

gladden

Paper Apps™

DUNGEON ZERO

Random seed: 000-000-000

Print-and-play edition

by Tom Brinton

Welcome to **Paper Apps™ DUNGEON ZERO**. This is the print and play version of the successful notebook-sized game. There are a few differences with this version, so keep a sharp eye!

A quick rundown of changes:

Every copy of DUNGEON ZERO is the same, since they all share the same random seed. This allows you to compare final scores with fellow adventurers in the Discord. The formula to calculate your score is found on the Stats page. Additionally, this version is designed to be more difficult, with more & stronger monsters appearing as you delve deeper. Finally, this version has an HP cap at 25. You may not gain more HP than the cap.

You are welcome to print out these rules, or just print the playable pages themselves.

Let's jump in, shall we?

Tom Brinton

Decorate Your Hero

This page is straightforward and completely open to your creativity. Feel free to use colored pencils, markers, etc to bring your character to life. Give them a name, too!

Your First Floor

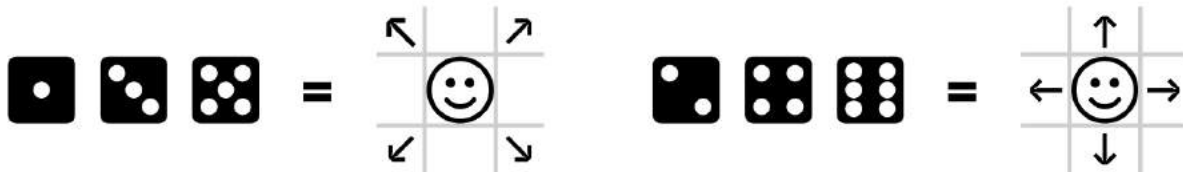
Just like that, you've entered the DUNGEON. Brace yourself!



First, locate the smiley face. This represents the starting position of your character. Now that you've done that, it's time to start moving.

Movement

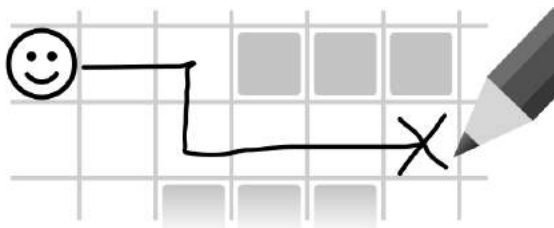
To move, you must roll the die. This determines your movement style and distance. If you roll an odd number (1,3,5) you will move diagonally. If you roll an even number (2,4,6) your movement style will be orthogonal.



Select a direction to move and proceed one square at a time.

IMPORTANT:

Once you choose a direction to travel, you must continue in that direction. You may *only turn if you run into a wall*. You may not turn to avoid enemies, get treasure, or for any other reason. Furthermore, you may only double back the way you came if it is the only possible path.



Orthogonal Example:

Upon rolling a 6, the player opted to move to the east. Once they hit a wall, they moved south. Hitting another wall, they continued east.



Diagonal Example:

Upon rolling a 3, the player moved NE one square. A wall blocked them, so they continued SE one square. Another wall, so they went NE one final move, for a total of 3 moves.

Mark your path with a line or series of dots. Mark your new

location with an **X**, so you know where to start your next turn from.

Interacting with Objects

During your move, you likely encountered various objects such as enemies, coins, hearts, etc. You must interact with *every* object that you travel through. The only exception is objects that have already been used on a previous turn.



STAIRS

This is the exit of each DUNGEON floor. To access the stairs you must land on the stair square or any adjacent square. You *may* also choose to take the stairs if you cross them at any time during a move. Taking the stairs is optional, you don't have to exit the floor until you're ready.

NOTE: Stairs are the only object that you may encounter and opt not to use at that time.



COIN

Coins are littered throughout the DUNGEON floors. Pick them up as you move about. For each coin that you cross, add 1 to your + ¢ quadrant.



TREASURE CHEST

These chests contain anywhere from 1 to 6 coins. For every treasure chest you encounter, roll your die an additional time to determine how many coins it contains. Then add that number to your + ¢ quadrant.



STANDARD ENEMY

This enemy's strength is clearly emblazoned across their thorax. When you encounter these enemies, simply write this number down in the - **HP** quadrant.



MYSTERY ENEMY

This enemy keeps its strength a secret. When you encounter this enemy, roll your die to determine its strength. Write this number in the - **HP** quadrant.

NOTE: You do not instantly die even if your - **HP** is greater than your starting & + **HP**. Final numbers are not calculated until you exit the floor. This means you may have an opportunity to go find some hearts and save yourself! (More on this later)



STANDARD HEART

Just your standard heart. Write this number in your + **HP** quadrant upon encountering.



MYSTERY HEART

Cross your heart and hope to live! Roll your die to determine how much **HP** you recover. Write the number in your + **HP** quadrant.



SPIDERWEB

This treacherous trap stops you in your tracks. You also roll the die to determine how many coins you lose. Write the amount in your - **¢** quadrant.



KEYS & LOCKS

In order to pass through a locked door, you must have already picked up the key on that same floor.



TELEPORTERS

When you hit a teleporter, you are instantly transferred to the other teleporter on the same floor. You then continue the remainder of your move from there.

NOTE: Teleporters are the only objects that may be used more than once. You must interact with it the first time you hit it, but it is optional to use it on subsequent encounters.

Finishing the Floor

Once you reach the stairs and decide to leave the current floor, it is time to do a bit of math.

Do the following for the **HP** and **¢** rows:

- Take the Starting number on the left
- Add the amount in the + column
- Subtract the amount in the - column
- Write the total in the Ending column

NOTE: You can't have negative ¢. If your ¢ total is below 0, write 0 instead. Your HP is also capped at 25.

Dying

The game is designed to not punish deaths too heavily. If your **HP** is below zero when you total it, go to the Stats page and tally a death on the tombstone. Then simply begin the next floor with **10 HP** and **0 ¢**.

NOTE: Deaths do affect your final score.

Starting the Next Level

Carry over your **HP** and **¢** amounts from the previous page to the next page. Write them in the Starting column.

Shops

You will encounter several shops as you proceed through the DUNGEON. You can use **¢** you have earned to buy items to aid you in your adventure. Each item explains its effects. Record the money you spend in the - **¢** quadrant. Record the health you gain in the + **HP** quadrant.

Single Use Items

Some items state that they may only be used once. In this case, you may use it at any time, but when you do, come back to the shop page and put a checkmark in the **Used** box.

Finishing the Game

When you complete all the floors in Paper Apps DUNGEON ZERO, head back to the Stats page, total your death tally and record your final amounts of **¢** and **HP**. Write the dates of when you began and finished your adventure. You may add your name or signature to the bottom if you wish.

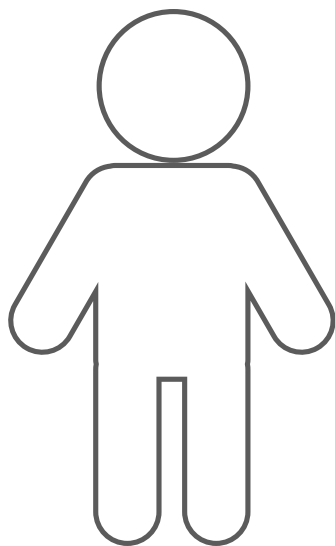
Now you may calculate your final score, and share it on the Discord if you wish!

Thank you for playing Paper Apps™ DUNGEON ZERO. I hope you enjoyed yourself! Until next time,

Tom Brinton

Stats

Decorate Your Hero



Name Your Hero



Tally of Deaths



Final ¢



Final HP

Quest began: _____

Quest ended: _____

This notebook belongs to:

Final Score

HP × 5

+

¢ × 3

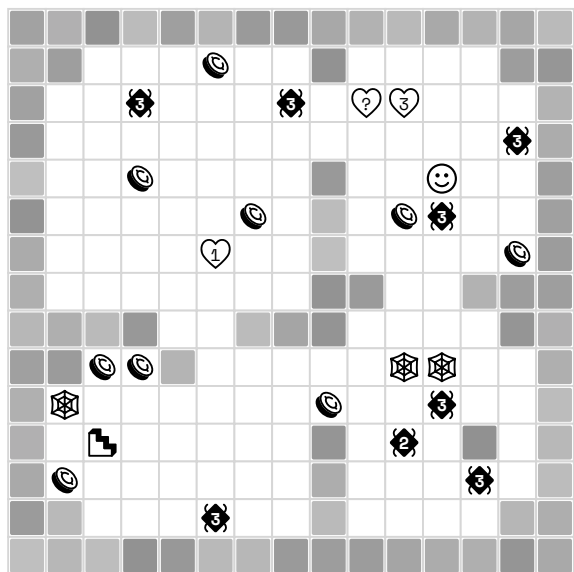
-

Deaths

=

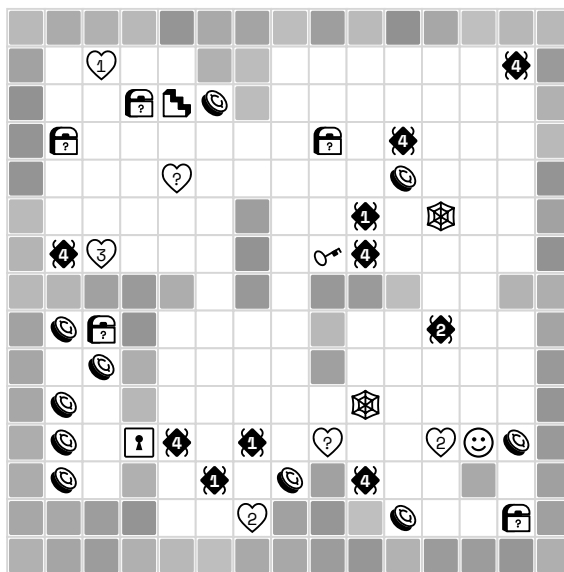
Score

Floor 1



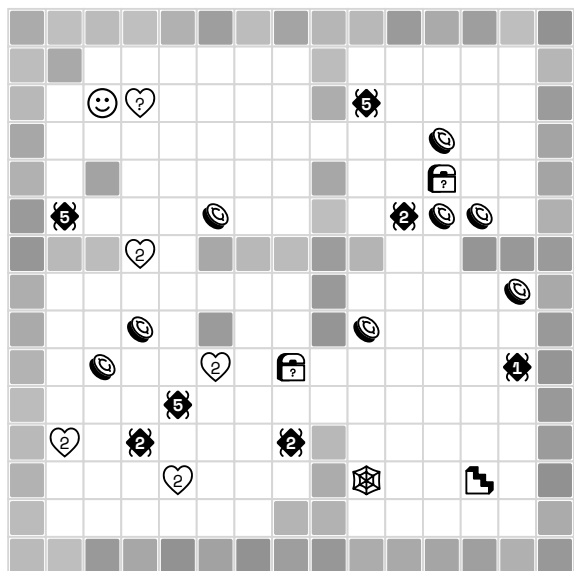
Starting	+	-	Ending
10 HP			HP
0 ¢			¢

Floor 2



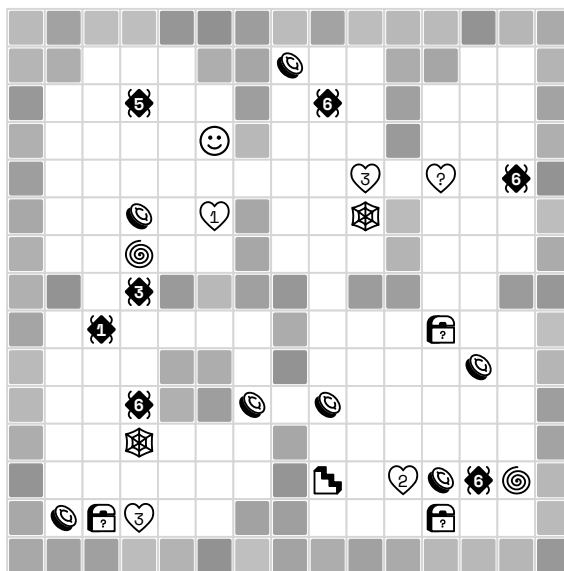
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 3



Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 4



Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

[illegible]

A 15x15 grid world environment. The grid contains several obstacles (gray squares) and goals (circles with numbers). The obstacles are located at (1,1), (1,2), (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (1,11), (1,12), (1,13), (1,14), (1,15), (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (2,11), (2,12), (2,13), (2,14), (2,15), (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (3,11), (3,12), (3,13), (3,14), (3,15), (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (4,11), (4,12), (4,13), (4,14), (4,15), (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (5,11), (5,12), (5,13), (5,14), (5,15), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (6,11), (6,12), (6,13), (6,14), (6,15), (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (7,11), (7,12), (7,13), (7,14), (7,15), (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (8,11), (8,12), (8,13), (8,14), (8,15), (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (9,11), (9,12), (9,13), (9,14), (9,15), (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10), (10,11), (10,12), (10,13), (10,14), (10,15), (11,1), (11,2), (11,3), (11,4), (11,5), (11,6), (11,7), (11,8), (11,9), (11,10), (11,11), (11,12), (11,13), (11,14), (11,15), (12,1), (12,2), (12,3), (12,4), (12,5), (12,6), (12,7), (12,8), (12,9), (12,10), (12,11), (12,12), (12,13), (12,14), (12,15), (13,1), (13,2), (13,3), (13,4), (13,5), (13,6), (13,7), (13,8), (13,9), (13,10), (13,11), (13,12), (13,13), (13,14), (13,15), (14,1), (14,2), (14,3), (14,4), (14,5), (14,6), (14,7), (14,8), (14,9), (14,10), (14,11), (14,12), (14,13), (14,14), (14,15), (15,1), (15,2), (15,3), (15,4), (15,5), (15,6), (15,7), (15,8), (15,9), (15,10), (15,11), (15,12), (15,13), (15,14), (15,15). The goals are located at (3,3), (3,10), (4,5), (5,1), (5,10), (6,1), (6,10), (7,1), (7,10), (8,1), (8,10), (9,1), (9,10), (10,1), (10,10), (11,1), (11,10), (12,1), (12,10), (13,1), (13,10), (14,1), (14,10), (15,1), (15,10).

[illegible]

Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

The grid world is a 15x15 square grid. The robot, represented by a small black circle with a white 'r', is located at the bottom-left corner (row 15, column 1). The goal, represented by a green square, is located at the bottom-right corner (row 15, column 15). There are several obstacles, represented by gray squares, scattered throughout the grid. A path of white squares leads from the robot towards the goal. Various items are placed on the grid: a heart icon (1) at (1, 10), a heart icon (2) at (5, 10), a heart icon (3) at (5, 14), a spider icon (4) at (10, 10), a spider icon (5) at (10, 14), a spider icon (6) at (14, 14), a spider icon (7) at (10, 11), a spider icon (8) at (11, 14), a spider icon (9) at (11, 15), a spider icon (10) at (14, 15), a spider icon (11) at (11, 10), a spider icon (12) at (12, 10), a spider icon (13) at (12, 14), a spider icon (14) at (13, 14), a spider icon (15) at (13, 15), a spider icon (16) at (14, 10), a spider icon (17) at (14, 11), a spider icon (18) at (14, 12), a spider icon (19) at (14, 13), a spider icon (20) at (14, 14), a spider icon (21) at (14, 15), a spider icon (22) at (15, 10), a spider icon (23) at (15, 11), a spider icon (24) at (15, 12), a spider icon (25) at (15, 13), a spider icon (26) at (15, 14), a spider icon (27) at (15, 15), a spider icon (28) at (16, 10), a spider icon (29) at (16, 11), a spider icon (30) at (16, 12), a spider icon (31) at (16, 13), a spider icon (32) at (16, 14), a spider icon (33) at (16, 15), a spider icon (34) at (17, 10), a spider icon (35) at (17, 11), a spider icon (36) at (17, 12), a spider icon (37) at (17, 13), a spider icon (38) at (17, 14), a spider icon (39) at (17, 15), a spider icon (40) at (18, 10), a spider icon (41) at (18, 11), a spider icon (42) at (18, 12), a spider icon (43) at (18, 13), a spider icon (44) at (18, 14), a spider icon (45) at (18, 15), a spider icon (46) at (19, 10), a spider icon (47) at (19, 11), a spider icon (48) at (19, 12), a spider icon (49) at (19, 13), a spider icon (50) at (19, 14), a spider icon (51) at (19, 15), a spider icon (52) at (20, 10), a spider icon (53) at (20, 11), a spider icon (54) at (20, 12), a spider icon (55) at (20, 13), a spider icon (56) at (20, 14), a spider icon (57) at (20, 15), a spider icon (58) at (21, 10), a spider icon (59) at (21, 11), a spider icon (60) at (21, 12), a spider icon (61) at (21, 13), a spider icon (62) at (21, 14), a spider icon (63) at (21, 15), a spider icon (64) at (22, 10), a spider icon (65) at (22, 11), a spider icon (66) at (22, 12), a spider icon (67) at (22, 13), a spider icon (68) at (22, 14), a spider icon (69) at (22, 15), a spider icon (70) at (23, 10), a spider icon (71) at (23, 11), a spider icon (72) at (23, 12), a spider icon (73) at (23, 13), a spider icon (74) at (23, 14), a spider icon (75) at (23, 15), a spider icon (76) at (24, 10), a spider icon (77) at (24, 11), a spider icon (78) at (24, 12), a spider icon (79) at (24, 13), a spider icon (80) at (24, 14), a spider icon (81) at (24, 15), a spider icon (82) at (25, 10), a spider icon (83) at (25, 11), a spider icon (84) at (25, 12), a spider icon (85) at (25, 13), a spider icon (86) at (25, 14), a spider icon (87) at (25, 15), a spider icon (88) at (26, 10), a spider icon (89) at (26, 11), a spider icon (90) at (26, 12), a spider icon (91) at (26, 13), a spider icon (92) at (26, 14), a spider icon (93) at (26, 15), a spider icon (94) at (27, 10), a spider icon (95) at (27, 11), a spider icon (96) at (27, 12), a spider icon (97) at (27, 13), a spider icon (98) at (27, 14), a spider icon (99) at (27, 15), a spider icon (100) at (28, 10), a spider icon (101) at (28, 11), a spider icon (102) at (28, 12), a spider icon (103) at (28, 13), a spider icon (104) at (28, 14), a spider icon (105) at (28, 15), a spider icon (106) at (29, 10), a spider icon (107) at (29, 11), a spider icon (108) at (29, 12), a spider icon (109) at (29, 13), a spider icon (110) at (29, 14), a spider icon (111) at (29, 15), a spider icon (112) at (30, 10), a spider icon (113) at (30, 11), a spider icon (114) at (30, 12), a spider icon (115) at (30, 13), a spider icon (116) at (30, 14), a spider icon (117) at (30, 15), a spider icon (118) at (31, 10), a spider icon (119) at (31, 11), a spider icon (120) at (31, 12), a spider icon (121) at (31, 13), a spider icon (122) at (31, 14), a spider icon (123) at (31, 15), a spider 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at (37, 10), a spider icon (155) at (37, 11), a spider icon (156) at (37, 12), a spider icon (157) at (37, 13), a spider icon (158) at (37, 14), a spider icon (159) at (37, 15), a spider icon (160) at (38, 10), a spider icon (161) at (38, 11), a spider icon (162) at (38, 12), a spider icon (163) at (38, 13), a spider icon (164) at (38, 14), a spider icon (165) at (38, 15), a spider icon (166) at (39, 10), a spider icon (167) at (39, 11), a spider icon (168) at (39, 12), a spider icon (169) at (39, 13), a spider icon (170) at (39, 14), a spider icon (171) at (39, 15), a spider icon (172) at (40, 10), a spider icon (173) at (40, 11), a spider icon (174) at (40, 12), a spider icon (175) at (40, 13), a spider icon (176) at (40, 14), a spider icon (177) at (40, 15), a spider icon (178) at (41, 10), a spider icon (179) at (41, 11), a spider icon (180) at (41, 12), a spider icon (181) at (41, 13), a spider icon (182) at (41, 14), a spider icon (183) at (41, 15), a spider icon (184) at (42, 10), a spider icon (185) at (42, 11), a spider icon (186) at (42, 12), a spider icon (187) at (42, 13), a spider icon (188) at (42, 14), a spider icon (189) at (42, 15), a spider icon (190) at (43, 10), a spider icon (191) at (43, 11), a spider icon (192) at (43, 12), a spider icon (193) at (43, 13), a spider icon (194) at (43, 14), a spider icon (195) at (43, 15), a spider icon (196) at (44, 10), a spider icon (197) at (44, 11), a spider icon (198) at (44, 12), a spider icon (199) at (44, 13), a spider icon (200) at (44, 14), a spider icon (201) at (44, 15), a spider icon (202) at (45, 10), a spider icon (203) at (45, 11), a spider icon (204) at (45, 12), a spider icon (205) at (45, 13), a spider icon (206) at (45, 14), a spider icon (207) at (45, 15), a spider icon (208) at (46, 10), a spider icon (209) at (46, 11), a spider icon (210) at (46, 12), a spider icon (211) at (46, 13), a spider icon (212) at (46, 14), a spider icon (213) at (46, 15), a spider icon (214) at (47, 10), a spider icon (215) at (47, 11), a spider icon (216) at (47, 12), a spider icon (217) at (47, 13), a spider icon (218) at (47, 14), a spider icon (219) at (47, 15), a spider icon (220) at (48, 10), a spider icon (221) at (48, 11), a spider icon (222) at (48, 12), a spider icon (223) at (48, 13), a spider icon (224) at (48, 14), a spider icon (225) at (48, 15), a spider icon (226) at (49, 10), a spider icon (227) at (49, 11), a spider icon (228) at (49, 12), a spider icon (229) at (49, 13), a spider icon (230) at (49, 14), a spider icon (231) at (49, 15), a spider icon (232) at (50, 10), a spider icon (233) at (50, 11), a spider icon (234) at (50, 12), a spider icon (235) at (50, 13), a spider icon (236) at (50, 14), a spider icon (237) at (50, 15), a spider icon (238) at (51, 10), a spider icon (239) at (51, 11), a spider icon (24

[illegible]

Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Shop



Gambler

5¢

Roll: If you roll 4+, gain 10¢.
Otherwise, gain 0¢.



Light Snack

2¢





Gain 3 HP.



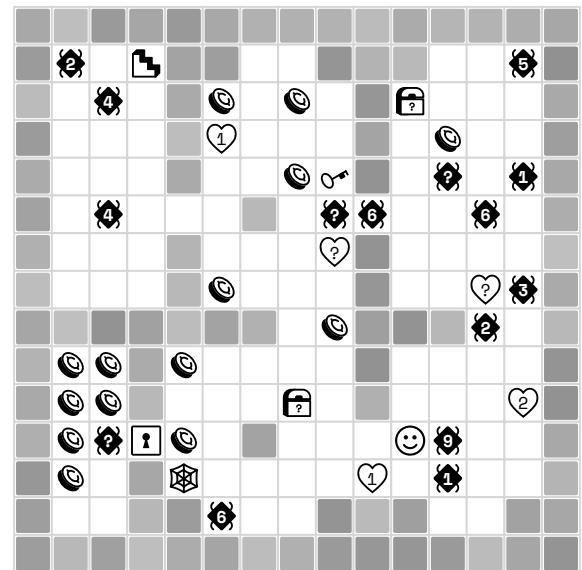
Coin Rush





12¢

All coins and treasure chests are
worth 2x on next floor only.

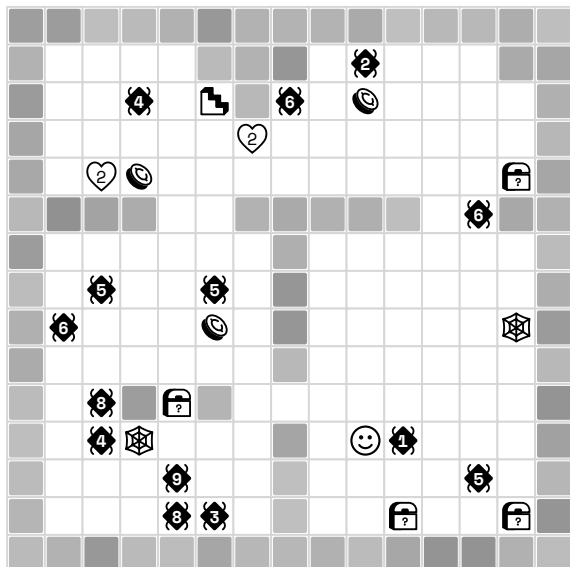
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____





Floor 12



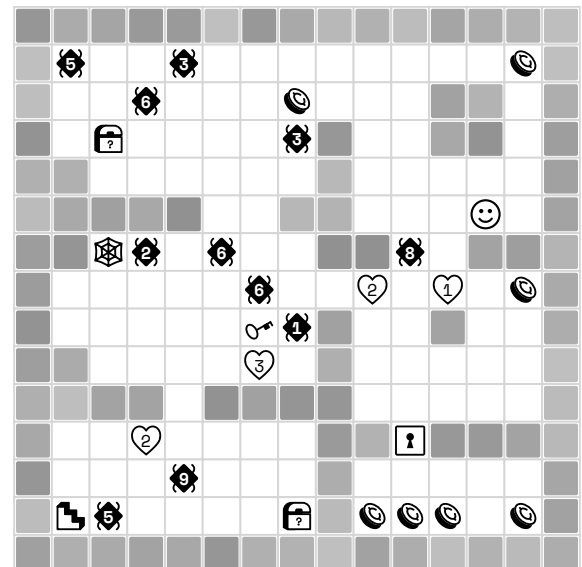
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____





Floor 13



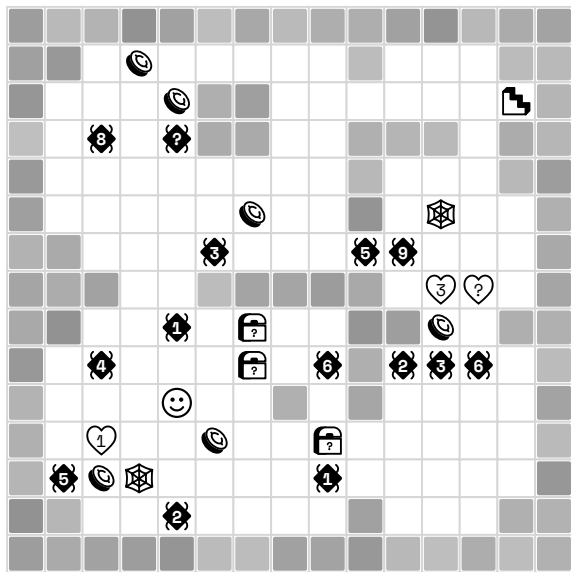
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 14



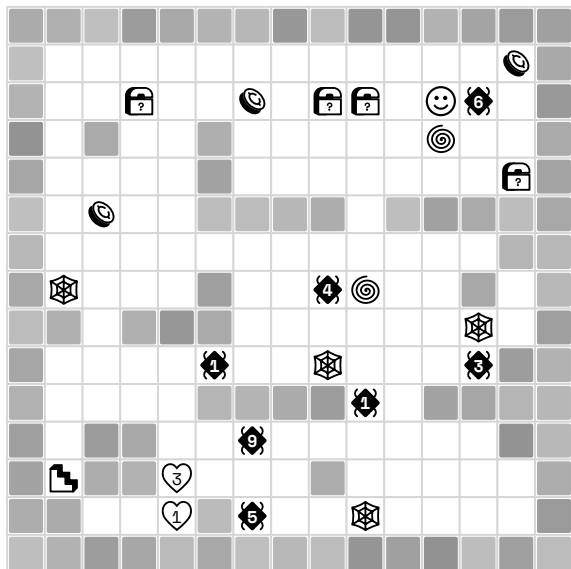
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 15



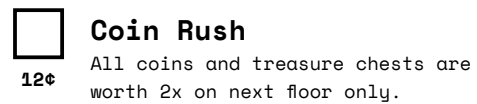
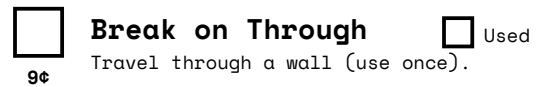
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 16



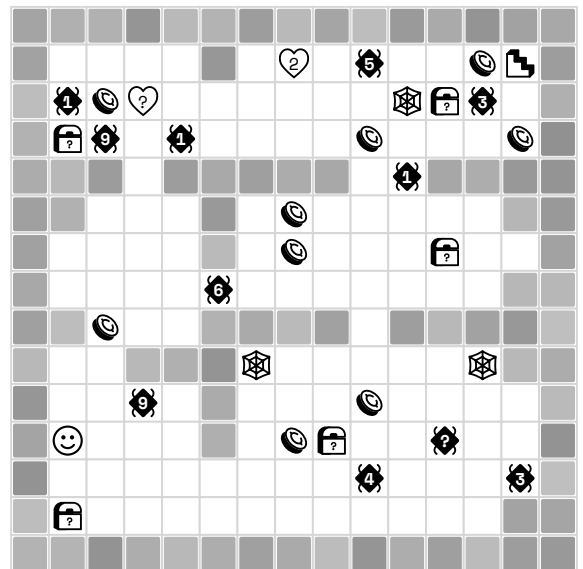
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Shop



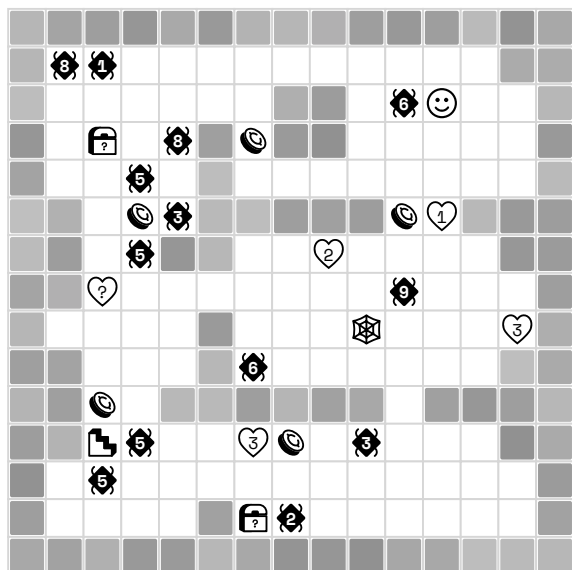
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 17



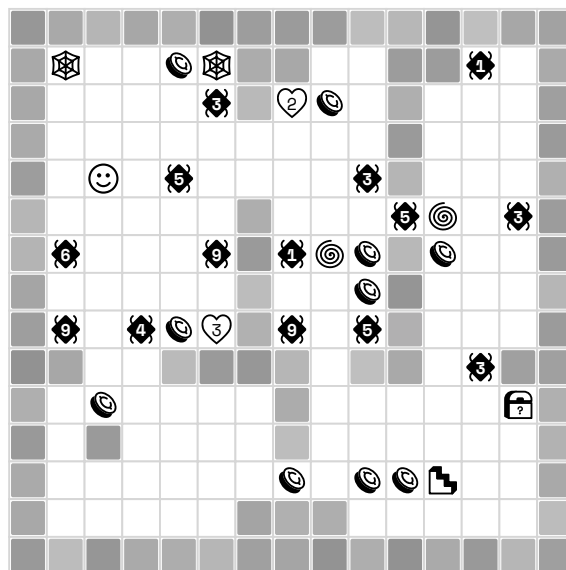
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 18



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 19



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Shop

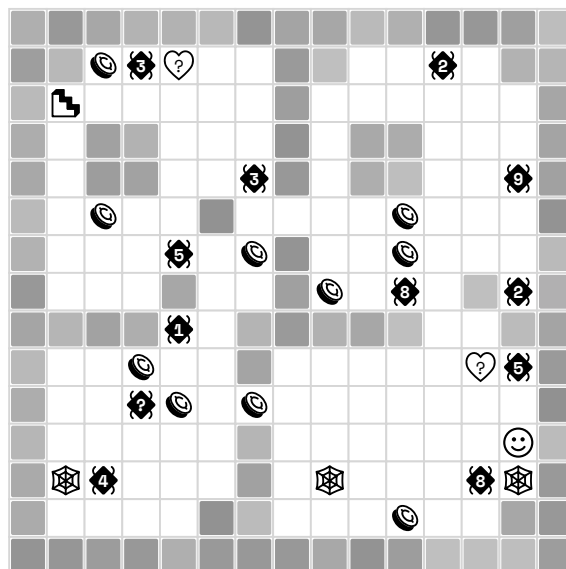
☐ **Teleport Scroll** ☐ Used
11¢ Teleport to anywhere on the map (use once).

☐ **Doubling Potion** ☐ Used
9¢ Double the number of a dice roll (use once).

☐ **Break on Through** ☐ Used
9¢ Travel through a wall (use once).

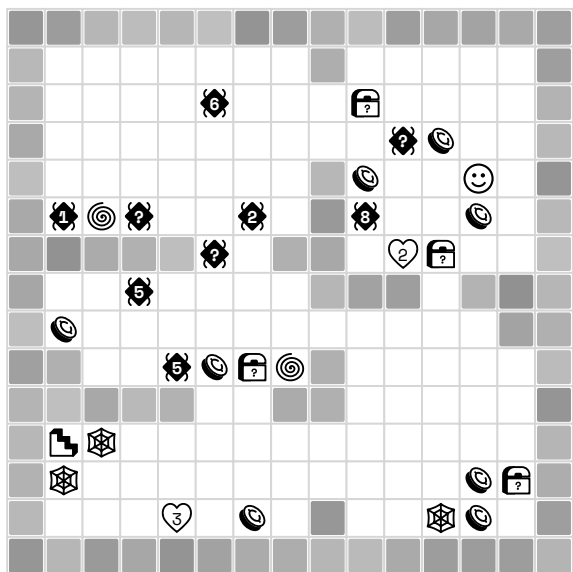
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 20



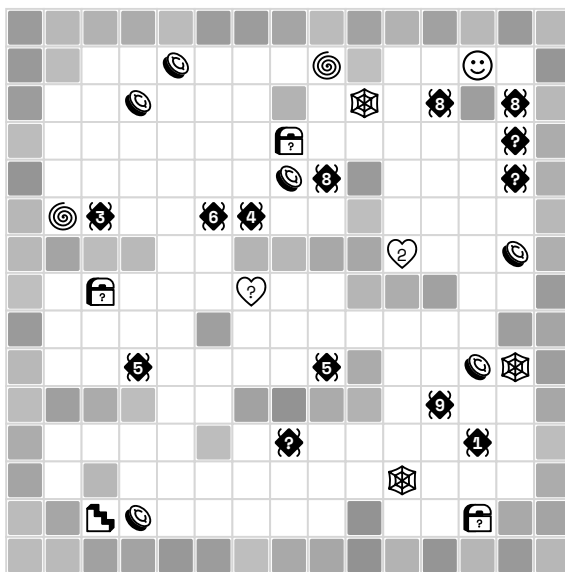
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 21



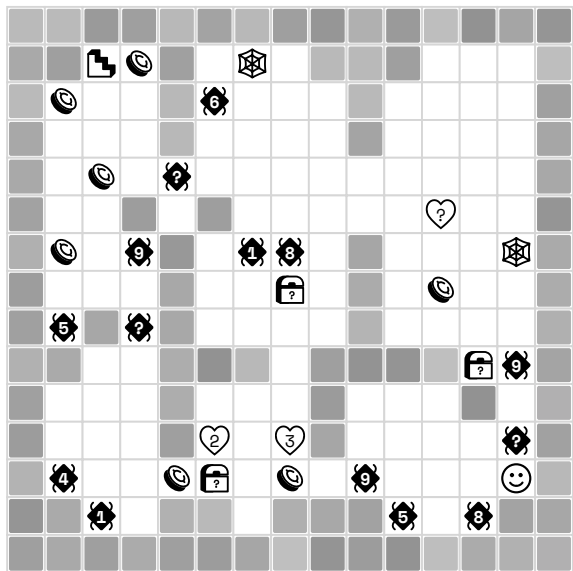
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 22



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 23



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Shop

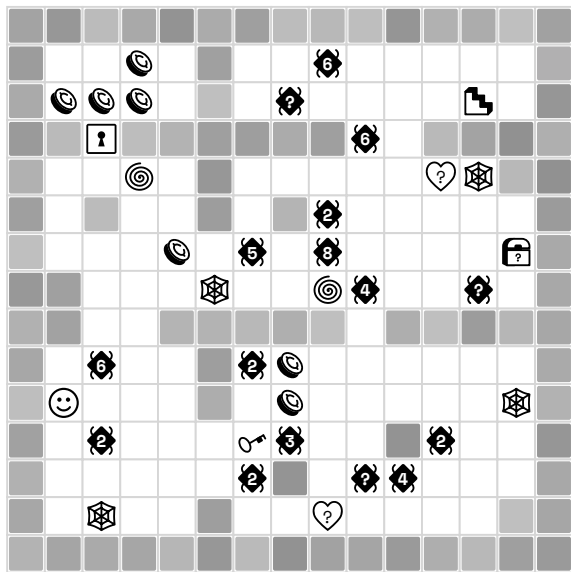
☐ **Scroll of Mulligan** ☐ Used
11¢ Re-roll your dice (use once).

☐ **Coin Rush**
11¢ All coins and treasure chests are worth 2x on next floor only.

☐ **Magic Shield**
18¢ Provides invincibility on the next floor only. Enjoy!

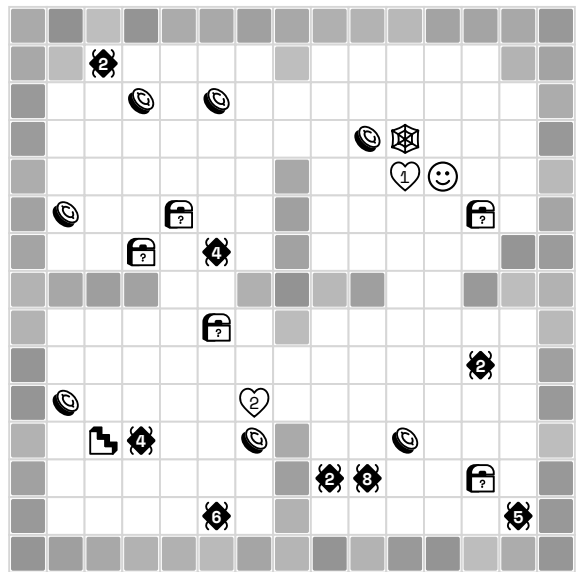
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 24



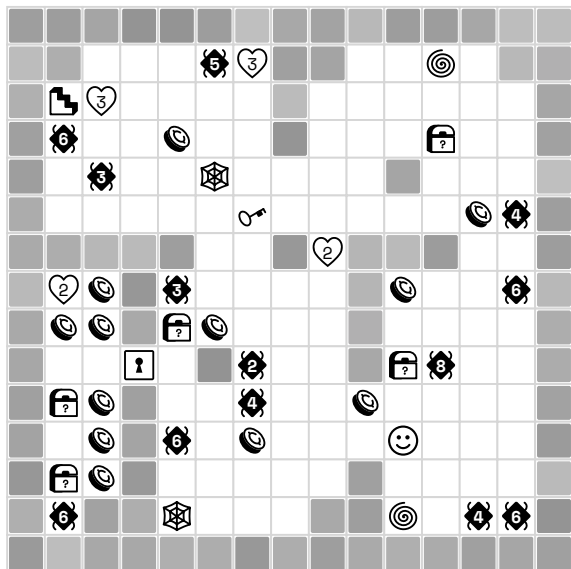
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 25



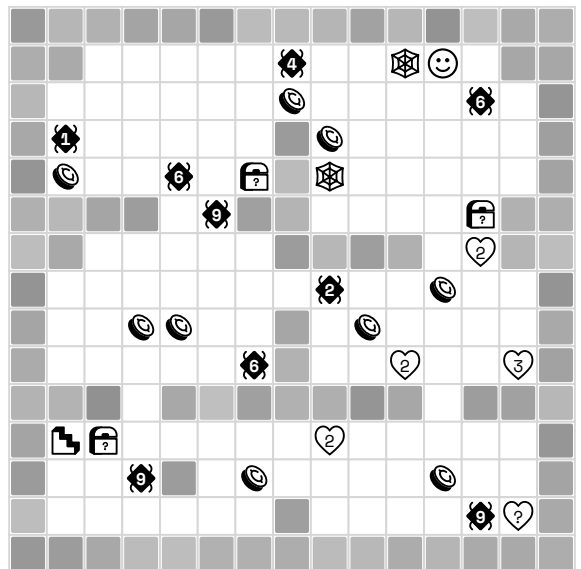
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 26



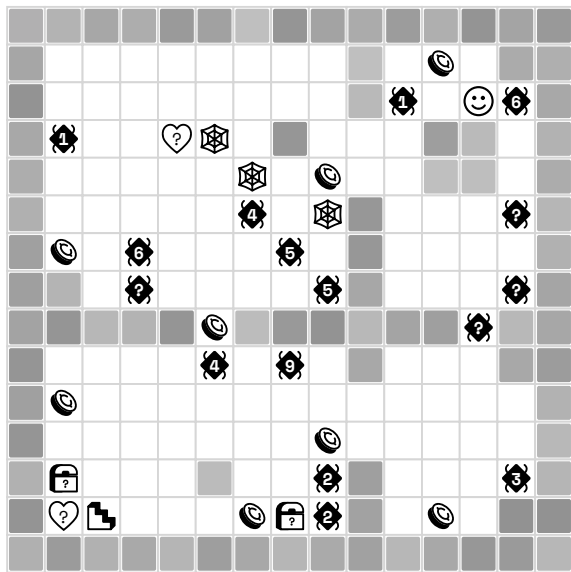
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 27



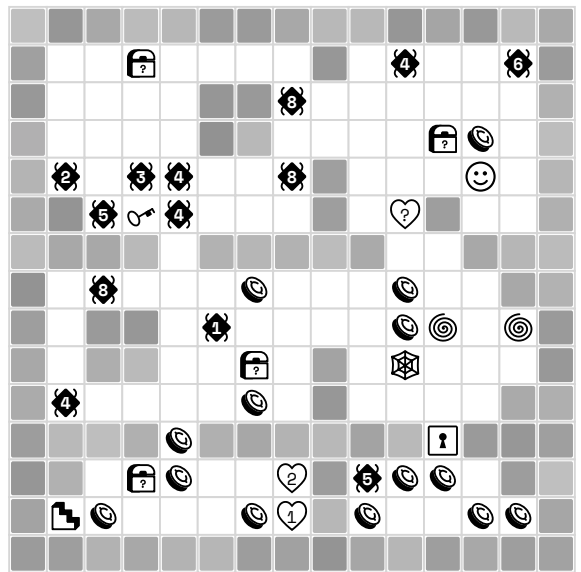
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 28



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 29



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Shop



18¢

Magic Shield

Provides invincibility on the next floor only. Enjoy!



9¢

Medium Snack



Gain 6 HP.



9¢

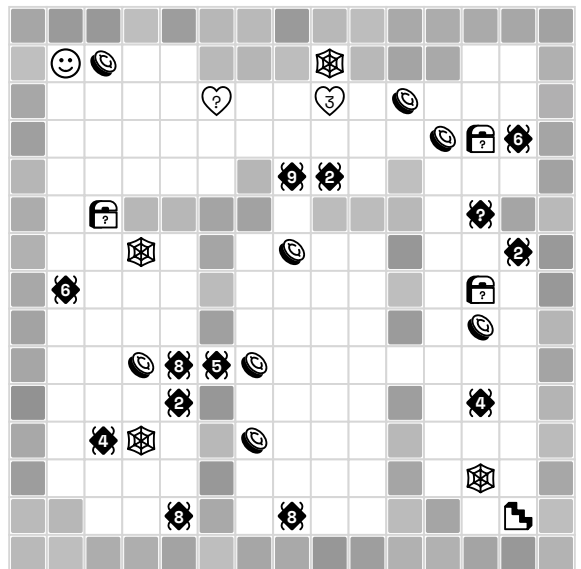
Hearty Snack



Gain 9 HP.

Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

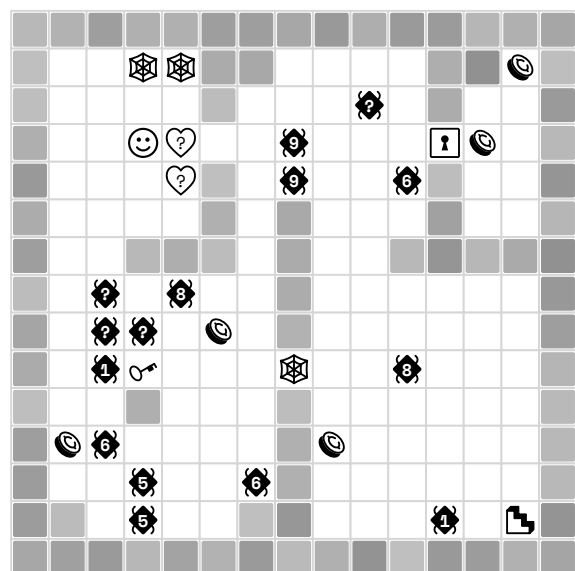
Floor 30



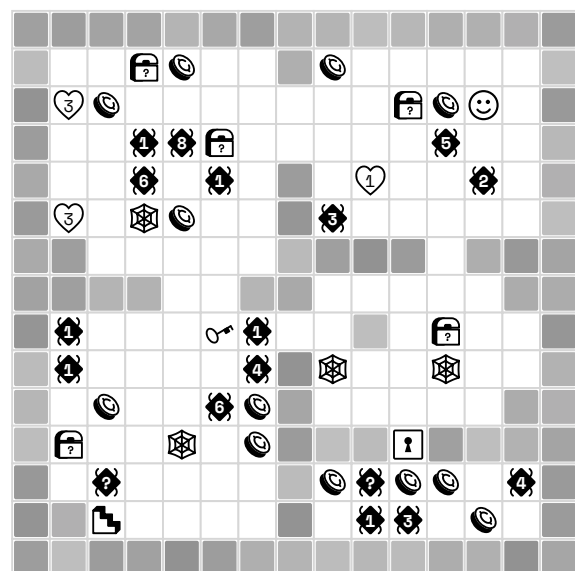
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

The grid world is a 15x15 square grid. The robot, represented by a small black square with a white 'R', is located at row 10, column 1. The goal, represented by a green square with a white 'G', is located at row 10, column 14. There are several obstacles represented by gray squares: (1,14), (2,14), (3,14), (4,14), (5,14), (6,14), (7,14), (8,14), (9,14), (10,14), (11,14), (12,14), (13,14), (14,14), (15,14), (1,1), (2,1), (3,1), (4,1), (5,1), (6,1), (7,1), (8,1), (9,1), (10,1), (11,1), (12,1), (13,1), (14,1), (15,1), (1,2), (2,2), (3,2), (4,2), (5,2), (6,2), (7,2), (8,2), (9,2), (10,2), (11,2), (12,2), (13,2), (14,2), (15,2), (1,3), (2,3), (3,3), (4,3), (5,3), (6,3), (7,3), (8,3), (9,3), (10,3), (11,3), (12,3), (13,3), (14,3), (15,3), (1,4), (2,4), (3,4), (4,4), (5,4), (6,4), (7,4), (8,4), (9,4), (10,4), (11,4), (12,4), (13,4), (14,4), (15,4), (1,5), (2,5), (3,5), (4,5), (5,5), (6,5), (7,5), (8,5), (9,5), (10,5), (11,5), (12,5), (13,5), (14,5), (15,5), (1,6), (2,6), (3,6), (4,6), (5,6), (6,6), (7,6), (8,6), (9,6), (10,6), (11,6), (12,6), (13,6), (14,6), (15,6), (1,7), (2,7), (3,7), (4,7), (5,7), (6,7), (7,7), (8,7), (9,7), (10,7), (11,7), (12,7), (13,7), (14,7), (15,7), (1,8), (2,8), (3,8), (4,8), (5,8), (6,8), (7,8), (8,8), (9,8), (10,8), (11,8), (12,8), (13,8), (14,8), (15,8), (1,9), (2,9), (3,9), (4,9), (5,9), (6,9), (7,9), (8,9), (9,9), (10,9), (11,9), (12,9), (13,9), (14,9), (15,9), (1,10), (2,10), (3,10), (4,10), (5,10), (6,10), (7,10), (8,10), (9,10), (10,10), (11,10), (12,10), (13,10), (14,10), (15,10), (1,11), (2,11), (3,11), (4,11), (5,11), (6,11), (7,11), (8,11), (9,11), (10,11), (11,11), (12,11), (13,11), (14,11), (15,11), (1,12), (2,12), (3,12), (4,12), (5,12), (6,12), (7,12), (8,12), (9,12), (10,12), (11,12), (12,12), (13,12), (14,12), (15,12), (1,13), (2,13), (3,13), (4,13), (5,13), (6,13), (7,13), (8,13), (9,13), (10,13), (11,13), (12,13), (13,13), (14,13), (15,13), (1,14), (2,14), (3,14), (4,14), (5,14), (6,14), (7,14), (8,14), (9,14), (10,14), (11,14), (12,14), (13,14), (14,14), (15,14), (1,15), (2,15), (3,15), (4,15), (5,15), (6,15), (7,15), (8,15), (9,15), (10,15), (11,15), (12,15), (13,15), (14,15), (15,15). There are also several items represented by icons: a heart (1) at (3,5), a heart (2) at (4,6), a heart (3) at (12,13), a heart (4) at (13,13), a heart (5) at (14,13), a heart (6) at (15,13), a heart (7) at (15,14), a heart (8) at (15,15), a heart (9) at (15,16), a heart (10) at (15,17), a heart (11) at (15,18), a heart (12) at (15,19), a heart (13) at (15,20), a heart (14) at (15,21), a heart (15) at (15,22), a heart (16) at (15,23), a heart (17) at (15,24), a heart (18) at (15,25), a heart (19) at (15,26), a heart (20) at (15,27), a heart (21) at (15,28), a heart (22) at (15,29), a heart (23) at (15,30), a heart (24) at (15,31), a heart (25) at (15,32), a heart (26) at (15,33), a heart (27) at (15,34), a heart (28) at (15,35), a heart (29) at (15,36), a heart (30) at (15,37), a heart (31) at (15,38), a heart (32) at (15,39), a heart (33) at (15,40), a heart (34) at (15,41), a heart (35) at (15,42), a heart (36) at (15,43), a heart (37) at (15,44), a heart (38) at (15,45), a heart (39) at (15,46), a heart (40) at (15,47), a heart (41) at (15,48), a heart (42) at (15,49), a heart (43) at (15,50), a heart (44) at (15,51), a heart (45) at (15,52), a heart (46) at (15,53), a heart (47) at (15,54), a heart (48) at (15,55), a heart (49) at (15,56), a heart (50) at (15,57), a heart (51) at (15,58), a heart (52) at (15,59), a heart (53) at (15,60), a heart (54) at (15,61), a heart (55) at (15,62), a heart (56) at (15,63), a heart (57) at (15,64), a heart (58) at (15,65), a heart (59) at (15,66), a heart (60) at (15,67), a heart (61) at (15,68), a heart (62) at (15,69), a heart (63) at (15,70), a heart (64) at (15,71), a heart (65) at (15,72), a heart (66) at (15,73), a heart (67) at (15,74), a heart (68) at (15,75), a heart (69) at (15,76), a heart (70) at (15,77), a heart (71) at (15,78), a heart (72) at (15,79), a heart (73) at (15,80), a heart (74) at (15,81), a heart (75) at (15,82), a heart (76) at (15,83), a heart (77) at (15,84), a heart (78) at (15,85), a heart (79) at (15,86), a heart (80) at (15,87), a heart (81) at (15,88), a heart (82) at (15,89), a heart (83) at (15,90), a heart (84) at (15,91), a heart (85) at (15,92), a heart (86) at (15,93), a heart (87) at (15,94), a heart (88) at (15,95), a heart (89) at (15,96), a heart (90) at (15,97), a heart (91) at (15,98), a heart (92) at (15,99), a heart (93) at (15,100), a heart (94) at (15,101), a heart (95) at (15,102), a heart (96) at (15,103), a heart (97) at (15,104), a heart (98) at (15,105), a heart (99) at (15,106), a heart (100) at (15,107), a heart (101) at (15,108), a heart (102) at (15,109), a heart (103) at (15,110), a heart (104) at (15,111), a heart (105) at (15,112), a heart (106) at (15,113), a heart (107) at (15,114), a heart (108) at (15,115), a heart (109) at (15,116), a heart (110) at (15,117), a heart (111) at (15,118), a heart (112) at (15,119), a heart (113) at (15,120), a heart (114) at (15,121), a heart (115) at (15,122), a heart (116) at (15,123), a heart (117) at (15,124), a heart (118) at (15,125), a heart (119) at (15,126), a heart (120) at (15,127), a heart (121) at (15,128), a heart (122) at (15,129), a heart (123) at (15,130), a heart (124) at (15,131), a heart (125) at (15,132), a heart (126) at (15,133), a heart (127) at (15,134), a heart (128) at (15,135), a heart (129) at (15,136), a heart (130) at (15,137), a heart (131) at (15,138), a heart (132) at (15,139), a heart (133) at (15,140), a heart (134) at (15,141), a heart (135) at (15,142), a heart (136) at (15,143), a heart (137) at (15,144), a heart (138) at (15,145), a heart (139) at (15,146), a heart (140) at (15,147), a heart (141) at (15,148), a heart (142) at (15,149), a heart (143) at (15,150), a heart (144) at (15,151), a heart (145) at (15,152), a heart (146) at (15,153), a heart (147) at (15,154), a heart (148) at (15,155), a heart (149) at (15,156), a heart (150) at (15,157), a heart (151) at (15,158), a heart (152) at (15,159), a heart (153) at (15,160), a heart (154) at (15,161), a heart (155) at (15,162), a heart (156) at (15,163), a heart (157) at (15,164), a heart (158) at (15,165), a heart (159) at (15,166), a heart (160) at (15,167), a heart (161) at (15,168), a heart (162) at (15,169), a heart (163) at (15,170), a heart (164) at (15,171), a heart (165) at (15,172), a heart (166) at (15,173), a heart (167) at (15,174), a heart (168) at (15,175), a heart (169) at (15,176), a heart (170) at (15,177), a heart (171) at (15,178), a heart (172) at (15,179), a heart (173) at (15,180), a heart (174) at (15,181),

Floor 33

[illegible]

Floor 34



Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Shop



Scroll of Mulligan

Re-roll your dice (use once).

10¢



Used



Doubling Potion

Double the number of a dice roll (use once).

7¢



Used



Hearty Snack ♡x9

Gain 9 HP.

12¢

Starting

+

-

Ending

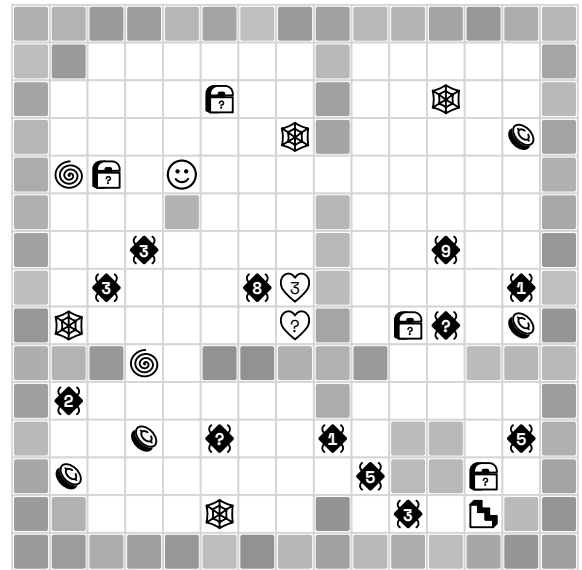
____ HP

HP ____

____ ¢

¢ ____

Floor 35



Starting

+

-

Ending

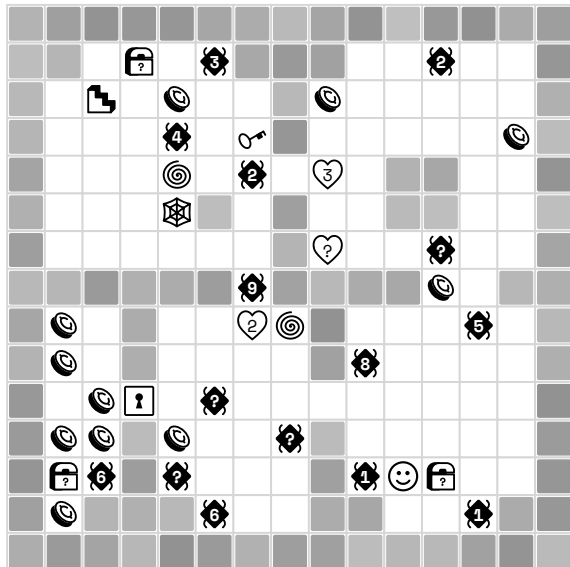
____ HP

HP ____

____ ¢

¢ ____

Floor 36



Starting

+

-

Ending

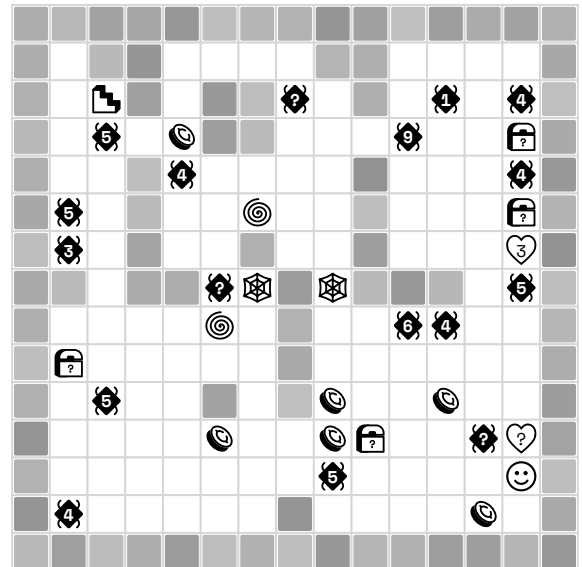
____ HP

HP ____

____ ¢

¢ ____

Floor 37



Starting

+

-

Ending

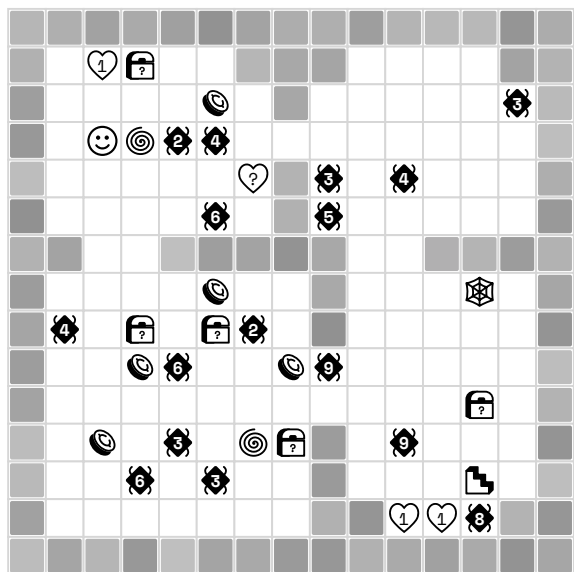
____ HP

HP ____

____ ¢

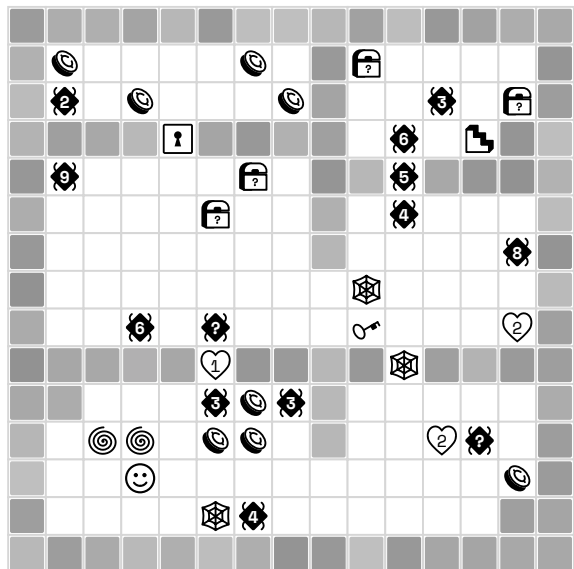
¢ ____

Floor 38



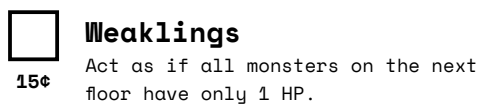
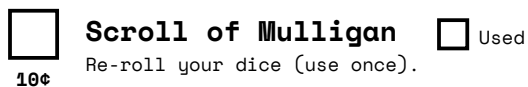
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 39



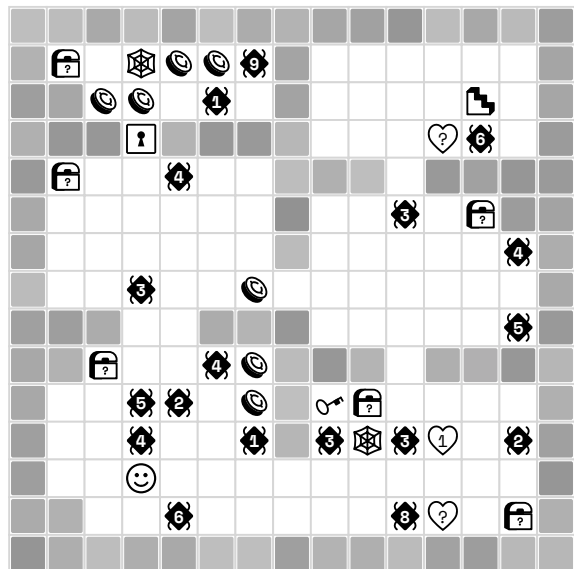
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Shop



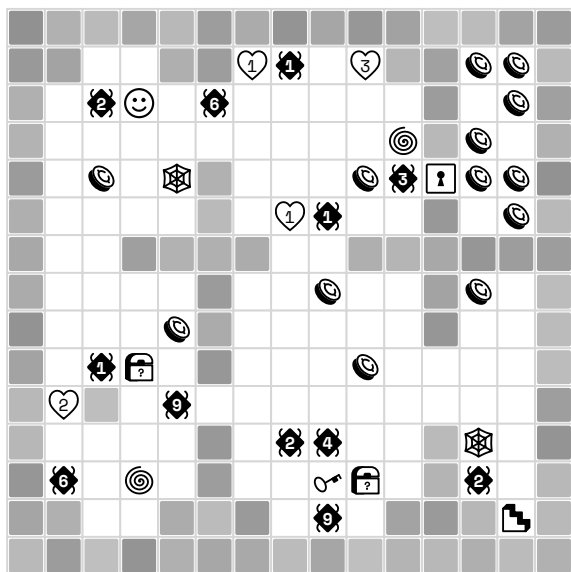
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 40



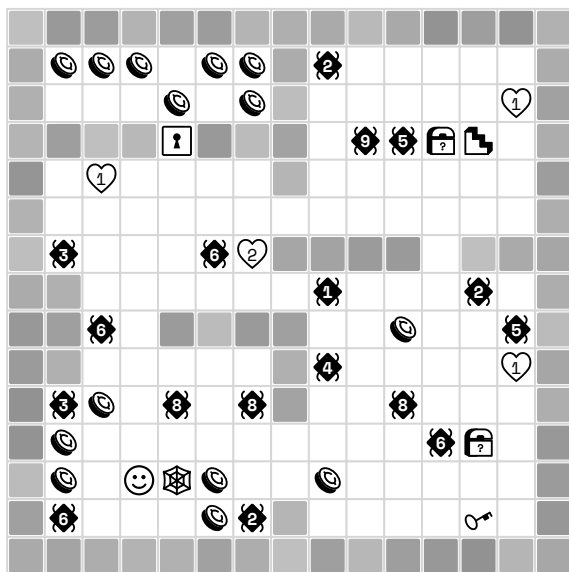
Starting	+	-	Ending
_____ HP			HP _____
_____ ¢			¢ _____

Floor 41



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 42



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Shop

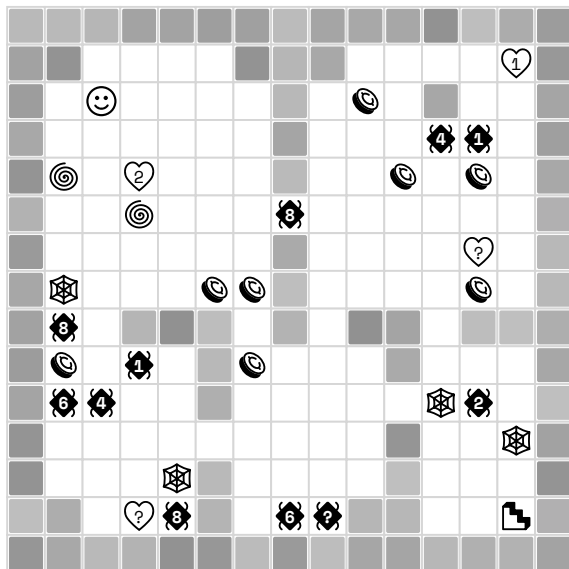
☐ **Scroll of Mulligan** ☐ Used
10¢ Re-roll your dice (use once).

☐ **Magic Shield**
12¢ Provides invincibility on the next floor only. Enjoy!

☐ **Medium Snack** ♥♥♥♥♥♥
9¢ Gain 6 HP.

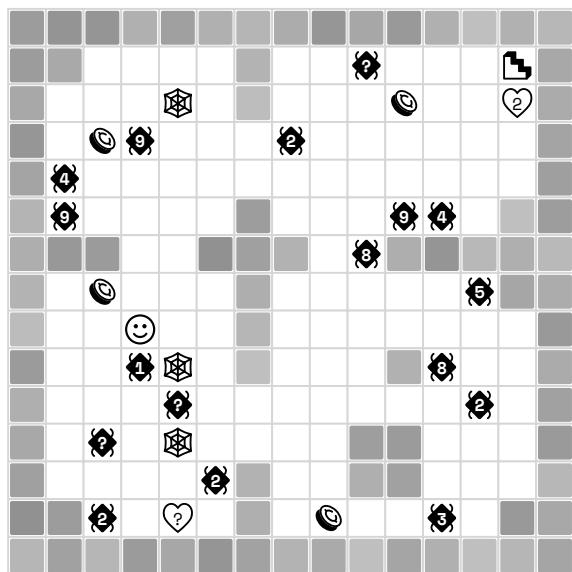
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 43



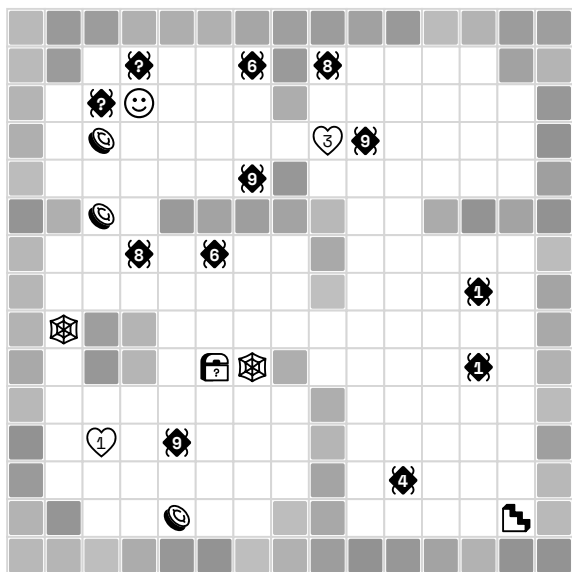
Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 44



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Floor 45



Starting	+	-	Ending
____ HP			HP ____
____ ¢			¢ ____

Thank you for playing!

Find your total score using the
formula on the Stats page and
share it in the Gladden Discord!