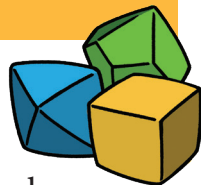




Quick Start

Looking to jump right into the action?
Just follow the steps below!



STEP ONE Take the **GUIDE BOOK** and go to page 72. Read the adventure **“DELIVERY TO OASIS THEATER.”**

STEP TWO When you're ready to play, get the jigsaw puzzle from the game box. Have each player take one of the **6 Character Sheets** and flip it to the side with the picture - this will be their character (*Harper, Flip, Devon, Poe, Max, or Cooper*). Have each player look at their character sheet and find the die that matches (the yellow **d6**, the blue **d8**, or the green **d10**).

STEP THREE Since this is our first adventure together go to page 6 in the Guide Book and start by reading **“Welcome to the Venture Society”** to your players. We're ready to play.

STEP FOUR Explain each scene to the players and ask them to tell you what they want to do. Narrate what happens. If there is a chance that they could fail, have them roll their die against the **Resolver**. If they succeed, say what happens and advance the story.



Players earn **HELP TOKENS** when they roll a **ONE (1)** and can spend them on a future turn to do one of these things:

- 1 ● **Try again!** Reroll your die.
- 2 ● **I Got This!** Gain Advantage.
- 3 ● **We Have a Great Plan!** Everyone works together to make a plan that always works!



Players earn **Venture Points (VP)** by following the Venture Society Principles of: **Communication, Emotional Wellness, Personal Strengths, and Social Awareness.**

CONGRATULATIONS! You just ran your first VS RPG!

Wrap Up Guide



For a meaningful end to a session, **WRAP IT UP!**

STEP ONE

Ask each player what was their favorite part of the adventure.

STEP TWO

Next, if time allows, ask what principles of the Venture Society did we show today?

- ☐ Communication
- ☐ Personal Strengths

- ☐ Emotional Wellness
- ☐ Social Awareness




STEP THREE Award **Venture Points** to the group depending on what areas of the Venture Society Principles they exhibited in the adventure. See page 95 for more.

- a. Award **1VP** (Venture Point) for each Venture Society principle the players used during play.
- b. During the game, you can always award a **BONUS VP** to the players when they use the principles.

STEP FOUR The players may choose to trade in their Venture Points to add to the experience, for **5 VPS** they may:

- a. The players get a new **ITEM** or **SKILL**.
- b. The players could invite a character they met to their town.
- c. The players could add a new location to their town.



5  Add a new Item, Skill, or Location. Invite an **Animal** on your Adventure.