
What exactly is a “Collaborative Role-Playing Story Game of Chance?”

Collaborative...

Many other games have winners and losers because they are designed with players as adversaries. TRYDICE is collaborative. Players aren't only on the same team, they are building on each other's ideas!

...Role-Playing ...

In TRYDICE, players will be playing the game as characters that they have created. The decisions they make and the challenges they face will be through their character's eyes.

...Story Game...

Unlike many types of games, the purpose of story games like TRYDICE is not just to get points or achievements, but to provide the tools and structure for a group to create a story together.

...Of Chance!

When players want their character to try something, they roll dice to find out if they were successful. The randomness of these dice rolls means that the story can twist and turn unexpectedly!

About Game to Grow

Game to Grow is a 501(c)(3) non-profit organization founded in 2017 on the belief that games of all kinds have the power to improve people's lives. Game to Grow's weekly therapeutic social skills groups help young people become more confident, creative, and socially capable using tabletop role-playing games. The facilitators and “therapeutic game masters” use training in couple and family therapy, drama therapy, and education to promote social growth among youth in an environment that is safe, accessible, and fun.

For more information, visit
www.gametogrow.org.



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TRYDICE: A Collaborative Role-Playing Story Game Of Chance!



Step 1: Choose a Game Master

One player will be the game master. The game master is a chief guide of the story and has many responsibilities. They describe the situations the other players will be in, and let the other players know when to roll dice (see step 3). They don't play a character in the story the way that the others do—they play *all* of the other characters in the story not portrayed by the other players.

Example:

The game master describes the scene:

"You were all invited to explore an abandoned house that is rumored to be haunted. While exploring the dilapidated mansion you find yourself in the large library. Dust covers the shelves and light trickles in through the shuttered windows. You hear a slight cough come from behind a leather couch. A small disheveled child pops his head up from behind a leather chair."

The game master then becomes the child, using vocal inflection and facial expressions to characterize him.

"Hello? Are you my mother?"

The other characters interact with the child in an improvised scene.

The game master also lets other players know when to roll dice to determine outcomes.

TRYDICE uses "Fate" or "Fudge" dice, but you can also play TRYDICE with regular six-sided dice.

5 & 6 = ⊕ 3 & 4 = □ 1 & 2 = ⊖

Step 2: Make characters

Characters in TRYDICE are created with a single sentence:

(Character Name) the (Fantasy Race) (Profession) is good at (skill) and bad at (other skill).

With a simple sentence, the possibilities are endless. We suggest you try using tangible skills that will come up in your games. Remember, as many interesting story opportunities come from a character's flaws as a character's strengths.

Examples:

Gragnold the dwarf blacksmith is good at lifting heavy things and bad at socializing.

Gragnold's skills may easily come up in a story, because in the course of his adventure he may need to either lift things or interact with other characters.

Alaia the elf gardener is good at still-life painting and bad at conjugation.

Alaia's skills are slightly more obscure, though they still may come up in a story. Perhaps her ability to create still-life paintings means she is observant and has a steady hand, and her inability to conjugate is because she is from a distant land.

The choice is yours!

Step 3: Playing TRYDICE

The game of TRYDICE is largely comprised of improvised scenes, with dice rolled to determine successes and failures of actions taken by the players.

Most actions have a chance of failure. If a player wants their character to take an action that might not be successful—climb a wall, knock down a door, convince a guard to grant admittance to a king's court—they must roll dice to determine the outcome.

In order to do so, a player will roll three dice, and check the result.

Each ⊕ counts as a success, and each ⊖ counts as a failure.

If there are more ⊕ than ⊖ in the overall outcome, the action is successful. If there are more ⊖ than ⊕, the attempt fails. In either case, the game master describes the result. If there are equal numbers of each, the game master decides the outcome.

If the skills a character is good at or bad at (see step 2) are relevant to the action, an extra ⊕ or ⊖ is added to the result, respectively.

If there are 3 ⊕ or ⊖ in the overall result, it is a critical success or failure, which means the success is above and beyond expectation.

Example:

Gragnold is attempting to force open a locked door. The game master tells the player to roll dice, and the results are: ⊕ ⊕ ⊖.

The result is already a success, but because Gragnold is good at "lifting heavy things," the player advocates for the additional ⊕. Gragnold not only forces the door open, but shatters it to splinters!