Streets of Skelderheim
"Coin Runner" Multiplayer 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. Runners hand off jobs when the path crosses too far; the fee gets split later. It all works on reputation.

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 MULTI-PLAYER GROUPS OF 2-5 – Up to 3 Games can be played per printout.
- Players: 2-5
- Each player prints their own sheet. Everyone needs a pencil and a 1d6 that can be shared, or a dice app on their phone.
- No GM. No shared board. You will talk and decide together.

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CORE IDEA
You are a small runner web. You succeed by keeping the whole web trusted. This is cooperative. No competition.

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SETUP

Each player:
- Start Market
- Standing 2, Suspicion 1, Coin 3
- Conditions empty
- Mark Turn 1 empty

Group:
- Set a shared goal: survive 12 turns and have at least 2 players reach Standing 8+ (Harder game = 3 players reach Standing 8+)

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TURN STRUCTURE (all players act each turn)
Each turn has 4 phases. Do them in order.

PHASE 1 — PLAN (talk)
Each player chooses where they will move (1 step). You may coordinate routes.

PHASE 2 — MOVE (simultaneous)
Everyone marks their new location.

PHASE 3 — ENCOUNTER + CHECK (resolve one player at a time)
Go around the table clockwise. For each player:
1) Roll Encounter (1d6) and Detail (1d6).
2) Roll Check (1d6): FAIL / SCRAPE BY / SUCCESS.
3) Apply Encounter then Detail.
4) Then apply CO-OP SUPPORT (below) if any runner is eligible to help.

PHASE 4 — NIGHT RULE (turns 7-12)
Apply Night Rule on each sheet as written.

Then mark the turn box and go to the next turn.

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CO-OP SUPPORT RULES (the only new mechanics)

A) HANDOFF (same node)

If two or more runners end a turn on the same node, they may choose ONE of the following for that turn (after the active player resolves their rolls):

- Share the lane: Active player gains +1 Standing (max once per player per turn)

- Split the crowd: Active player reduces Suspicion by 1 (min 0)

- Cover the fee: Another runner pays 1 Coin so the active player does not have to.

B) RELAY (adjacent nodes)

If another runner is on an adjacent node (connected by a line), they may do ONE:

- REROLL SUPPORT: Active player may reroll the Check roll once

  Cost: The helper marks Fatigue (or if already Fatigued, helper takes Suspicion +1)

C) TAKE IT ON (conditions)

After the active player resolves a FAIL or SCRAPE BY result, a helper on the same node may take one consequence instead of the active player:

- Mark Fatigue OR Marked OR Owed (choose one that was about to be applied)

Notes:

- A runner can help once per turn total (pick one support option).

- You cannot stack multiple helpers on the same player in the same turn.

- Helping happens after the active player's dice are rolled (no preemptive bonuses).

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GROUP WIN / LOSS

GROUP LOSS (instant):

- Any ONE player hits Suspicion 10 -> LOSS for the whole group

   (Reason: the runner web is compromised.)

GROUP WIN:

- Survive to the end of turn 12 AND

- At least 2 players end with Standing 8+ AND

- No one ends with Suspicion 8+ (the web stays quiet)

If you want an easier win:

- Survive 12 turns and have total group Standing (sum of all players) >= 30.

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OPTIONAL "TEAM QUESTS" (pick one, replaces the normal win condition)

You still lose if any player hits Suspicion 10.

TQ1) SEALED SLIP ACROSS THE CITY

Win if the group collectively scores 5 SUCCESS results on MESSAGE RUN.

TQ2) CLEAR NAMES

Win if the group clears Marked at least 3 times total and ends with group Standing >= 32.

TQ3) NIGHT RELAY

Win if, during turns 7–12, no player ends a turn in Underways AND group Standing >= 30.

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IMPORTANT NOTE

Do not change the Encounter Table or Detail Table. The co-op rules
sit on top of the

existing sheet and give you a reason to move together, hand off, and
absorb consequences

for each other.

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