

Apotheum Colluseum, The Ultimate InterActive™ Game

No Dice Rules (NDR)

This is like **Free Will** and is **Optional**.

It is fairly easy to eliminate chance, if you so will, with Apotheum Colluseum.

If not you still love a Bell-Curve with dependance on multiple D10's.

Since Apotheum is based on the move towards Balance, as opposed to a hierarchal format, and modifiers are particular to the Battle Scenario it does not matter if the Partier chooses their CAP's KP's.

So it's still random Suckers! (Hah hah).

This is essentially a Modifier based Game System (you're welcome) employing complicated underlying algorithmical metaphysics (Hee hee).

First, the Partier chooses whatever KP's they want within designated amount of their Plane.

RANGE will be as if D10's were PR'ed.

So, 1-10 for 90LB DOORKNOBS, 2-20 for SLAVE and so on.

Energy is still a B of EF's.

Your choice will make your GAP Balanced or UnBalanced. If you choose all high KP's you WILL rarely be KO'ed and rarely Succeed.

All Scenario's you ever come across in Apotheum are then resolved using Modifier's.

Here is how it works:

You, the GAP, love your Energy. Say, 9 for a 90LB DOORKNOB.

AWE then Applies a **Base Success Rating (BSR)** to every Scenario you encounter.

This can be considered a **Degree Of Difficulty (DOD)**. See The Free Show.

The harder the Scenario, the farther it is from B (middle of Bell-Curve IF Dice were used).

So, for Slave Plane hardest would be 2 or 20.

Because the average choices average KP's of denizens in the Plane following the Bell-Curve most would be 10 - 12.

The Difference of the the BS and Energy, will be considered a P to all PR's in that Scenario.

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Remember: A Battle Scenario is just one type of Scenario. This Optional No Dice Rules system can be applied to every conceivable reality, world, place, location and what interaction and events take place there.

A GAP is always using PR's vs OPP's !

Compare the Energy, EF's, CAP's with each other as appropriate.

The Difference is a P to the PR.

Apply which EC Chart's you want and SM's depending primarily on BSR.

Optional: Use ALL EC Chart's in the Scenario; this is quite challenging and you should consider the Age restrictions as written in The Free Show.

The Result is a sum total **Penalty (xP)** or sum total **Bonus (xB)**. Apply this amount to the BS.

xB moves it towards your Energy, EF, or CAP. xP moves it away.

Whoever/Whatever is closest to Their Energy, EF, or CAP Succeeds.

Example: No one knows what the AWE has chosen for his Scenario, except AWE, and AWE does not know what the Partier's will choose. Think of Magic, The Gathering which also has *no* dice. In Roleplaying, like DnD (preferably 2nd Edition), the AWE gives a short description of the Battle Scenario i.e. '3 big hairy monsters with bulging muscles and fangs and claws jump out of the woods onto your path and attack!' which then allows the Partier's to make educated guesses. They, however, do not know what the actual Modifier's are so it is still challenging and even deadly... Using all of the EC Chart's increases the complexity dramatically. The length and difficulty of the Battle is decided by the relative Plane. In The Free Show the Plane, i.e Slave, is replaced with the Rank, an easier word to understand.

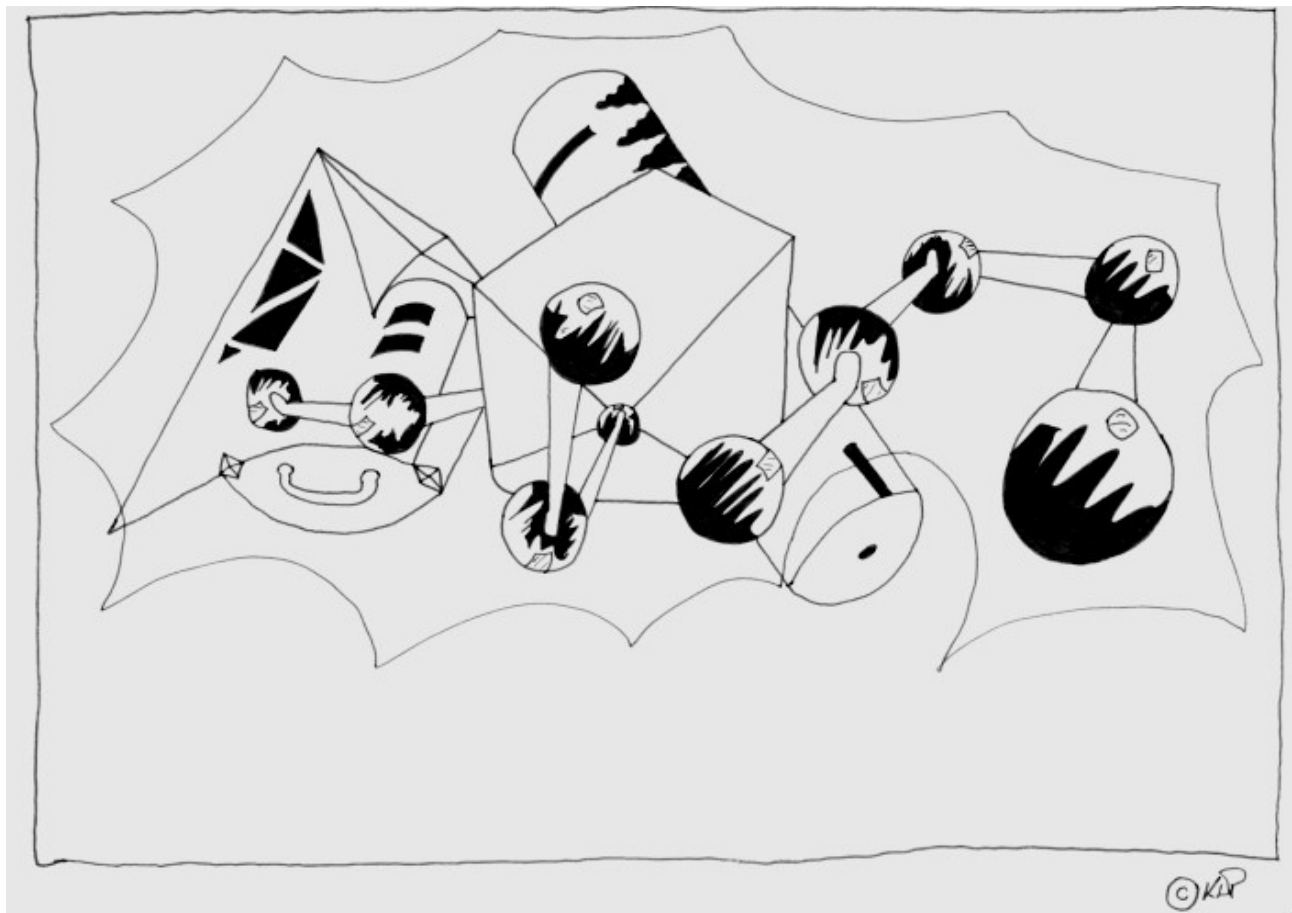
Follow the BC procedure as outlined. The BSR is applied to each Individual or Group; after all each Group does not have The same chance.

Note: As described in previous chapters it is faster and easier to work as a Group.

Note: The BS encourages more Balanced GAP's avoiding all higher values only in a GAP (though who would be so boring?) since if all you love to use are 20 KP CAP's and the BS is 2, you have an 18P! Or in other words you make a high risk Bet choice for more lasting Energy though you obviously can't Hit for shit...

This gives you Total Custom Made™ GAP's and Pure Strategy And Tactic's to enjoy your Apotheum Colluseum Game Scenario's! **GO TO ANY WORLD!**

WHOEVER IS CLOSER TO BALANCE WILL SUCCEED!!



Challenge: Make a Mission in this futuristic City with a Null EM Shield And Sphere in Orbit.