

# Quick reference

Concept	Rule
Depth	Number of Jokers removed from the game (0, 1, 2)
Health	Starts at 20, cannot exceed 20, you die below 1
Hands	Each one holds up to two Weapons, red and black separately
Backpack	Holds up to three Weapons or Potions

Rank	Type	Mechanics
2–4	Potions	Red heals, black hurts (by card's rank)
5–10	Weapons	Equip to color-matching Hand, or use unique Skills
Face cards	Monsters	Strength: Jack 11, Queen 12, King 13
Ace	Scrolls	Draw a card and face your Fortune
Joker	Stairs	Single leads to next Floor, multiple to Secret Floor

Suit	Skill	Fortune	Resolution	Color
Spades ♠	Attack	Pain	Lose Health equal to three times the Depth	Black
Clubs ♣	Probe	Loss	Discard any card from your Backpack	Black
Hearts ♥	Heal	Vigor	Gain Health equal to three times the Depth	Red
Diamonds ♦	Bury	Relief	Discard any Monster or Potion in the Room	Red
Joker	—	Surprise	Discard any number of cards from the Room	—

Fighting	Room	Hand	Selected	Case	Health
Q♠ (12)	7♠	5♣	5♣ + 7♠	12 = 12	No change (clean kill)
J♣ (11)	—	9♠, 10♣	10♣	10 < 11	Lose 1 (9♠ saved for later)
K♣ (13)	7♣	5♣, 6♠	5♣ + 6♠	11 < 13	Lose 2 (7♣ can't join)
J♣ (11)	—	—	—	0 < 11	Lose 11 (barehanded)
K♣ (13)	—	7♠, 8♣	7♠ + 8♣	15 > 13	Gain 2 (♣ bonus)
Q♥ (12)	9♠	6♥, 8♦	6♥ + 8♦ + 9♠	23 > 12	Gain 11 (♣ bonus)
Q♥ (12)	9♠	6♥, 8♦	6♥ + 8♦	14 > 12	No change (no ♠ selected)