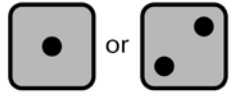


Stitch'd Printable Cheat Sheet

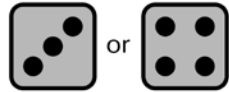
The following is an abridged version of the rules to Stitch'd. To find the rules in their entirety visit StitchdTheGame.com

Actions

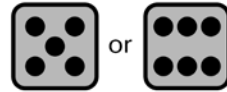
On your turn, roll a six-sided die to determine the number of actions you can take during your turn with your characters.



3 Actions



4 Actions



5 Actions

*Note: Moving is the only action you can do multiple times with each character during your turn. All the rest of the actions you can only do once per character per turn.

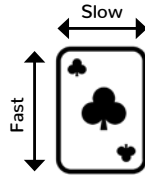
All of the following cost 1 action to perform.



Move

Measure from base of the piece using the characters Speed stat.

Fast = Length of a playing card
Slow = Width of a playing card.



Attack

If in distance of an enemy character, roll Strength. Subtract total from enemies health.



Defend

Roll Strength or Intelligence (whichever is highest). Take your highest dice roll and place it in front of the character defending. If attacked, subtract this from the enemies attack.



Mine

If in distance of the treasure. Roll your characters Strength. If that number is a 5 or more, take 5 gold from the chest.



Purchase

If you have enough gold, you can purchase something from Le Menu d'Orc. Purchased items spawn from your home base.



Grab

Picking up and exchanging items can be done on your turn using an action, unless you're in your own home base, then it's a free action to do. Dropping an item is a free action though.



Cast

If in distance of the relic. Roll your characters Intelligence. If that number is a 5 or more place one of your gems on or around the relic or remove an enemy's.

If you get all 5 of your team's gems on the relic then the ritual is complete and you win!



Steal

If in distance of the enemy's flag. Roll your characters Intelligence. If that number is a 5 or more steal the enemies flag or item. Bring the flag back to your home base to eliminate that enemy tribe and win!

Once a character has stolen the enemy's item or flag they cannot move for the rest of that turn. They may, however, do any other action.

You cannot eliminate with the enemy's flag if your tribe's flag is in the enemies possession.

Note:

Pay attention to the race of characters you use for different tasks. For example, Goblins are a little smarter than Orcs with 2 intelligence and will have an easier time at casting successfully, but they have a lower strength and won't be great at fighting or mining. See page 2 for character stats.

Characters

Stats Key:

g = Gold: This is how much gold the character costs to purchase.

HP = Hit Points: This is the character's health.

Str = Strength: This is used for attacking, mining, and defense.

Int = Intelligence: This is used for casting, stealing, and defense.

Slow/Fast = Speed: This is to measure distance.

The following are the characters I have so far to choose from, I call them the Goblinoids. Be on the lookout for more characters soon! To get early access to future characters become a play-tester at StitchdTheGame.com



Goblin

Goblins are somewhat smart at 2 Intelligence making them good at casting. They're also relatively cheap at only 15 gold. The problem is they're easy to take out and not very good in a fight.

15 g | 7 HP | 1 Str | 2 Int | Fast



Troll

Trolls have the same stats as the Goblin except have more than double the health at 15 Health. This makes them really good sorcerers perfect for casting.

25 g | 15 HP | 1 Str | 2 Int | Fast



Orc

Orcs are the soldier of the battlefield. 2 strength makes them pretty good at fighting and mining and their speed is fast, but they ain't the sharpest tool in the shed so be wary if you go to cast with one or steal a tribes flag. Both the trolls and the orcs cost 25g each.

25 g | 13 HP | 2 Str | 1 Int | Fast



Ogre

Ogres are the warriors of the battlefield. They cost 35 gold, but their strength is unmatched and their health ain't bad either. They are still pretty stupid though, not to mention slow.

35 g | 19 HP | 3 Str | 1 Int | Slow



Hobgoblin

HobGoblins are Goblins that somehow survived their normally pretty short life spans and grown to an amazing size. They have 31 Health making Hobgoblins a sort of tank. They also have a decent intelligence and strength at 2 for each. Because of their rarity, however, they are the most expensive merc you can get at a cost of 45 gold.

45 g | 31 HP | 2 Str | 2 Int | Slow



Items

If you're just starting out, I'd suggest playing only with food which costs 5g and gives back 5 Health, but if you want to learn about the items I've added to the menu, or that I'm still testing out with Patreon supporters, check out the full menu of items at StitchdTheGame.com