One Card Dungeon

Designed by Barny Skinner, for 1 player, ages 10+

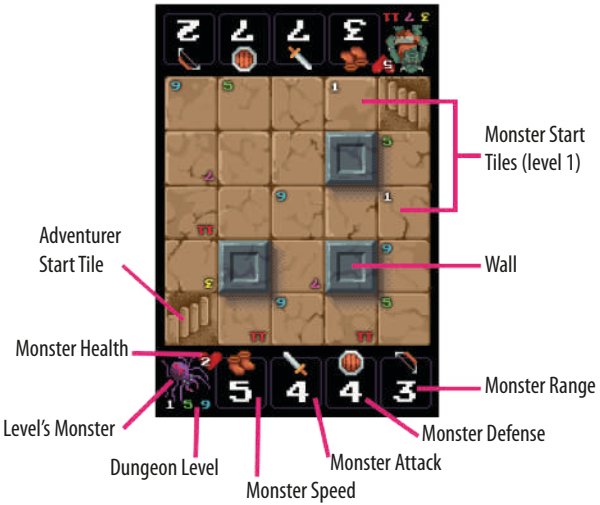
One Card Dungeon is a solo dice-placement dungeon crawl played on a single card. Fight through 12 increasingly challenging levels to reach the final prize: the Sceptre of M'Guf-yn.

COMPONENTS

1 Dungeon card (front/back)
1 Green dice Adventurer
2 Class cards (front/back)
4 Red dice Monster
4 White dice Abilities
1 Game Save Pad
3 Black dice Energy
1 Rules sheet

DUNGEON CARD

The Dungeon Card can be placed in four different positions to show different configurations of the Dungeon. The bottom of the card will always show the details of the Monsters in the current level.



SETUP

A Place the Dungeon Card on the table with the Level Indicator for Level 1.

B Place four dice just below the card under the **Speed**, **Attack**, **Defense** and **Range** icons, with **Speed**, **Attack** and **Defense** set to 1, and **Range** set to 2.
These will track your Adventurer's Abilities.

C Place one die representing your Adventurer on the Stair tile closest to you, with a value of 6 showing, as you start the game with 6 Health. As your Health changes during the game, you will change the value shown on the dice.

D Place dice representing Monsters on **each** of the tiles which have a 1 at the top left, with a value of 2 showing on each dice, as the Spider Monsters on Level 1 have 2 Health.
You are ready to begin your descent into the Dungeon!



GAMEPLAY

A dungeon level is completed by looping through the phases listed below. The level ends when either you kill all of the monsters or you run out of health and lose.
The Phases are:

- **Energy Phase**
- **Adventurer Phase**
- **Monster Movement Phase**
- **Monster Attack Phase**

Energy Phase

Roll the three Energy Dice together. Place one dice under each of your **Speed**, **Attack** and **Defense** abilities, with the rolled value showing. The Energy dice assigned is added to **each** Skill's value to determine the **total** points for each skill this turn. ***For example, if you have Speed, Attack and Defense of 1 each and assign your rolls of 2, 5 and 2 respectively to those Skills, you will have total Speed, Attack and Defense values of 3, 6 and 3***.
No Energy dice are **ever assigned** to **Range**; it is always a **fixed** value.
Your Total **Speed**, **Attack** and **Defense** points will be ***"spent"*** in the other Phases: you need to track how many you have left mentally.

Adventurer Phase

In the Adventurer Phase you will **spend** your total **Speed** and **Attack** points for the turn to move around and damage Monsters. You may make multiple Moves and Attacks during the Phase, in any order, as long as you have **enough** points to spend.

Movement

Moving one tile Orthogonally costs 2 Speed Points.
Moving one tile Diagonally costs 3 Speed Points.
You may not move onto the same tile as a Monster or onto a Wall.
You do not have to spend all your Speed points, but may **never** spend more than your total for the turn.

Attacks

When **Attacking** a Monster, your Adventurer must be within Range and Line of Sight of the target. You may **spend** a number of Attack points **equal** to the Monster's Defense Skill to reduce its health by one. Track each Monster's Health by using the value of its die; if a Monster's health is reduced to 0, **remove** its die.
You do not have to spend all your Attack points, but may **never** spend more than your total for the turn.

Range

Range to a target is calculated in the **same** way as movement, therefore a Monster Orthogonally adjacent to you is at Range 2, one Diagonally adjacent is at Range 3 and so on. Calculate the **shortest** number of Movement points that you would need to spend to reach the Monster's tile; that is the Range. Attacks may not be performed on Monsters further away than your Range. Your Adventurer **begins** the game with a **Range** of 2 so may **only** attack orthogonally.



Line of Sight

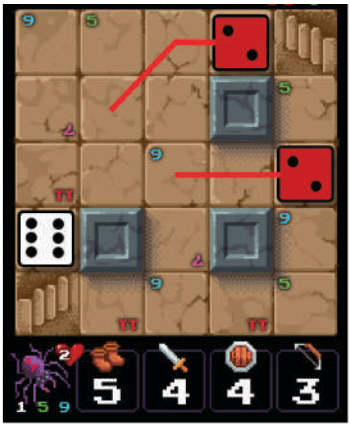
If a line can be drawn from any corner of your tile to any corner of a Monster's tile, without passing through a wall tile or another Monster's tile, you have Line of Sight.

Monster Movement Phase

Each Monster will move to be as close **as possible to being** at maximum range to your Adventurer. Work through **each** monster in turn, starting with the closest. Find the empty tile at the Monster's **maximum** Range from you (with Line of Sight) that is closest to the Monster. Move the Monster **as fast as possible** towards that tile. If there is no empty tile at **maximum** Range, they will move toward a closer in Range tile, or if that's not possible just move to be as close as possible to the Adventurer. Monsters will **prioritise** being in Range and Line of Sight over being at maximum Range.

Monsters move much like your Adventurer; moving Orthogonally costs 2 Speed, moving Diagonally 3. Monsters may not move through the Adventurer or Walls, but may move through (*but not end movement on*) other Monsters. If there is a choice of multiple movement paths that are equally good, you may choose which each Monster takes.

Once all Monsters have moved, the phase ends.



The top Monster uses all 5 Movement points to get into Range. The lower Monster can't get into Range, but moves as fast as possible towards the closest Tile that is in Range.

Monster Attack Phase

Add up the **total** Attack of all Monsters within their Range and Line of Sight to the Adventurer. Monsters out of Range or Line of Sight do **not** Attack this turn.

Inflict a number of points of damage to the Adventurer **equal** to the Monsters' Total Attack divided by the Adventurer's Total Defense Points, **rounded down**.

For example, a total of 12 Attack vs Defense 7 would inflict 1 Damage, 12 Attack vs Defense 4 would inflict 3 Damage.

If the Total Attack is **less** than your Adventurer's Total Defense Points this turn, no damage is inflicted.

Reduce your Adventurer's Health by the damage inflicted; if the Adventurer hits **zero health** she has died and the game is over.

Once Monsters have attacked, if your Adventurer has **survived**, begin a new turn with the **Energy Phase**.



The Monsters have a Range of 3, so only one is in Range, for a Total Attack of 4, vs the Adventurer's Total Defense of 3. Therefore the Adventurer loses 1 Health. If both Monsters had been in Range, the Total Attack of 8 vs Total Defense 3 would have inflicted two points of damage.

END OF LEVEL

Once your Adventurer has killed **all** Monsters in a level, she may take a moment to rest and recouperate before descending to the next Dungeon level; after each Dungeon level, you must **choose** to either increase **one** of your Skills (Movement, Attack, Defense or Range) by one, **or** to Heal the Adventurer back up to full (6) Health. You may either Heal or Upgrade after each Dungeon Level, but **not** both.

THE NEXT DUNGEON LEVEL

Set up the next level by **flipping** the card to have the next Dungeon Level Indicator (*e.g. level 2 after completing level 1*) at the bottom left, placing your Adventurer and the correct Monster Dice for that Dungeon level as marked on the card, and beginning a new turn in the **Energy Phase**.



Level 2 set up: In this scenario the player chose to Upgrade Defense after completing the first level, having lost only one health she decided an Upgrade was more important than healing.

WINNING THE GAME

If you successfully kill all three Monsters on the 12th Dungeon level, you have won the game and found your ultimate prize: the Sceptre of M'Guf-yn which will give you ultimate power, the ability to save your village, a cure for the plague, slay your evil brother, whatever...

GAME VARIANT

Once you are comfortable with the game mechanics, you can try to adventure the Dungeon with one of these four character classes: **Paladin**, **Barbarian**, **Ranger** or **Wizard**.
During the game setup, before delving into the Dungeon, choose one class. Each one of these gives you unique abilities you will be able to use throughout the game.

Paladin

Once per Dungeon Level you may leave one Energy Dice in place from last turn.

Barbarian

Once per turn, you may choose to reroll all dice when at 1 Health.

Ranger

Once per Dungeon Level you may assign a die to Range instead of Movement.

Wizard

Once per Dungeon Level you may reroll all Energy dice.

GAME SAVE PAD

Delving into the Dungeon can be exhausting. Only a handful of brave heroes can undertake this journey, which will put a strain on their mental strength. For this reason we included a Game Save pad where you can record your progress. At the beginning of each new level you can write your current **Health** points, **Speed**, **Attack**, **Defense** and **Range**.
In this way you can take a break when you need it and continue where you left off.

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