

STANDARD DECK DUNGEON

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INTRODUCTION:

Standard Deck Dungeon is a card game that simulates the experience of a roguelike dungeon crawler, using nothing but a standard deck of playing cards. You will not need dice, grid paper, or a pencil to play Standard Deck Dungeon. You will only need a standard deck of playing cards, this rulebook, and its companion quick reference sheets. Standard Deck Dungeon is designed to be setup quickly, played quickly, and packed away quickly. Standard Deck Dungeon can be played single player, two player cooperatively, or two player competitively.

STORY:

In the dark recesses of the Borguss marshes, an ancient cursed altar resides. Its creators and reason for existing long forgotten. Anyone who dares touch the dire altar is teleported into a terrifying dungeon deep beneath the marshes. For reasons unknown, the dungeon's layout constantly changes. Those who manage to escape the dungeon speak of exits that immediately close after use. Survivors claim the dungeon contains diabolical traps, aggressive monsters, glittering gems of untold worth, a strange old woman, and perhaps even a fearsome dragon.

The Borguss marshes lie in the far distant lands of Quar'Zos, the queendom of Queen Veks. Qaur'Zos has long been a realm of peace after Queen Veks' armies conquered all her opposition. Realizing her army was growing restless, Queen Veks and her advisors devised a plan to keep her soldiers busy, while returning profits for her queendom at the same time. Her majesty has put her royal army on march to Borguss.

Queen Veks sends her soldiers adventuring into the marsh's cursed dungeon. Their mission is to uncover its secrets, defeat its beasts, survive its perils, and claim its gems. Returning victorious in her majesty's name will increase the wealth of the queendom, and perhaps earn soldiers rank advancement in the regime itself.

Assuming of course, they come back alive.

IDEA OF THE GAME:

Dutiful soldiers undertake the dangerous task of exploring the fiendish dungeon. They are given orders by their superior officer before doing so. Some soldiers go in alone, some go as a team, while others wish to outperform their peers. To be victorious, these adventurous soldiers must not only accomplish their mission, but also exit the dungeon alive. Only by strategizing their resources, addressing perils carefully, and gaining the favor of lackadaisical luck, will any explorers succeed.

Players create the dungeon using a randomly generated layout of Dungeon Cards. Then players setup their player areas. Afterwards the current Game Goals are randomly chosen. Next players will explore the dungeon, taking turns addressing its perils and reaping its rewards, all in an effort to accomplish the current Game Goals. When players have accomplished their current Game Goals (without having been defeated), they will have won the game. All of these steps are described in detail below.

INITIAL GAME SETUP:

Remove the Joker cards from the deck, they are not needed for Standard Deck Dungeon. Return the Joker cards to the card box.

Separate the Clubs and Spades cards from the deck. Combine the Clubs and Spades cards together into a shuffled face-down single pile. These Clubs and Spades cards will form the dungeon. They are the Dungeon Cards.

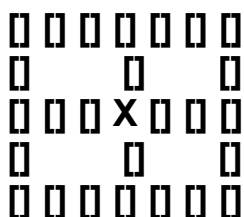
Separate the Hearts cards into a single pile. Hearts cards act as player one's statistical cards.

Separate the Diamonds cards into a single pile. Diamonds cards act as player two's statistical cards. (If playing single player, return the Diamonds cards to the card box, they are not needed in the single player game.)

BUILDING THE DUNGEON:

No one can remember how the dungeon came to exist beneath the slimy bogs of the Borguss marsh. It has been there as long as anyone can remember. The dungeon's ever changing layout is considered a cursed trap. Qaur'Zos' denizens vehemently forbid their children from getting anywhere near it. Foul and evil things leak into the dungeon from the marsh above, while the pained souls of countless lost adventurers haunt its halls.

Take the shuffled pile of Dungeon Cards, and randomly lay each of those cards **face-down, vertically oriented**, all separately spaced to match the layout diagram below:



(See supplemental file "Standard Deck Dungeon - Setup Reference Sheet.pdf" for faster setup.)

The placement of the Dungeon Cards is purposefully random in this specific layout. The more randomly laid, the better. The **X** in the diagram represents the teleport entrance where the player(s) will start to explore the dungeon. No card goes in the **X** area, it is intentionally an empty starting space. Every time a new game of Standard Deck Dungeon begins, players are considered to thematically enter the dungeon from the **X** in the center of the dungeon. After players enter the dungeon, the teleport entrance thematically disappears. Players must find the Dungeon Exit to leave.

SETTING UP THE PLAYER(S) AREA:

Careful preparation is vital for every expedition into the cursed dungeon. Adventurers are often advised to have their last will and testament finalized before entering.

Each player has their own play area (an area on the playing table away from the Dungeon Cards). In their respective play area, each player will have three personal decks used to represent statistical values. The three types of player decks are HP, Fate, and Inventory (all described below).

The setup description below only refers to player one's Hearts cards, but player two's Diamonds cards are setup the same way as player one's. However, player two's Diamonds cards should be kept in player two's personal play area, always separate from player one's Hearts cards' play area. Never mix player one's Hearts cards with player two's Diamonds cards. Never mix either players' cards into the Dungeon Cards' area.

PLAYER HP DECK:

Staying alive in the dungeon is no easy task. Only those courageous of spirit and stout of heart have any hope.

Take the Ace of Hearts, Two of Hearts, Three of Hearts, Four of Hearts, and Five of Hearts cards. These five cards represent the player health points (HP), and this collection of five cards becomes the HP deck. The HP deck is used to track the player's remaining health points. To do so, place these five cards vertically oriented, face-up, in a horizontal row, in descending order (five, four, three, two, ace), in the player's play area. (The Ace of Hearts simply represents the number 1.)

When all five cards are face-up, this indicates the player has five HP in total. A player always starts with five total HP, and may never exceed five total HP. When a player loses a health point, they must flip the currently highest card face-down to indicate it is lost.

For example; player one has five HP, so all five of their respective HP deck's Hearts cards are vertically oriented face-up, aligned in a horizontal row, in their play area. While exploring the dungeon, the player unfortunately loses two HP due to suffering a Spike Trap. When this happens, the player flips the Five of Hearts and Four of Hearts face-down. Now only the Three of Hearts, Two of Hearts, and Ace of Hearts remain face-up in their HP deck. This indicates that the player now has three HP remaining.

If a player's HP deck ever fully depletes (the Ace of Hearts is turned face-down), the player is considered defeated. This situation occurs if the player loses more HP points than their HP deck has available. For example; a player has one HP point available, but is damaged for one (or possibly more) HP point. In this circumstance the player is out of HP points and is defeated.

If the player is defeated while playing single player, the game is lost. When playing cooperatively, if either player is defeated, the game is lost. When playing competitively, if one player is defeated, the other player automatically wins.

PLAYER FATE DECK:

The dungeon tends to bring out hopeful prayers even in the faithless. Its twisted passages are known to house both divine luck and demonic misfortune.

Take the Six of Hearts, Seven of Hearts, Eight of Hearts, Nine of Hearts, and Ten of Hearts, and place these five cards face-down in an independent pile. This separate pile of five cards now becomes the player's Fate deck. The Fate deck is used to determine the outcome of battles, traps, and other chance encounters by doing a Fate Check.

A Fate Check requires the player to shuffle their Fate deck face-down, and then pull a card randomly from the freshly shuffled Fate deck. Afterwards the player flips the drawn Fate card face-up, and resolves the result derived based on its value. Then the player returns the drawn Fate card face-down back into their Fate deck. (Fate Checks will be described in further detail below.)

PLAYER INVENTORY DECK AND ITEM DESCRIPTIONS:

The dungeon has no shortage of unusual items. Keys that fall apart upon use, ropes that straighten themselves sturdy as boards, drinks that can rewind time, even a shield believed once belonged to a legendary dragon slaying warrior.

The Jack of Hearts, Queen of Hearts, and King of Hearts cards represent the player's Inventory deck. These three cards are initially kept face-down in a horizontal row, placed above the HP deck's horizontal row. When an item is found that is represented by one of these Heart cards, the corresponding Heart card is turned face-up in the player's area, so that the player knows they have that item at their disposal. In addition to the Jack of Hearts, Queen of Hearts, and King of Hearts cards, another optional item is represented by the King of Spades card.

Rusty Key: The Jack of Hearts card represents the Rusty Key. The Rusty Key is used to open (resolve) a Locked Door. Thematically the Rusty Key crumbles after it is used, and the Jack of Hearts card that represented it is turned face-down in the player's Inventory deck.

When playing cooperatively, a player may give another player the Rusty Key on their turn, but this action costs the giving player their Resolve action for that turn. In doing so, the giving player flips the Jack card face-down in their Inventory deck. The receiving player flips their Jack card face-up in their Inventory deck. Any one player may only carry one Rusty Key at a time, thus players are not allowed to give an item to another player if that

player already has that same item.

Magic Rope: The Queen of Hearts card represents a Magic Rope. The Magic Rope allows the player to walk over a Pit Trap without taking HP loss. Thematically the Magic Rope stays with the Pit Trap after it is used (resolving the Pit Trap), and the Queen of Hearts card that represented it is turned face-down in the player's Inventory deck.

When playing cooperatively, a player may give another player the Magic Rope on their turn, but this action costs the giving player their Resolve action for that turn. In doing so, the giving player flips the Queen card face-down in their Inventory deck. The receiving player flips their Queen card face-up in their Inventory deck. Any one player may only carry one Magic Rope at a time, thus players are not allowed to give an item to another player if that player already has that same item.

Retry Potion: The King of Hearts card represents a Retry Potion. The Retry Potion allows a Fate Check to be retried *once*.

For example; the player challenges a Swamp Troll to combat but loses the requisite Fate Check. As a result, the player does not want to lose the HP from the Swamp Troll's successful defense. So the player drinks a Retry Potion to redo the previous Fate Check, hoping to win the Fate Check the second time. If this retried Fate Check is successful, the player will not lose their HP, and instead will inflict a successful offense against the Swamp Troll.

Regardless of the outcome of a Fate Check retried via the Retry Potion, the Retry Potion itself after usage is thematically considered depleted. As a result, the King of Hearts card is turned face-down in the player's Inventory deck.

When playing cooperatively, a player may give another player the Retry Potion on their turn, but this action costs the giving player their Resolve action for that turn. In doing so, the giving player flips the King card face-down in their Inventory deck. The receiving player flips their King card face-up in their Inventory deck. Any one player may only carry one Magic Rope at a time, thus players are not allowed to give an item to another player if that player already has that same item.

The Magic Shield: When it is revealed during dungeon exploration, the King of Spades acts as the Magic Shield item. The player may choose to pick up the Magic Shield when it is discovered, or leave it in the dungeon. If the player picks up the Magic Shield, the player places the King of Spades card face-up in their HP deck's horizontal row. It should be placed in front of the Five of Hearts.

The next time the player incurs HP loss (of any value), instead of losing HP, the player discards the King of Spades. In doing so, the player avoids HP damage once for that particular turn. When this event happens, thematically the Magic Shield is destroyed after it absorbed the damage. Thus the King of Spades card is removed from the game and returned to the card box. Only one player may have the Magic Shield per game. **Players may not trade the Magic Shield once it has been assigned to any player's HP deck.**

Reminders: A player may not carry more than one type of each item at a time. (Meaning one player cannot have two Rusty Keys in their Inventory deck, or two Retry Potions, or two Magic Ropes.) When an item is acquired, its symbolic card is flipped face-up in the inventory deck. When an item is used, its symbolic card is flipped face-down in the Inventory deck. Every item is single use. No item is reusable again, unless that item is found and acquired again afterwards. For example; if a player uses a Rusty Key on a Locked Door, only that particular Locked Door becomes Resolved, another Locked Door is unaffected without an additional Rusty Key used on it as well.

GENERATING THE GAME GOALS:

Queen Veks has given her favorite general free reign in dictating marching orders upon the dungeon. As long as something of value is returned for her queendom that is. Gems, informative factual experiences, even the carcasses of the dungeon's denizens are all useful to her majesty.

Every time a new game of Standard Deck Dungeon is played, the Game Goals must be generated. Thematically these are the orders that soldiers receive from their superior officer. The Game Goals are randomly determined by using player one's Fate deck in the following special way. **(Alternatively, players may decide their own Game Goals if they wish, instead of using the table below.)**

Temporarily remove player one's Ten of Hearts from their Fate deck, it is not used for this part of the game setup. Now shuffle player one's remaining four Fate deck cards (six, seven, eight, nine) face-down randomly. One by one, draw a card from this four card Fate deck, and lay out the four cards face-up in a horizontal row. This random set of four numbers is now the current Game Goal sequence set, and is read from left to right.

Now match the Game Goal sequence set to this reference list:

6789 = Defeat 1 Slime, Take 1 Gem, Reveal Dungeon Exit
6798 = Defeat 1 Skeleton, Reveal 1 Dead End, Reveal Dungeon Exit
6879 = Open 1 Treasure Chest, Resolve 1 Slime, Reveal Dungeon Exit
6897 = Drink 1 Fickle Fountain, Defeat 1 Swamp Troll, Reveal Dungeon Exit
6978 = Defeat 1 Slime, Defeat 1 Skeleton, Reveal Dungeon Exit
6987 = Reveal 1 Secret Passage, Defeat 1 Swamp Troll, Reveal Dungeon Exit
7689 = Defeat 1 Skeleton, Reveal 1 Dead End, Reveal Dungeon Exit
7698 = Suffer 1 Pit Trap, Open 1 Treasure Chest, Reveal Dungeon Exit
7869 = Find 1 Magic Rope, Drink 1 Fickle Fountain, Reveal Dungeon Exit
7896 = Use 1 Retry Potion, Suffer 1 Skeleton, Reveal Dungeon Exit
7968 = Purchase 1 Spell Scroll, Resolve 1 Spike Trap, Reveal Dungeon Exit
7986 = Defeat Undead Dragon, Reveal Dungeon Exit
8679 = Suffer 1 Spike Trap, Suffer 1 Pit Trap, Reveal Dungeon Exit
8697 = Suffer 1 Fickle Fountain, Defeat 1 Skeleton, Reveal Dungeon Exit
8769 = Open 1 Treasure Chest, Defeat 1 Swamp Troll, Reveal Dungeon Exit
8796 = Use 1 Magic Rope, Suffer 1 Swamp Troll, Reveal Dungeon Exit
8967 = Find 1 Secret Passage, Open 1 Treasure Chest, Reveal Dungeon Exit
8976 = Suffer 1 Skeleton, Defeat 1 Swamp Troll, Reveal Dungeon Exit
9678 = Purchase 1 Spell Scroll, Suffer 1 Skeleton, Reveal Dungeon Exit
9687 = Suffer HP down to 1, Open 1 Locked Door, Reveal Dungeon Exit
9768 = Find 1 Gem, Use 1 Magic Rope, Reveal Dungeon Exit
9786 = Open 1 Locked Door, Defeat 1 Skeleton, Reveal Dungeon Exit
9867 = Get Healed by 1 Fountain, Suffer 1 Slime, Reveal Dungeon Exit
9876 = Never lose any HP, Defeat Undead Dragon, Find Dungeon Exit

As an example; if the Game Goal sequence set was 9876, a player would need to never lose any HP during the entire game, Defeat an Undead Dragon, and Reveal the Dungeon Exit card to win.

Clarifications on Game Goals: To "suffer" means to lose HP via damage. Defeating a monster means the player must Resolve that monster, and bring the monster's body out of the dungeon. Finding a Gem means the player must bring a Gem out of the dungeon.

After the current Game Goals set is determined, return the Ten of Hearts to player one's Fate deck, and place said Fate deck back into player one's play area. Only one set of Game Goals is used per game, determined by the related Game Goal sequence set generated. **The completion of a single set of Game Goals does not have to be accomplished in its written order.** Players seek to accomplish all the Game Goals in the currently selected Game Goal set, but in any order that they so choose.

In a Single Player game: The player wins the game by accomplishing the currently selected set of Game Goals. If situations occur that make accomplishing the currently selected set of Game Goals impossible, the game is lost. If the player is defeated (loses all HP) then the game is lost.

In a Cooperative Game: The currently selected Game Goal set's quantity *doubles*, and players work together

to accomplish all of them. For example; if the set of Game Goals say to defeat one Swamp Troll, in a cooperative game *two* Swamp Trolls must be defeated instead. That would not mean both players must defeat one Swamp Troll each, only that they should work together as a team to achieve this goal. Both players win the game only if all doubled Game Goals in the set are accomplished. If situations occur that make accomplishing the currently selected set of Game Goals impossible, the game is lost. If either player is defeated (a player loses all their HP) before the Game Goals are accomplished, the game is lost.

Exceptions to this rule: The Defeating an Undead Dragon and Revealing the Dungeon Exit goals never double. These two goals remain singular even in a cooperative game.

In a Competitive Game: Each player must accomplish the set of Game Goals individually. Thus the first player to accomplish the set of Game Goals is the winner. In a Competitive Game players may also sabotage each other. For instance; if the Game Goals say to defeat one Swamp Troll, but one player manages to defeat two Swamp Trolls, then the other player automatically loses, as there are no remaining Trolls to defeat in the dungeon. Also in a Competitive Game, if a player is ever defeated (loses all their HP) then the other player automatically wins the game.

Important: In a Competitive Game, Revealing the Dungeon Exit counts as accomplished for both players when either player does so. Finding the Dungeon Exit does not count as sabotaging the other player.

NAVIGATING THE DUNGEON:

Touching the Borguus altar is both an act of impressive courage and foolish naivety. After a blinding flash of teleportational light, no survivor forgets their first moments within the dungeon's hungry darkness. Cold wet stone walls, foul odors, clattering footsteps echoing in the distance, and an ever pervasive sense of malevolence.

Standard Deck Dungeon is a turn based game. On their turn a player may do each of the following actions once:

Reveal

Resolve

A player may do the Reveal or Resolve actions **in either order**. Always keep in mind that a player may only perform one Reveal and one Resolve action, for a total of two distinct actions per turn. A player may choose to only use their Reveal or Resolve action on their turn, not performing the other action.

Reveal: In Standard Deck Dungeon, the face-down Dungeon Cards each represent one room of the dungeon individually. To navigate the dungeon, a player must explore its rooms one by one. To do so, a player must Reveal a face-down Dungeon Card by flipping it over face-up. The face-up Dungeon Card exposes the contents of its respective room. **A player may only Reveal one dungeon room per turn.** Revealed dungeon rooms count as Revealed for all players, regardless of which player Revealed the dungeon room originally.

To do so, a player must choose a face-down Dungeon Card that is respectively cardinal to their current thematic position. For example, when a player starts the game, they are standing in the blank space (X) in the middle of the dungeon. Thus the player may choose to Reveal a Dungeon Card that is above, below, left, or right of this starting space. On their turn, a player's thematic position can be any currently accessible area of the dungeon itself. That is to say; any Resolved rooms of the dungeon that allow passage through them (more on this below).

Revealed Dungeon Cards show the contents of their respective rooms. Players may choose to address the contents of those rooms by Resolving them. Players may not move through a Revealed room until it is Resolved. A player may not Reveal a Dungeon Card if it is inaccessible to their respective position. **Thus players cannot move through rooms that have not been both Revealed and Resolved, with the exception of the Pit Trap room.**

When choosing which Dungeon Card to Reveal, players do not have a movement limit. On their turn, a player may move through any number of Resolved rooms. As long as the player is moving cardinally through each room. **Diagonal movement between rooms is not allowed.**

Note: Some players may wish to use a small object (like a bead or penny) to track their thematic location in the dungeon. A player can put the small object on top of the Revealed Dungeon Card room they currently consider themselves to be standing in. This technique is entirely optional, but for some players is a beneficial visual aid.

Resolve: To Resolve a Revealed room means to address its contents in a manner that renders the room safe for passage. Each Dungeon Card's room has unique properties that allow it to be Resolved via various methods. Some rooms require an item to Resolve, others require a Fate Check to Resolve, other rooms are immediately Resolved simply by Revealing them. *One type of Dungeon Card can never be Resolved; the Dead End.*

When a Dungeon Card room has been Resolved, its vertical orientation must be turned horizontally. Turning the card horizontal (sideways) is a visual indicator for players that the room has been Resolved. Resolved dungeon rooms count as Resolved for all players, regardless of which player Resolved the dungeon room originally.

Some Dungeon Cards can be removed from the dungeon. When this happens, the blank space left behind is considered a Resolved empty room, and players can pass through it freely.

DUNGEON CARD ROOMS:

The seething dungeon seems to be a sentient organism, constantly altering its shape. Rooms' contents remain ever random, dead ends appear from nowhere, and all attempts of landmarking are in vain. Cartography is useless in this living maze of corpses and sorrow.

Below is an explanation of each type of Dungeon Card room that can be Revealed. Players will use this information to strategically navigate the dungeon, by understanding how to Resolve Dungeon Card rooms' contents. *Dungeon monsters do not leave their rooms, nor do they initiate fights.*

The descriptions of Dungeon Cards below is for detailed understanding. Once the player has a good idea of how the Dungeon Cards work, the supplemental file "*Standard Deck Dungeon - Quick Reference Sheet.pdf*" makes referencing the Dungeon Cards more convenient.

ACE OF SPADES = DUNGEON EXIT

This card represents the Dungeon Exit. A crumbling portal in a nearby wall emits shafts of dust filled light piercing in from above. Crude stone stairs crawl upwards into the portal itself.

The Dungeon Exit must be Revealed in order for players to be able to escape the dungeon. In single player or cooperative gameplay, players cannot win the game if the Dungeon Exit is not found.

Resolve: This room automatically Resolves upon being Revealed. The Dungeon Exit has no use beyond fulfilling a Game Goal. (Players do not thematically use the Dungeon Exit until their other Game Goals have been accomplished.)

ACE OF CLUBS = SPELL SCROLL MERCHANT

The identity of this strange old woman is unknown, but she can be found setting up shop in the dungeon. A soft light glows from her shawl, and she's always looking to make a profit from adventurers. Curiously, the Spell Scroll Merchant only takes payment in Gems. Her Spell Scrolls take effect immediately upon their purchase.

Resolve: This room automatically Resolves upon being Revealed.

A player may spend their Resolve action, in addition to a Gem, to purchase a Spell Scroll from the Spell Scroll Merchant. Players may only do so at the beginning of their turn. Any player may purchase Spell Scrolls from the Spell Scroll Merchant once her room has been Revealed. When a player buys a Spell Scroll, the Spell Scroll is instantly used. Each Spell Scroll has only one use per purchase. The spent Gem is discarded into the card box.

Spell Scrolls for Sale...

Defeat Scroll: Instantly Resolve any Revealed enemy *except the Undead Dragon*. This Spell Scroll cannot be used to defeat another player. This spell cannot be used to Resolve a Spike Trap or Pit Trap.

Disable Spike Trap Scroll: Instantly Resolve any Revealed Spike Trap in the dungeon. This spell scroll cannot be used to Resolve a Pit Trap.

Foresight Scroll: Reveal one face-down Dungeon Card *anywhere* in the dungeon. The affected Dungeon Card is now considered Revealed (if this Dungeon Card is a type that *automatically* Resolves, then follow its Resolve instructions). This Spell Scroll does not count as the purchasing player's Reveal move.

Health Scroll: Add two HP to a player's current HP. This Spell Scroll cannot raise the player's total HP beyond five HP. A player may use this Spell Scroll to heal another player.

Swap Scroll: This Spell Scroll instantly swaps the location of any two Dungeon Cards in the dungeon. Face-down, Revealed, or Resolved cards can all be swapped. Swapping Dungeon Cards does not alter their pre-swapped state. The player who purchased the Swap Scroll chooses the two Dungeon Cards to be swapped.

2 OF CLUBS OR SPADES = SPIKE TRAP

Each of these cards represents a dangerous Spike Trap, filthy and painful, always ready to inflict vicious damage to the unlucky. It's commonly thought that Skeletons reset these Spike Traps as they wander the dungeon.

Resolve: A player may attempt to disable the Spike Trap by doing a Fate Check. Doing so costs the player their Resolve action for this turn.

Fate Check: Shuffle the Fate Deck. Draw two Fate cards at random and add their numerical values together. If the sum is an odd number, the Spike Trap is now disabled (Resolved). If the sum is an even number, the Spike Trap activates and damages the player for minus two HP. After activation the Spike Trap automatically disables (Resolved).

3 OF CLUBS OR SPADES = PIT TRAP

Each of these cards represents a dangerous Pit Trap, a large sloping hole in the floor, its bottom houses barbaric skewers pointed towards the ceiling. Some think Swamp Trolls dig these Pit Traps, hoping to capture unwary adventurers' belongings.

A player may pass through a Pit Trap without Resolving it at the cost of two personal HP each pass. For example, if a player wishes to Reveal a door beyond an unresolved Pit Trap, which can only be Revealed by crossing the Pit Trap, the player must spend their own two HP to do so. A player may not spend more HP than they currently have.

Resolve: A Pit Trap can only be Resolved by using the Magic Rope on it. A player may do so as their Resolve action. When Resolved this way, the Magic Rope card is flipped face-down (lost from player inventory), and the Pit Trap card is Resolved. Crossing a Resolved Pit Trap does not cost a player HP.

4 OF CLUBS OR SPADES = DEAD END

Each of these cards represents a Dead End, a barren room with no doors save its entrance. Scars of split stone mark its walls, spiteful souvenirs of past frustrated adventurers.

Players cannot pass through a Dead End. It is permanently impassable.

Resolve: The Dead End room cannot be Resolved. Its location can be swapped via the Swap Scroll.

5 OF CLUBS OR SPADES = TREASURE CHEST

Sitting in the center of the room, there lies that most sought of all dungeon elements; the Treasure Chest. The Treasure Chest sits wooden and closed, but not locked. Its indignant nature mocking the curiosity of all who lay eyes upon it. Every blessing in this dungeon harbors the scent of treachery, adventurers must always weigh the risk.

Resolve: This room automatically Resolves upon being Revealed. A player may choose to spend their Resolve action to open the Treasure Chest via a Fate Check. If the current player does not wish to open the Treasure Chest, the next player may do so on their turn, by using their Resolve action to do so. Once a Treasure Chest has been opened, its Dungeon Card is removed from the dungeon, and returned to the card box.

Fate Check: Shuffle the Fate Deck of the opening player. Draw one Fate card at random and check its value against the list below. The listed value that equals the Fate card's number is what the opening player receives.

Six = Rusty Key (*Flip the corresponding Inventory deck card face-up.*)

Seven = Magic Rope (*Flip the corresponding Inventory deck card face-up.*)

Eight = Retry Potion (*Flip the corresponding Inventory deck card face-up.*)

Nine = Explosion Trap (*Player suffers minus two HP.*)

Ten = Health Scroll (*Player immediately receives plus two HP, not to exceed five HP total.*)

Note that if a player is awarded an item they already have, they may not take it into their Inventory deck. However they are allowed to give the item to another player if they wish (including the Health Scroll). Otherwise the item simply vanishes along with the Treasure Chest Dungeon Card. *The Explosion Trap can not be given away, the opener of the chest suffers it.*

6 OF CLUBS OR SPADES = LOCKED DOOR

Each of these cards represents an extremely sturdy metal locked door, firmly set into the stone wall of the dungeon. Its locking mechanism is robust, and resists lock-picking with ease. Indeed, it is not uncommon to find broken lock picks at the foot of these doors.

Resolve: A Locked Door can only be Resolved by using the Rusty Key on it. A player may do so as their Resolve action. When Resolved this way, the Rusty Key card is flipped face-down (thematically lost from inventory), and the Locked Door card is Resolved (turned horizontally).

7 OF CLUBS OR SPADES = FICKLE FOUNTAIN

Each of these cards represents a Fickle Fountain, its unknown waters faintly shimmering as it gurgles in the center of the room. It is said the Fickle Fountain sometimes heals its drinker, but other times poisons them. Efforts to determine its whimsy by tracing the cracks in its marble have proven futile.

Resolve: This room automatically Resolves upon being Revealed. A player may choose to spend their Resolve action to drink from the Mysterious Fountain via a Fate Check. A player may do this once per turn any time they wish, as long as the Revealed Fickle Fountain is thematically accessible from the player's position.

Fate Check: Shuffle the Fate Deck. Draw one Fate card at random and check its value. If the value is an odd number, the player receives plus two HP added to their HP deck (not to exceed 5 HP). If the value is an even number, the player loses one HP from their HP deck.

8 OF CLUBS OR SPADES = SECRET PASSAGE

Each of these cards represents a Secret Passage, a craftily hidden door of sliding stone lending passage to elsewhere in the dungeon. Clever adventurers use these passages to bypass obstacles, although Swap Scrolls can sometimes render Secret Passages less than useful.

Resolve: This room automatically Resolves upon being Revealed.

A player may only utilize a Secret Passage when both Secret Passages have been Revealed and Resolved. Thematically the Secret Passage *entrance* is found first via the initial Eight of Clubs or Spades card. Later the Secret Passage *exit* is found via the next Eight of Clubs or Spades card. When this occurs, players may then warp through the Secret Passage rooms as if they were a bidirectional portal. Players may always pass through a Resolved Secret Passage room without utilizing the Secret Passage portal itself.

9 OF CLUBS OR SPADES = GEM

Each of these cards represents a Gem. There glittering upon the floor of the dungeon lies a captivating Gem of magnificent beauty. Rumors suggest sometimes when an adventurer perishes in the dungeon, their body suddenly condenses into a Gem.

Resolve: This room automatically Resolves upon being Revealed. However, instead of turning the Gem card horizontal as usual, instead the player may pick up the Gem card, putting it face-up in their Inventory deck. If the player wishes to leave the Gem card, then said player Resolves the Gem room as normal (leaving the Gem room card where it was found in the dungeon, face-up and horizontal). Another player may then choose to take

the Gem card into their own Inventory deck on their next turn. Doing so costs that player their Resolve action for that turn.

A player may spend a Gem card with the Spell Merchant to purchase Spell Scrolls. Keep in mind, if a player's Game Goal involves finding a Gem, that player should *not* spend that Gem. To accomplish the Gem Game Goal, the player must thematically leave the dungeon with the Gem card still in their Inventory Deck.

10 OF CLUBS OR SPADES = SLIME

Each of these cards represents a Slime, an amorphous pile of malodorous acidic ooze. It is believed that Slimes are made of marsh drippings from the ceiling above, having landed in the remains of fallen adventurers' putrid intestines. These vengeful Slimes are slow moving, but they can still damage an unwary foe should they manage to slosh upon their victim.

Resolve: This room is impassable until Resolved. To Resolve the Slime room, a player must defeat the Slime via a successful Fate Check as described below. A player may leave a Resolved Slime room sideways face-up in the dungeon, indicating the Resolved Slime room is now passable. If the player's Game Goal involves defeating a Slime, the player should take the Resolved Slime card into their Inventory deck. Otherwise another player may choose to take the Resolved Slime card into their own Inventory deck on their next turn. Doing so costs that player their Resolve action for that turn.

Fate Check: This Fate Check counts as the current player's Resolve action. Shuffle the Fate Deck. Draw one Fate card at random and check its value. If the value is anything but a Seven, the player defeats the Slime and Resolves its room. If the value is a Seven, the player loses one HP from their HP deck, and the Slime card remains unresolved. The next player may choose to combat the Slime on their turn, at the cost of their own Resolve action.

JACK OF CLUBS OR SPADES = SKELETON

Each of these cards represents a Skeleton, malicious and cunning despite lacking flesh. Tavern whispers say these animated bones are those of greedy bandits, having perished in the dungeon's depths. Now they seek to rob the living, with a wide toothy smile and a razor edged dagger. Skeletons are surprisingly fast moving, but lack the brutish strength of larger monsters.

Resolve: This room is impassable until Resolved. To Resolve the Skeleton room, a player must defeat the Skeleton via a successful Fate Check as described below. A player may leave a Resolved Skeleton room sideways face-up in the dungeon, indicating the Resolved Skeleton room is now passable. If the player's Game Goal involves defeating a Skeleton, the player should take the Resolved Skeleton card face-up into their Inventory deck. Otherwise another player may choose to take the Resolved Skeleton card into their own Inventory deck on their next turn. Doing so costs that player their Resolve action for that turn.

Fate Check: This Fate Check counts as the current player's Resolve action. Shuffle the Fate Deck. Draw one Fate card at random and check its value. If the value is an odd number, the player defeats the Skeleton and Resolves its card. If the value is even, the player loses one HP from their HP deck, and the Skeleton card remains unresolved. The next player may choose to combat the Skeleton on their turn, at the cost of their own Resolve action.

QUEEN OF CLUBS OR SPADES = SWAMP TROLL

Each of these cards represents a Swamp Troll, a large and violent humanoid creature. It has bumpy orange skin and carries a heavy mace. It is believed these dimwitted brutes accidentally end up in the dungeon, after having inadvertently touched the altar residing in their native habitat. Swamp Trolls are slow moving, but hit much harder than lesser monsters. They have a habit of hoarding items they find in the dungeon.

Resolve: This room is impassable until Resolved. To Resolve the Swamp Troll room, a player must defeat the Swamp Troll via a successful Fate Check as described below. A player may leave a Resolved Swamp Troll room sideways face-up in the dungeon, indicating the Resolved Swamp Troll room is now passable. If the player's Game Goal involves defeating a Swamp Troll, the player should take the Resolved Swamp Troll card into their Inventory deck. Otherwise another player may choose to take the Resolved Swamp Troll card into their own Inventory deck on their next turn. Doing so costs that player their Resolve action for that turn.

Fate Check: This Fate Check counts as the current player's Resolve action. Shuffle the Fate Deck. Draw one Fate card at random and check its value. If the value is an even number, the player defeats the Swamp Troll, Resolves its card, and is awarded the Bonus Treasure Chest described below. If the value is odd, the player loses two HP from their HP deck, and the Swamp Troll room card remains unresolved. The next player may choose to combat the Swamp Troll on their turn, at the cost of their own Resolve action.

Bonus Treasure Chest: When a player defeats a Swamp Troll, that player is awarded with a Bonus Treasure Chest. The player may choose to open the Bonus Treasure Chest by following the rules normally associated with a Treasure Chest Dungeon Card. After completing the Bonus Treasure Chest outcome, thematically the Bonus Treasure Chest disappears. Even if a player chooses *not* to open the Bonus Treasure Chest, it still disappears after the current player's turn is over. An unopened Bonus Treasure Chest is not available to the next player on their turn.

KING OF SPADES = MAGIC SHIELD

This cards represents a Magic Shield, lying upon the floor of the dungeon. Could this be a foolishly discarded implement of personal protection? Perhaps its former owner simply perished before having the chance to wield it.

Resolve: This room automatically Resolves upon being Revealed.

The Revealing player may choose to pick up the Magic Shield and put it face-up in the front of their HP deck, preceding their normal HP cards. The next time the player would suffer HP loss of any value due to any type of damage, instead the player discards the Magic Shield into the card box. Thematically this means the Magic Shield absorbed the damage, but broke upon doing so. If the player chooses to leave the Magic Shield in the dungeon, another player may pick up the Magic Shield on their turn. Doing so costs that player their Resolve action.

KING OF CLUBS = UNDEAD DRAGON

This card represents an Undead Dragon, a ferocious and intimidating beast of massive size. The Undead Dragon is so large, it can barely slither its way through the dungeon at all. How this creature entered the dungeon is unknown, but apparently it cannot leave. Thick protective scales barely cling to its rotten skin, and breath of flaming acid makes offending this creature a terrible idea. The Undead Dragon is truly difficult to defeat, but a lucky adventurer may yet be able to breach its defenses. For a still beating blackened heart mysteriously thrives in its half-exposed rib cage.

Resolve: This room is impassable until Resolved. To Resolve the Dragon room, a player must defeat the Dragon via a successful Fate Check as described below. A player may leave a Resolved Dragon room horizontally face-up in the dungeon, indicating the Resolved Dragon room is now passable. If the player's Game Goal involves defeating an Undead Dragon, the player should take the Resolved Dragon card into their Inventory deck. Otherwise another player may choose to take the Resolved Undead Dragon card into their own Inventory deck on their next turn. Doing so costs that player their Resolve action for that turn.

Fate Check: This Fate Check counts as the current player's Resolve action. Shuffle the Fate Deck. Draw one Fate card at random and check its value. If the value is a Seven, the player defeats the Dragon, Resolves its card, and is awarded the Bonus Blessing described below. If the value is any number other than Seven, the player loses three HP from their HP deck, and the Undead Dragon card remains unresolved. The next player may choose to combat the Undead Dragon on their turn, at the cost of their own Resolve action.

Bonus Blessing: When a player defeats the Undead Dragon, that player is rewarded by having all of their HP points refilled (to a maximum of five HP total). Thematically this award is a Bonus Blessing, given in gratitude by the spirit of a legendary warrior whom the Undead Dragon slew in the past.

And so with a stout heart, firm grip on their sword, and a lingering trace of fear in their eyes, the soldiers began their missions into the dungeon. They knew not what they would find, nor dared assume safe passage. Dying at her majesty's command would still be a great honor. But in faith and duty, they have all vowed to be victorious. Good luck, brave adventurers!

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