

OVERPOWERED

Overpowered is a solo framework that allows you to quickly play through dungeon crawl modules. Manage your bot's power, choose your path, and perfect your strategy. Achieve a high score and dominate the online leaderboards!

This Reference Bookmark contains all the rules you need to play Overpowered. The full Operations Manual contains much more:

- > Over 50 pages of examples, strategy, and tutorials.
- > Six ready-to-play Adventure Keys.
- > Advice for roleplaying themes & duet rules.

Get the full Operations Manual at technicalgrimoire.com/overpowered

BOOKMARK ASSEMBLY

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THE GOAL

The goal of the game is to complete a dungeon crawl with as high of a score as possible! Your final score comes from **OVERPOWER**. Increase **OVERPOWER** by:

- > Entering new areas.
- > Scanning data to gain more dice. If you gain more dice than your bot can hold, the top dice are converted into **OVERPOWER**.

If your bot runs out of dice and you can't defend against dangers, then you lose. Game Over!

PREPARE TO PLAY

1. **SELECT** a dungeon crawl with MATH & MAPS.
2. **OPEN** the Web App on a device with a browser: technicalgrimoire.com/overpowered
3. **LAUNCH** a new bot on the Web App.
4. **START** in the first area of the dungeon.
5. Follow the gameplay loop in the next column.

1. READ THE AREA

Your bot only interacts with dangers and data.

- > **Dangers** include anything that could harm a human adventurer: deadly traps, hostile creatures, and environmental hazards.
- > **Data** includes each type of valuable in the area: gold, jewels, information, art, cheese, etc.
- > **Data** also includes each non-hostile creature in the area: organic, mechanical, or magical.
- > Each **danger also counts as one data**.

Try to enter rooms that have lots of data, weak dangers, or both. Avoid areas with strong dangers unless necessary.

2. ENTER THE NEXT AREA

Click the **ENTER NEW AREA** button. This will reset your Data Surge and grant 5 **OVERPOWER**. Entering an area you've already visited grants no bonuses.

3. DEFEND AGAINST DANGERS

Defend against every danger, one at a time. First, pick the correct value for each danger:

- > Ignore all danger values **below 4** or **above 30**.
- > If it is a unique name or title, use **highest** value.
- > Otherwise, use the **lowest** value.
- > If the value is a **range**, use the highest possible. ($d20 = 20$, $3d6 = 18$, $2d4+3 = 11$)
- > If no other values make sense, use the **default value of 10**.

Then, spend enough power to **equal or exceed** the value. Click on dice in the Web App to spend their power. Repeat this step until all dangers in this area have been defended against.

4. SCAN DATA

Click the **DATA SURGE** button for each data in this area. New dice are rolled and added to the bottom of your columns. If you gain more dice than you can hold, the top dice gets converted into **OVERPOWER**.

5. READY TO END THE ADVENTURE?

Click the **END ADVENTURE** button. The app subtracts 50 **OVERPOWER**, then multiplies remaining **OVERPOWER** by 100. This is your final score.

STUCK?

Spend **OVERPOWER** to activate useful abilities:

- > **Low-Power Dice?** Spend 5 **OVERPOWER** to reroll all your dice and hope for higher values.
- > **Out of Dice?** Spend 30 **OVERPOWER** to gain a d4, d6, d8, d10, d12, and d20. You must have at least 3 empty dice slots to use this ability.
- > **No Way Forward?** Spend 50 **OVERPOWER** to Teleport to any area in the adventure.

SAVE YOUR GAME

To save your game, simply bookmark the Web App or copy the URL and open it later. Your **OVERPOWER**, dice, rolls, and name will be saved.

The only thing **NOT** saved when you bookmark the Web App or save the URL is your Adventure Log. Download the Adventure Log and keep it somewhere safe. Your **OVERPOWER**, dice, rolls, and bot name will be saved automatically.

RANDOM ROLLER

Sometimes you just need to make a quick roll that doesn't impact the rest of your game. Things like:

- > Random Encounter Tables:
"On a 1 in 6, this room is filled with rats."
- > Chance of Random Event.
"There is a 50% chance of the roof collapsing."
- > Determining a group of creatures.
"A horde of d6 skeletons lurch towards you!"

Dice from the Random Roller are completely disconnected from the rest of the app. They won't affect dice in your bot's power banks or your **OVERPOWER** score.

COMPETITION

To compete fairly with another player:

- > You must both use the same bot name.
- > You both use the same adventure key.

RENAME BOT

Click your bot's name to rename it.

WARNING: This will launch a new bot!