d.i.y.
evy

Making *Every Map*
and *Every Adventure*
All by Herself

D.I.Y.

After playing through the Evy adventures, you may want to experience more. Then perhaps you'd like to try your hand at making your own extra adventures. This D.I.Y. kit will help you do just that.

Making an adventure

Making an adventure is simple. Just print out one of the different sizes of empty maps on the following pages and get started drawing walls, spawn pits, doors and whatever you want. Oh, and don't forget the starting tile for Evy.

We'll give you some ideas, hints, tips and tricks to make it easier for you, but you're free to stop reading and get on with it.

Just one tip; if you have a laminating machine, laminating a page will let you use erasable white board markers. This is the way we made the original adventure maps. Or you could just use pencils and an eraser.

Standard tiles

You can draw in your own tiles. The following are examples of the pictures used on the tiles of the standard adventure maps.
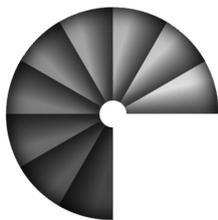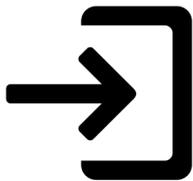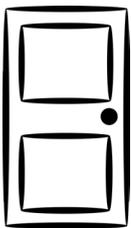
Tips

Making a fun map can be harder than it looks. Here are some useful tips that will make it easier for you.

Narrow or wide?

Narrow passages can quickly clog up with monsters trying to get through. A narrow door is bad enough, but having a narrow corridor of multiple tiles will very easily become impossible for Evy to get through. Of course, you could use this to your advantage.

Walls

Walls get in the way of Evy, but they also get in the way of monsters. Since Evy can move twice as fast as the monsters, you can use walls to both make it easier or harder for Evy to get through.

Card placement

Evy will need cards to make it through the adventure, this means cards can be used to guide players into the direction you want them to go. It also means you can lure players into directions they don't want to end up in.

Ideas

Running out of ideas of your own, or want some inspiration? Here are some ideas to help you along.

Items

Items on the board can be used to great effect. The Evy adventure book only scratches the surface of possibilities.

- **Switches and triggers**. When Evy moves to a certain tile, open or close a door or move a wall (using a cube to act as wall). Perhaps open a pit or add a boss to the map?
- **Teleporting**. It's like a staircase, but to a different part of the same map. Anybody up for a round of Pac-Man?
- **Way points**. You could put an order to the items you must collect or the places you must visit. Perhaps you need to press certain buttons in the right order for a door to open?

Cards

Evy comes with 27 cards, some of which are chosen randomly at the start of every game.

- **Extra cards**. We've included a page of blank cards. Use these to create your own!
- **Start cards.** Why not let the player choose a card at the start of the game, or perhaps keep two cards instead of one?

D.I.Y. (continued)

- **Known cards**. Normally you don't know which card you're going to get, but perhaps you can have a specific card at a specific tile or guarantee a type of card, so the player knows she'll get a weapon, but not know which.
- **Card choice**. Instead of one card per tile, you could have two. You could let the player keep both, or make them choose which one to keep.

People

People don't have to stand around and do nothing, you could make them do useful (or very, very useless) things by themselves or under your control.

- **Rescue missions**. Pick up a person and let their cube follow you around. The person can be passive or they might be able to attack by themselves.
- **Clones**. How about multiple Evy's, all with their own turn, or all sharing a single turn. How does an army of Evy's sound to you?

Monsters

You don't have to stick to the few monsters that are used in the Evy adventure book; you can make up your own! And we're not just talking about how they look, but about what they can do.

- **Extra strong monsters** that can attack Evy twice or more times instead of just once each turn.
- **Fast monsters**. Instead of having the monsters move just one tile, you could make them move two or more tiles each turn. Either in a single direction or however you want.
- **Jumping monsters**. Why not let monsters jump over Evy or each other if they can? Or perhaps jumping is their *only* mode of transportation.

Bosses

Bosses are a way to offer an additional challenge to the player. To make them fight in a different way and to make the player fight the monsters in a different way. When thinking of monsters, think "different".

- **Multiple bosses.** You could have any number of bosses on the map, no need to just have one.
- **Middle management**. A boss doesn't have to be super strong to offer a challenge. You could have a boss start

at just 4 HP or even 2 HP.
- **Worm**. A long monsters where the spawn pit feeds extra parts and only the head can be attacked by you, but any part of the body of the worm could attack Evy.
- **Savage beast**. You could also have a boss monster that is really strong, and will also attack his own monster buddy's when they're next to him, costing one monster actions each time.

Rules

Rules are meant to be broken, and by now you know there is no better place to break rules than in the rules of this game. You can make up your own alternative rules for your adventure if you want to. Or drop rules or add more rules if you want. Just remember to explain them to the players.

- **Hyperactive monsters**. Make the monsters do two turns in a row.
- **Dice**. Use only one dice or three or more dice for the monster actions.
- **Health**. Start with a different amount of health or, if you have multiple maps for a complete story, perhaps don't regain health, or only regain a portion in between maps.
- **Use up all monster actions**. If you have more monster actions remaining than you can use, you could have them attack again and/or move again.

Floor

Even the environment itself can be changed to make for an interesting adventure.

- **Slides**. Slides (or chutes or ladders) are one-way tiles. You can step on them from any direction, but then you could move only in one direction out of them (as in a one-way street), perhaps even automatically (as in a conveyor belt).
- **Water and land**. A map which has both water and land could have monsters constraint to moving only on either water or land on a single map.
- **Poison or acid**. A map could have some terrain that could be a short cut, but would damage Evy either when moving through it or when she ends her turn on such a tile.
- **Thick mud**. In thick mud, or other difficult terrain, Evy would have only one move action instead of two.
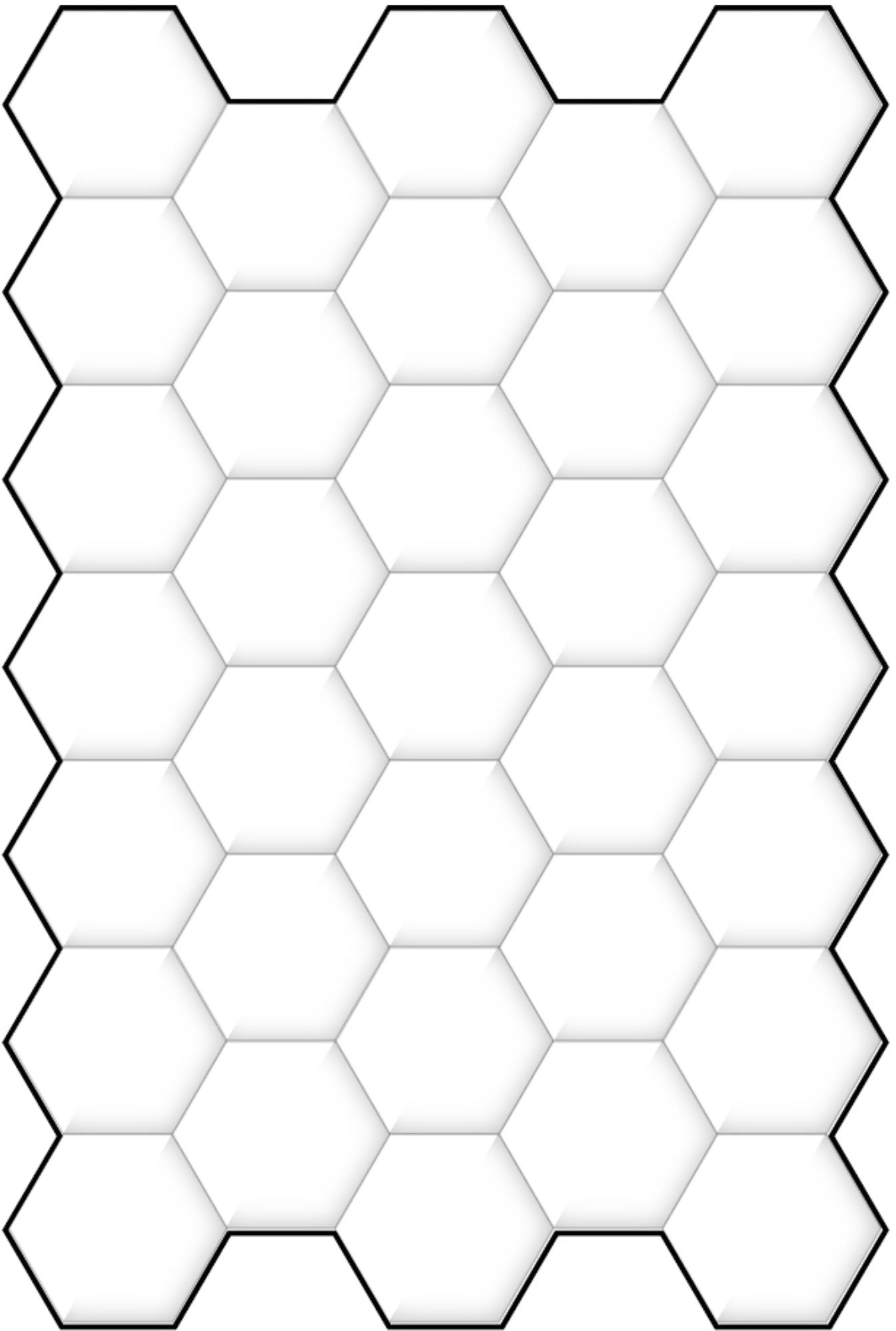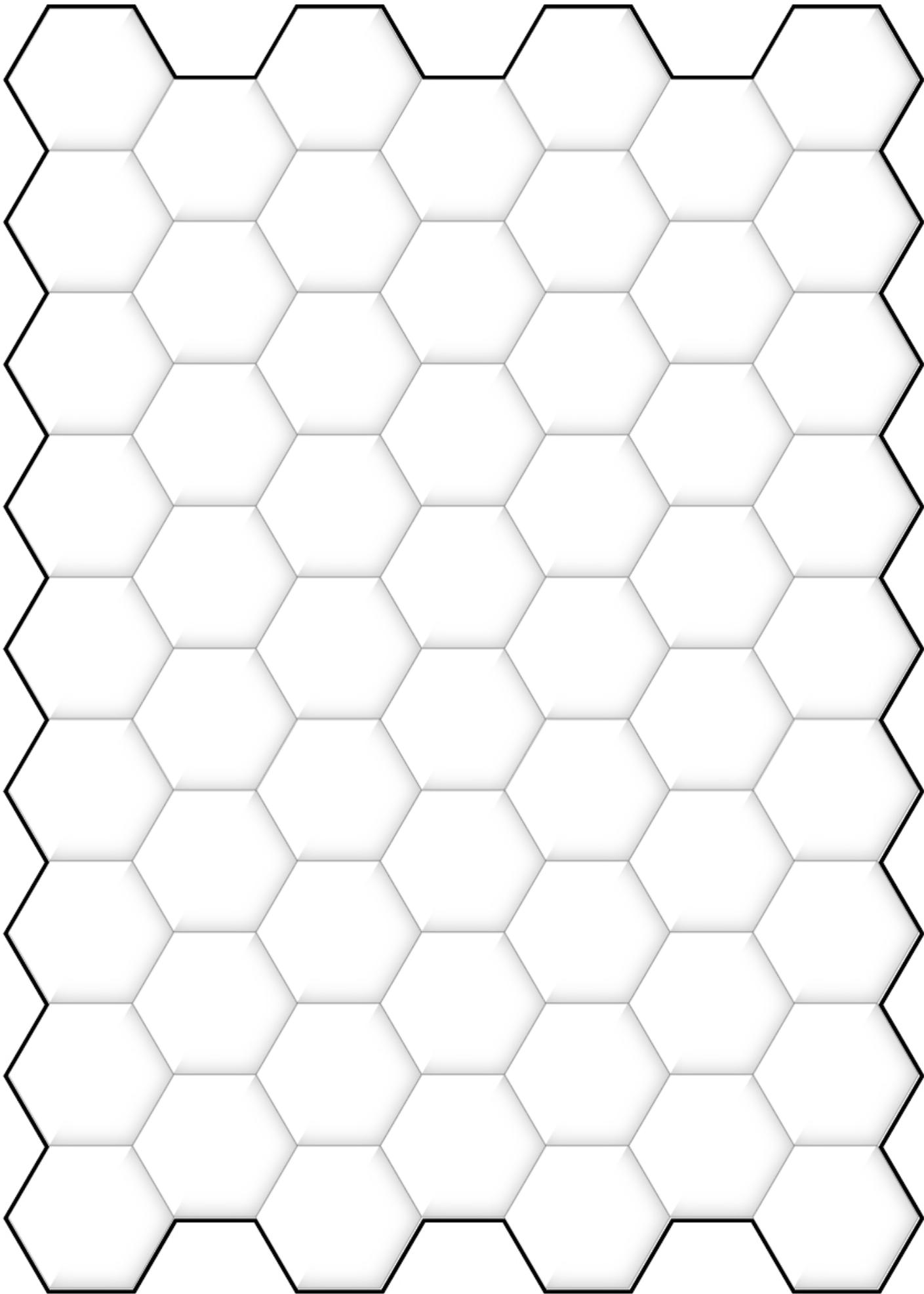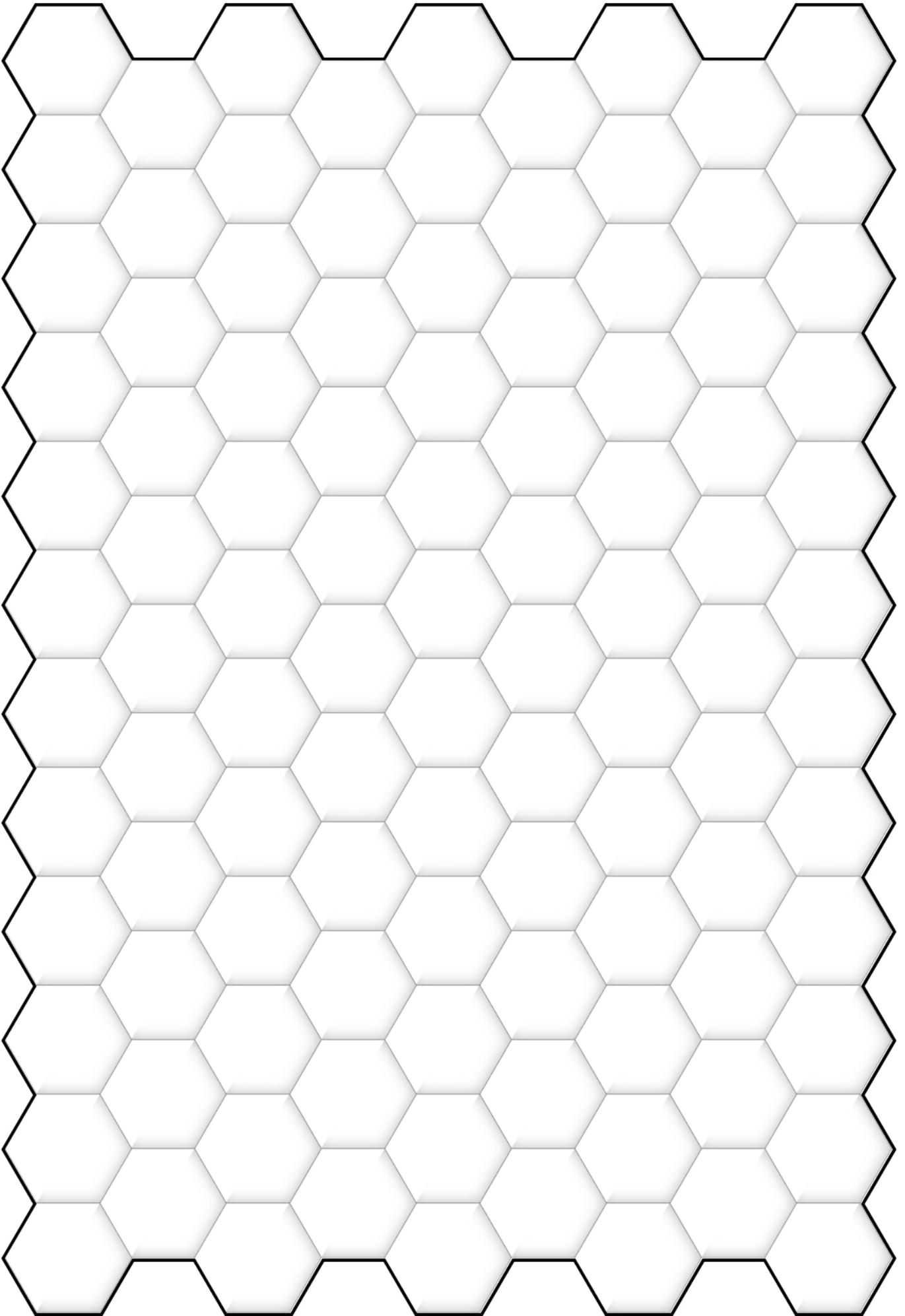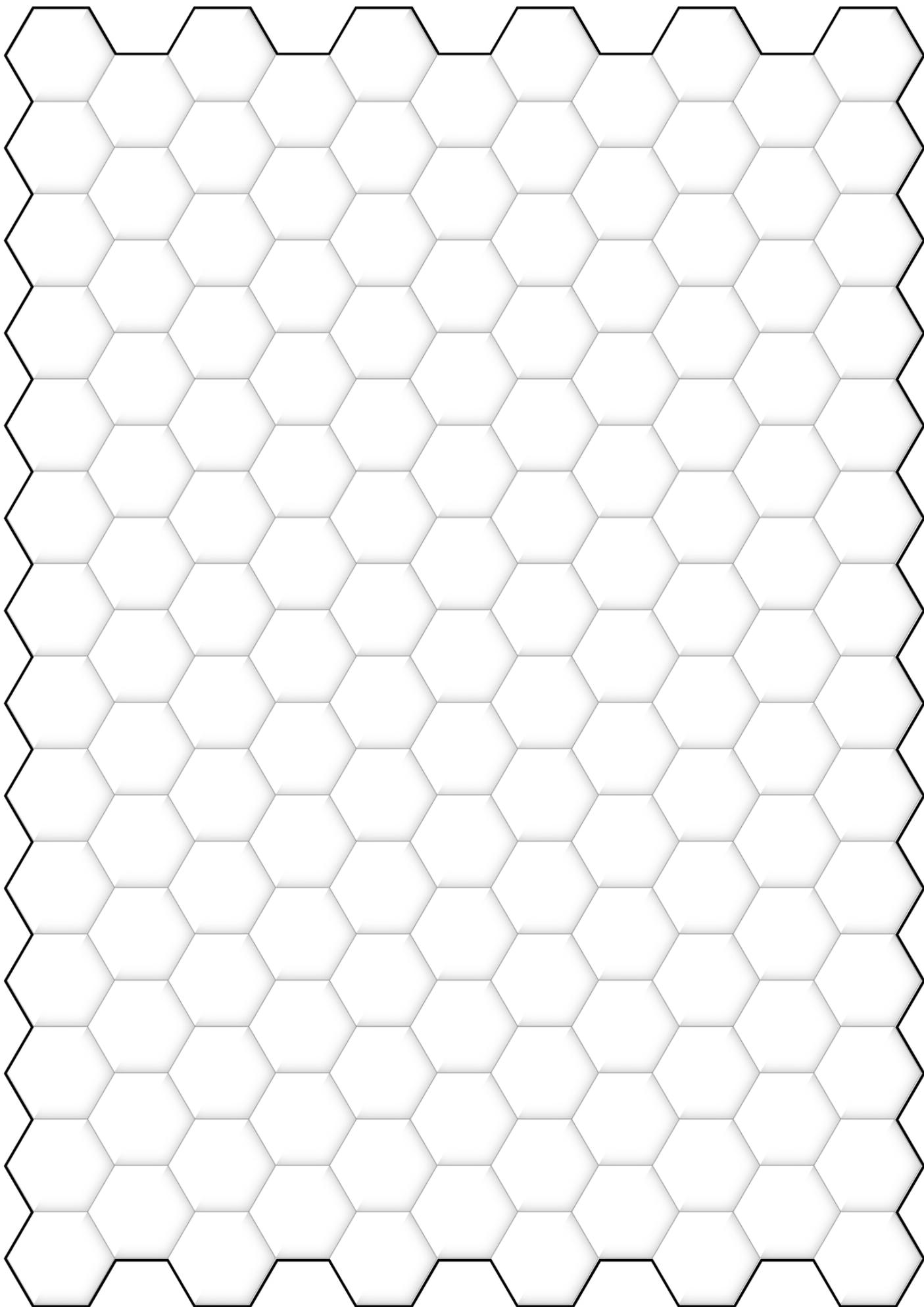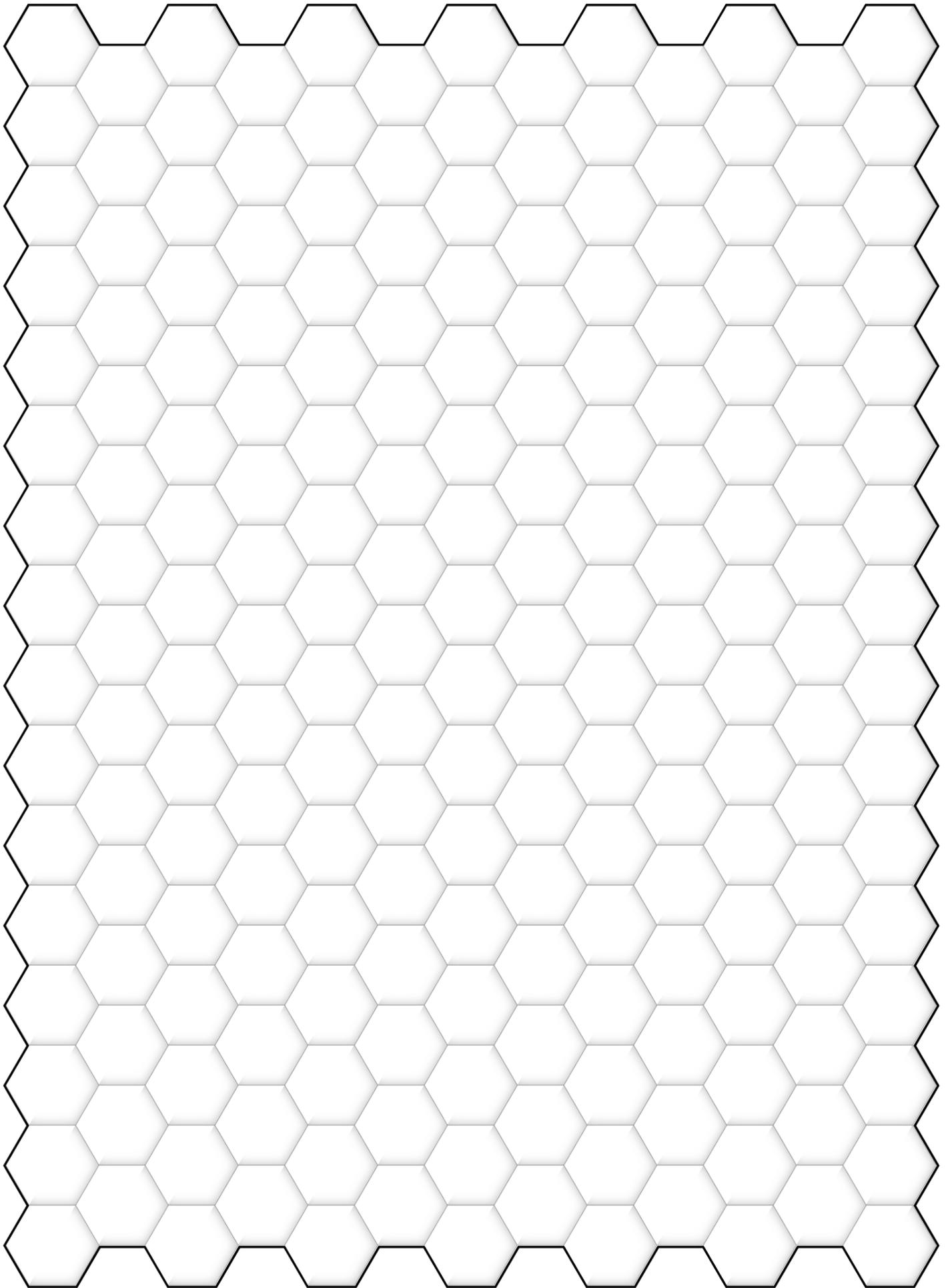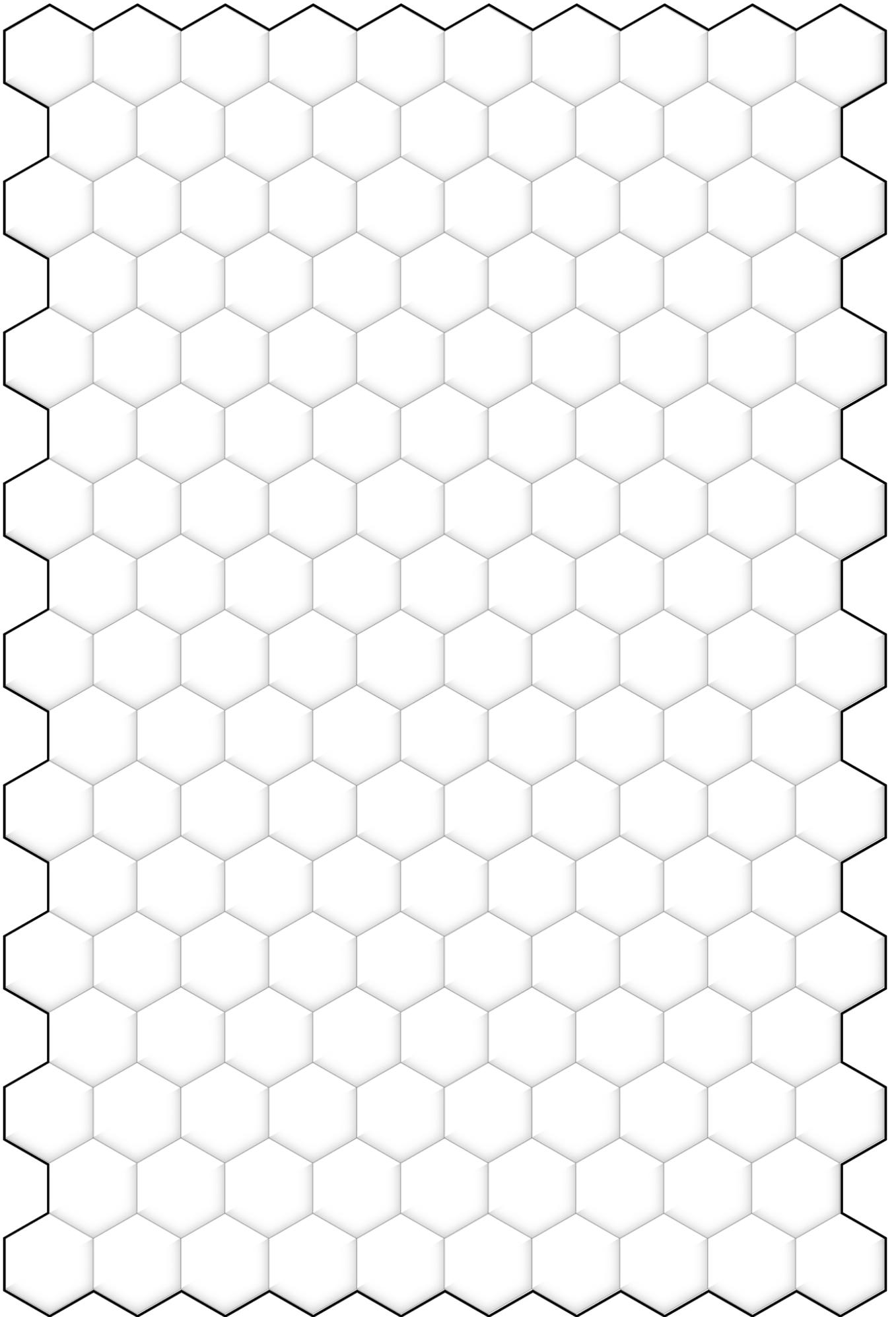
Why stick with hexagonal grids? The rules of Evy can be applied to most types of grids, including square or triangular grids.

The grid shown here is created using a Voronoi mesh generator; a mathematical system creating tiles based on the distance between points.
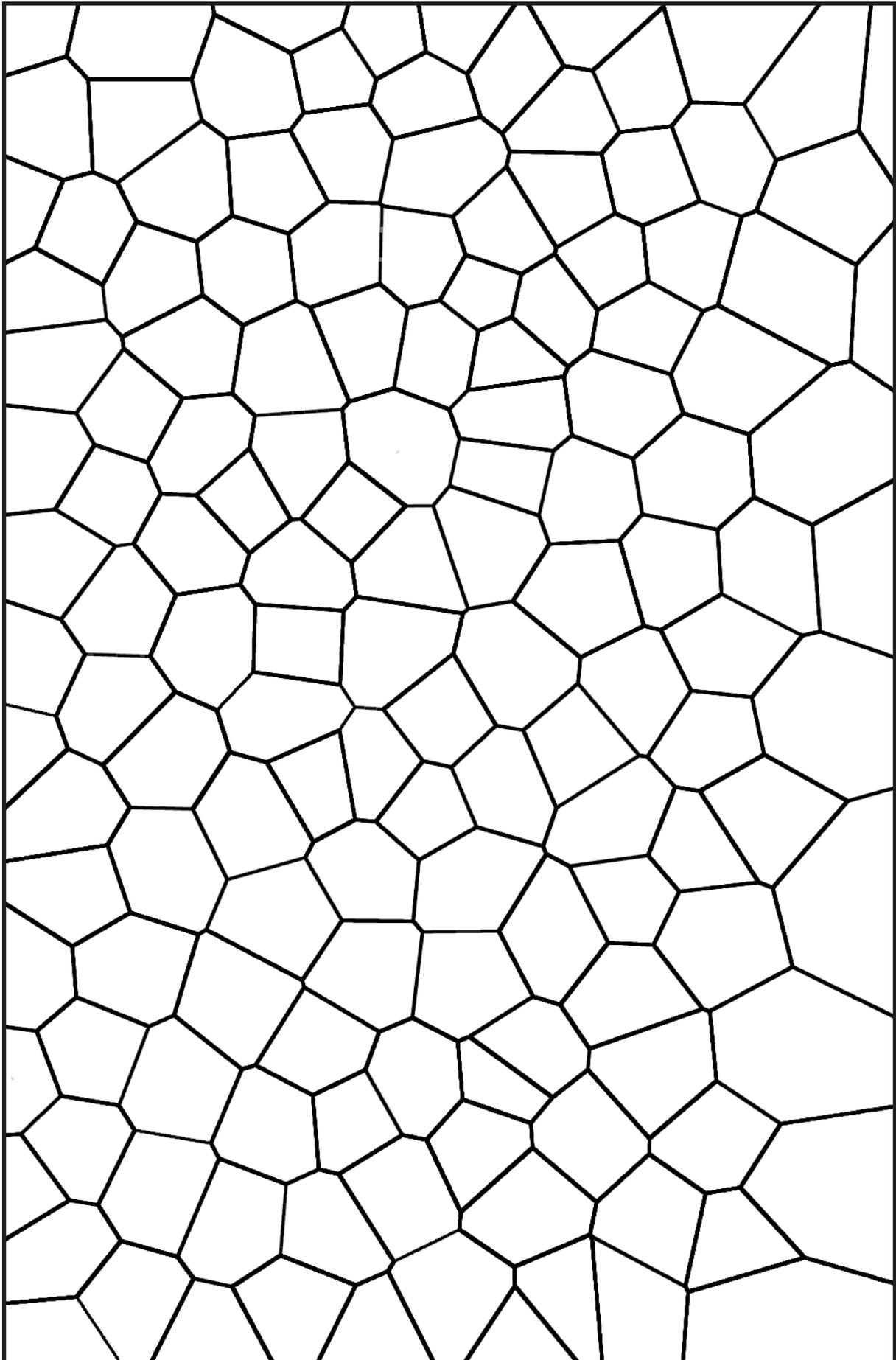
Keep one weapon card. Use as attack.

1 2 3 4

Discard after last use.

Keep one move card. Use as move.

1 2 3 4

Discard after last use.

Keep this card and use at any time.

Discard after use.

Use immediately.

Discard after use.

1 2

Discard after last use.

1 2 3

Discard after last use.

1 2 3 4

Discard after last use.