops or flying discs as clear creature or object locators. The examples below use five plates as one target.

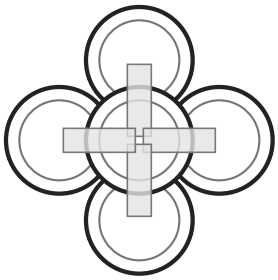
PLUS



X



Precision CRIT only where the applicable rules allow it



UNDERSIDE

Tape each joined edge

Keep tape flat and edges down

Lift together then check for loose parts

Arrange four plates around the center, with adjacent rims slightly overlapping. Tape the underside of every join. Keep the playing face clear, press tape flat, and check for lifted edges or loose pieces.

For full Core Precision only where allowed: clearly identify the outer HIT area and inner CRIT area. Agree on the applicable target and contact, landing or overlap procedure before play. A center mark does not grant a universal CRIT effect.

For the simplified Vault Guardian starter, all five plates are HIT only, including the center. Do not add CRIT. Keep active locators in place rather than borrowing them for a puzzle.

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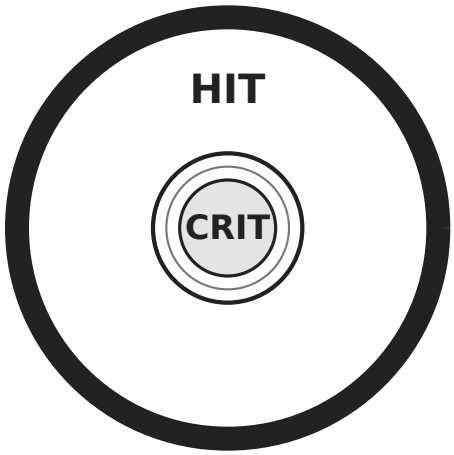
Use a hoop and soft throws

Same household prop different applicable rules



FULL CORE EXAMPLE

SIMPLIFIED STARTER

A hula hoop with a smaller plate or disc in its center is another target arrangement. The center is an optional CRIT region only when the applicable full Core Precision rules allow it. Outside the defined outer target is a MISS; use the agreed procedure for boundary calls.

In the simplified Vault Guardian starter, inside the hoop or touching its rim is HIT. An interior decorative mark adds no CRIT. These diagrams show arrangements, not mandatory sizes, distances or scoring templates.

04 Choose soft Precision props

Use soft beanbags, rolled socks, foam or fabric balls, soft sponges or crumpled paper. A paper-plate flyer can work where there is enough clear space. Reuse suitable props for tosses, transfers or Careful Carry.

Keep people, fragile objects and bystanders out of the target area. Choose comfortable materials and an accessible setup while preserving the applicable rules. Keep hoops flat and out of walking routes. Do not use hard 3D-printed projectiles.

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Choose one shared Step

A consistent shared reference makes close calls easier. The Guide chooses the distance to suit the space and players, and everyone uses that same distance.

ONE SHARED STEP

Use the same chosen distance for everyone

Diagram is not a measuring template

Use a visible reference

One Step is recommended as about 3 feet, roughly one large walking step. This is an optional default, not a required measurement. Keep a marked cord with a winder, a yardstick, or a meter stick if chosen as the Step.

A Guide-approved long pace or reach estimate can be a shortcut. Stride and reach are estimates, not exact universal conversions. Estimate obvious ranges and measure close calls against the shared reference.

Keep the reference available

Leave the measuring cord dedicated while it is in use. Do not repurpose it as a hanging support or puzzle component. Wind it up between measurements and remove loose cord from walking paths.

The props in this report do not change printed movement, range or targeting rules. A shared Step helps people use the same reference; it does not introduce a board or grid.

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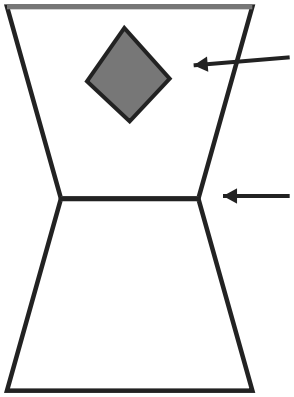
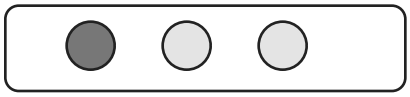
Give containers a clear job



Upper upright lower upside down

Use the adventure carry instructions

SORT OR CARRY



Tray keeps pieces together

Build the adventure carry prop

For a bottom-to-bottom cup prop, use stable unbreakable cups with their bottoms touching and the relic in the upper cup. The lower cup is upside down and the upper cup is upright. Do not tape the cups together. Follow the adventure instructions for handling, carrying and resetting; the drawing adds no new challenge rule.

Reuse everyday vessels

Cups can support stacking, pattern copying, hiding and shuffling clues, or receiving soft tosses. Bowls and trays can support sorting, Careful Carry or keeping construction pieces together.

An upside-down cup can be a pillar or support for a flying marker. A tray can hold a small tower or bridge scene, making its reset easier.

Check before play

Prefer stable, unbreakable objects. Keep supports low and reachable. Leave room to grasp the items and keep walking routes clear. Reassign a vessel between scenes only after its current job, contents and any visible game state are safely finished.

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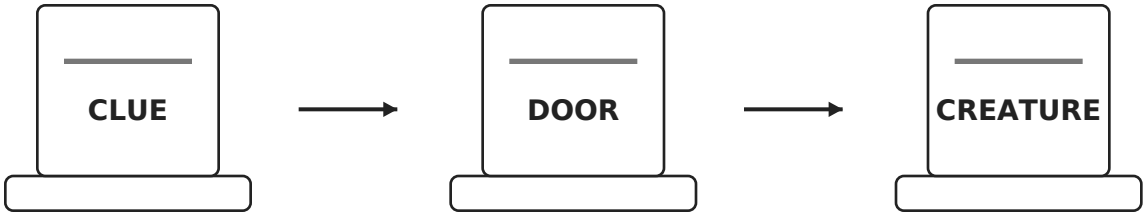
Reuse paper and simple tools



Reuse the stand change the insert after its current job ends

07 Cards paper and cardboard

Cards support memory, matching, sequences and a house of cards. Paper adds clues, signs and interchangeable inserts. Reuse the same hardware with fresh paper rather than building a unique stand for every scene.

A reversible marker can show an object on one face and a creature on the other. A plate on a stable low cup or stand can indicate a flying creature; its height creates no new distance or range rule.

Cardboard becomes standees, doors, boxes, chests, crates, walls, ramps and storage. Linked printed bars can become cages or portcullises; strips can mark cracks or routes. Check stability and keep sharp cut edges away from handling areas.

08 Dexterity and construction

Tongs or chopsticks transfer pom-poms or blocks. Spoons carry soft objects. Clothespins attach clues, cards and labels. Blocks build bridges and towers; coins or spare tokens can be stacked or sorted.

String and large threading pieces support lacing or sequence activities. Keep string out of walking routes, and choose pieces for the players using them. Use a tray to contain loose parts.

Adapt reach, handling and material choice to the players while preserving the activity rules. Keep small pieces away from children under 3, including younger siblings nearby. [1]

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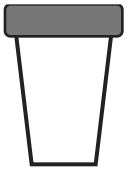
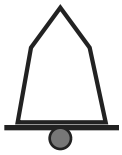
Set the scene and reuse props



Flashlight



Bell or shaker

Cloth or towel

A flashlight can support Patrol, a search or a signal. Use a flashlight rather than a laser, and keep light away from eyes. Lasers can injure eyes. [2]

A bell or shaker can signal an alarm; agree on a comfortable volume. A timer is optional. Use surface-tested painter's tape for boundaries, labels or a measuring mark; remove it gently.

A cloth or towel supports conceal and reveal. Leave paths visible and reachable and keep walking areas clear. Use atmosphere lightly so the equipment does not become an unintended challenge.

Reuse between scenes

Finish the job **Return or record** **Relabel and reuse**

Finish the current scene job, return or record anything that must remain visible, then relabel the object for its next use. A spare cup, sock or plate can do many jobs across an adventure.

Plan simultaneous needs

Keep active Defense containers, locators and the shared measuring reference in place. Use a spare or a different household substitute when two jobs overlap.

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Reuse soft and sturdy basics

Read across from the object you have. These are optional scene uses, not new mechanics or required equipment.

Object	Game purposes	Setup and reuse check
Socks and soft cloth	Defense or Used bag; conceal and reveal; soft toss or Careful Carry.	Use separate spare socks for throws. Keep an active bag and its contents intact.
Matching chips or discs	Defense; spare treasure and counters; sorting, stacking or symbol puzzles.	Keep draw pieces alike by touch. Use spare stock for other purposes.
Paper plates and discs	Hero or monster locators; suitable targets; reversible object markers; signs.	Keep target roles clear. Leave active locators where the scene needs them.
Cups and bowls	Used container; stacking or pattern copying; clue hiding; soft target; flying support.	Label active containers. Use stable unbreakable vessels and low supports.
Trays and shallow boxes	Sorting; construction containment; Careful Carry; quest-item display; storage.	Leave room to grasp objects. Reassign only after the current job ends.
Soft balls and beanbags	Precision toss; transfer; carrying; matching or sorting by visible marks.	Choose soft suitable pieces and clear space. Keep throws away from people.

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Reuse paper and support pieces

A new label or insert often makes a new scene. Preserve any shared reference or clue that is still needed.

Object	Game purposes	Setup and reuse check
Cards paper and cardboard	Memory, matching and sequences; clues; signs; standees; walls, doors and boxes.	Reuse stands with new inserts. Keep Guide answers off player-facing clues.
Clothespins and clips	Clue attachment; bag labels; card supports; connecting light paper scenery.	Check grip and pinch points. A clip should not expose a hidden answer.
Tongs spoons and chopsticks	Transfer; sorting; Careful Carry; moving construction pieces.	Choose reachable sizes and handling suited to the players and activity.
Blocks cubes and large tiles	Bridges and towers; copying patterns; symbols, sequences and threading.	Use larger parts when useful. Keep small pieces away from children under 3.
Cord winder and tape	Shared Step reference; temporary labels, boundaries or routes.	Keep the active measuring cord dedicated. Remove trip hazards; test tape.
Flashlight bell and towel	Patrol, search or signal; alarm; conceal and reveal; scene atmosphere.	Use a flashlight rather than a laser. Agree on light, sound and clear paths.

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Creator recommended props

No purchase is required. These three optional personal recommendations come from the creator’s purchase list. They are not safety certifications. Listed quantities and sizes describe that selection, not ASQ requirements. Descriptions and verification notes are from 24 October 2026; check the current listing before buying.

enaai mini beanbags

Creator’s selection: 48 nylon mini beanbags, 2.6 inches, for approved physical targeting. Choose a comfortable grip, inspect seams and follow age labels. Avoid heavy cornhole bags.

Creator recommended. Source check: identity not independently confirmed. View details

Syhood plastic hoops

Creator’s selection: 12 plastic hoops. Check the applicable target profile and dimensions before buying. Use the full Core Precision or simplified starter target instructions as appropriate.

Creator recommended. Source check: identity not independently confirmed. View details

Lenwen flying rings

The creator recommends these for durable reuse as optional props. They do not automatically replace a hoop or paper plates. Use only where the selected setup calls for rings.

Creator recommended. Source check: identity not independently confirmed. View details

Household first: use suitable soft rolled socks without hard inserts, existing hoops and paper plates wherever the approved setup permits them. Never aim at people or animals.

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Measuring and mounting

The following are creator-used selections. Specifications and verification notes are retained from the 24 October 2026 source; check the current listing before ordering.

Utility paracord

Creator’s selection: 550 lb / 4 mm paracord for measuring ropes and outlines. Use only as a loose setup aid, not for climbing or restraint. Remove measuring lines before movement.

Creator used. Source check: identity corroborated. View details

D NYX electrical tape

Creator’s selection: six multicolor rolls, 3/5 inch × 26 feet, for measuring ropes and cues. This is not a floor-adhesive recommendation. Use words or shapes with color and check materials first.

Creator used. Source check: identity corroborated. View details

Coopay plastic poker chips

Creator’s selection: 600 chips, used as Defense pieces or other markers. Keep prescribed Defense types and quantities; pieces must not be identifiable by touch. Supervise small parts and keep markers out of routes.

Creator used. Source check: identity not independently confirmed. View details

Feosky mounting putty

Creator’s selection: 120 pieces of reusable putty for lightweight printed materials. Patch-test an inconspicuous area, follow removal directions and keep away from children who may mouth it.

Creator used. Source check: identity corroborated. View details

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Displaying and carrying

Existing pouches, organizers and containers may be enough. Carrying gear is optional; it does not add or change an ASQ rule.

Scotch Wall Safe tape

Creator’s selection: two dispenser rolls for lightweight paper on suitable surfaces. A product name is not a guarantee for every finish. Patch-test first and follow surface and removal guidance.

Creator used. Source check: identity corroborated. View details

PEHMEA utility vest

Optional carry gear the creator uses to organize Guide supplies. Check fit, avoid dangling straps and keep small parts secure. An existing pouch may solve the same need.

Creator used. Source check: identity not independently confirmed. View details

BOHARERS pocket aprons

Creator’s selection: four black three-pocket aprons for players or the Guide. Check fit, secure loose ties and keep pockets from spilling into walking routes.

Creator used. Source check: identity not independently confirmed. View details

Guirnd ping pong balls

Creator’s selection: 28 balls, 40 mm. Use only when the approved activity calls for them, not as an automatic beanbag replacement. Retrieve loose balls promptly and keep away from children who may mouth them.

Creator used. Source check: identity corroborated. View details

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Game cues and link notes

EZVALO motion sensor lights

Creator’s selection: three rechargeable 8-inch lights used as cues for special game traps. These are signals, not instructions to build physical traps. Keep enough light for movement and avoid cords or obstructions.

Creator used. Source check: identity corroborated. View details

YH Poker clear chip spacers

Creator-used low-visibility game trap or trigger markers. Use only as game cues, never as trip hazards or surprise physical obstacles. Keep walking routes clear and supervise small parts.

Creator used. Source check: identity not independently confirmed. View details

About these links

All 13 Amazon links came from the creator’s purchase list. Six listing identities were corroborated in the source check; seven could not be independently confirmed because primary pages were unavailable. That does not establish that those links are dead.

Product details and personal recommendations are attributed to the creator. Prices, stock, sellers, delivery, certifications and suitability were not verified. This edition preserves the links; it is not a new product-validation pass.

Choose for the people and space

Prioritize comfortable grip, readable labels, stable targets and clear exits. Follow product age labels and warnings. Use words, numbers or shapes as well as color. Check surfaces, remove curled edges and keep loose paper or fabric out of stepping areas.

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Print reusable hardware first

Prototype only where printing improves reuse or handling. All eight ideas remain proposals; no STL has been created for this report.

1 Uniform Defense chips

Keep size, weight and feel alike. Add flat letters and a TEMP source area. Test whether a piece can be identified by touch.

2 Universal stands

Use wide stable bases and replaceable card, plate or sign inserts. Test tipping and varied cardboard thicknesses.

3 Bag labels and clips

Make roles clear. Test grip, attachment security and pinch points. Avoid sharp edges and loose small details.

4 Cord winders

Store and release the shared cord easily. Test tangling, hand comfort and readable marks during use.

5 Wall and bar links

Join cardboard walls or bars for cages and portcullises. Test fit, repeated assembly and overall stability.

6 Puzzle or chest box

Reuse a box with fresh paper clues. Test lid access and opening. Avoid finger-trapping catches.

7 Blank cubes and tiles

Use replaceable symbols. Test legibility, grasping and durability. Keep puzzle stock separate from active Defense.

8 Divided or nesting trays

Sort props and simplify packing. Test nesting fit, stable stacking, carrying and easy retrieval.

Favor low material use, rounded edges, stable bases and support-free designs where practical. Test printing, fit and durability before calling an asset ready. No child-safe or food-safe claim is made.

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Capture the next prop

Copy this entry when adding an idea. Keep its actual asset status visible so a concept is never mistaken for a tested printable.

Entry field	What to capture
Name and purpose	Object name, scene role and who handles it.
Household substitute	An everyday item that can do the same job.
Other uses	Other purposes and whether they overlap in time.
Setup	Placement, labels, reset and suitable handling.
Optional printable or STL	Link or filename if it exists; otherwise none yet.
Cautions	Size, edges, stability, surfaces, light, sound and paths.
Asset status	Idea, prototype, tested or ready; record test notes.

Sources and scope

[1] CPSC - Small Parts Ban and Choking Hazard Labeling. [2] FDA - Laser Toys How to Keep Kids Safe. Both are linked below.

CPSC small-parts guidance

FDA laser toy safety

Sources: ASQ Core Physical Props and Objects Starter Report v0.1, 6 October 2026; ASQ Free Props Reference v1.3, 24 October 2026. Combined visual edition: 1 November 2026. Precision scope checked against ASQ Core Combat Steps and Start Rules Addendum, 4 October 2026, version 4, page 2. HIT-only and cup setup: ASQ Vault Guardian Simple Starter v9, 1 November 2026, pages 4, 6 and 8. Drawings are arrangements, not scoring templates. This is not a product compliance manual.

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