

(updated 30-11-2021)

RULES FOR THE CYOA!

STORY

The story take part on Zaheer, a small island long in the middle of the great seas. Your role, make the choices that will guide the heroes of our story through their misadventures on the island.

***NOTE**: Hey guys, Xeralex here, and I just wanted to let you know that this is not a randomly generated world. I have created **almost** the whole world of Zaheer beforehand, from the first simplest dungeon, to the relaxing cozy rooms of the inn, even to the very things you can interact within the island. The story has many things to do, almost like a DnD adventure, with very few restrictions.

This is my first ever CYOA (chosed your own adventure) story I making, and I promise I will do my very best to try and make it that way so for you all to enjoy.


GUIDE FOR THE STORY!!

The story will progress with the comments that you, our patrons will make. All our patrons that are supporting us **for more than 2 months in a row**, can take part on the story.

On each new post we make for the story, you make a comment on what action our heroes will be taking next. You can just write a quick simple action, or a full detailed one, pointing out extra details you want to watch out for, or even just write a full dialogue the heroes have for their next part of their story. (think like playing DnD, for those that have some experience with it) Now how we decide which of the comments will be the ones that will happen? Simple you decide that too! After you have made the comment, all you need to do is then "like" (heart icon on bellow each comment) the comment you want. Once the time is up, the comment with the most likes, shall be the one that will guide the next part of the story. And yes before you ask, you can like your own choices. They are your choices after all <XD.


(NOTE: there will be a limit on how many lines long your comment can be, as it explained "**COMMENT NOTES**")

Examples:

**Bara With Us** just now

The heroes decided to take the left path of the crossroad, that seems to lead faster back to the city

♡ □ ✎ 🗑

**Bara With Us** just now

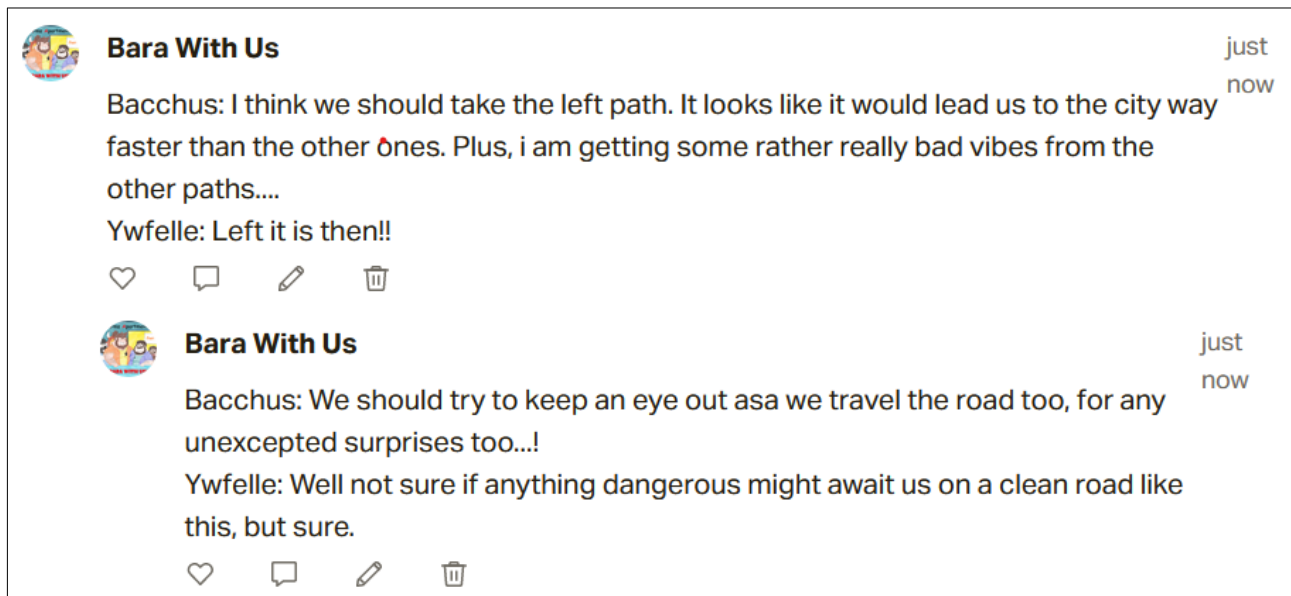
Bacchus: I think we should take the left path. It looks like it would lead us to the city way faster than the other ones. Plus, i am getting some rather really bad vibes from the other paths....

Ywfelle: Left it is then!!

♡ □ ✎ 🗑

Also, if you wish, you can also cooperate to help the story progression even more. When someone else write an action you want to happen too, and you guys think there could add an extra small detail, or maybe you wish to help each other out because the first comment was so long that way pass the line's limit. In order to do these “co-op comments” all you got to do, is to just choose “reply comment” (the text bubble option next to the like/heart icon), and type your comment.

Example:



There is only 2 more thing about the co-op comments:

1) only the likes of the main comment will be counted. Why? To help you out with your likes. No need to like everything, when you can just like one thing, right?

2) Please, do talk with each other first before you make a co-op comment. Why? Do avoid any possible conflict. True the co-op comments have a chance to help on another, but do also respect each other you make the comments. If you wish to try and make co-op comments, you can use our patreon Discord channel to talk and help each other to decide the next part of the story together!

Link here: <https://www.patreon.com/posts/57242518>

And that is not all. By talking with each other, you can literally help each other to make multiple normal comments with the ideas you might share, not just co-op comments. So, if you just can't decide for yourselves, you just make your comments and see which one will be decided by the all of you.

There is only gonna be a few times where instead of a comment, you will be given a small poll to do. This polls will mostly have to do with simple decisions like which reward to choose (ex last pgs of chapter 1, where Chris gives your reward)

COMMENTS NOTES:

To keep the story balanced though, there are a few rules to follow, on the making of the comments:

1) Only one comment can be made by each patron.

* and yes, in case you want to add and make co-op comments, that will count as your comment.

2) The comments will have a limit of 6 lines max.

*patreon does make lines smaller, so if you write the comment in another platform, know that they are about 4 lines there

** If lines go beyond max number because of really big words, the comment will still count, but please try not to exceed the limit if possible, and if you can, do try out the co-op method too.

***The same limit applies for the co-op comments too. They must be up to 6 lines max.

3) Only up to 2 comments can be made, to make co-op comments.

4) In case of a draw on the “likes” a poll will be made to decide the final action

*in case that poll is a draw too, then we will decide via a public poll.

5) The limit for the comments will be 3 DAYS TIME FROM THE FIRST COMMENT POSTED.

*If you wish to make any changes on your comments or your likes, you only have until the end of the 3rd day of the first comment made. (yes we will know when first comment made, thanks to patreon’s notifications <XD).

6) Respect the others. If complaints are been made for any short of harassment, the person will lose their chance to comment for the next 3 updates of the story, and if he keeps it up, **they will be banned from commenting in the story permanently!!** (Not from patreon, just from taking part on the story, but if you try to keep harassing other patrons, then yes you will be banned from patreon as well)

* Yes you will need to share proof with us on the matter. We are not just gonna ban people from the story because of someone tries to just get their way.

7) Lastly, but not least, have fun. This is a fun project for all and we really hope you enjoy it to its fullest.

BATTLE GUIDE

BASIC DAMAGE

All heroes, side characters, and enemies have a **basic damage** of **1 HP**. This number increases only by any passive skills you might learn and/ or from various items you might find and equip.

THE RPS SYSTEM

Like every fantasy story, in this too, there shall be battles, some that will be easy fought, some others might be long and tough...! For these scenarios, we created a simple R-P-S system (rock-papers-scissors).

There are 3 attributes: Strength (red), Dexterity (green), and Magic (blue) (or S, D, and M for sorts), and all enemies, OCs, skills, attacks, and our heroes too, have their own unique attribute.



During battles, you will use your skills and simple attacks to fight your enemies.

All your attacks and skills have an attribute.

The attributes works as a simple R-P-S does with this order: Red beats Green, Green beats Blue, and Blue beats Red (think like the 3 starters like in pokemon games).

In sorts, depending on your attribute of your attack/ skill you use:

1) When you attack,

- against same attribute (x1) (s → s)
- against weak attribute (x2) (s → d)
- against strong attribute (x0.5) (s → m)

2) When you defend,

- against same attribute (x0.5) (s → s)
- against weak attribute (x1.5) (s → d)
- against strong attribute (x0) (s → m)

***Weak spots:** Weak spots are exactly that, a weak spot on the enemy that make him take **x2 extra damage** if hit there! How to find it? Simple. Observe your enemy, and you will find out for sure ;3.

** All these can be ignored only on special occasions, such when enemies have special traits that can defend from the type of attacks, or skills that allow you to ignore or dodge the first attack on the target, or even do even more damage from possible skills and/ or items.

During battles, the actions you take are gonna be counted as “**turns**”. These turns though will happen the same way as before with the normal actions you can take, and like them, the most liked will be the one that will happen. Note though, your enemies will be re-acting to what you are doing and so on (think like into a classic rpg game turns, or from DnD style if you know). Like our heroes, both the enemies have their own skills and abilities as well, and depending on which skills are used will determined the final outcome as well. But before you say it, in order for the outcome of those attacks to be fair, we will not be the ones to choose which actions the enemies will be taking. For that, we have chosen a none patron friend of ours, that will be using the powers and the skills of the enemies for us. That way, the battle can still commence normally, and with a lot of true surprises as well!

*You can do co-op comments here, too, of course.

** Sometimes, when you take some specific decisions that might need to overpower a foe, or maybe try to perform a feat of power. On that moments, a RPS poll will appear, which will determine how this event goes, and with the help of a 3rd party member we have, (that has no connection with the story, or can see the results of the poll) it will help to make sure that the results of the poll are fair.

HEROES' STATS

Both of our heroes have their own stats, like their own unique abilities and things that they can equip, like in every game. But there is one thing they all have in common.

1) Name and backstory of the hero

2) HP (health points)

3) Heroes' main attribute

4) Basic damage

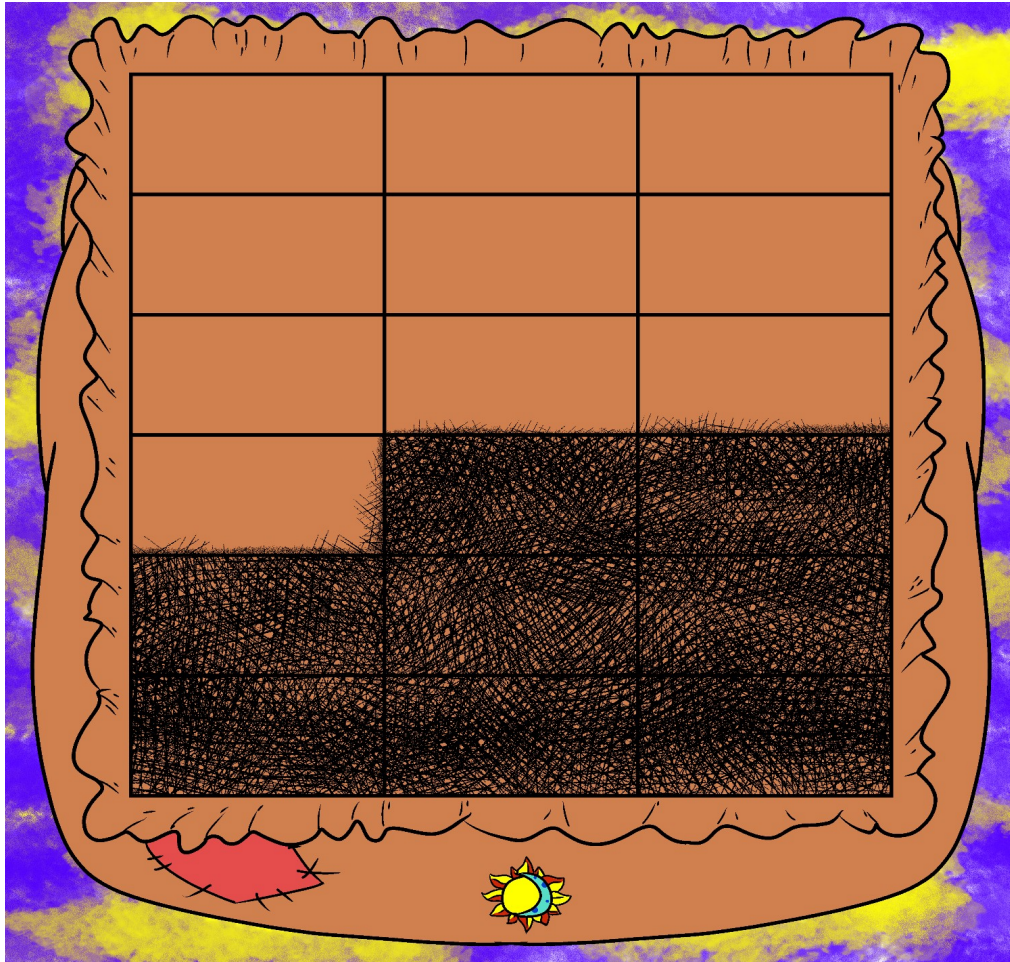
5) 4 equipment slots:

- 2 for each hand, that can either hold one weapon each (ex. sword and/or shield), or 1 two-handed weapon (ex. great-sword, staff) Weapons determine whats your simple attack's attribute.
- 1 for the armor. Armors grants you more HP.
- 1 for the trinket. Simple item that grants you a unique passive buff and/or skill (ex. +1 HP, always attacks first, etc)

MAGIC BAG

The magic bag, (or MB for sorts if you like) its the place where you keep the items you find. Although it has limited mount of items you can hold (for now), its still allows you to carry almost anything, regardless its size, or its amount.

NOTE: Using an item from the MB during the battles, it will count as a turn. Use your actions wisely.



In each post of each story's update, 3 more extra pgs will be clipped:

- 2 pages of the "Hero stats" where you all get to read the abilities of the heroes.
- 1 pg, that shows the inventory bag.

*These pages will be updated at the end of each update, if you have used use any items, or found new items to take, or equip new armor/ weapon or when new skills are learned, or there is a change on the heroes' HP.

EXTRA EVENTS FOR THE MISADVENTURES

REQUEST AN OC EVENT (exclusive for Cryptid's mask tier patrons and above)

- During the creation of the story, we will make some small request events, for you to create some original side characters for the story (ex. Shop-owners, random travelers, town folks, etc etc.) These OCs will not play any big part in the story, rather than appearing and fill simple rolls of the story. Why do this event you might ask? Well that is simple. Like I said on the beginning of the guide, I have **almost** created the story beforehand, but I did leave a few gaps on purpose for this exact reason.

- Once the event is up it will be separated into 2 parts. First part the description for what/who the OCs will be. All you got to do is give your ideas on the comments bellow, like the species of the character, their body type, their name, their unique features, etc. After a 3 days of time, we will take all these decisions and make a poll out of them to decide the ones that will be added to the story.

* The OCs must be original. Sorry but no OCs that already exist, or owned will be added on this event. But, you can of course use existing OCs as references for the creation of the new ones.

GUEST APPEARANCES (exclusive for Minotaur's mask tier patrons)

-Request to appear on our story! Make your own OC, (being a completely new one, or being one of your very personal OCs) and give him a role to play in the story, like a traveling merchant that wish to provide aid to our heroes, or maybe a sneaky villain that sneaks to steal their treasure...!

-To make your request, simply just direct message us to tell us your request.

-**WARNING:** 1 – For the fun of the story, the appearance must remain secret, so you're better not going telling others now >XD...!!

2 – Your OCs wont take major part with the heroes of the story. I am sorry but we will not add more heroes to follow Ywfelle and Bacchus. This is a story that has a focus to them, thus they shall remain the main focus of the story and only heroes.

3 – **ONLY 1 OC REQUEST PER PATRON.**

***NOTE: in order to take part on these events you must support us for at least 2 months in a row.**

That was all about the rules! For any questions, please don't hesitate to ask us away.