

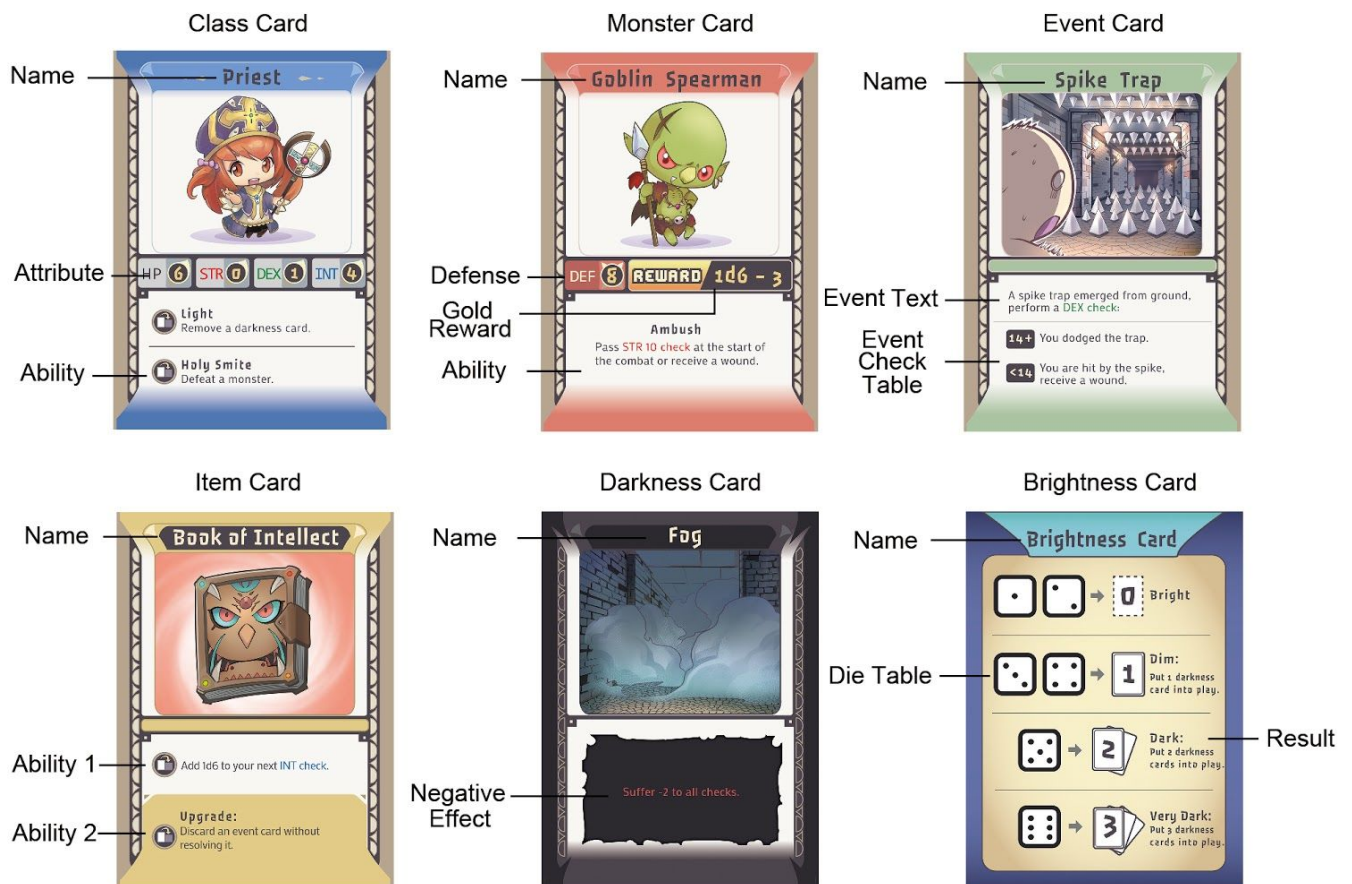
Dungeon of Darkness

Goal of the game: Collect as much gold as possible and find the ladder to make it out of the dungeon alive.

Number of players: 1

Game Components:

- 1 Brightness card (used to measure the brightness of the dungeon)
- 1 Ladder card (use to get to the next level or to leave dungeon)
- 1 Gold card (used to count gold)
- 3 Class cards
- 5 Darkness cards (represents all the bad things happening in the dungeon when it gets dark)
- 11 Item cards
- 13 Monster cards
- 19 Event cards
- 1d20 (a 20 sided die for attack rolls and checks)
- 8d6 (eight 6 sided dice used for hp counter, gold counter and to throw)

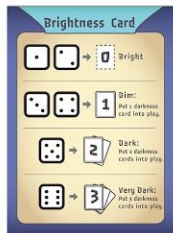


Game Setup:

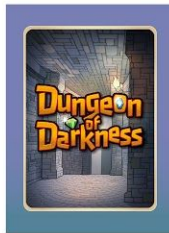
- 1) Select a class card and place it in front of you. The area on the right of the class card is the inventory and the area on the left is where you store the gold collected.
- 2) Place 1d20 and 8d6 beside the class card. The 8d6 are used for your class HP counters, gold marker and to throw.

- Place the brightness card in front of you.
- Shuffle all the darkness cards together and place them beside the brightness card face down. This is the darkness deck.
- Shuffle monster, event and item cards together to form the dungeon deck. Cards drawn from this deck are called the dungeon cards. The area beside the dungeon deck is the discard pile.
- Place the red dragon card on the side, this is the dungeon boss.
- Set up the first level of the dungeon (see set up a dungeon level)
- The game is now ready to start.

Brightness Card



Darkness Deck



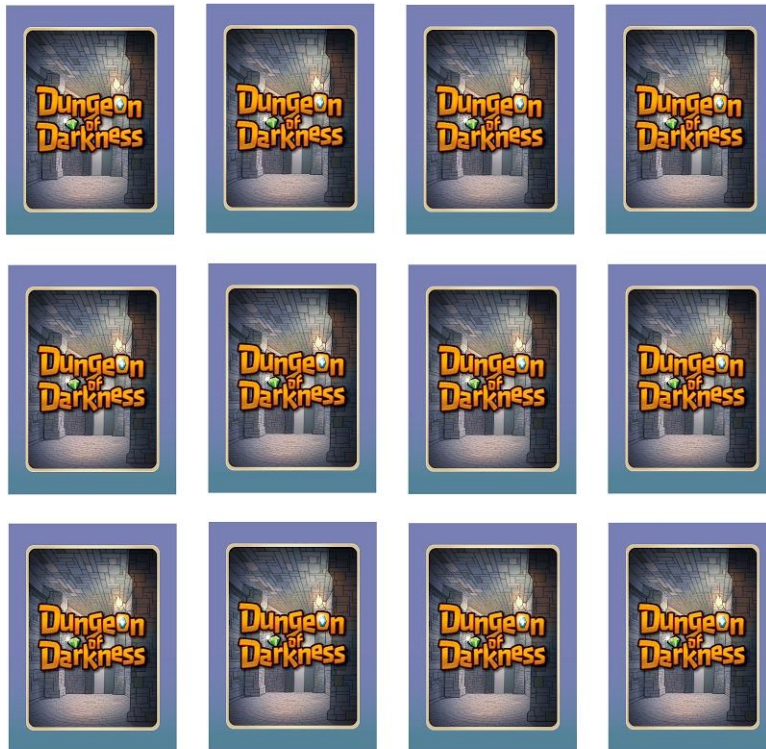
Darkness Cards (when revealed)



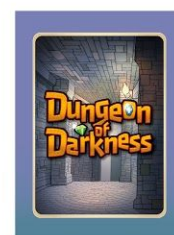
Boss



Dungeon Level



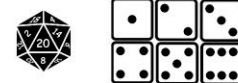
Dungeon Deck



Discard Pile



Dice



Gold Card



Class Card



Inventory (no items at the start)



Game Phases:

1) **Dungeon Phase:**

At the start of a dungeon level: Throw 1d6 to determine the brightness then reveal darkness cards accordingly. For example, player throws 1d6 and gets a 5, 2 random darkness cards are revealed as the result. Darkness card's effect lasts until you move to a new level. **Skip this step for the first level.**

Explore phase: At the start of this phase player can upgrade items (see upgrading items) before revealing any dungeon card to resolve it.

When you revealed a dungeon card:

If it is a ladder you may do one of the following:

- **Move to a new level**
Set up a new dungeon level and ready your class/item card(s). See set up a dungeon level.
- **Leave the dungeon**
You made it out of the dungeon alive (see scoring)!
- **Continue to explore the rest of the dungeon**
Reveal other dungeon cards. You may move to the next level or leave any time before you reveal a new dungeon card.

If it is a monster, player can fight it or run away:

Fight a monster:

To fight a monster player must throw 1d20 (this is your attack roll) and the monster is defeated if the roll is equal to or greater than its DEF. Receive a wound (see receiving a wound) if the roll is lower. Repeat this until either the player or the monster is dead.

Reward:

Player gains gold when a monster is defeated. The amount gained is stated in the reward area. For example, defeating a goblin spearman grants you 1d6 - 3 gold (this is the reward roll). So the gold gained would be throwing a 6 sided die and minus 3 from the result. Let's say the player throws a 5, then the gold gained would be 2 ($5 - 3 = 2$). If the result would be a negative number it is considered as 0 gold.

Running away from a monster:

Player can discard an item to run away from a monster at the start or during a combat (after an attack roll is resolved), monster card is discarded after the player has successfully escaped.

If it is an event throw a die and compare it to the event table to resolve it.

If it is an item add it to your inventory. Only 3 items can be in the inventory at a time, to pick up a new item when the inventory is full an old item must be discarded. You can use class and item cards any time during this phase (see use class or item card).

*Note: Once a dungeon card is resolved it is placed to the discard pile.

3) **End phase:** Turn ends.

Dungeon boss:

The red dragon is the dungeon boss and is not shuffled into the dungeon deck but is placed separately.

Performing Checks:

- To “pass a STR/DEX/INT X check” player will have to throw 1d20 and succeeds when the result is equal to or greater than X. Class bonus applies (see check bonus).
- To “perform a STR/DEX/INT check” player will have to throw 1d20 and compare the result to the event table on the event card. Class bonus applies (see check bonus).

Check bonus:

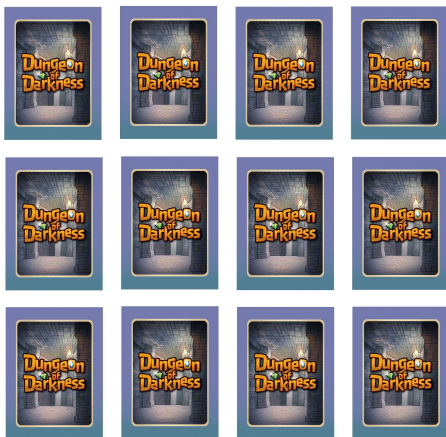
Class STR/DEX/INT attributes are added to a check as bonus. For example when performing an INT check as a priest player will throw 1d20 and add 4 to the final result.

Gaining gold:

When player gains gold the player can increment the number on the gold card.

Set up a dungeon level:

Discard the remaining dungeon cards of the previous level then shuffle 11 random cards from the top of the dungeon deck and the ladder then place them in front of you face down in a 4 x 3 grid fashion, this forms the current level of the dungeon. If there are no dungeon cards left shuffle the discard pile to form a new deck.



Receiving a wound:

When player receives a wound reduce the class HP by 1. Use dice as HP counters.

Use symbol:

When player wishes to use a class or an item card that has a “use symbol” it is turned 90 degree sideways and the ability takes effect until the end of the turn. It cannot be used again until it is “ready” (the card is standing). Class and item cards can be used anytime unless specified.



Use symbol



Ready



Used

Upgrading items:

Player can upgrade an item by paying 3 gold and put a counter on it to indicate it is upgraded. Any amount of items can be upgraded at a time as long as you have enough gold. Upgraded items have kinds of abilities. An active ability which requires player to use the card (only one ability on a card can be used at a time) and a passive ability which triggers all the time.

When the player dies:

When you died in the dungeon all the items and gold found are lost. The final score becomes 0.

Scoring:

If you made it out of the dungeon alive add up all the gold you have and this will be your final score.