

Streets of Skelderheim - "Coin Runner" Solo Game



Hi. I'm Naanah. I live in Market Ward with my parents.

If you're reading this in an airport, a coffee shop, or a waiting room, this is for you. You need this booklet, a pencil, and one six-sided die, or a dice app on your phone.

In this game, you're a kid, like me, and a coin runner in Skelderheim. Merchants hire kids because we fit through gaps to carry a message, a receipt, or another small item to the right place. If you accept the job, you name the price and you finish it.

This version is for two or more players. Everyone has their own sheet, but you work together. You help each other with handoffs, cover each other's mistakes, and try to keep the whole web trusted. If one runner gets shut out, it spreads.

Two numbers run your day. **Standing** is trust. **Suspicion** is distrust. Standing rises when you deliver as promised and keep your word. Suspicion rises when you break rules or fail to do the job right. If Standing tops out, you're known and win the game. If Suspicion tops out, you're done.

Start in Market Ward. Each turn, move one step on the map, roll to see what finds you, then roll again to see how well you handle it. Mark changes on the page.

Last thing: Skelderheim listens to bells. Morning is open work. Then warning. Then curfew. After curfew, only people with a reason should be out. Move with the bell and you pass easier. Pick up your die. The city is already moving.

SKELDERHEIM SOLO RUNNER - Up to 3 Games can be played per printout.

Needs:

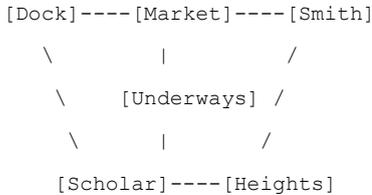
this booklet + pencil/pen + 1d6 (or dice app on your phone)

Premise:

You are a runner trying to build your *trust standing* inside Skelderheim without drawing too much Suspicion. Finish with Won or Lost.

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CITY MAP (circle or mark where you are each turn)



Move: 1 step along a line each turn.

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Tracking (mark boxes)

Standing (0-10):

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Game 1: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
Game 2: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
Game 3: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
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Suspicion (0-10):

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Game 1: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
Game 2: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
Game 3: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
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Coin (0- 6):

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Game 1: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6
Game 2: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6
Game 3: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6
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Conditions: Game 1: [] Fatigue [] Marked [] Owed
 Game 2: [] Fatigue [] Marked [] Owed
 Game 3: [] Fatigue [] Marked [] Owed

Turn Track (12 turns; turns 7-12 are night):

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Game 1: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10 [ ]11 [ ]12
Game 2: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10 [ ]11 [ ]12
Game 3: [ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10 [ ]11 [ ]12
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SETUP:

Start: Market Coin: 3
Standing: 2 Conditions: empty
Suspicion: 1

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TURN (repeat for 12 turns or until an ending)

- 1) MOVE: Choose an adjacent node and mark/circle it.
- 2) ROLL: Encounter (d6) and Detail (d6).
- 3) ROLL: Check (d6)
 - 1-2 = FAIL
 - 3-4 = SCRAPE BY
 - 5-6 = SUCCESS
- 4) APPLY: Encounter result, then Detail modifier.
- 5) NIGHT RULE (turns 7-12 only):
 - If you end in Dock or Underways: Suspicion +1
 - If Fatigue is checked: Suspicion +1 again

ENDINGS

WIN: Standing reaches 10.
LOSE: Suspicion reaches 10.

DAY'S VERDICT (after turn 12, if neither ending triggered):

- Standing \geq 7 and Suspicion \leq 4 -> WON
- Suspicion \geq 7 -> LOST
- Otherwise -> CONTINUE (you last another day)

ENCOUNTER TABLE (roll 1d6)

1) MESSAGE RUN

FAIL: Suspicion +1, Marked (check)
SCRAPE BY: Standing +1, Suspicion +1
SUCCESS: Standing +2

2) SEAM CHECK (bridge/arch/tunnel)

FAIL: Suspicion +2
SCRAPE BY: Standing +1, Suspicion +1
SUCCESS: Suspicion -1, Standing +1

3) FEE / DUES NAMED

FAIL: Owed (check), Suspicion +1
SCRAPE BY: Pay 1 Coin OR Suspicion +2
SUCCESS: Standing +1; if you pay 1 Coin, Suspicion -1

4) RUNNER RELAY (handoff)

FAIL: Suspicion +1
SCRAPE BY: Standing +1, Fatigue (check)
SUCCESS: Standing +1, Coin +1

5) STREET TROUBLE (argument / spill / small fight)

FAIL: Suspicion +2, Fatigue (check)
SCRAPE BY: Standing +1, Suspicion +1
SUCCESS: Standing +2, Suspicion -1

6) VEIL PROXIMITY (rare pressure)

FAIL: Suspicion +3
SCRAPE BY: Standing +1, Suspicion +1
SUCCESS: Standing +2, Suspicion -2

DETAIL TABLE (roll 1d6; apply after Encounter)

- 1) DOCK SPEED - If in Dock, on SUCCESS: Standing +1
- 2) MARKET CROWD - If in Market, on FAIL: Suspicion +1
- 3) SMITH EYES - If in Smith, you may pay 1 Coin to clear Marked
- 4) SCHOLAR NOTICE - If in Scholar, on SCRAPE BY: Standing +1
- 5) HEIGHTS EDGE - If in Heights: Suspicion +1
- 6) UNDERWAYS CUT - If in Underways, on SUCCESS: next turn you may move 2 nodes

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