Warrior: A warrior's HP is the full face value of their HP card (see "Drawing your stats" section). The Warrior also draws a card from the battle pool for every melee attack. The damage dealt is the face value of the card. Warriors also get a shield card. This is drawn after their HP card. The shield card absorbs one half of the face value of the card in incoming damage rounded down. (EX: if the shield card is the three of diamonds then all incoming attacks lose 1 damage. An enemy attacking with a 7 of clubs would only deal 6 damage).

2.Draw your stats

After deciding on a character you will need to draw their stats. This is done by drawing a card from the deck. The first card you draw is your character card. This will determine the number of hit points your character has. For a warrior the face value of the card will be your HP. For a Mage it will be half the face value of the card (EX:If you draw the ten of spades, your character would have ten hp if they were a warrior and five if the were a mage.) You will then draw the appropriate number of cards to use as HP counters and place them next to your character card (see "Lay out your cards" section).

Next, if you are a Mage you will draw for your mana poll.

2

your score).

Mage: Mages only get half the face value of their HP card. However they are the only character that has a mana pool. This is a second stat card drawn after the HP card. Mages your stats," section). In battle, Mages melee attacks are only worth I damage. However, Mages melee attacks are only worth I damage. However, Mages melee attacks are only worth I damage. However, Mages rakes the MP card and turns it over, The damage dealt (attack spell) or absorbed (shield spell) is equal to the face value of the card (EX:a 4 of a famage trom either deal 4 damage or absorb 4 points of diamonds can either deal 4 damage or absorb 4 points of cards from a monsters attack). Mages may regenerate MP cards by spending 10 score points per card (see collecting cards by spending 10 score points per card (see collecting cards by spending 10 score points per card (see collecting cards by spending 10 score points per card (see collecting cards by spending 10 score points per card (see collecting

I. Choose a character
You can either play as a mage or a warrior. Each character
has it's own card set up and play styles.

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Dungeon Crawl

Draw another card to see how much MP you will have. You get mana points equal to the face value of the card. (EX: if you get the king of diamonds then you would have 13 mana points.) Draw the appropriate number of cards to represent your mana poll and lay them next to your player card. (see "Lay out your cards" section)

If you are a warrior, you will draw your shield card (see warrior section of selecting character for description of shield card). This is laid sideways and placed under the character card (see next section).

Note: In Dungeon Crawl, jacks are worth 11, queens are worth 12 and kings are worth 13

3. Lay out your cards.

Here is the Warrior card layout

A charcater card

B HP cards
C shield card

B B B B B B

3

Here is the Mage card lay out

A character card

B HP C MP

A

В

ВВВ

Note: HP cards may be put in a stack if space is limited

Battles

Once your character is set up and ready you can begin your adventure! Exploration follows three basic phases.

- 1) Enter a room
- 2) Fight the monster
- 3) collect your score.

Before you begin, shuffle the deck and set aside. This becomes the battle pool which is used to draw monsters and decide damage during combat. You may now decide if you will be playing on normal, or hard core difficulty. In normal difficulty the face value of a monster card also dictates it's maximum damage. In hard core mode there is no damage cap for monsters. This means that a monster who could normally deal a maximum of 3 damage in

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normal mode may be able to deal as much as 13 in hard core mode (see Fighting the monster)

1. Enter a room

When you enter a room you make the monster that you will be fighting. To do this you draw a card from the battle pool. This card becomes the monster card. Its HP is the face value of the card. Draw the appropriate number of cards to act as the monsters HP counters. Depending on your game mode this also dictates the max damage the monster can do (EX: a two of hearts would have 2 hp and in normal mode could do a max damage of 2).

2) Fight the monster

Fighting starts by drawing for initiative. You first draw the monsters initiative card from the battle pool and then your own. The card with the highest face value wins. That character gets their turn first.

-Monster Turn-

On the monsters turn you will draw a card for the monsters attack. The attack is worth the face value of the card if it hits (Ex: an ace of spades would be worth an attack of 1 damage). Next you will draw your evasion card from the battle pool. If your evasion card is a different color than the monsters attack card, their attack misses (EX: you draw a 7 of hearts, it is a different color than the

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Play with triends! I ake turns drawing up a character and competing to get the highest score on each difficulty. High score sheet on the back page!

type, the game difficulty and your final score. high score sheet you record your name, your character end the game. If you die you lose all your score. On the record a high score if you chose to leave the dungeon and sheet. If you are on hard core difficulty you may only when your character dies and record it on the high score compat. In normal difficulty you may keep your score section). This may be done at any time, even during of mana from their original mana card, see drawing stats regenerate their whole mana pool (up to the total number score, Mages may choose to sacrifice 10 score points to points). While Warriors can do nothing but gain more their total score (EX: a monster with 6 hp is worth 6 the player may add the number of hp the monster had to Play continues until the monster dies. Once this happens 3) Collect your score

monster turn.

No matter what character you play as, once you have crad. This works exactly like a player evasion on the

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When playing a mage your turns are a little different. If you decide to do a melee attack you still draw a card. However this is only to find out the color of your attack (either red or black) for when the monster draws it's evasion card. All mage must play a spell card from their mans pool. Spell cards work exactly like a normal attack card and do face value damage. On monsters attack hits, a mage may choose to cast a shield spell. To cast either spell a mage would turn over a card spell. To cast either spell a mage would turn over a card from their mans pool and play it. The card either deals or absorbs the face value of the card. The cards are always from their mans pool and play it. The card sine of a card from their mans pool and play it. The card sine of a card a card from their mans pool and play it. The card sine of a card and turn over a card from their mans pool and play it. The card sine of a card and turn over a card and the face value of the card and are card and the face of the card and a card and turn over a card and a card and the face value of the card and a card a card and a card a

choosing your character).

If you are a warrior than your turns are exactly like the monsiers turn. Draw a card and the attack is worth the face etc. The only difference is the damage absorption of your shield on successful monsier attacks (see warrior section of

-Player i urn-

ace of spades and the attack of one damage misses). The monsters turn now ends.

Please use pencil

Score	Difficulty	M/M	Ріаует Иате