

## BUSINESS RULES

**R1:** The player can choose only one adventurer from the list of the available ones.

**R2:** Every adventurer starts the game with a unique starter deck and his own ability. The Warrior starts with 100 HP and 200 coins while the Wizard with 85 HP and 200 coins.

**R3:** A battle always starts with the adventurer taking the first turn; during the battle the adventurer has 3 energy points with which he can play his cards but not all the energy points have to be used every turn; at any moment he can pass the turn; when the adventurer decided to play a target card, if there are more than one monster he has to decide which monster the effect should be applied to; at the end of each turn every energy point not used is lost; at the beginning of every new turn the adventurer regains all the energy points.

**R4:** The adventurer draws 5 cards from the deck at the beginning of every turn and put them in his hand; he discards all the unused ones at the end of the turn. When all the cards in the deck are drawn, the discard pile are reshuffled in the deck.

**R5:** Each card has an energy casting cost from 0 to 3 and a text that explains its effect that can be dealing damage to a monster, providing protection to the adventurer from the monsters' attacks, drawing cards from the deck or a combination of the previous ones.

**R6:** Playing a card means to select a card from the hand, paying its energy cost and use it immediately applying its effect.

**R7:** The used or discarded cards are put in the discard pile.

**R8:** The deck has no maximum number of cards.

**R9:** The card available are:

- **Strike** (Damage effect): energy cost 1, deal 6 damage, coinCost = 100;
- **Double Strike** (Damage effect): energy cost 1, deal 10 damage, coinCost = 250;
- **Heavy Strike** (Damage effect): energy cost 2, deal 15 damage, coinCost = 250;
- **Slashing Strike** (Damage effect): energy cost 1, deal 3 damage to two monsters, coinCost = 250;
- **Big Impact** (Damage effect): energy cost 1, deal 5 damage to two monsters, coinCost = 400;
- **Meteor** (Damage effect): energy cost 2, deal 10 damage to two monsters, coinCost = 600;

- **Defend** (Protection effect): energy cost 1, grants 8 protection, coinCost = 100;
- **Iron Plate** (Protection effect): energy cost 1, grants 12 protection, coinCost = 250;
- **Total Defense** (Protection effect): energy cost 2, grants 20 protection, coinCost = 250;
- **Reinforcement** (Draw effect): energy cost 1, Draw 2 cards, coinCost = 200;
- **Small Help** (Draw effect): energy cost 0, draw 1 card, coinCost = 350;
- **Allies Are Coming!** (Draw effect): energy cost 2, draw 4 card, coinCost = 350;
- **Sword & Shield** (Damage + Protection effect): energy cost 1, grants 8 protection and deal 6 damage, coinCost = 300;
- **Help & Sword** (Damage + Draw effect): energy cost 1, draw 2 cards and deal 6 damage, coinCost = 400;
- **Help & Shield** (Protection + Draw effect): energy cost 1, draw 2 cards and grants 8 protection, coinCost = 400.

**R10:** When an adventurer receives an attack and has a certain amount of protection, the attack is reduced by that number and also the protection is reduced in this way. If the attack is higher than the protection, the adventurer takes damage equals to the difference.

**R11:** The protection is cumulative and doesn't vanish at the end of turn.

**R12:** a Room could be a Battle Room, Bonfire Room, Treasure Room and Merchant Room; the first room of any dungeon map is always a Battle Room with a Normal Monster; the last room of any dungeon map is always a Battle Room with a Boss Monster, that is the only room with a Boss Monster.

**R13:** After every won battle the maximum adventurer HP raises by 3 or by 10 if it was a Normal or a Boss Monster; He gains coins according to the Monster killed.

**R14:** The monster can perform only one action from his own list of actions each turn and it always shows its next action during the adventurer's turn.

**R15:** The Monsters are:

**Wolf** – CR 1

Hp: 60

Attacks:

- Bite: deals 10 damage
- Claws: deals 15 damage

Coin Reward: 25

**Cobra** – CR 1

Hp: 30

Attacks:

- Tail's snap: deals 8 damage
- Venom bite: deals 12 damage and give 5 protection

Coin Reward: 15

### **Goblin – CR 1**

Hp: 50

Attacks:

- Dagger: deals 10 damage
- Defensive Strike: deals 8 damage and grants 8 protection
- Total defense: grants 15 protection

Coin Reward: 35

### **Dark Sorcerer – Boss CR 1**

Hp: 100

Attacks:

- Void Beam: deals 15 damage
- Magic Armour: grants 15 protection
- Displacement Attack: deals 15 damage and grants 10 protection

Coin Reward: 250

### **Empty Armor – CR 2**

Hp: 120

Attacks:

- Greatsword: deals 20 damage
- Total defense: grants 30 protection

Coin Reward: 80

### **Giant Bear – CR 2**

Hp: 150

Attacks:

- Claws: deals 15 damage
- Bite and Claws: deals 25 damage

Coin Reward: 95

### **Green Slime – CR 2**

Hp: 100

Attacks:

- Jelly bullet: deals 10 damage and protection 10
- Jelly Machinegun: deals 20 damage and protection 5
- Immunity: grants 60 protection

Coin Reward: 100

### **3-Headed Hydra – CR 2 Boss**

Hp: 300

Attacks:

- Strike: deals 15 damage
- Double Strike: deals 30 damage and 15 protection
- Triple Strike: deals 45 damage

Coin Reward: 350

### **Ogre – CR 3**

Hp: 250

Attacks:

- Stomp: deals 30 damage
- Double Punch: deals 50 damage

Coin Reward: 300

### **Giant Skeleton – CR 3**

Hp: 180

Attacks:

- sword: deals 25 damage and grants 15 protection
- Precise Strike: deals 35 damage and grants 15 protection
- Avalanche: deals 50 damage

Coin Reward: 250

**Undead Warrior – CR 3**

Hp: 200

Attacks:

- Lance: deals 25 damage
- Tortoise: deals 20 damage and grants 50 protection
- Whirlwind: deals 40 damage

Coin Reward: 250

**Ancient Dragon – Boss CR 3**

Hp: 500

Attacks:

- Bite: deals 35 damage
- Tail Attack: deals 20 damage
- Fire Breath: deals 60 damage
- Dragon's defense: grants protection 100

Coin Reward: 500

**R16:** The Bonfire Room restores 30% of the adventurer max HP.

**R17:** The Treasure Room contains always three closed chests; every chest contains always an amount of coins and sometimes also a card. The Treasure is always among the following and is chosen from them:

- Money Treasure: 10 / 50 / 100 / 150 / 200 / 300 coins
- Money and Card Treasure: 10 / 100 / 200 coins + 1 random card

**R18:** In the Merchant Room the adventurer can purchase cards with his coins.

**R19:** The player, at the start of the game, can choose between 3 difficulty that determines a different kind of dungeon map structure as follows:

The Easy difficulty dungeon consists of a total of 3 levels:

- The first level consists of the starting room (Battle Room) and contains a Monster with CR equals 1;
- The second level consists of 3 rooms: a Treasure Room, a Bonfire Room and a Merchant Room;
- The Battle Room contains a Boss Monster with CR equals 1.

The Medium difficulty dungeon consists of a total of 6 levels:

- The first level consists of the starting room (Battle Room) and contains a Monster with CR equals 2;
- The other 15 Rooms are: 3 Bonfire Rooms +3 Merchant Rooms +3 Treasure Rooms +6 Battle Rooms (with Monster CR equals 2) chosen randomly for each Level;
- The Boss Room contains a Boss with CR equals 2.

The Hard difficulty dungeon consists of a total of 9 levels:

- The first level consists of the starting room (Battle Room) and contains a Monster with CR equals 3;
- The other 27 Rooms are: 5 Bonfire Rooms +5 Merchant Rooms +5 Treasure Rooms +12 Battle Rooms (with Monster CR equals 3) chosen randomly for each Level;
- The Boss Room contains a Boss with CR equals 3.

**R20:** When the player defeats a Boss at the end of a dungeon map his HP are fully restored.