

One Deck Dungeon (v1.9)

Setup:

1. Each player chooses a hero card. Set it to 1P side for solo or 2P side if a 2 player game. Shows starting Yellow, Red and Blue dice amounts. Set them next to the Hero card.
2. Choose a dungeon (1 dot easier, 2 dots harder, 3 dots hardest).
3. Stack experience LEVEL cards 1 at top, 4 at bottom
4. Shuffle encounter cards into a starting deck. Place Stairs under them.
5. Slide Dungeon card under Reference card so only floor 1 is showing.
6. Place 1 white potion cube on the Reference card.
7. Remaining dice and tokens are your general supply. Dice are limited to those available. Tokens are unlimited.

Goal:

Survive all three dungeon floors and defeat the Boss (which is on the back side of the dungeon card)

Gameplay - Turn Overview:

- Spend time (flip over 2 encounter cards into discard pile)
- Choose either Explore (set out rooms) or Enter a room

Explore:

Assure that there are 4 face down encounter cards (rooms) by drawing a card from the encounter deck and setting it face down on the table as 1 of the 4 rooms. TURN ENDS.

Enter Room (Begin Encounter or Flee):

Instead of adding face down encounter card rooms (so there are 4) you can enter one of the 4 existing rooms by flipping it over to reveal what you encountered (either Peril or Combat). Look at the top left of the card. A sword icon means **Combat**. The bear trap icon means **Peril**. You can choose to FLEE or to stay and use dice, skills and potions for this encounter. Unless you die during the encounter, the card becomes your loot to use as either experience (top right) or items (left side) or a spell or potion (bottom).

Roll, Match Up and Place Dice

Each Hero card specifies how many of each of the three main dice are initially allocated to be rolled. As the game progresses, "item" cards can be placed under the top left side of the Hero card to expand the number of allocated dice. Once you reach Level 2 your Level card will allocate 1 or more black encounter dice for you to use.

Rolled dice are matched against the Dungeon and Encounter cards:

- Yellow dice match yellow shaded areas with a sword icon inside the area (strength)
- Pink dice match pink shaded areas with a red boot (and white wing) inside the area (agility)

- Blue dice match blue shaded areas with a diamond icon inside the area (magic)
- Special Black Heroic dice (8 pointed star icon) can match any of the colors
- Some areas on the cards have an off-white background and any color dice will match

You cover the challenge boxes on the cards with matching dice. Only one die may be placed on a single small area box. As many dice as you wish may be used to cover a double wide box. The pips on the dice covering a box must be equal to or greater than the number in that box. Skills and potions can be used to mitigate dice.

You may always exchange any two rolled dice for one black die. The black die is set to the lower of the two dice values. You also may discard any die if you wish.

You may use skills or potions once per encounter to mitigate dice, but only if they have the right icon in the lower right side (combat or peril)! Look at the left side to see the cost!

- A purple **circle** icon > there is no cost
- A purple potion **bottle** > pay one white potion cube
- A blue **diamond** icon > discard blue dice valued at least to the number next to that icon
- **Sword** icons > discard one yellow die for each icon
- **Boot** icons > discard one pink die for each icon

Boxes not covered during an Encounter have consequences. An hourglass icon means that you lose that much time (flip over that many cards from the deck). A heart icon means that you lose that much health and place that number of damage tokens on your Hero card. If the number of those tokens exceed your hero's health they die and the game is over (everyone loses if multiplayer). However, if you have a white potion cube, you can use it to pay the cost for the "healing" potion which removes two of those tokens. If your hero survives, your team gains the card as "loot" (even if all the boxes were not covered) which can be used as:

- **Items** (expand your dice and health) - slide it under left side of a hero card (your Level card specifies the limit to how many cards you can add)
- **Experience** (apply towards leveling up) - slide it sideways under a Level card's right side
- **Skill / Potion** (for use in future encounters) - slide it under a Reference card (your Level card specifies the limit to how many skills you can add)

There is a challenge box on both the right and left sides of each floor on the dungeon card. You only need to cover the box that matches the type of encounter (combat or peril).

You must cover boxes with a **green shield** icon before you are allowed to cover any other challenge boxes!

Level Up

When you gain enough experience, you "level up" by removing the cards that provided the necessary experience to meet or exceed the number on your Level card and then replace the Level card with the next higher Level card (which usually grants you more "item" and "skill" cards.

Descend the Stairs

When your deck of encounter cards runs out, the STAIRS card will be showing which allows you to descend to the next lower floor. If it is revealed while flipping cards to begin a turn you may immediately descend. As you descend, you slide the dungeon card up to reveal one more floor above your Reference card. Now, during encounters you must cover the challenge box for each floor on the appropriate side (combat or peril). When descending from the 3rd floor you flip the card over to the Boss that you then encounter! Defeat the Boss and your team wins! Discard any "door" cards and shuffle the discard deck.

Details of Entering A Room

After flipping over two cards from the deck to begin your turn, you choose to Explore (reveal 4 face down cards for rooms) or to Enter a Room, which has these steps:

1. Initiating the Encounter (Combat or Peril):
 - a. **Combat:** Encounter card special ability (top right panel) - these may provide instructions to follow before beginning the encounter or during the encounter
 - b. **Peril:** Choose either the first or the second method for overcoming the obstacle. Some may involve a "cost". You roll only type of dice in this challenge (plus black)
2. Use **Heroic Feat:** Your Hero has a special ability (shown at the bottom of their card, blue background in later editions) that you may use now (often rolling black dice).
3. **Gather and Roll Dice:** For a **Peril**, roll all your dice of the color matching the background of the Peril box. For **Combat**, roll all your dice. Keep rolled dice pools separate for 2 player games.
4. Use **Skills/Potions** and **Place** Dice: Try to cover all challenge boxes on the Encounter card as well as the correct side of the dungeon card floors. Uncovered boxes have consequences. Pay the cost to use a Skill or Potion. Check the bottom right of the skill to see which Encounter types it can be used for (some are only for Combat). Spend blue dice whose pips total or exceed the number shown.
5. Suffer **Consequences:** Place a damage token (red heart) on your Hero card for each uncovered **heart** icon. Flip over one card from the deck for each uncovered **hourglass** icon. Some skills and effects allow you to ignore certain consequences.

6. **Claim Loot:** After you suffer consequences (if any) the Encounter card is your "loot". You can use the card in four ways:

- a. **Items** (shown on the left side) to slide under the left side of your Hero card (if 2 player, choose who gets it)
- b. **Skills** (shown on the bottom) to slide under the bottom of your Hero card (if 2 players choose who gets it). Note that a Hero may not have duplicate skills.
- c. **Potions** (shown on the bottom) to slide under the Reference card. Note that duplicate potions are not allowed.
- d. **Experience** (XP) (shown on the top right) to rotate and slide under the right side of the Level card

Note: the Level card sets a limit to the number of Skill or Item cards allowed per Hero card. You can replace one with your new loot if you wish. The replaced card then becomes Experience (XP). You also may not have duplicate Skills or Potions.

Boss Fight

Once you descend the 3rd Floor stairs you flip the Dungeon card over to reveal the Boss you must defeat to win!

While Encounter cards were completed in one "round", it takes multiple "rounds" to defeat the Boss. The number at the left of the bottom panel is the total health of the Boss. If you end a round with damage tokens equal or greater than that, you win. The bottom panel also lists the Boss's special ability. Covering a skull icon does one damage to the Boss (unless a Boss special ability affects it).

Follow these steps for each round in your Boss fight:

1. **Gather and Roll Dice:** Just like in a Combat Encounter
2. Use **Skills/Potions** and **Place** Dice: Just like in a Combat Encounter. Each **Skill** can be used once per round.
3. Suffer **Consequences:** Place a damage token (red heart) on your Hero card for each uncovered **heart** icon. If damage equals or is greater than the health of your Hero, the game ends here (you lose). Remember you can use a healing potion if necessary (and if you have white potion cubes available).
4. **Boss Damage:** For each skull icon covered inflict one damage to the Boss by placing a damage token (heart) on its card. Once the damage matches or exceeds its health, it is defeated and you win.
5. **Next Round:** If the Boss is not defeated, return all dice to the general supply and fight another round.

Notes: The game can be played in Campaign mode with four difficulty levels. The game can also be played with four players combining two of the games or adding the Forest of Shadows expansion.