

# Ryuu & tama

natural fantasy role play



okada   sanchez   kitkowski



# An Exciting Adventure Awaits At Some Point in Everyone's Life

## *An Original Japanese Role-Playing Game of Seasons, Wonder, and Journeys*

Originally created by Japanese designer Atsuhiko Okada and gorgeously illustrated by Ayako Nagamori, this is a game that combines the excitement and peril of travel with the joys of discovering new places and meeting new people. Colloquially called "*Hayao Miyazaki's Oregon Trail*", the manga-style art and world evoke the qualities of a slower paced, feel-good or heartwarming anime that focuses on wonder, seasons, people and travel. It was designed to be a game that people brand new to the role-playing hobby could pick up and quickly learn, while at the same time being thoroughly enjoyable to seasoned players. This book represents the original Japanese game, painstakingly translated into English for a worldwide release.

The Great Dragons of Spring, Summer, Autumn and Winter spun the natural world into existence. The dragons of nature and weather developed the world further, creating the beautiful natural environments that make up the land. Now, dragons watch over the land, and the people who live and travel within it. The roads and paths are hazardous, the world is filled with monsters, and the journey can be difficult.

### *Features of Ryutama: Natural Fantasy Roleplay Include...*

- Simple rules that help new or novice players explore the role-playing hobby, and help experienced roleplayers get into the game quickly. Evocative travel rules keep the focus on the characters' journeys.
- A fantasy game where the players themselves create the setting and its locations together, using the tools and advice provided within the book.
- The Gamemaster creates their own character with its own unique character sheet - The Ryujin - who watches over the other characters and helps them from afar. The characters' stories literally bring life and creation to the Ryujin and the Seasonal Dragons.
- Characters based on the templates of "regular townspeople" from other games: Healers, Artisans, Farmers, Merchants, Hunters, Minstrels and Nobles.
- Creative and poetic magical spells based on attunement to the four seasons, with a focus on problem solving.
- Item and gear system that focuses on resource management and attributes to bring each piece to life: "Beautiful swords", "uncool tents", "gross backpacks".
- Stylized combat system and battle map that evokes the feel of the golden era of early Japanese console RPGs like *Dragon Quest* and the original *Final Fantasy*.
- All you need to play 2-6 friends, pencils and paper, and some polyhedral dice (or a dice app for smartphone or tablet).



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