

GLOSSARY

Ability: a skill that grants an adventurer a benefit during the game.

Adventurer: a character who has a name, a set amount of HP and coins and a unique ability.

Adventurer End Status: the status of the adventurer at the end of the dungeon map that consists of his maximum HP, coins and cards obtained.

Card: it has an energy cost, a name and one or more effects that represent the action/actions that can be performed by playing it during the battle. Only an adventurer can own and play cards.

Challenge Rating: a value from 1 to 3 that stands for how strong is the monster is; an higher value means that is stronger.

Damage Effect: a type of effect of card that can deal damage to a Monster.

Deck: all the cards that the player owns and from which he draws his Hand during each battle.

Discard Pile: the pile of cards that contains the adventurer's used or discarded cards during the battle.

Draw Effect: a type of effect of card that permits the adventurer to draw one or more cards from the Deck.

Dungeon Map: represents the dungeon with its rooms and how they are connected each other.

Dungeon Map Level: each level is composed by the available rooms that the player can choose from after he has left a room or at the beginning of the game. The last level is always composed by one room (the Boss one).

Energy Cost: an integer number that represents the ammount of energy points the adventure have to pay in order to play that card with that energy cost.

Extended Tome Ability: an ability that grants the adventurer to draw 2 more cards at the beginning of each turn of each battle.

First Aid Ability: an ability that grants the adventurer the restoration of 6 HP at the end of each battle.

Game Difficulty: it's the game difficulty of the game that can be:

- **Easy:** the Adventurer's path consists of 3 Dungeon Map Level (5 total Dungeon Rooms);
- **Medium:** the Adventurer's path consists of 6 Dungeon Map Level (17 total Dungeon Rooms);
- **Hard:** the Adventurer's path consists of 9 Dungeon Map Level (29 total Dungeon Rooms).

Hand: all the cards that an Adventurer can play during a battle drawn from the Deck.

HP: stands for hit points and they are the amount of damage an adventurer can afford before dying.

Monster: an enemy the adventurer can find in a Battle Room who has a name, a set of actions he can use in the battle, a set amount of HP, a challenge rating and a type: Normal or Boss. A Boss Monster is stronger than a Normal one.

Monster Action: an action that can be performed by a Monster, only one each turn for each Monster.

Protection: is a state represented by a positive integer number that prevents the loss of that number of HP when the adventurer receives an attack.

Protection Effect: a type of effect of card that grants protection to the adventurer.

Room: a place where the player can face a battle (Battle Room), rest next to a bonfire (Bonfire Room), find a treasure chest (Treasure Room) or purchase cards from a merchant (Merchant Room).

Starter Deck: the deck every adventurer has at the beginning of each new game. It contains always the same 10 cards: 4 Strike, 5 Defend and 1 Reinforcement.

To Draw a card: it consists of picking the first card of the Deck and put it in the Hand.

To Play a Card: it consists of paying the energy cost of a card and applying its effects.

Treasure Chest: a chest containing a treasure that is composed always by an amount of coins and sometimes also by a card.

Warrior: a type of adventurer that fights with his weapon and has the First Aid Ability.

Wizard: a type of adventurer that fights with his spells and has the Extended Tome Ability.