



1. Begin at 'START' with 5 HP and strength = 0
2. Move any direction and any steps, doors and enemies block your way
3. A door can be opened with a key of door's colour
4. Defeat an enemy in a battle to go through: roll two dice and add the result to your strength. Roll one die for the enemy and add the result to its strength (shown in the bottom right corner of enemy's cell). If your result is the same or higher then you win, the enemy dies and you proceed, otherwise you lose 1 HP
5. Picking up objects: flask grants 2 extra HP (i.e., healing + increasing total health if possible. For example, if player has 4 HP and picks up a flask, the total health will become 6). The axe gives 1 strength point and the sword gives 2, thus permanently increasing player's strength
6. CHECKPOINT saves your game state: if you die you may start at CHECKPOINT with 5 HP and strength from what you already had.
7. The game ends when the player reaches 'END' (win) or player's HP goes to zero (lost)

- The game has optional hard mode:
1. During the battle roll two dice for the enemy
 2. The flask only heals up 2 HP (that is, it does not grant any extra HP)
 3. The last enemy takes away 2 HP instead of one if the player loses the battle
 4. CHECKPOINTS have no effect (like empty squares)

Additional Character

Version I

The player is met by a wizard (NPC) in the beginning of the cave and then they go together through the cave.

If they meet an enemy, the wizard might explain what kind of enemy it is, probably its features, strong and weak sides. During the fight you roll two dice, one for your attack value and the second die for wizard magic attack and then merely sum the two values to compare with the enemy attack value.

If they see a door, the wizard explains that the door can be opened only when they find and use the suitable key. When they find and object, the wizard tells how the object can be used.

Version II

There are two players, who go together or separately and each has only one die for rolling in the battle. If they go together, their die roll values are summed and their combined value is used against enemy attack value thus motivating the players to travel together in the dark and damp cave.

Narrative

You are an outlaw in a small settlement in a ravine surrounded with mountains. The villagers have locked you in a barn for indefinite time. Recently the people noticed that their sheep started to disappear and learned that the creatures from one cave in the mountains are the reason. Few brave men went to the cave and only one escaped. He told everyone about the unfortunate fate of his fellows and how the monsters have made corridors in the cave with only one exit on the other side of the cave.

After a brief discussion the village board has decided to offer you a chance to clear your name and full support for the rest of your life if you agree to go into the dreadful cave. You would wield a dagger, given leather clothes and your task would be to clear the cave from the monsters and exit on the other side.

After considering your miserable situation you take their offer and approach the entry of the cave together with several villagers. The people have given you a torch and once you alone step inside they block the entry with a huge stone which you cannot move. The only way for you is go pass through the cave.

The game tries to implement the writer—led narrative.

Once you are on a cross, you can choose a direction to continue.

If you see a door you may try to open it. If you have a key of the same colour as the door then you can open, otherwise you would be given a hint to look for the corresponding key.

If you see an enemy in front you will be offered to engage in a combat or to go back and choose another direction. Apparently, you would have to fight most of the monsters at some point, therefore, there will no sense in going back at that point.

When you see an object on the space in front of you, you will be informed what it looks like (a rusty axe, a blue key, a flask etc.). When you step on that space you pick up the object and you are informed what happened (your strength has permanently increased by one, you have got a blue key, you have healed yourself for two hit points. . .).

Once you step on the check point square your game state is saved. That means, if you die then you can start again from the check point if you want to, you HP will be restored to five and the strength will be restored from what you had when you stepped on the check point square. Note: in the hard mode the check points square are inactive, no effect.

Winning state: once you step on the “END” square your character exits the cave and goes to the village. People immediately perceive it as you succeeded (since you survived and there was only one way to exit the cave) and praise. The village board as promised gave you the house to live in and full support till the end of your days, so you may choose to be lazy and do whatever you want.

Hard mode: the King of the country has heard about your heroic deeds and granted you shining armour together with a skillfully crafted sword and offered you to join his personal guards with a chance to participate in future great adventures. You gratefully accept his offer and wait for new adventures.