

Map Spaces

Each map space can be enhanced or degraded according to whether a Hero or a Villain lands on it, or if item or event cards are played on it. There are a number of interchangeable tiles that can be placed on the [Connector strip](#) to show the status of that space.

Landing on a Blank space

Landing on a space that hasn't got any tile on it will determine whether the space will be a Good space or a Bad space. If a Hero lands on a Blank - it will be a Good space. If a Villain lands on a Blank it will be a Bad space.

- Encounter squares are not Blank spaces.
- if a previously Blank space becomes an Encounter square because an event card extends the Connector - then remove any Good or Bad marker on that square.

Landing on a Good or Bad space

Heroes and Villains must obey what the space rules say. If a Hero lands on a Good space, they may increase the level of it's goodness. If a Villain lands on a Bad space, they may increase the level of its badness.

- A Hero does not decrease the badness of a Bad space.
- A Villain does not decrease the goodness of a Good space

Levels

The level of a space is represented by placing an appropriately coloured die on the space. Red for Bad and Blue for Good.

	Good	Bad
1	Piece may move one square forward or back	-1 from the next roll
2	Piece may move two squares forward or back	Piece must move one square to a worse square if available
3	Piece may heal 1 point	Piece must move up to two squares to a worse square if available
4	Piece may heal 2 points	Piece suffers 1 damage
5	Piece may reroll	Piece loses its next turn
6	Special	Special

Specials

Once a space has reached the level of Special, remove the die and place the appropriate tile. The player who creates the Special chooses which particular special it should be.

Good

- Draw an item card
- Draw an event card
- Heal all stats back to starting level
- Raise one non-Special stat by one point

Bad

- Draw an event card
- Damage a non-Special stat by 1
- Lose D6 turns
- Return to Home Base and miss a turn

Tiles

[n/a: Access denied]

From:

<http://curufea.dreamhosters.com/> - **Curufea's Homepage**

Permanent link:

<http://curufea.dreamhosters.com/doku.php?id=games:board:goodvsbadlevels>

Last update: **2013/03/20 20:53**

