

WORLD VS HERO

**The Strategic Storytelling Game
for Two Players**

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INTRODUCTION

Welcome to World vs. Hero, the strategic storytelling game! In WvH, two players pit their wits and imaginations against one another to create the adventures of amazing heroes battling terrifying adversaries in fantastic worlds!

WvH is a unique game because the “moves” that the players make have more in common with what writers do than with what board game players do. Rather than manipulating objects on a table, WvH players are manipulating story elements in an ever-changing plot composed of daring heroes, evil villains, and incredible conflicts! From magical fantasy to superhero action to mind-bending horror, the WvH system is fully customizable and ready for anything players can dream up!

Even though WvH consists of storytelling action, the players don't need to be great writers to play well. Anyone – even children – can play a storytelling game like WvH with ease. The most essential requirement is an active imagination! Of course, along with that imagination, you'll also need:

- the rules included in this book;
- a standard deck of cards;
- a few poker chips or similar markers;
- paper and pens.

It's the randomness of the cards drawn from the deck that creates the “strategic” aspect of WvH. The cards give “permission” for the story elements that may be used by the players. The players then choose the order and content of their storytelling scenes as cleverly and as carefully as possible, with each trying to get an advantage over the other. During gameplay, the players must be ready to make crucial decisions at a moment's notice because, no matter how much either prepares, neither can know exactly what will happen next!

That unpredictability sometimes makes WvH as collaborative as it is competitive! Moments will occur when the players like the direction of the adventure so much that they actually work together to test the worth of the heroes! When this happens, the players will find that both of them “win” at the end of a game when their story comes to an awesome conclusion!

In this way, WvH is like a traditional role-playing game, or RPG, but it differs from most RPGs in the following three important areas:

In RPGs, a “Game Master” creates a secret adventure for a group of players and guides them through the plot. In WvH, the Game Master is replaced with the “World Player” who has much less control over the direction of the story.

In RPGs, the players in the group use numerical statistics to make “Player Characters” that will experience the Game Master's plot. In WvH, the “heroes” are created descriptively, not mathematically, and all are controlled by one “Hero Player.”

In RPGs, game action is resolved through the serious application of charts, maps, tables, rules, FAQs, dice rolls, and sometimes even the placement of

miniatures on grids. In WvH, the game action happens casually and quickly as the players tell the story in turns.

During the course of the game, the World Player and the Hero Player will test each other's creativity as they expand their worlds, twist their plots, and lead their characters on to greatness or infamy!

Those unfamiliar with RPGs or other storytelling games might not know exactly what to expect from such a unique gaming experience. Don't worry! The rules of the game are illustrated with actual gameplay – an adventure in an exciting world of high fantasy action! In "Madness of the Moon Wraiths," you'll follow the adventures of Sir Charles de Ruelle, a werewolf warrior, as he tries to conquer the growing evils within the Nightfields of Tannaron!

Along the way, every rule of World vs. Hero will be explained and demonstrated, so players will be prepared for action almost immediately!

