

# A FIVE YEAR OLD IN RAKASA



ordra grows venerable as the surrounding lands evolve and turn out more monsters in greater strength. If our village is going to stand a chance, we will need our young ones to become masterful hunters as early as possible.

Children, as young as five years old, have proven adults aren't the only ones who can bring down dragons. Let your child join the ranks within the Chief's Hunting Party and bring honor to your family.

## CHAPTER MODIFICATIONS

Before jumping into modifications, make sure to check out the standard gameplay instruction manual on [trivatch.com](http://trivatch.com). And for further explanations, watch the gameplay videos for each chapter. Once you have a basic understanding of each chapter, use the following guidelines to modify the game for young kids.

### CHAPTER 1: PROVING WORTH

#### Rakmin Puzzle

This early in the game play, skip introducing Rakmin. Instead of using a Rakmin puzzle to unlock your starting chest, use the "Wake Up" roll from Chapter 3. At 6am, players must roll a 6 to unlock the chest. Each hour the required roll number

Game Type: All Introductory Chapters modified for young children.

decreases by one. So at 7am, a roll of 5 and up unlocks the chest. At 8am a 4 and up, and so on.

### **Battling**

Step children through battling with as much animation in your explanation as possible.

For young children with basic number skills, do all totaling and provide totals in battling order for the child to strategize over. For example, if battle you first compare speed. Total speed for the child and the monster or group of monsters he or she is fighting. Then have them figure out who will hit first. Then compare the attacker's power and the defenders defense. Give the totals and let the child compare and conclude what the results will be. With the future release of a battle calculator app, players who don't have or don't want to use basic math skills can get by without them.

### **Upgrading**

Upgrading equipment has such a slow progression (using just a single bone at first) that this shouldn't be too much of an issue for kids to understand. Remember the upgrading equipment beyond two star isn't a focus of Chapter 1. All they need to focus on is using 1 or 2 bones.

Later on, make sure to point out in general, Road has bones, Ocean has scales and teeth, and Forest has fur and teeth.



## CHAPTER 2: CHIEF'S REQUEST

In this chapter, take the role of tracker and let your child be the warrior. If you're playing with a couple kids, you'll need one to work with you as tracker.

### Warrior & Tracker

This chapter plays exactly as the standard game rules outline. This will be the chapter your child first is introduced to Rakmin. You will take care of tracking so your child can see a whole chapter of Rakmin play but not have to know exactly how it works. As you are solving, explain minor details.

Working as a team, you will want to hunt hard before 9pm. Before beginning your hunt for the Rabid Oposubakasa, first take a turn to go to the Village, buy a bunch of stuff to help your kid and grappling hook back to the Road. Hand over everything and send your kid off into one of the lands to become your hunting party's warrior.

## CHAPTER 3: PREPARE FOR BATTLE

This is your chance to gather your strength for the rest of the game. If your little warrior was lucky, he or she should be pretty beefed up from chapter two. If not, help them get full 3 star gear and ideal two weapons.

### Treasure Hunt

To bring a little more excitement to Chapter 3, and to help kids in Chapter 4, place Storage Trunks in the locations matching the trunks' backs. When found, the player may draw a random boost token.

## CHAPTER 4: RESCUE THE SCOUTS

This chapter is played just as outlined in the standard rules. This will be the first time your child probably has to solve a Rakmin puzzle. It's adding/subtracting three numbers between -7 and 7. Most of this math can be done visually on ten fingers.

If your child is running into significant difficulty and happen to forget drawing a monster on their turn while tracking the scouts or healing, just let it slide.

### Board Setup

If you let your child decide how the board is setup, you may want to temporarily move things around to put the Village, a Road, and both Lands connected to this one Road. You want the Ocean and Forest as close to each other as possible. Where needed, you could even put the Lands right next to each other or on opposite sides of the Village with no Roads. Though this extreme of an adjustment should normally be needed.

## Chapter 5: The Tournament

Depending on where your child stands in way of equipment and skill, you will want to play without dragon boost tokens and/or supporting creature. If needed, you may also want to allow your child to keep boost tokens gathered from previous chapters.

With these custom modifications, your little hunters will grow into might warriors in no time and will go on to create legends of their own.