



DARK  
FANTASY  
CARD  
GAME

# DARK VENTURE™

DUNGEON DIVE  
SOLO RULES



FIRST EDITION

## DARK VENTURE DUNGEON DIVE SOLO RULES 001

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**SHORT GAME (6 rounds): 10QP**

**LONG GAME (12 rounds): 30QP**

1. At the beginning of a game, draw 4 HEROIC QUESTS, choose 2 and shuffle the rest back.
2. Instead of drawing 1 LOCATION, CHARACTER or ITEM card at the beginning of each turn, draw 2 cards instead. Each card must be drawn from a different deck.
3. On each round, during PHASE 2, 1 LOCATION and 1 CHARACTER may be played at no AP cost.
4. Draw a CHARACTER, LOCATION or ITEM card for 1AP.
5. A player's hand can have a MAXIMUM OF 7 CARDS.

