

# ***LEGOMANIA!***

***TABLETOP ROLE-PLAYING WITH BUILDING BRICKS***

# LEGOMANIA!

**Tabletop Role-Playing with Building Bricks**

## **RULEBOOK**

**by  
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2020**

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**Welcome to LEGOMANIA!**  
**You love Lego bricks.**  
**You love Role-Playing Games.**  
**LET'S PUT THEM TOGETHER!**



***Now isn't that the greatest thing you could ever imagine?***

***(HINT: Yes, it is.)***

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## HOW IT WORKS

*(what a Lego RPG is)*

This is a Lego Tabletop Role-Playing Game. Basically, these are rules for a Dungeons 'n' Dragons- style game but using your massive piles of Lego bricks.

### WHAT DO WE NEED TO PLAY?

You need a few things:

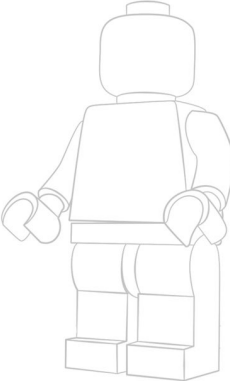
1. Two or more people Ages 8+ (for younger kids, see DUPLO RULES)
2. These rules and printed out character sheets from it (see last pages)
3. At least one 10-sided die
4. A boatload of building bricks and minifigs
5. Maybe a time-keeping device like an hourglass or stopwatch app
6. Maybe some various organizer containers (see MEASURING LEGOS)



# CHARACTER GENERATION

*(making your character, you know.)*

Your character in the game will be more than just the minifigure you play with on the table. There is also a CHARACTER SHEET that will show stuff about you, like how strong you are, or what that flower pot in your hand is used for, or maybe how many bricks you can explode when you activate your super-sneeze power. Whatever.

<b>LEGOMANIA!</b>		YOUR NAME _____					
CHARACTER NAME _____							
EVERYMAN EXPERT PILOT BUILDER FIGHTER ADVENTURER WIZARD SUPERPERSON							
<b>ACTION</b> _____		<b>WHOGOESFIRST</b> _____					
<b>BRAINS</b> _____		<b>MOVE</b> _____					
<b>BRAWN</b> _____		<b>DAMAGE</b> _____					
<b>BUILDING</b> _____		<b>VS. DAMAGE</b> _____					
<b>FIGHTING</b> _____		<b>LIFE BRICKS</b> _____					
<b>PILOTING</b> _____		_____					
<b>GEAR</b>	<b>WEAPON</b>	<b>TOOL</b>	<b>ARMOR</b>	<b>MOVEGEAR</b>	<b>POWERGEAR</b>	<b>TREASURE</b>	<b>SIDEKICK</b>
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

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For every character you make, you wanna print out a CHARACTER SHEET to write on (it's in the back of this book.)


You can color in the minifig on the sheet to look like your real minifig too if you want.


# PERSON TYPES

(pick one)

This is like the type of character you are, like what you specialize in.

1. EVERYMAN
2. EXPERT
3. PILOT
4. BUILDER
5. FIGHTER
6. ADVENTURER
7. WIZARD
8. SUPERPERSON

<h2>EVERYMAN</h2>	
<p><i>EXAMPLES: Emmet Brickowski, Villager, Mickey Mouse, Hot Dog Vendor, Office Clerk, Gal in a Bunny Suit etc.</i></p> <p>You are like your totally normal person, you know. Maybe you're really special inside though! Or maybe you're just a total tool.</p>	
<ul style="list-style-type: none"><li>- Everyman characters must start with all traits at a maximum of 6 and a minimum of 4.</li><li>- Everyman characters get a bonus "second try" roll on EVERY roll they make: They choose which roll result they want to use.</li></ul>	

<h2>EXPERT</h2>	
<p><i>EXAMPLES: Scientist, Princess Leia, Tribal Chief, Lisa Simpson, Rock Star, Splinter etc.</i></p> <p>You know how to do certain stuff really well. You're an expert! This is mostly stuff other than what the other person types know about. Smart stuff, art stuff, science stuff, social stuff, whatever.</p>	
<ul style="list-style-type: none"><li>- Expert characters must start with a BRAINS of 7 or higher.</li><li>- Expert characters get a bonus timer during Timed Builds. They get more time to make things.</li></ul>	

# PILOT

*EXAMPLES: Han Solo, Speed Racer, Pirate Captain, Dragon Rider, Headless Horseman etc.*

You know how to make things go: driving, riding, piloting, controlling anything that moves. You've got a need for speed!

- Pilot character must start with a PILOTING of 7 or higher.
- Pilot characters always get to pick 2 extra "vehicle" pieces when building (sets of wheels, wings, engine etc). You get extra time to search for these pieces.



# BUILDER

*EXAMPLES: Construction Worker, Jawa, Batman, Donatello the Ninja Turtle, MetalBeard, etc.*

If you can imagine it, you can build it! In a world made of Legos, this is, like, totally awesome.

- Builder characters must start with a BUILDING of 7 or higher.
- Builder characters get a bonus handful from the Anything Tray whenever making anything at all.



# FIGHTER

*EXAMPLES: Roman Soldier, Stormtrooper, Lady Cyclops, Captain America, Chima Warrior, Raphael the Ninja Turtle etc.*

You're a fighter! You fight! Yeah. Did I mention you fight? Go get 'em!

- Fighter characters must start with a FIGHTING of at least 7.
- Fighter characters roll twice for all DAMAGE. Also they can do whatever special fighting moves they can think of, like knocking someone back with an attack, or a group effect attack sweep, or whatever.



## ADVENTURER

*EXAMPLES: Indiana Jones, Skateboarder, Robin Hood, Ballerina, Ninja, Scuba Diver, Buzz Lightyear etc.*

You love the thrill of new experiences-- maybe you're an explorer, an athlete or a special agent. Adventure is your middle name (unless it's Percy).

- Adventurer characters must start with an ACTION of at least 7.
- Adventurers can do 2 actions at once without any minus to their rolls, and the two actions both take place on their WHOGOESFIRST. Basically they can do twice as much as everyone else!



## WIZARD

*EXAMPLES: Gandalf, Witch, Obi-Wan Kenobi, Moses, Genie, Santa Claus, Magneto etc.*

You have magical or magical-ish powers and that is really cool. You can do things with Legos that other character types can't.

- Wizard characters get only 20 points to distribute between Traits instead of 30.
- Wizards have 2 magic Powers (see POWERS).



## SUPERPERSON

*EXAMPLES: Aquaman, Greek Goddess, Robot, Medusa, Mermaid, Werewolf*

You are totally special and super, and we don't just mean in an "everyone is special" sort of way. You have super powers and/or are really strong or something!

- Super Persons get 1 super Power (see POWERS) OR can add 10 to one of their Traits (maximum of 20 instead of 10 for this trait).
- Super Persons can take both the 1 Power AND the +10 Trait if they take the 10 from their overall starting Trait points of 30 (i.e. they take the 10 points from their other traits and put it in the super trait).





# TRAITS

*(let's decide how good you are at doing things, and give them number ratings)*

Basic starting traits for normal characters range between 1-10 (they can go higher for Superpersons and in other cases).

Starting Characters get a total of **30 points** to distribute between the six Traits.

## **ACTION**

The person's ability to do actiony things like jump, climb, balance, throw, catch, backflip, juggle, etc.

Also used to calculate WHOGOESFIRST and MOVE.

## **BRAINS**

The person's ability to know all sorts of stuff and figure things out, and their awareness of what's going on.

Also used to calculate WHOGOESFIRST.

Also used when using some POWERS.

## **BRAWN**

The person's ability to do heavy lifting and be strong.

Also used when calculating hand-to-hand DAMAGE and VS. DAMAGE.

## **BUILDING**

The person's ability to design, construct, demolish and understand any stuff that is built.

Also used to calculate the power of some POWERS.

## **FIGHTING**

The person's ability to hit, kick, wallop, shoot, bite, bodyslam or otherwise do bodily harm to other people and things.

Also used when calculating DAMAGE.

## **PILOTING**

The person's ability to drive, pilot, operate, control and understand any vehicle (see VEHICLES), and also how good they are at finding their way around, finding the quickest route, and not getting lost.

Also used to calculate MOVE.



# QUALITIES

(more stuff about you that is determined by your traits, and a little math.)

## WHOGOESFIRST

The big word for this is *initiative* but whatever let's just call it "Who goes first." It is how fast your person is at making split-second decisions.

WHOGOESFIRST = ACTION + BRAINS

## MOVE

How far the person moves, measured in studs (horizontal) / blocks (vertical).

MOVE = ACTION + PILOTING

## DAMAGE

How much damage a person can do when using brute force.

DAMAGE = FIGHTING + BRAWN

## VS. DAMAGE

How tough someone is against getting hurt.

VS. DAMAGE = BRAWN + BRAWN (yes, BRAWN x 2)

## LIFE BRICKS

This is like your "Hit Points" or the amount of life and pep you have in you until you get knocked out for the count.

LIFE BRICKS= 10



# POWERS

*(Super powers and magic and stuff)*

Normal characters don't have powers. Only Wizards and some Super Persons get Powers. For every Power a character has, they get **20 points** to spend on its Ratings (See RULES AND RATINGS FOR IT). If a character has more than one Power, they can share the points between Power Ratings.

**HOWMUCH:** This means usually how many Bricks it affects, or Damage, or volume of effect. The rating counts as spherical (like a ball), so a Howmuch rating of 10 could affect everything in a ball shape about 10 studs in diameter.

*Sarah has a superperson character named Hot Stuff who has the Elemental Power of Fire. She wants to measure how big Hot Stuff's fireball is. Hot Stuff's Fire Power has a Howmuch rating of 8, so Sarah grabs a piece from the Anything Tray that is 8 studs long and holds it up to her target in all directions (up and down, side to side, front to back) to see how much of it is hit by her fireball.*

**HOWFAR:** This means how far away from your character you can do this, or the range of the attack, measured in studs.



POWER	WHAT IT DOES	RULES AND RATINGS FOR IT
Move Stuff	You can move Legos on the board: buildings, vehicles, drones. Not people or their gear unless they're on those other things at the time. Or you can move many little things that total your Howmuch rating.	HOWMUCH: You can't break things, so if the thing is too many bricks you can't move it. HOWFAR: How far you can move the thing or things every turn.
Make Stuff	You create Lego stuff on the board in whatever shape you want and it becomes buildings. The buildings have no special qualities.	HOWMUCH: How big you can make the thing, using bricks from the Anything Tray. HOWFAR: How far away you can make the thing appear. A rating of 0 means you must be touching it when it appears.
Remove Stuff	You can make stuff on the board disappear: only constructions.	HOWMUCH: Same as Move Stuff but put the thing in the Anything Tray. HOWFAR: Same as Make Stuff.
Transform Stuff	You can rebuild constructions into any shape you want but you can't move it, or add or remove pieces. Transforming stuff will usually change how it functions, so the Brickmaster will figure that out.	HOWMUCH: Same as Move Stuff. HOWFAR: Same as Make Stuff.

Moving Power	You can fly or run fast or dig or teleport through walls or something cool like that. If you can't go through solid stuff (like you can only fly or whatever), you don't need a Howmuch rating.	HOWMUCH: this rating is the penetrating strength, so if you can go through things this number must be at least as high as your Howfar rating. HOWFAR: Add Howfar to your MOVE when using this power to move.
Shooting Attack	You shoot wowsy stuff out of your hands or eyes or butt or whatevs.	HOWMUCH: The DAMAGE of the attack, also in bricks. HOWFAR: This rating + ACTION = the range of the attack.
Hitting Attack	You've got claws or power punches or your built-in weapon is really boss or something. You especially do a lot of property damage.	HOWMUCH: The DAMAGE of the attack when hitting people. Howmuch + BRAWN = the DAMAGE when hitting things (not people).
Mind Powers	You can get all tweezy with someone's mind and control them or read their thoughts maybe? You can only be affecting one person at a time.	HOWMUCH: To affect someone, roll Resisted: Howmuch + Roll Vs. Victim's BRAINS + Roll HOWFAR: How many turns the effect lasts for.

POWER	WHAT IT DOES	RULES AND RATINGS FOR IT
Elemental Powers	You make like fire or ice or green glowy stuff or whatever and it does something. Whatever it is, it does what it does. You tell us.	HOWMUCH: Same as Make Stuff. HOWFAR: How effective the stuff is (fire DAMAGE, water jet's BRAWN, glowing light's diameter, etc.)
Defense Power	Maybe you make force fields or have really thick skin or bones made of Lego that can't break or you grow back like a starfish whatever they can't hurt you so much.	HOWMUCH: Use Howmuch + VS. DAMAGE when you are hit. HOWFAR: How much space your force field thing covers. If your Howfar is 0, only you can be protected (it's armor or something).
All Powers	You can use any of the Powers on this list, but each one only once per game.	HOWMUCH: (See the Power you're using) HOWFAR: (See the Power you're using)
A Bunch of Dumb Little Powers	You get a bunch of rinky little powers like you can breathe underwater, you glow, you can change the color of bricks, or you smell really great etc. You should have at least 3 Dumb Little Powers.	HOWMUCH: no need for this. HOWFAR: no need for this either.
Break the Rules	Maybe you can manipulate reality, or call on divine intervention, or maybe you're just plain lucky, but your character can ignore or change any specific rule ONCE per game (you need to break a different rule every time you use the power and that break only works once.)	HOWMUCH: You must roll under this rating to successfully break the rule. HOWFAR: This is by how much you can change the rule. Like if you want Damage to not hurt you, only this much Damage is subtracted etc.





## GEAR

*(stuff you can carry that helps you do stuff)*

Every starting character gets **2 pieces of gear**. A player can get more gear by spending 1 point from their TRAITS per extra gear.

Also, they can opt to start with less gear, and get 1 more point per gear sacrificed to spend on TRAITS.

Once they have their gear, each player has **5 points per gear piece** to spend on their gear's ratings (see GEAR TYPES below). They can split these points up across their gear however they want.

*Desert Warrior has 2 pieces of gear: his scimitar sword and his turban.*

*The player decides his sword is a WEAPON type gear, and his "magic turban" is a MOVE GEAR that lets him float through the air.*

*Since he has 5 points per gear, he has a total of 10 points to spend. He gives the sword a WEAPON rating of 8, and the turban a MOVEGEAR rating of 2.*



Gear can only be used if it's in your hands (unless it's gear that you aren't supposed to hold in your hands. Then it has to be connected to you in its proper place, like wings have to be on your back or whatever). You can swap out gear whenever it's your turn, using gear from your Minifig Box.



## GEAR TYPES: WEAPONS, TOOLS, ARMOR, MOVE GEAR, POWER GEAR, TREASURE

Not everything that you pick up in the game will be what we call Gear. If you pick up a random stick in the game, the Brickmaster might say it gives you a +1 to something you try to do, but there's also really special GEAR that helps even more.

All Gear has a type that tells you what it's really good for. It's either a WEAPON, TOOL, ARMOR, MOVE GEAR, POWER GEAR, or TREASURE.

### Weapon

A Weapon is used to do damage: to anyone and anything. The WEAPON rating of a GEAR is the amount you add to your DAMAGE rating and Roll when you hit with this weapon.



*Battledwarf hits a skeleton with his Battle Axe. He rolls a 2. Battledwarf's DAMAGE is 18, and the WEAPON rating of his Battle Axe is 6.  $2 + 18 + 6 = 26$ , so Battledwarf does 26 DAMAGE.*

*Later on, Battledwarf has to fix a leak in his friend's pirate ship, which he was born on by the way.*

*Anyways, Battledwarf's BUILDING is 7. He uses his Big Hammer, which has a TOOL rating of 3.*

*$7 + 3 = 10...$*

*That means Battledwarf has to roll a 10 or under to fix the ship... the odds look good!*

### Tool

A Tool is used to build, rebuild, or fix anything or anyone. Add the TOOL rating of a GEAR to your BUILDING when you try to fix something or do something techie.

### Armor

Armor is GEAR that protects you when you wear it or carry it. Add the ARMOR rating to your VS. DAMAGE when you get hit.

### Move Gear

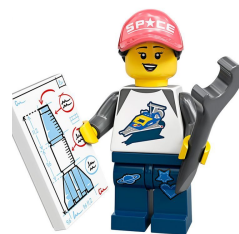
Move Gear is GEAR that helps you move yeah duh. Add the MOVEGEAR rating of a GEAR to your MOVE. Also some Move Gear lets you fly or go underwater or whatever.

### Power Gear

Power Gear is GEAR that has a special Power like it shoots gooey purple glue or makes people happy or maybe both. The POWERGEAR rating is how strong that power is.

*Space Fan has blueprints that are power gear with the Make Stuff power and a POWERGEAR rating of 12.*

*She can make a rocket (or a lander module, or an abandoned taco stand) that is 12 bricks in size.*



## Treasure

Treasure is gear that doesn't do anything special but is worth its weight in bricks.

The owner of the treasure can use the treasure as "credit", adding the treasure's rating to the amount of pieces they can use for a given task.

The player gets to hand-pick these pieces from anywhere.



*Caring Bear has a rainbow that is treasure gear with a rating of 10.*

*They decide to make a happy house, and get to add 10 more hand-picked pieces to it because of their rainbow treasure.*

*First, they scoop a handful of random pieces from the Anything Tray as normal.*

*After that, because of their treasure, they also get to hand-pick 10 more pieces: five pink bricks, two trees, two flower bunches and a lovely green door as well.*

## Sidekick

A Sidekick is GEAR that is actually some kind of critter that helps you.

It can fetch things, deliver messages, or just offer moral support.

Its SIDEKICK rating is how good it is at doing those things for you.

Note: If you want it to do anything that another type of GEAR would do, like fight, it needs a WEAPON rating or whatever (see Multitype Gear). Otherwise, it has a 1 rating (see Using Gear for What It's Not Meant to Do).

*Spooky Boy's sidekick pet spider Mr. Miserable has a SIDEKICK rating of 6.*

*Mr. Miserable is a Multitype Gear, so he also has a WEAPON rating of 3 and a POWERGEAR rating of 5 for Make Stuff: Webs.*

*This means that not only can the little spider run errands for Spooky Boy, he can also bite, and make sticky webs that are 5 studs in size.*



## Multitype Gear

Some gear can be really special and have multiple types of use. Then the gear has a rating for each type of use.



*Blacksmith Bob has a normal hammer, which is a TOOL with a rating 4.*

*If he tries to hit someone with it, he gets only a +1 to Damage (see below, Using Gear for What It's Not Meant to Do)*

*Meanwhile, Thor has the Mjolnir Hammer, which is a Multitype Gear. It has a WEAPON rating 10, a TOOL rating 8, and a MOVE rating 7.*

*So Thor can do lots of different things with it and adds the rating that applies depending on what he wants to do.*



## Using Gear for What It's Not Meant to Do

Usually a hammer is a tool, but sometimes it's a weapon. Maybe you decided to use your shield as a surfboard, or simply block an attack using your sword like armor.





Whenever a person uses gear for something other than its purpose, the gear gives them a +1 to their roll.

(However, when a FIGHTER uses any type of gear as a weapon: they add a +4 to their roll.)



# CONSTRUCTIONS: BUILDINGS, VEHICLES, DRONES

A Construction is something a character makes out of multiple bricks.

<p><b>Buildings</b></p> 	<p>Buildings are anything and everything that is made that doesn't move or act by itself or necessarily do anything special on its own. Any housing, scenery, set pieces etc. are buildings.</p>
<p><b>Special Buildings</b></p> 	<p>Some buildings can have special properties that are determined when they're made: power generators, communication antennas, edible gardens, talking tiki god statues... whatever. The Brickmaster will make up rules for this and it will cost extra points or something.</p>
<p><b>Vehicles</b></p> 	<p>Vehicles are anything that moves its location under the command of a driver character. Multiple drivers: A vehicle can have multiple operators. Each person gets their own action to use the vehicle's functions (<i>for example, POE DAMERON flies the X-Wing while his sidekick BB8 shoots the guns</i>).</p>
<p><b>Drones</b></p> 	<p>Drones are remote control robot things. Like vehicles but the controller doesn't have to ride them. Drones can do lots of things that people can. Drones can't act without a controller making them go. Drones can fight.</p>

### Combination Constructions



A Construction that is more than one type. Examples: A dragon that you can ride and fights for you (vehicle/drone), A robotic factory that you control (special building/drone), a roller coaster (building/vehicle).



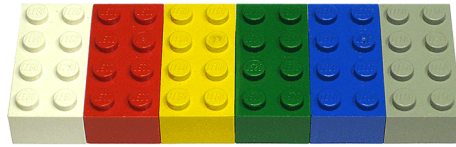
### Gear for Constructions

To give a construction special qualities, you give it “gear”, just like minifigs have gear. This makes your pirate ship cannons shoot, or your construction crane’s wrecking ball smash bricks, or your tank bulletproof.

Every construction can have **one** gear on it. The builder just says what it is.

CONSTRUCTION GEAR TYPE	RATINGS AND RULES
WEAPON	DAMAGE = Builder’s BUILDING Rating
TOOL	Can build or fix = Builder’s BUILDING Rating
ARMOR	ARMOR = Builder’s BUILDING Rating
MOVE GEAR	An extra detachable escape pod, sled, etc. MOVEGEAR = Builder’s BUILDING Rating.
POWER GEAR	Special Power = Builder’s BUILDING Rating





## MEASURING LEGOS

### MEASURING MASS LEGOS BY VOLUME

Legos are measured in **PIECES**, **HANDFULS**, **DOUBLE HANDFULS**, and **ALL OF THEM**.

A **PIECE** is any single lego piece that has only one part total. More or less. A door piece built into a doorframe piece, for example might still be considered one piece? Whatever.

A **HANDFUL** is a totally-precise unit of measurement used in the game that equals the amount of legos you can hold in one hand.

A **DOUBLE HANDFUL** is everything you can hold with two cupped hands, which is actually more than double a handful usually. Yeah, precision.

By the way, two handfuls do add up to a double handful, not just two separate handfuls.

**ALL OF THEM** is all of the Legos you have at hand, like everything in your **ANYTHING TRAYS**. You can use this great unit of measuring when talking about how many Legos you can use for certain constructions... "You can use **ALL OF THEM!**"

### MEASURING INDIVIDUAL PIECES: STUDS AND BRICKS

Units of measurement are called **STUDS** and **BRICKS**.

**STUDS** go **ACROSS**: Two-dimensional/ horizontal or lateral distance is measured in **STUDS**, the little bumps on top of most lego surfaces.

**BRICKS** go **UP** and **DOWN**: Vertical distance, as well as three-dimensional volume, is measured in **BRICKS**.

**WONKY PIECES**: For weird-shaped pieces, size is usually estimated, using a normal bricked piece as a ruler. In the end, the Brickmaster gets to change the volume of any particular piece whenever they darn well feel like it.

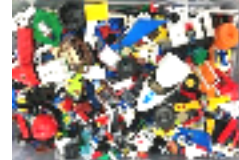
# TRAYS AND BOXES

It is super-important to keep certain quantities of legos organized and reserved for specific uses, while it's also necessary to have other masses of legos in big random piles of anything-ness. This is where TRAYS and BOXES come in.

Tackle boxes and Organizer Boxes with dividers are recommended as a way to combine a Minifig Box and a Property Box for one PC.

## ANYTHING TRAY

Anything Trays are the big trays, bins, and boxes filled with all types of random legos. They are "all of your legos". These trays can usually be accessed by anybody.



## PROPERTY BOX

These are boxes or trays that belong to specific PCs, NPCs or groups. Players get to fill their own Property Box with as many pieces in it as they can fit. Also, they can swap pieces in their Property Boxes before and after adventures but NOT during gameplay.

Everything in a Property Box is used to make a character's own CONSTRUCTIONS: BUILDINGS, SPECIAL BUILDINGS, VEHICLES or DRONES.

Property Boxes don't contain GEAR. Property boxes can contain riding animals, but usually don't have small animals (those are SIDEKICKS) or minifig parts (unless you're making people-sized drones or something).

*Batman's Property Box contains a bunch of sharp-looking black pieces and techy bits for making Batmobiles.*

*Robin Hood's contains an assortment of foliage pieces, brown cylinders for trees and wood, a medieval door, a couple wagon wheels, etc.*

*Sponge Bob's Property Box is just a random bunch of bright colored ridiculous pieces and some nautical stuff.*



## MINIFIG BOX

This little case contains the PCs minifig plus any minifig variations and pieces. It also includes GEAR and SIDEKICKS with any Gear they have. You might get one of those little compartmentalized organizers from the craft store, or even just a cup or a ziploc bag.

# GAMEPLAY

(umm how to play the game bro)

## WHAT CAN I DO

You can *try* to do anything.

### Skill Tests

If a person wants to do something that might not work, they have to roll on a Skill Test.

### Skill Tests: Unresisted vs. Resisted

Unresisted Skill Tests are done when a person wants to do something that no other person or being is actively trying to stop.

For an Unresisted Skill Test, the player must ROLL **UNDER** the skill rating.

*Mountain Climber wants to climb over a wall.*

*The wall isn't trying to stop him (it's just a dumb wall).*

*The Brickmaster says to Roll ACTION, unresisted.*

*Mountain Climber's ACTION is 8.*

*He rolls a 4...*

*Mountain Climber has made it over the wall.*



Resisted Skill Tests are done when a person wants to do something that another person or being is actively trying to stop, or change, or do better than.

For a Resisted Skill Test, both opponents must ROLL AND ADD to their Skill Rating. Whoever gets the **highest total** wins.



*Hip Hop Girl wants to breakdance on top of the Balrog-- the Balrog doesn't want her to.*

*The Brickmaster says to roll ACTION, resisted.*

*Hip Hop Girl's ACTION is 6 and the Balrog's ACTION is 2.*

*Hip Hop Girl rolls a 15 and adds it to her ACTION...  $15 + 6 = 21$ .*

*The Balrog rolls a 7 and adds it to his ACTION...  $7 + 2 = 9$ .*

*Since 21 is more than 9, Hip Hop Girl wins, and does the worm up the Balrog's back.*

## Lifting Stuff

You can automatically lift something that is up to your BRAWN in bricks around. The rating counts as spherical (like a ball), so a BRAWN rating of 6 could lift something in a ball shape about 6 studs in diameter.

To lift something bigger, a character must make a BRAWN Skill Test (see Skill Tests).



*Carpenter Dude has a BRAWN of 4. He wants to lift THIS BRICK:*



*... it has a total of 4 studs across its longest side, and 4 is Carpenter Dude's BRAWN can lift it.*

*Since a normal minifigure is 4 bricks tall (forget the hat), Carpenter Dude can also carry BATGIRL:*



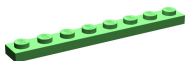
*... so he does (after getting her permission of course.)*

*Next, Carpenter Dude wants to lift THIS FAMILY SEDAN:*



*... it's about 10 studs long. Probably not, Carpenter Dude.*

*Finally, he wants to carry THIS PLANK to the construction site:*



*... yeah, it's 8 studs long, but c'mon... the Brickmaster says it's ok to carry. WHAT-EVER.*

## Moving Around

You can move up to your MOVE in studs (across flat surfaces) and in bricks (up and down).

*The Ruler of the Jungle wants to jump on top of his totem. His MOVE is 12. The totem is 4 studs away from him, and 5 bricks high...  $4+5=9$ , which is less than 12, so he leaps on top of the statue in one turn.*





## COMBAT AND ACTION

### WhoGoesFirst

Whenever there's gonna be action, everyone involved rolls and adds it to their WHOGOESFIRST. Then the highest number goes first, and so on.

### Combat Skill Tests

When characters fight, do it like this:

Both opponents roll FIGHTING resisted. No matter who attacked, the person with the **highest** total hits the other one, unless the defender doesn't want to fight, then they just block or dodge the attack.

*The Uruk-hai attacks Aragorn.*

*The Uruk-hai's FIGHTING is 6, and Aragorn's FIGHTING is 10.*

*Uruk-hai rolls a 12 and adds it to his FIGHTING:  $12 + 8 = 20$ .*

*Aragorn rolls an 11 and adds it to his FIGHTING:  $11 + 10 = 21$ ...*

*Even though the Uruk-hai attacked, Aragorn has turned it around and hit the ugly guy instead!*



### Doing Damage to People

Once a character hits someone, they roll DAMAGE.

Damage is a resisted roll between the hitter's DAMAGE and the victim's VS. DAMAGE.

The hitter rolls and adds to DAMAGE and any WEAPON rating.

The victim rolls and adds to VS. DAMAGE and any ARMOR rating.

Subtract the victim's total from the hitter's total: that is the LIFE BRICKS DAMAGE.

Hitter's Roll + DAMAGE + (WEAPON rating) -  
Victim's Roll + VS. DAMAGE + (ARMOR rating) =  
LIFE BRICKS DAMAGE

*Aragorn hits the Uruk-hai with his sword.*

*Aragorn has 15 DAMAGE and his sword has a WEAPON rating of 5. He rolls a 9...  $15 + 5 + 9 = 29$ .*

*Uruk-hai has a 10 VS. DAMAGE and an ARMOR rating of 3. He rolls a 7...  $10 + 3 + 7 = 20$ .*

*So  $29 - 20 = 9$ ... Uruk-hai loses 9 LIFE BRICKS!*

## LIFE BRICKS DAMAGE

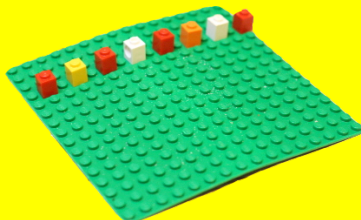
When a character runs out of LIFE BRICKS, boom-- they're down for the count! They can't get up, or maybe wake up, or literally put themselves back together again.

If they rest a long time or someone comes along to help them, they can get 1 LIFE BRICK back right away. Getting all of your LIFE BRICKS back takes a long time or special healing or something.

Also don't forget that when you wake up after the bad guy beat you, you'll probably be captured in the bad guy's lair!



## KEEPING TRACK OF LIFE BRICKS



OMG you know we called them LIFE *BRICKS* for a reason.

To keep track of how many LIFE BRICKS a character has, just put a bunch of 1x1 Lego Bricks on a big flat piece, and remove bricks as they take damage.

## Attacking Stuff (Not People)

If a person attacks things like constructions, the things can only try to not get damaged if they can move.

Attacking a Non-moveable Thing (Building, Special Building, etc.):  
Automatic Hit.

Attacking a Moveable thing (Drone, or a Vehicle being piloted by a person):  
Roll resisted:  
Attacker's Roll + FIGHTING vs. Defender's Roll + PILOTING

*The Tusken Raider wants to shoot down Anakin's Swoop. Anakin doesn't want that to happen.*

*The Tusken has a FIGHTING of 6.*

*He rolls a 15.*

*6 + 15 = 21.*

*Anakin has a PILOTING of 10.*

*He rolls a 14.*

*10 + 14 = 24...*

*Anakin swerves his swoop out of the way and the blaster fire misses!*





## Doing Damage to Stuff (Not People)

Damaging Things:

Roll resisted:

Hitter's Roll + DAMAGE + (WEAPON rating) -

Victim's Roll + (ARMOR rating) =

# of Bricks Destroyed

Take off a chunk about that amount of bricks in diameter from the construction. Estimate!  
The Brickmaster will figure out what has happened to the construction based on how much of it got broken off.

*The Incredible Hulk wants to smash a bunker. The bunker takes up an entire base plate, so it's about 32 studs in diameter.*

*The bunker is a Special Building, and non-moveable, so the Hulk automatically hits it.*

*Hulk's DAMAGE is 30.*

*Hulk rolls a 16.*

*30 + 16 = 46...*

*Remove a chunk, about 46 bricks around, from the bunker... that's bigger than the entire thing, so it's obliterated! Smash it!*



## MAKING CONSTRUCTIONS

### Note: Using the BUILDING Trait

Sometimes the Brickmaster makes players roll on their BUILDING trait to see if they can do something. That's just a roll, and it's different from actually *making constructions*.

Making Constructions is when players actually build stuff with Legos before or during the gameplay in order for something to be in the game world.

There's three ways of Making Constructions in this game:

**Anything Building, Action Building, and Property Building.**

### Anything Building

This is when y'all just take some time to make some stuff with Legos. No special rules. The Brickmaster and maybe the players just make stuff that is needed for the adventure.

*The Brickmaster says, "Hey let's take a half an hour and just build some castle stuff for the adventure tomorrow. Also we'll need an Outer Space Ferris Wheel."*

You can even stop the game in the middle and make constructions that you might use in the game later.

*The Brickmaster says, "Now that you're shipwrecked on Rainbow Island, it's time to build yourself a beach house."*

For Anything Building, you use bricks from the Anything Trays.

## Action Building

This is when a character actually makes something during the action in the game.

If they are using a Power, they either build constructions using the bricks already on the game table (“Transform Stuff” Power for example), or from the Anything Tray (“Make Stuff” Power).

## Property Building

This is when player characters make something using only their Property Box. Characters can only use their Property Box when the Brickmaster says they can (usually in the big climax of the adventure).

*Gargoyle, Samurai, Disco Diva and Piñata Kid need to protect the Happy Flower from Kylo Ren on a Dragon. The Brickmaster says it’s time to use your Property Boxes...*

*Gargoyle uses his Property Box filled entirely with only gray bricks to build a stone vault around the Happy Flower (Brickmaster says this is a BUILDING).*

*Samurai builds a war pagoda on top of her horse and gets inside to battle Kylo (this is a VEHICLE).*

*Disco Diva builds a giant, flying disco ball to distract the Dragon (this is a DRONE).*

*and Piñata Kid makes a giant walking burro piñata with himself inside, ready to burst out and attack Kylo with his stick (this is a COMBINATION BUILDING-VEHICLE).*



## ADVANCED RULES: Challenge Building

If you want to make the Lego-building in your game even more exciting, you can use these optional Challenge Building rules whenever you want.

### PARTS LIMIT

The Brickmaster limits how many pieces the players can use to build their constructions, measured in Handfuls. Players take from the Anything Trays, but must scoop handfuls of random bricks out.

### TIME LIMIT

When it’s time to build something during gameplay, the Brickmaster sets a timer for how long the players get to make their constructions. This is fun when the constructions have to solve some type of problem in the game.

## PIECES COUNT LIMIT

The exact amount of pieces for this challenge is decided on by the Brickmaster. This should be a low number (like less than 20), and the construction they make should only need to be a small one used for a simple task.

## PROPERTY BOX

This is when the Brickmaster tells the players to use only their Property Box pieces to build a construction. This construction is usually a character's "signature" construction, like Batman's Batmobile, a Mummy's tomb, or a Mad Scientist's robot.

## AFTER THE GAME: REWARDS!

Characters get better after every adventure. All of their LIFE BRICKS come back, and they get all of the following advancements:

- **Raise one TRAIT by 1** (remember to recalculate your QUALITIES).
- **Get one new GEAR** worth 5 points, or add 5 points to their existing gear's ratings, or you can give old gear new types of ratings, making it into a MULTITOOL, and add the 5 points to that.
- **Add 1 to their LIFE BRICK rating.**

*Tribal Woman has just completed her first adventure!*

*First, she raises one TRAIT by 1:  
Her BUILDING is 4, and she makes it 5.*

*Next, instead of getting a new GEAR, she decides to add another gear rating to her SIDEKICK, Papoose Baby. She gives Papoose Baby a POWERGEAR rating of 5, and the Power is Mind Power: Make People Happy.*

*Finally, she raises her LIFE BRICK rating by 1, so it goes from 10 to 11.*



## BREAKING THE RULES

Players should try to break the rules quite often, and the Brickmaster should let them. Really. This is a game with Legos, dude. If somebody has a ridiculous idea that is also fun, they should probably be able to try it. Because Legos.



## DUPLO RULES

(the really really REALLY easy version of the rules)

So most of the Lego boxes say FOR AGES 4+ on them. Ok let's let the little munchkins play LEGOMANIA too! The following "Duplo Rules" are for really young players, players who might have difficulties with the standard rules, or anyone who wants to play the Simplest RPG Ever. So to play the Duplo Rules, **ignore everything else in this book** and just do this:

The Brickmaster sets up the story as usual, and the Players say what they want to do. Every time there is a challenge, the Brickmaster says the Player has to roll a certain number or lower on the die. If they roll the number or lower, they succeed!

The Brickmaster will make this number harder or easier depending on how they want to help shape the story outcome. Like if your little brother is crying a lot then make the next roll a "10 or lower to beat the Big Bad Guy!" and he'll cheer up trust me.

The only thing to help some players with will be this: when they roll the die, ask them, "Is that number lower than the number you had to roll?" They can count a little or whatever OMG it's EDUCATIONAL!

Also, have players build stuff a lot during the game as part of the adventure.

When using the Duplo Rules gets boring for the younger players just start playing with Legos like normal. That will probably happen pretty quick.

OK that's the whole Duplo Rules.

ENJOY



DEDICATED TO ZACK

# LEGOMANIA!

YOUR NAME \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

EVERYMAN EXPERT PILOT BUILDER FIGHTER ADVENTURER WIZARD SUPERPERSON

**ACTION** \_\_\_\_\_

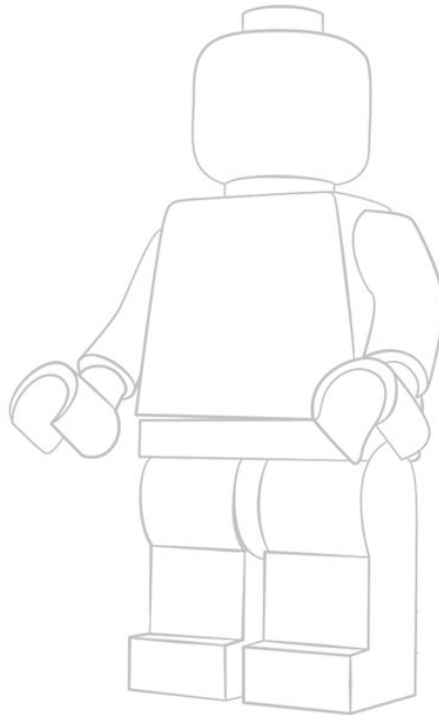
**BRAINS** \_\_\_\_\_

**BRAWN** \_\_\_\_\_

**BUILDING** \_\_\_\_\_

**FIGHTING** \_\_\_\_\_

**PILOTING** \_\_\_\_\_



**WHOGOESFIRST** \_\_\_\_\_

**MOVE** \_\_\_\_\_

**DAMAGE** \_\_\_\_\_

**VS. DAMAGE** \_\_\_\_\_

*LIFE BRICKS* \_\_\_\_\_

\_\_\_\_\_

## GEAR

WEAPON TOOL ARMOR MOVEGEAR POWERGEAR TREASURE SIDEKICK

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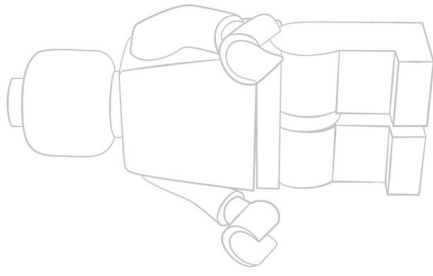
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# LEGOMANIA!

YOUR NAME \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_  
EVERYMAN EXPERT PILOT BUILDER FIGHTER ADVENTURER WIZARD SUPERPERSON



**ACTION** \_\_\_\_\_ **WHOGoesFIRST** \_\_\_\_\_  
**BRAINS** \_\_\_\_\_ **MOVE** \_\_\_\_\_  
**BRAWN** \_\_\_\_\_ **DAMAGE** \_\_\_\_\_  
**BUILDING** \_\_\_\_\_ **VS. DAMAGE** \_\_\_\_\_  
**FIGHTING** \_\_\_\_\_ **LIFE BRICKS** \_\_\_\_\_  
**PILOTING** \_\_\_\_\_

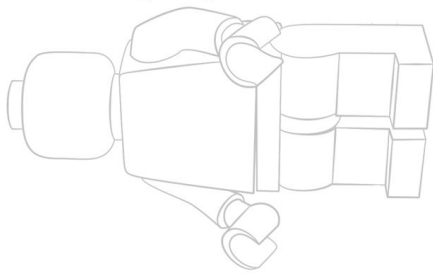
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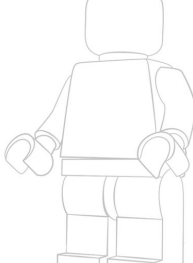
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<b>PILOTING</b> _____		_____

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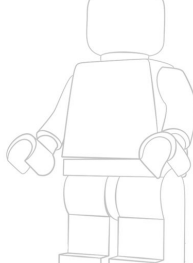
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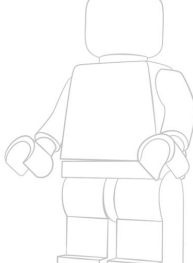
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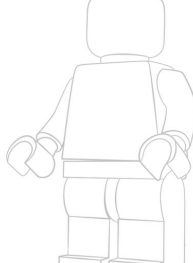
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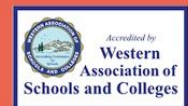
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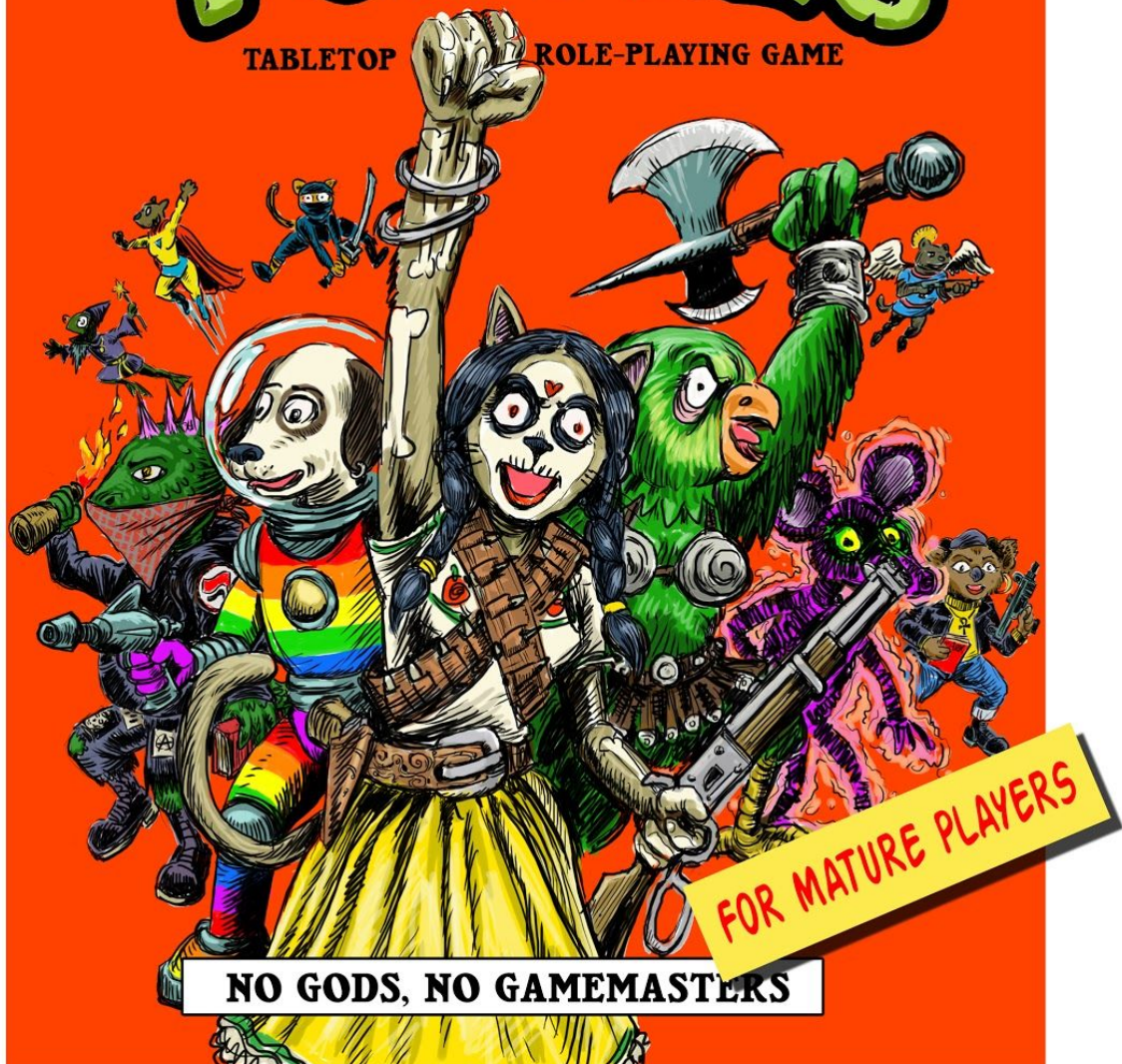
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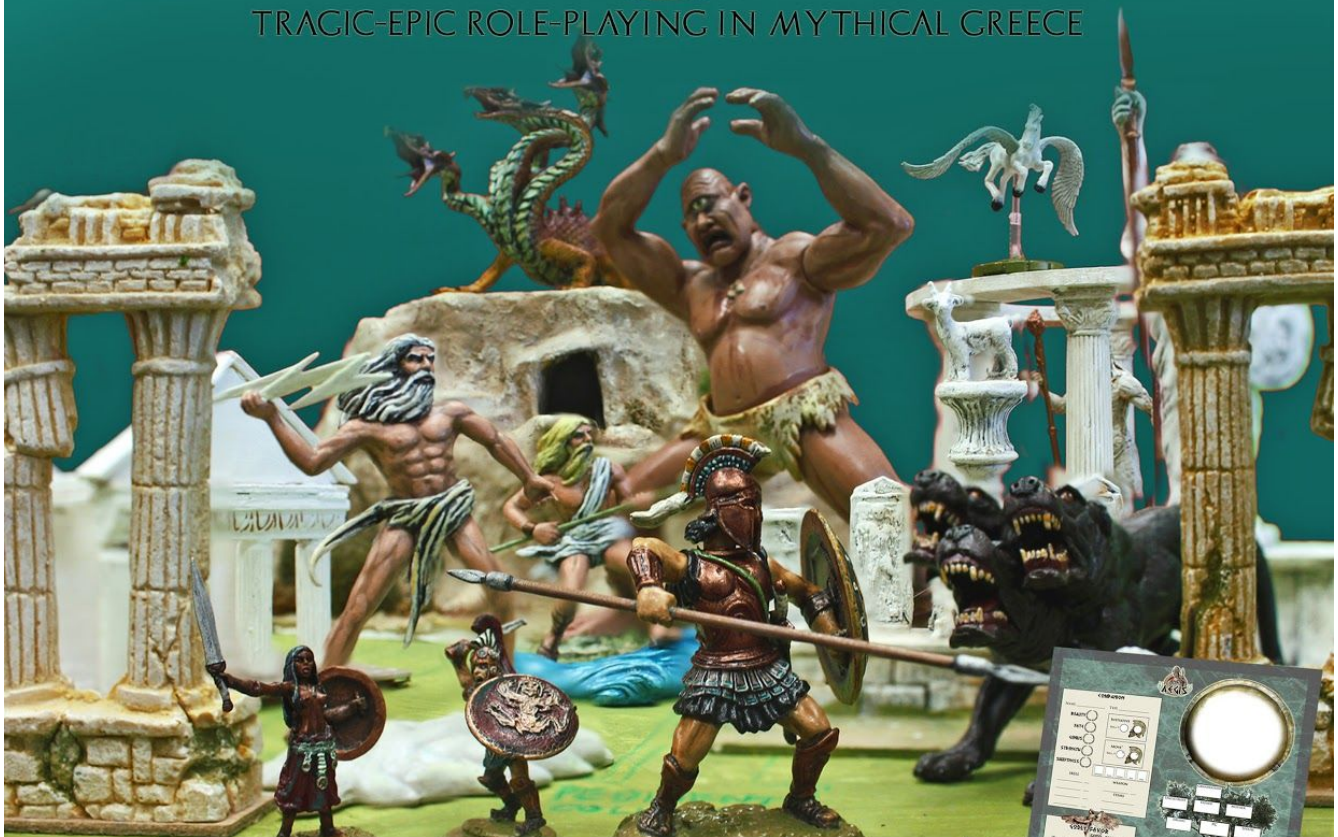
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