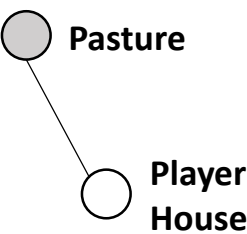


Example of Play: Tutorial Mission #1

This is the initial Map: with just a couple of Locations. The World looks very small today...



The Tutorial 1 has one simple Objective: «reach the %INNKEEPER»
The Innkeeper is a NPC: in my Map there is not an Innkeeper so I will have to create it. Every NPC must be placed on a Location on the Map: in the [NPC Index] I can see that the Innkeeper can be found on the «Village» Locations

NAME	ACTIONS, NOTES	LOCATIONS
BEGGAR	#GOSSIP(-1): Gain one MP. Pay one TREASURE: #GOSSIP(+2) for the rest of the game	Village
ELDERLY PERSON	#INTERROGATE(-1): Gain one MP	Pasture, Fields
HEALER	Pay one TREASURE to fully recover the lost HPs. Pay TREASURE(X) to Cure Disease Leve(X). Sell Healing Potions	Village
FARMER	#INTERROGATE: Gain one MP	Pasture, Fields
INNKEEPER	#GOSSIP: Gain one MP	Village

Looking at the Village page of the **World Atlas** I find that the Innkeeper must be placed on a «Tavern» (I’m not surprised).

***TAVERN (L1) – 2BP**

NPC: Innkeeper.
Tavern Guest (5+)

ACTIONS
REST

I need then to create a Tavern. Each Location has also an associated COST, normally expressed in terms of BUILD POINTS (BP); in order to create a new Location on the Map you will have to pay the corresponding Cost. The Tutorial provides 10 BP of budget to create Locations and NPCs to I have enough BP to create the Tavern (2BP).

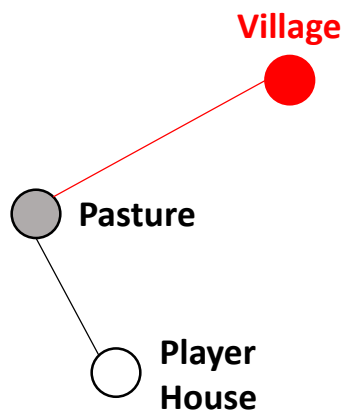
Example of Play: Tutorial Mission #1

The next challenge is to place the Tavern: a Location can only be attached on the Map if:

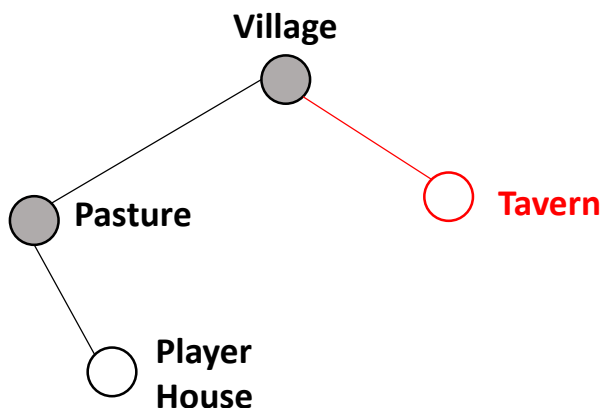
1. It can always be connected to a Location of the same Level (ex. Level 1 with Level 1) if they share the same Parent,
- OR
2. It's directly connected to its parent

I cannot link the Tavern to the Pasture since the Tavern is not present in the "Pasture" page of the Atlas (so the case 2. here above do not apply) and for the same reason I cannot link the Tavern to my House (case 1).

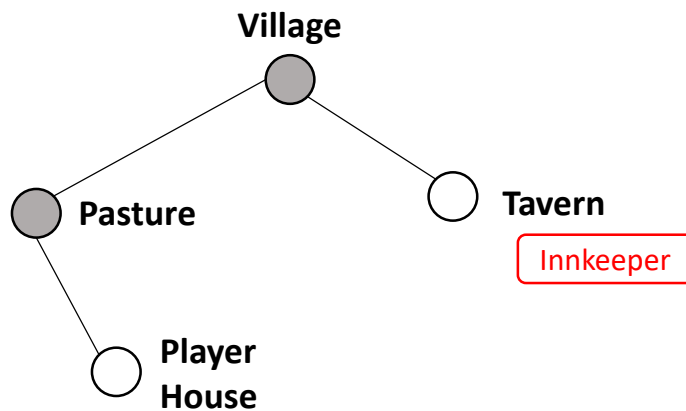
I need then to create a new Village: looking at the Atlas I can see that this is a Level 2 Location (7BP of cost) and hence I can create it and link the new Village to the Pasture.



With a Village now on the Map i can create my Tavern and link it to the newly created Village



The final step is to place the Innkeeper in the new Tavern: this action also has 1BP of cost (standard cost for a NPC)



Final costs of this World Building phase:

- new Village (7 BP)
- new Tavern (2 BP)
- new Innkeeper (1 BP)

For a total of 10 BP. I've consumed my whole budget.

Tutorial Mission #2: some tips

The second tutorial has a simple objective: buy at least one piece of Armor, to protect my PC.

The budget is 2 BP: not enough to create the required Locations and NPCs.

How to increase the available BPs ? One easy mechanism are the Story Points... time to read the rules!

Good luck!