

STORY

Truck lights. Screeching brakes.
Darkness...then brilliant warmth!

You just got yourself isekai-ed into a world of monsters and magic. As the fabled hero of legend, you are destined to free the land from darkness. Neat.

Harnessing the power of the Mayaverse, call upon heroes from other timelines to join your quest to save this world from corruption. Lead your party to slay the dragon and dispel the Dark Realm Magic from this land forever!

HOW TO PLAY

You will need:

6x regular 6-sided dice, a pencil, and an eraser.

Setup:

Choose between 3-5 Heroes for your party.

The fewer characters you select, the more difficult the adventure will become.

You can also use Companions which have special powers to help your party succeed, but you need to find those on JAST and J-List's Twitter feeds for details.

How to Win:

Start at the first area at the top of the map and progress downward, following the direction of the arrows, to the final area. In each area you'll need to defeat all the enemies before continuing to the next area. If you fight your way to the end and defeat the dragon, you win the game and DRM is destroyed forever!

Fighting:

You go first, using hero powers to fight the enemies.

On your turn, roll 6 dice. Choose which dice you wish to keep, then re-roll the rest.

You can re-roll up to 2 times. Assign the final dice to your heroes with the matching dice values to activate their powers. You can activate a power more than once if you have enough dice to do so.

If you have a Companion, you may activate their power during your turn.

The monsters attack after the heroes by rolling their Attack Dice [🎲].

Count the number of dice that are equal to or higher than the [🎯] number.

These successful attacks strike the heroes for [🗡️] damage. You decide which heroes take the damage.

Repeat this process for each enemy in the area if there are more than one.

* If a monster's HP reaches 0, it is defeated and no longer attacks.

* If a hero's HP reaches 0, they are "fallen" and can not activate their power.

Healing does not work on fallen heroes, unless allowed in the power's description.

* Repeat the fighting until either all monsters are defeated or all heroes have fallen.

ENEMY CARD BREAKDOWN

-LEVEL 0- ZOMBIE SISTERS

- Level Number
- Enemy Name
- Nº of dice to use.
- Dice value needed to attack.
- Attack damage.
- 1x Bar = 1x Enemy HP

Mayas & Dragons

-LEVEL 1- TRUCK-KUN
🎲 1 🎯 4+ 🗡️ 3
HP: 6

-LEVEL 2- BAN HAMMER CLAN
🎲 1 🎯 6+ 🗡️ 2
HP: 10

-LEVEL 2- CENSORED IMPS
🎲 1 🎯 6+ 🗡️ 1
HP: 4
Roll a die at the end of the turn. On a 6, resurrect 1 imp.

-LEVEL 3- INTERNET TROLLS
🎲 1 🎯 5+ 🗡️ 2
HP: 10

-LEVEL 4- UNEXPLAINED HAREM
🎲 2 🎯 6+ 🗡️ 2
HP: 6

-LEVEL 4- PIXELATED GOLEM
🎲 3 🎯 4+ 🗡️ 1
HP: 12

-LEVEL 5- INAPPROPRIATE TENTACLES
🎲 1 🎯 5+ 🗡️ 1
HP: 6
If the Tentacles score 2 or more hits, 1 hero of your choice can't use her power in the next turn.

-LEVEL 6- DRM DRAGON
🎲 6 🎯 5+ 🗡️ 2
HP: 24

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MAYA HERO CARDS

Mayas
& Dragons

In your adventure you will battle dangerous creatures, resulting in both dealing and taking damage.

- Here are some tips on how to track the HP of heroes and foes:*
- * Use a pencil and eraser. Make a mark across a heart when taking damage and erase the pencil mark when healed.
 - * Use tokens. You can place small objects, like coins or candies, on each hero and enemy to track their HP.
 - * Use a pen and notepad. Write down the name of each hero (or enemy) and keep a running tally of HP.
- Mix and match these techniques based on your available tools and preferred setup.*
- Have fun trying out different party setups, and good luck on your quest!*

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