





# One Card Dungeon

by Barry Skinner

1 Player - 30 Mins

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

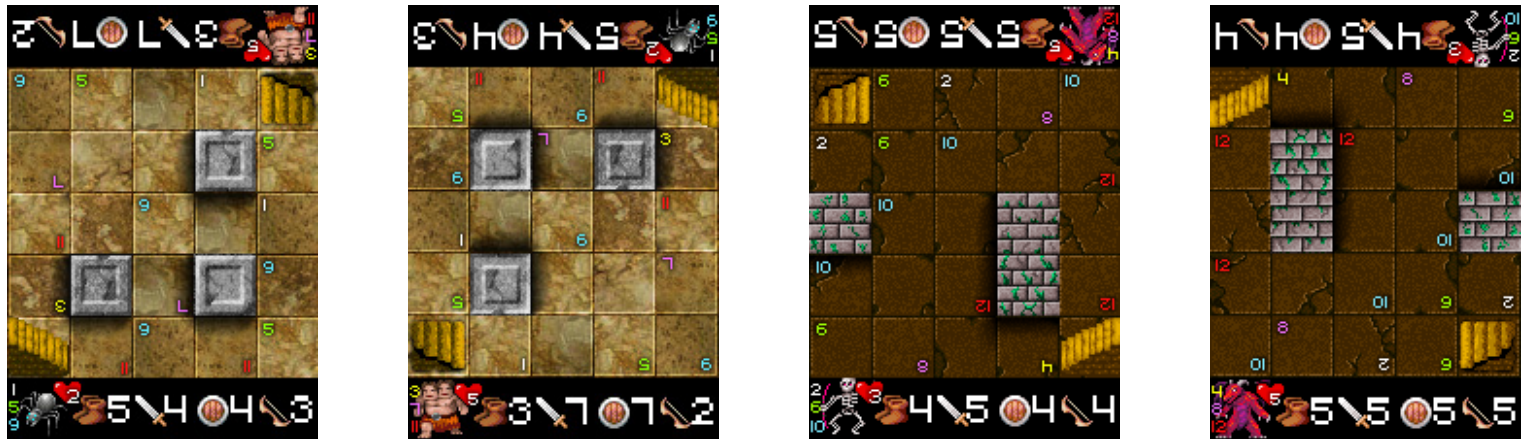
1 Dungeon Card (two sided)

12 6 sided dice:

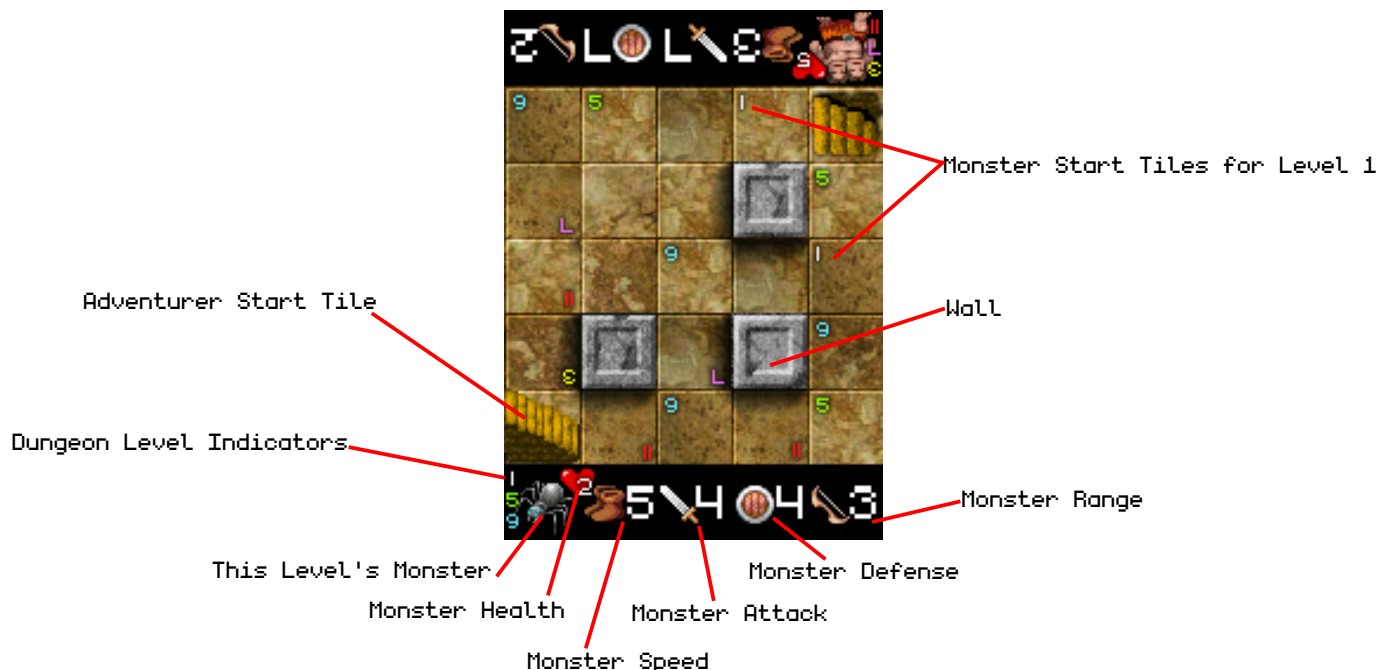
- 1 to represent your Adventurer
- 4 to represent Monsters (must be a different colour to the Adventurer's Dice)
- 4 to track your Abilities
- 3 to roll for your Energy

## The Dungeon Card

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



A breakdown of a side of the card is below:



## Setup

Place the Dungeon Card on the table with the Level Indicator for Level 1 at the bottom left.

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.

Place the dice 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.

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 die, as the Spider Monsters on Level 1 have 2 Health.

You are ready to begin your descent into the Dungeon!

## Gameplay

A level of the dungeon is played by looping through a series of phases in order until either you kill all Monsters on the level, or 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 die 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 3, 5 and 2 respectively to those Skills, you will have total Speed, Attack and Defense values of 4,6 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 (see next page) of the target. If so, 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.

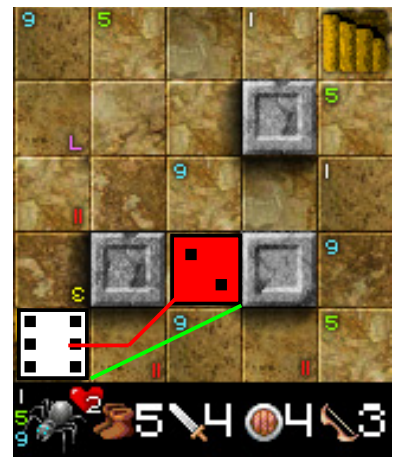


## Range

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.

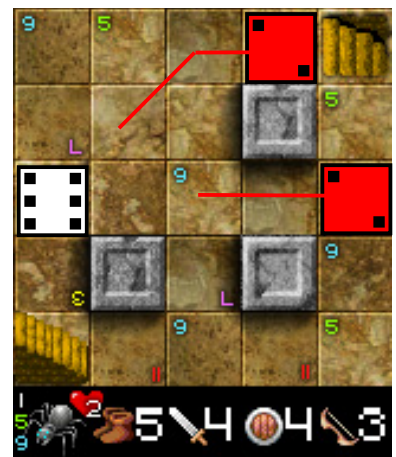


*The Monster is at Range 5 (Red Line), and in Line of Sight (Green Line)*

## 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.

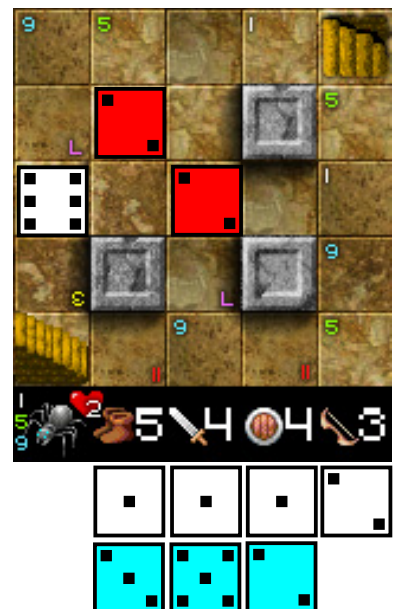
Inflct a number of points of damage to the Adventurer equal to the Monsters' Total Attack divided by the Adventurer's Total Defense Points, rounded down.

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

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 on a level, she may take a moment to rest and recuperate 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.

### 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 at the Energy Phase.

### Winning the Game

If you successfully kill all three Dragons 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.



*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.*

One Card Dungeon v1.1 - Copyright 2020 Barney Skinner

v1.0 designed for the BoardGameGeek One Card Print and Play Design Contest.

If you enjoyed this, please check out my other games such as A Rusty Throne, and New Frontier.

Contact me as Zombocom on BGG.