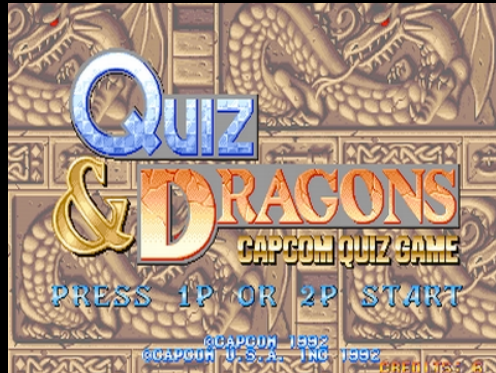


QUIZ & DRAGONS RPG



Capconia was a peaceful kingdom. Thanks to the power of the “Seed Of Wisdom”, the citizens were able to lead their lives in quiet happiness.

The Wisdom Seed: In the hands of the just man it could be used to insure peace. However, a man with evil in his heart could use its power to bring down a curtain of darkness on the world.

One day the evil warlock “Gordian” invaded Capconia with a host of his foulest monsters and seized the Wisdom Seed. After using the seed to endow his monsters with evil wisdom, the warlock Gordian launched his assault on the good people of the land. The monsters forced the citizens to answer very difficult questions. Those who could not answer correctly were promptly eaten.

The sage king, Hatena VI, selected the four wisest and bravest in the land and ordered them to recover the Wisdom Seed.

You, the brave... the chosen...

You must use your wisdom and strength to save our world!



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WISDOM AND STRENGTH
TO SAVE OUR WORLD.

QUIZ & DRAGONS RPG

Quiz & Dragons RPG is a roleplaying game based on the Capcom trivia arcade game of the same name. In order to play Quiz & Dragons RPG, you will need one to four players, one six-sided die for each player, and any trivia game that has cards with trivia questions and categories printed on them (the game Trivial Pursuit will be used as a generic standard for these rules). A timer such as a stopwatch or hourglass is also needed to play. Quarters and pennies may be used as tokens in the RPG, or a pen and paper can be used to keep track of the various game components.

PLAYERS

The game varies by the number of players that play each session.

If there is one player playing the game, that player will have all four characters. The player may opt to have less than all four characters, though they must have at least one character.

If there are two players playing the game, one player decides on two characters to have, with the other player getting the other two characters available. If there is any dispute over who can have which character, settle it by coin toss. The players may opt to have only one character each if they so choose, or one player may have one character and the other player may have two characters.

If there are three players playing the game, each player decides on one character to have, then one of the players gets to have a second character, which will be the character that was not chosen by the players. If there is any dispute over who can have which character or which player gets to have two characters, settle it by coin toss. The players may opt to have only one character each if they so choose.

If there are four players playing the game, each player decides on one character to have. If there is any dispute over who can have which character, settle it by coin toss.

DIFFICULTY LEVEL

Once the number of players has been determined, the players decide on the Difficulty Level of the session, choosing from Hard, Normal, or Easy. If the Difficulty Level is Hard, each player gets four quarters per character. If the Difficulty Level is Normal, each player gets 8 quarters per character. If the Difficulty Level is Easy, each player gets 12 quarters per character. Players may opt to play at individual Difficulty Levels for each player, in which case each player gets a number of quarters depending on which Difficulty Level they have chosen.

If actual quarters are not available, any substitute tokens will do, or the players can write their number of quarters down on a piece of paper.



CHARACTERS

There are four characters to choose from: Fighter, Wizard, Amazon, and Ninja. Once a character is taken by a player in a session, no other player can have that same type of character that session. Likewise, no player can have more than one of a certain type of character per session.

Each character has their own unique ability to effect gameplay.

The Fighter recovers Vitality Points quicker than other characters.

The Wizard can often change the category of which trivia question he is asked.

The Amazon can sometimes give an extra answer to a trivia question she is asked.

The Ninja may cause double damage if he answers a trivia question correctly.

VITALITY

Each character starts with five Vitality Points. A character can never have more than five Vitality Points, or less than zero Vitality Points.

If a character loses all their Vitality Points (i.e. their Vitality Points equal zero), it is game over for that character unless the player uses one of their quarters to continue the character in the game. If the character continues, that character starts over at the same point in the session with five Vitality Points once again. If it is game over for the character, that character is out of the game for the rest of the session.

If pennies are available, use them to denote Vitality Points. If pennies are not available, any substitute tokens will do, or the players can write their characters' Vitality Points down on a piece of paper.

SESSION PLAY

In order to start the session, each player must use one quarter for each character they will have in the game this session. If a player ever runs out of quarters in a session, that player and any characters they have are out of the game for the rest of the session. Should all players be out of quarters and out of the game, the session ends. The session will also end if the Victory Condition is met.

At the start of a session, the players need to decide the Party Order of their characters. The Party Order is the order in which the characters will take turns answering trivia questions when combatting monsters.



You, the brave... the chosen...

You must use your wisdom and strength
to save our world.



CAPCONIA

The characters will battle their way through a series of Stages representing the land of Capconia as they quest to retrieve the Wisdom Seed from the evil Gordian.

The session will begin at Stage One. If that Stage is completed successfully, the characters will move on to the next highest Stage, and will continue to do so until reaching Stage Nine.

STAGES

There are nine Stages: Stage One, Stage Two, Stage Three, Stage Four, Stage Five, Stage Six, Stage Seven, Stage Eight, and Stage Nine.

Each Stage is defined by its number. The number of the Stage will determine how long the Stage will be, how strong the monsters in the Stage will be, and how strong the boss monster of the Stage will be.

In order to reach the end of a Stage, the players must make a number of Movement Rolls equal to the number of the Stage. Each Movement Roll is made one at a time, and is done by rolling a die. The players will take turns rolling the Movement Roll die in sequence of Party Order.

If the result of a Movement Roll is a 1, 2, 3, or 4, the characters encounter a monster with a number of Vitality Points equal to the number of the Stage plus the number of Movement Rolls that have been made so far in the Stage (including the Movement Roll just made).

If the result of a Movement Roll is a 5, the characters encounter a monster with a number of Vitality Points equal to one plus the number of the Stage plus the number of Movement Rolls that have been made so far in the Stage (including the Movement Roll just made).

If the result of a Movement Roll is a 6, the characters encounter a special space. The same player that made the Movement Roll rolls a die. If the die roll is a 1, 2, 3, or 4, the characters encounter an inn. If the die roll is a 5 or 6, the characters encounter an elf.

After a Movement Roll has been made, a monster, inn, or elf must be encountered before the next Movement Roll in the Stage can be made.

Once all the Movement Rolls in the Stage have been made, the characters encounter a boss monster with a number of Vitality Points equal to two plus twice the number of the Stage.





MONSTERS

When the characters encounter a monster, the characters will battle the monster via a series of trivia questions. Any trivia game that has a number of categories and questions that can randomly be determined by a die roll will do (in some cases, a die other than a six-sided may be needed). Any game used should also be a trivia game in which the players can read the question without seeing the answer. For general purposes of demonstration, any edition of Trivial Pursuit will do, as it will have six categories as well as cards with questions on one side and answers on the other.

Characters will be questioned by the monster in sequence of Party Order. When the character is to be asked a question, draw a trivia card. Then, the character rolls a die. The category and question to be used is determined by matching the number rolled to the number of the category/question on the card. Trivial Pursuit cards have six categories/questions, therefore a die roll of 1 equals the first question/category, a die roll of 2 equals the second question/category, and so on. After the category is determined but before the question is read/asked, the Wizard character may choose to roll a die if the Wizard is being asked the question. If the Wizard rolls a 6, the Wizard may choose a different category, and will be asked the question from that category instead.

When the question is asked, the character will have thirty seconds to answer it. Before the thirty seconds begins, the Amazon character may choose to roll a die if the Amazon is being asked the question. If the Amazon rolls a 6, the Amazon may give two answers to the question. If both answers are wrong, it only counts as one wrong answer. If one answer is right, the other answer that was wrong does not count at all. After the Amazon rolls a die to use her ability, her thirty seconds to answer the question begins.

If the time to answer runs out or the character answers the trivia question incorrectly, the character will lose one Vitality Point. The next character in the Party Order may attempt to answer the question if that character does not belong to a player with a character that has already failed to answer the question; If the next character in the Party Order doesn't want to or cannot answer that question, a new question will be asked by the monster. If a question fails to be answered twice in a row, no further attempts may be made by the characters to answer the question, and the next character in the Party Order will be asked a new question by the monster.

If the character answers the trivia question correctly in the time allotted, the monster will lose one Vitality Point. If the Ninja character answers the trivia question correctly, the Ninja rolls a die. If the Ninja rolls a 6, the monster will lose two Vitality Points instead of one. If the monster is reduced to zero or less Vitality Points, the battle ends and the characters continue on in the Stage either to the next Movement Roll or to the boss monster if all Movement Rolls have been made. If the monster still has one or more Vitality Points, the monster will ask a new question of the next character in the Party Order.

If a character other than the Fighter answers trivia questions from a monster (or consecutive monsters) correctly three times in a row, the character will gain one Vitality Point unless the character has five Vitality Points. If the Fighter character answers trivia questions from a monster (or consecutive monsters) correctly two times in a row, the Fighter will gain one Vitality Point unless the Fighter has five Vitality Points.

When answering a trivia question, other players can help answer the question, except for players with a character that has tried to answer the question and failed. Only the answer from the player of the character the question was posed to will count as the character's final answer to the question. When a character gives their final answer (or does not answer in the allotted time), the answer to the question is read silently by the player of the character to verify if the character's answer is correct.



INNS

When the characters encounter an inn, the character that made the Movement Roll is asked one trivia question as though battling a monster with one Vitality Point. However, no character may use their unique ability, no other character may attempt to answer the question, and answering the question correctly does not count as answering a monster's question correctly. If the character fails to answer the trivia question, no Vitality Points are lost. If the character answers the trivia question correctly, each character gains two Vitality Points, though no character's Vitality Points can go above five.

After the trivia question is answered, the characters continue on in the Stage either to the next Movement Roll or to the boss monster if all Movement Rolls have been made.

ELVES

When the characters encounter an elf, the character that made the Movement Roll is asked two trivia questions (one at a time) as though battling a monster with two Vitality Points. However, no character may use their unique ability, no other character may attempt to answer the questions, and answering the questions correctly does not count as answering a monster's questions correctly. If the character fails to answer both trivia questions, no Vitality Points are lost. If the character answers both trivia questions correctly, the character rolls a die. If the die roll is a 1, 2, or 3, the character receives a potion that will restore one character's Vitality Points to five; The potion must be used immediately and is used on any one character chosen by the character that has the potion. If the die roll is a 4 or 5, the character receives a magic item determined at random. If the die roll is a 6, the characters go directly to the boss monster of the Stage and do not make any further Movement Rolls in the Stage.

After the trivia questions are answered, the characters continue on in the Stage either to the next Movement Roll or to the boss monster if all Movement Rolls have been made (or if a 6 was rolled after correctly answering the Elf's questions).





MAGIC ITEMS

When a character receives a magic item at random, the character rolls a die.

If the die roll is a 1, the character receives a Rare Coin. The player gets a special quarter that can only be used to continue the game of the character and must be used the next time the character is reduced to zero Vitality Points.

If the die roll is a 2, the character receives an Elven Vial. The next time the character is asked a trivia question, the character's Vitality Points are restored to five before the question is asked.

If the die roll is a 3, the character receives a Magic Scroll. The next time the character is asked a trivia question, the character may choose the category first, just like a Wizard can.

If the die roll is a 4, the character receives a Magic Staff. The next time the character is asked a trivia question, the character may give two answers, just like an Amazon can.

If the die roll is a 5, the character receives a Ring Of Speed. The next time the character is asked a trivia question, the character will have a minute instead of thirty seconds to answer the question.

If the die roll is a 6, the character receives a Ring Of Wisdom. The character will automatically answer correctly the next trivia question the character is asked, as the player of the character is allowed to read the answer to the question before the character gives their final answer.

A magic item has only one charge. Once used, the magic item is discarded.





BOSS MONSTERS

When the characters encounter a boss monster, the characters will battle the boss monster exactly the same way as a monster is battled, with the following exceptions:

If a boss monster of any Stage other than Stage Nine is reduced to zero or less Vitality Points, the characters will move on to the next highest Stage. Before the characters move on to the next Stage, the last character to answer the boss monster correctly rolls a die. If the die roll is equal to or less than the number of the Stage, the character receives a magic item determined at random.

Gordian is the boss monster of Stage Nine. If he is reduced to zero or less Vitality Points, there is no Stage to move on to, and the magic item the characters find is the Seed Of Wisdom.

VICTORY CONDITION

If Stage Nine is completed successfully, Gordian is defeated, the Wisdom Seed is retrieved, and the Victory Condition for the game is met. Congratulations on a victorious Quiz & Dragons RPG session!



CREDITS

Quiz & Dragons RPG was inspired by the 1992 Capcom arcade game Quiz & Dragons, and was created by Errin Famiglia in a 24 hour period in response to ikmukt.com's challenge to make a roleplaying game out of a video game. All images are from the original Capcom arcade game.

Trivial Pursuit is a trivia boardgame made by Horn Abbot Limited. It is not necessary to play Quiz & Dragons RPG with Trivial Pursuit cards, and the popular trivia game is merely mentioned in the rules as a general example of how to make any trivia game into a Quiz & Dragons RPG session. If the players have a different trivia game they'd like to adapt to the Q&D RPG, by all means do so.