

Clear the Dungeon Classic

Designed & Written by Mark S. Ball

GAME OBJECTIVE

Destroy all of the dungeon monsters to win the game

PLAYERS

1 Player

MATERIALS

54 card deck (Ace - King, two Jokers)

RANKING

(low) Ace - King (high), Jokers are wild

INTRODUCTION

In Clear the Dungeon, you are a monster exterminator hired by the King to rid his castle of pesky beasts. As you tread through the dark and dingy dungeon cells, monsters will appear. Beat them down with a powerful attack and wipe them out using their weakness against them. Exterminate the monsters before running out of power and victory will be yours.

MATERIALS

Clear the Dungeon requires a fifty-four card deck: aces up through kings in four suits as well as two jokers.

SETUP

Separate all of the face cards (J's, Q's, & K's) from the deck. These twelve cards are used to form the dungeon monster deck. The rest of the cards (A-10, jokers) make up your power deck.

Shuffle the dungeon monster deck and deal out four columns face down with three cards in each column. Flip the top most card of each column over to reveal the first set of monsters.

Shuffle the power deck and place it face down in front of you.

PLAY

Each turn has three phases: draw, attack, & discard.

DRAW

Draw three cards from the power deck. These three cards make up your hand. Each card will have to be played or discarded before drawing again.

ATTACK

Each monster type has a different power level: jacks 11, queens 12, and kings 13.

Decide how you want to play your cards. Place them on the monsters you wish to attack.

Three cards must be used to defeat a dungeon monster. Added together, the first two cards must be equal to or more than the monster's power level. Suit does not matter.

The third card is used to finish the attack, and it must match the monster's suit. Rank does not matter.

A monster is immediately defeated once the third card is played. Remove the defeated monster with the attack cards and place them in your clear pile.

For example, if you are attacking a jack of hearts, your first two attack cards must add up to 11 or more. In order to defeat the monster, your third attack card must be a heart of any rank. Once the heart card is played, the monster is defeated.

JOKERS

Jokers are worth a power of 10, and they may be any suit needed.

DAMAGE PILE

Any cards that cannot be played (or that you choose not to play) must be discarded prior to drawing your next three card hand. These discards form your damage pile. If your damage pile contains seven cards, you lose. The game ends immediately.

RESERVE CARD (Optional Rule)

Choose how you discard wisely. The top card on the discard pile is your reserve card. It can be played as if it is part of your hand. Once it is played, the next top card of the pile becomes your new reserve card.

Note: Playing with the reserve card makes it much more likely that you will defeat all of the monsters. If you play with this rule, focus on having as many cards remaining in the power deck as possible.

WIN

If you defeat all of the monsters before running out of cards in the power deck, you win the game.

SCORE

The number of cards remaining in your power deck is your score. Cards remaining in your hand do not count toward your score.

Increase the difficulty level by removing the jokers and/or playing *without* the reserve card.

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Clear the Dungeon Advanced

Designed & Written by Mark S. Ball

GAME OBJECTIVE

Destroy all of the dungeon monsters to win the game

PLAYERS

1 Player

MATERIALS

54 card deck (Ace - King, two Jokers)

RANKING

(low) Ace - King (high), Jokers are wild

INTRODUCTION

Clear the Dungeon Advanced introduces a dungeon layout that mixes the monster cards and jokers together. Move from room to room defeating monsters, discovering weapons, and collecting special abilities.

MATERIALS

Clear the Dungeon requires a fifty-four card deck: aces up through kings in four suits as well as two jokers.

SETUP

Separate all of the face cards (J's, Q's, & K's) and jokers from the deck. These fourteen cards are used to form the dungeon monster deck. The rest of the cards (A-10) make up your power deck.

Create the following layout to form the dungeon. Each [X] represents a card that is face down. Each row of cards should partially overlap the row above it.

```
  [X]
[X] [X]
[X] [X] [X]
  [X] [X]
    [X]
  [X] [X]
[X] [X] [X]
```

Shuffle the power deck and place it to the right of the dungeon. Before beginning the game, reveal the bottom three monster cards. These are the first monsters you must defeat.

PLAY

Each turn has three phases: draw, attack, & discard.

DRAW

Draw three cards from the power deck. These three cards make up your hand. Each card will have to be played or discarded before drawing again.

ATTACK

Each monster type has a different power level: jacks 11, queens 12, and kings 13.

Decide how you want to play your cards. Place them on the monsters you wish to attack.

Three cards must be used to defeat a dungeon monster. Added together, the first two cards must be equal to or more than the monster's power level. Suit does not matter.

The third card is used to finish the attack, and it must match the monster's suit. Rank does not matter.

A monster is immediately defeated once the third card is played. Remove the defeated monster with the attack cards and place them in your clear pile. Once a facedown monster card is completely uncovered, it may be revealed. Be sure to reveal uncovered cards immediately.

For example, if you are attacking a jack of hearts, your first two attack cards must add up to 11 or more. In order to defeat the monster, your third attack card must be a heart of any rank. Once the heart card is played, the monster is defeated.

HIT ROW

If you have played all three cards from your hand, immediately draw three more cards and continue. If you have one or more cards left in your hand that cannot be played (or that you do not want to play), they must be discarded and counted as hit damage against your life. Place these cards in a row to the right of your power deck. The game ends immediately after you take your fifth hit.

ITEM CARDS

As you progress through the dungeon, item cards will be revealed.

Jokers are worth a power of 10, and they may be any suit needed. Add the joker to your hand as soon as it is revealed.

Each king becomes an item once you have defeated it. Place these defeated cards in your inventory row located under your power deck. The K♥ allows you to place one card from your hand at the bottom of your power deck. The K♦ allows you to look at the bottom card of your power deck and move it to the top if you wish. The K♠ allows you to double the value of an attack card. The K♣ allows you to immediately draw a card from the power deck.

Once a king item card has been used, it is immediately discarded with the rest of the destroyed monsters.

WIN

If you defeat all of the monsters before getting hit five times, you win the game.

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IMPORTANT LINKS

VIDEOS

Watch a tutorial for Clear the Dungeon Classic [here](#)

Tutorial for Clear the Dungeon Advanced [here](#)

Clear the Dungeon Classic Playthrough [video](#)

Royal Card Clash app [playthrough](#)

Playthrough by [Sir Thecos on YouTube](#)

Playthrough by [Como que Joga on YouTube \(Portuguese\)](#)

PLAY CLEAR THE DUNGEON ONLINE

Play Clear the Dungeon Classic on [playcardgames.io](#)

Classic Rules (no reserve card) by [Pedro Fontoura](#)

Classic Rules on the [PySol Collection](#)

Royal Card Clash App Published by [Gearhead Games](#)

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