

Mini Rogue

Game Design by Paolo Di Stefano and Gabriel Gendron

Components

- Nine cards (7 Room cards, 1 Character card, and 1 Dungeon card)
- This rulebook

The following components need to be supplied by the player:

- Four 6-sided dice
- Eight tokens (we recommend wooden cubes)

What is Mini Rogue?

Mini Rogue is a nanogame (or microgame) profoundly inspired by roguelikes and roleplaying games. Monsters, hazards, treasures, bosses, dungeons, random rooms and encounters, these things are all featured in Mini Rogue.

For optimal results, we suggest naming your adventurer and keeping a score sheet of all your game results. (See **Scoring**)



Object of the Game

In this solitaire microgame, you play as an adventurer that delves into a **Dungeon**, room after room, level after level, area after area, to reach the last room and acquire the **Og's Blood**: a fabled and mysterious ruby gemstone.

Each level of the **Dungeon** is laid out as a branching of rooms. Each time you face two rooms, you'll have to choose one. You will explore by rolling dice to resolve each encounter, and decide on how to pursue the adventure.

In each room, you may encounter a **Monster**, find a **Treasure**, discover a **Resting** area, meet a **Merchant**, dodge **Traps**, or face surprising **Events**. Each area ends with a powerful **Boss Monster** that you'll have to defeat to continue onto to the next area.

You win the game if you can reach the last room of the **Dungeon** and find the **Og's Blood**.



The Dungeon

The **Dungeon** has the property to change its layout every time an adventurer comes in. Each time, rooms get shuffled, but the basic structure remains the same:

- The **Dungeon** is a series of 5 **Areas**. They are differentiated by their setting and their monsters. The farther the **Area**, the harder the game will be.
- Each **Area** has 3 to 5 **Levels**. A **Level** is where a turn takes place. Every turn, you delve and go through a **Level** (see **Delving**).
- Each **Level** is comprised of 6 to 7 **Rooms** represented by cards (see **Rooms**).

To win the game, you have to go through all the **Rooms** of all the **Levels**.









Difficulty

Mini Rogue can be played in different difficulty modes, and here are our suggestions:

	<i>Armor</i>	<i>Health</i>	<i>Gold</i>	<i>Food</i>
<i>Childish</i>	1	5	5	6
<i>Normal</i>	0	5	3	6
<i>Hard</i>	0	4	2	5
<i>Nightmare</i>	0	3	1	3

Set-up

1. Place the **Character** card face up in front of you, far enough so that you have space for cards between you and the **Character** card. All the stats and equipment of your **Character** are on the **Character** card. Put 5 tokens, one on each track. You will keep track of each stat by moving the tokens accordingly.
2. Place the **Dungeon** card face up, next to the **Character** card. Place one token on the first **Dungeon Level** slot. This token represents your adventurer. Set aside a token for the **Monster** Health on the **Dungeon** card. Whenever you face a **Monster** or a **Boss Monster**, its health will be tracked on this card.
3. Depending on the level of difficulty you want to play, set the stats appropriately (see **DIFFICULTY**).
*For a normal game, set your **Character's** health to 5, your **Character's** Gold to 3, your **Character's** Armor to 0, and the **Food** to 6.*
4. Set aside the two remaining tokens. They are used to keep track of acquired **Items** during the game.
5. Take the **Room** cards, and set aside the **Boss Monster** card. Shuffle the **Room** cards, and place them, face down, in the following manner:
 - Create four columns of 1 card each, side by side, face down.
 - On the second and fourth columns, add one more card.

1	2	3	4
	 		 

6. Turn the first (leftmost) card face up.
7. Take a die and keep it nearby. This is your **unlocked die**. The other three are **locked**, so set them aside for now (see **EXPERIENCE AND RANKS**).

You've just set up the first level of the game. You are now ready to delve into this mysterious dungeon.



Character Stats

Your **Character** possesses multiple attributes: its **Experience Points (XP)**, its **Armor Rating**, and its **Health** points. In addition to those stats you will also keep track of **Gold** pieces, **Food** rations, and **Items** acquired.

As your **Character** gains **XP**, so does its power. Like in many popular games, **XP** accumulation leads to your **Character** acquiring **Ranks**, which grants additional dice for attacking. To help you keep track of the current state of your **XP**, a track on the **Character** card is provided, and gets reset each time you gain a **Rank** (see **EXPERIENCE AND RANKS** for further information).



Experience and Ranks

To get to the next **Rank**, you need to acquire **XP**. It is gained in a variety of ways, like reinforcing your weapon when **Resting**, killing **Monsters** and **Boss Monsters**, and when **Events** happen. But you can also lose **XP** when you stumble on a **Trap**.

Experience points are tracked with dice. There are two states of dice: **locked**, and **unlocked**.

- **Unlocked dice** are dice that you can roll, and that are part of your hand. They represent the attacking power of your **Character**.
- **Locked dice**, on the contrary, are dice that you **cannot roll**, and aren't part of your **Character**. They are set aside.

Your **Rank** translates directly into how many **unlocked dice** you have. For example, once your **Character** gets to **Rank 3**, three dice will be **unlocked**. Your **Character** **always starts at Rank 1, with one unlocked die and 0 XP**. **Unlocked dice** are mostly used for attacking, and sometimes for other purposes. The more, the better, especially as your **Character** delves further down and **Monsters** get tougher.

You track your **XP** with a **locked die**. When you gain your first **XP**, take one of the **locked dice**, put it on the **Experience** track on the **Character** card, and set its face to 1. Just add any **XP** you gain to this die. Once you reach the amount of **XP** needed (see **Experience Table** below), you obtain a **Rank**, and your **XP** resets to 0. Once you complete the requirements for a **Rank**, the **locked die** you used to track your **XP** **unlocks** and becomes available to be used whenever you attack. (see **COMBAT**)

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To be able to track large numbers of **XP**, like for **Rank 3** and up, you will have to move your dice on the **Experience** track. Each slot on this track amounts to 6 **XP**. Once your dice gets to face 6, the next **XP** will move your dice to the next slot, and start back to face 1.

For example: Mary is Rank 1, and she has 5 XP. She has one dice on the first slot of the Experience track. Mary kills a monster and gets 1 XP. She has now 6 XP, which is the necessary XP needed to rank up to Rank 2. She then takes the dice used for XP in her hand; she has now two attack dice. Her XP has reset to 0. To reach Rank 3, she will need 12 XP.

Experience Table	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
XP	0	6	12	18	24
Experience Track	n/a	1	2	3	4



Turn Sequence

Each turn will see your **Character** going through a single **Dungeon Level**, starting from the entrance to the exit. Each **Level** contains **Rooms** that need to be resolved before going forward. For help with resolving **Room** cards, see **Rooms**.

- Take the **Room** cards, and set aside the **Boss Monster** card.
- Shuffle the **Room** cards, and place them, face down, in the following manner:
 - Create four columns of 1 card each, side by side, face down.
 - On the second and fourth columns, add one more card, under the previous card.
- The entrance is the first card from the first column. **Reveal and resolve** the first **Room** card (see **Rooms**).
- Once resolved, **reveal** both cards of the next column.
- You can only resolve one card. **Choose one**, and **discard** the other one.
- Once resolved, go to the next column, and repeat the pattern: for each column, resolve only one card.
- Continue this pattern until all **Room** cards have been resolved, then advance your **Character** token to the next **Dungeon Level** on the **Dungeon** card, and consume 1 **Food** ration (see **DELVING**).

👉 If you are in the last **Dungeon Level** of an **Area**, add the **Boss Monster** card in a fifth column.

1	2	3	4	5
Room card	Room card	Room card	Room card	Boss Monster card

If you have not reached the 20th and last level, a new turn begins. Otherwise, see **END OF THE GAME**.



Delving

Delving is the act of finishing a **Dungeon Level** and going to the next one. Whenever the adventurer delves, resolve the following things:

- Consume a food ration.
- Place the **Adventurer token** on the next **Dungeon Level** slot on the **Dungeon** card.

Skill Checks

Some encounters in **Mini Rogue** are resolved by the player's **Skill Check**. To perform a skill check, roll one die and check if the value is less than or equal to your **Character's Armor** rating. If so, the skill check is successful.

For example: Martha has 2 of Armor, and must avoid a trap. She has to roll a 1 or a 2 to be successful.



Rooms

Each **Room** card you will face has a different way of being resolved. Let's take a look at each of them.

Monster:

1. **Determine the Monster's Health.** The amount of Health of the **Monster** is the sum of the current **Dungeon Level** plus 1d6. *For example: a Monster on Level 5 + 1d6. If you roll a 3, the Monster's Health is 8 (5 + 3).*
2. **Set the Monster's health** on the **Dungeon** card with the token.
3. **Combat!** You always get the first attack. (see **COMBAT**). Don't forget to keep track of the **Monster's** health on the **Dungeon** card.
4. **Outcome:**
 - a. **If your Character died**, this is the end of the game (see **LOSING**).
 - b. **If you managed to kill the Monster**, rejoice! You can now reap the experience points and move on. The amount of **XP** you win depends on the current **Area** and is specified on the **Monster** card. Update your **XP** dice.

Boss Monster:

1. **Determine the Boss Monster's Health.** The amount of Health of the **Boss Monster** is declared on its card.
2. Set the **Boss Monster's** health on the **Dungeon** card with the token.
3. **Combat!** You always get the first attack. (see **COMBAT**). Don't forget to keep track of the **Boss Monster's** health on the **Dungeon** card.
4. **Outcome:**
 - a. **If your adventurer died**, this is the end of the game (see **LOSING**).
 - b. **If you managed to kill the Boss Monster**, rejoice! You can now reap the experience points and move on. The amount of **XP** you win depends on the current **Area** and is specified on the **Boss Monster** card. Update your **XP** dice.

Treasures:

In the dungeon, you will find stashes of loot in varying quantities. Monsters tend to protect the most valuable treasures in the dungeon.

1. **If you faced a Monster earlier in this level**, you get 2 Gold pieces. Otherwise, you get only 1.
2. **Roll a die.** You can find special items if you get a 5 or a 6! If so, roll again and see the **Treasure** card for reference.
3. **Move your Gold stat token accordingly.** Also, set a token in your inventory for your newfound items, if any.

Merchant: *Some shady smugglers that call themselves "merchants" can be seen in this dungeon. Surely a peculiar place for them to be doing business.* When you reveal the **Merchant** card, you may spend any number of Gold pieces to purchase items that will improve your XP, Armor, Food, Health and Items. You may purchase any number of things on your turn, as long as you have the money.

Resting: When resting, you can choose **only one** of the available options on the **Resting** card. Update your stats accordingly.

Events and Traps: When you reveal these cards, roll one die and look up the result on the card. However, for the **Trap** card, you have to do a **skill check** (see **SKILL CHECK**) to figure out if you dodged the trap or not.



Combat

Whenever you face a **Monster** or **Boss Monster**, you'll enter **combat**. It is a fight to the death, and whoever loses all its health points dies horribly. Each party takes a turn at attacking the other. Your **Character** is always the first to **attack**. Once the attack is done, your **Character** will **defend** against the **Monster's attack**.

Attacking

Here's the attacking sequence in greater detail:

1. **Roll** all your unlocked dice.
2. **Discard** any dice that missed.
 - If you roll a **1**, your dice is a miss.
 - **No damage is dealt** with this dice, and you must **discard it** until the next attack (after the **Monster** counterattacks).
3. You can **choose** to reroll any dice that landed critical hits.
 - If you roll a **6**, your dice is a critical hit.
 - You can reroll this die, and add the value to the previous result, unless you roll a **1**. In this case, **no damage is dealt** with this dice, and you must **discard it** until the next attack.
4. Repeat steps 1 to 3 until you are satisfied or no more rerolls can happen.
5. Add all values together to determine the amount of damage you will inflict to the **Monster**, and apply it to its Health.
6. (Optional) If you want to use a **Wand**, now is the time. Refer to **USING WANDS** for more information.

For example, if you roll three dice and get 1, 5 and 6, you will discard the dice with 1, keep the dice with 5, and you'll probably want to reroll the dice with 6. After rerolling the dice with 6, you might get a 1. This dice is then discarded too. The only damage you will deal is the dice with 5, so only 5 points of damage will be removed from the Monster's health.

Another example: if you roll three dice and get 1, 5 and 6, you will discard the dice with 1, set aside the dice with 5, and you'll probably want to reroll the dice with 6. After rerolling the dice with 6, you might get a 3. The damage dealt is 5, and 6 + 3 (roll + reroll), so 14 points of damage will be removed from the Monster's health.

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Rerolling is risky.
For example, if you roll a 6, and then reroll and get a 3, then you deal 9 damage.
If you roll a 6, then a 6, and then a 5, you deal 17 damage.
If you roll a 6, then a 6, then a 1, you completely missed your attack with this die, and it is discarded until the next attack.

Defending
After attacking, if you did not slay the **Monster** or **Boss Monster**, it will counterattack. You suffer the damage points declared on the **Monster** or **Boss Monster** card.

However, if you have **Armor**, you can protect yourself from some of the damage received. For each **Armor** point, a damage point is removed.

For example, if you are facing a monster from Area 3, you will suffer 6 points of damage. However, you have an Armor rating of 2, so you are only receiving 4 (6 - 2) points of damage.



Gastronomy in the Dungeon
As with many roguelikes games, there is food to be managed. Your adventurer has to eat between every Level, otherwise they'll starve.


- There is a maximum of 6 food rations your adventurer can carry at all times.
- Every time your adventurer **Delves**, one ration has to be consumed. Update your **Food** track accordingly.
- But watch out, if you run out of food, your adventurer will starve. A starving adventurer will suffer 2 health points every time they **Delve**.



Treasures and Inventory
What would be a dungeon romp without some magical weapons? Whenever your **Character** finds a **Treasure** room, not only will they find some **Gold** pieces, but they also have a chance to find **Items**!

- Depending on what you have found, you must store your items in your **Inventory**, on your **Character** card.
- You can store a limit of 2 items maximum.
 - It's possible to have twice the same item.
 - You can also discard items whenever you want, especially if you want to make place for another item.

Some items are not items per se, but more like a bonus to your stats. The **Armor Piece** and **Whetstone** add an instant bonus to your **Armor** rating and **XP**, respectively, and do not require to be stored in your **Inventory**. Simply update your stats accordingly if you get the **Armor Piece** or **Whetstone**.

 For more information on how to use the wands, see **USING WANDS**.

Items Table	Properties	Inventory	Usage
1: Fire Wand	Inflict 10 points of damage to an enemy.	Yes	Combat
2: Ice Wand	Freeze a monster for 2 turns.	Yes	Combat
3: Poison Wand	For the remainder of the Combat sequence, deal 2 extra damage per turn.	Yes	Combat
4: Healing Potion	Heal 5 points.	No	n/a
5: Armor Piece	Add 1 to your Armor rating.	No	n/a
6: Whetstone	Add 1 XP.	No	n/a



Merchant Shop

The **Merchant** sells a limited selection of very useful different items. You can buy and sell from the **Shop**. It is not mandatory; you can skip the **Merchant** if needed.

Merchant Table	Buying Price	Properties	Selling Price
Fire Wand	8 Gold	See <i>Items Table</i> above	4 Gold
Ice Wand	8 Gold		4 Gold
Poison Wand	8 Gold		4 Gold
Food	1 Gold	Adds 1 Food ration.	n/a
Bandages	1 Gold	Heals 1 HP.	n/a
Poppy Seeds	3 Gold	Heals 4 HP.	n/a



Events

During your exploration, you'll face different **Events**. Most of the **Events** are beneficial, except one: the **Surprise Monster**.

Events Table	Effect	Description
Hidden Treasure	Add 1 Gold	You've found a coin hidden in a crack between two stones.
Blood Fountain	Add 1 HP	A Monster's favorite drink. Might as well drink a sip too.
Dwarven Bread	Add 1 Food	Carefully wrapped bread found on a dead adventurer. RIP.
Armor Piece	Add 1 Armor	A piece of armor found on a Monster's carcass.
Forgotten Whetstone	Add 1 XP	You've found a Monster's blade sharpening tools.
Surprise Monster	n/a	Fight! Monster Health: current Dungeon Level + 1d6 Monster Damage: 5 Monster Reward: 2 XP



Using Wands

Wands are powerful items that can be used to save your **Character's** life, or simply to kick major amounts of **Monster** ass.

- **Wands** can only be used during combat.
- **Wands** are used only after having **attacked** and before **defending**.
- Once used, it is consumed and discarded.



Traps

Dungeons mean danger, and danger sometimes means traps. Many adventurers perished not through combat, but through environmental hazards. Whenever you face the Traps card, you will need to do a **Skill Check** to verify if your **Character** can evade it (see **Skill Check**).

If you fail the **Skill Check**, you will have to **roll a die** to see which danger your **Character** will face.

Traps Table	Properties	Effect
1: <i>Mildew</i>	You have a rotten Food ration.	Lose 1 Food ration.
2: <i>Tripwire</i>	You tripped and fell hard to the ground. A Gold piece was ejected from your bag.	Lose 1 Gold.
3: <i>Rusted Armor</i>	The high humidity rusted your armor.	Lose 1 Armor.
4: <i>Spring blades</i>	You walked on a pressure plate and jumped just in time to avoid losing your head.	Lose 1 HP.
5: <i>Moving walls</i>	Moving walls were about to crush you, but you sacrificed your sword to save yourself.	Lose 1 XP.
6: <i>Pit</i>	You fell into a hole and landed below. You broke a bone.	Fall to the next Area, in the Level directly under the current one. Lose 3 HP.



End of the Game

After you have resolved every Room of every Level of every Area, you win! The Og's Blood is yours! Bravo!

Oh, sorry, you died, right? Mini Rogue can sometimes be a punishingly hard game. Nevertheless, you've faced great odds, found great loot, and kicked ass! You should totally tweet us your final score!

Tweet to [_mountaingold](#) with the [#minirogue](#) hashtag, and add your score! (See **Scoring**)

Scoring

We suggest keeping a scoresheet of all your delvings. To keep it short and to the point, we've found a minimal way to keep track of each outcome. It's not necessary, but it's fun!

First, start with the first letter of the cause of your demise (or success): **Win, Trap, Fell, Hunger, Monster, Poison, Boss.**

Then, follow with the **Dungeon Level** where your demise took place, then follow this with the **Rank, Gold pieces, and Armor** rating.

*For example: someone dying on the 6th level from falling from the 3rd level will have something like **F6-1-4-0**.*



Credits and Licensing

Game Design by Paolo Di Stefano and Gabriel Gendron. Artwork and Graphic Design by Gabriel Gendron.
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Player Aid

Prepare Phase Setup level. If last Level of Area, place Boss.	Hack and Slash Phase Reveal the card(s) of the current column. If there are two cards, discard one. Resolve the card. Use wands, if needed. Go to the next column and repeat. Found last level and killed boss? You win!	Delving Phase Consume 1 food ration Move adventurer token
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