

DUNGEON DECK

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An ATARI 2600 Dungeon Crawler Card Game

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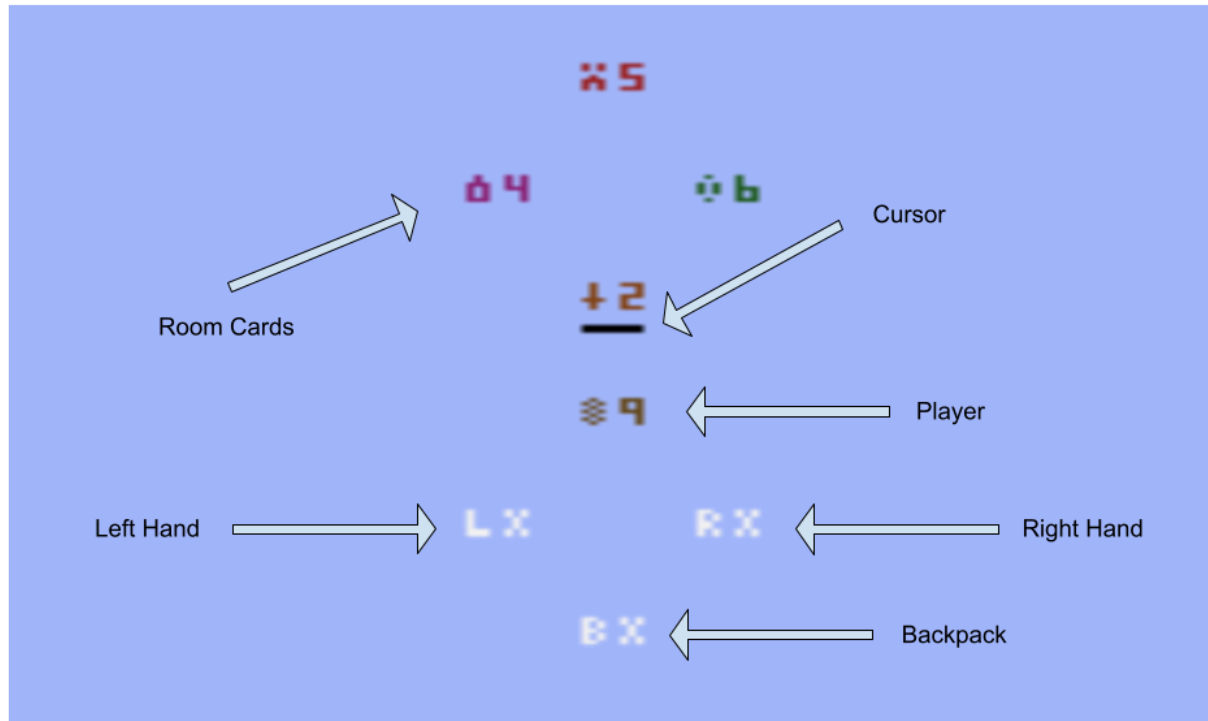
Overview

Dungeon Deck is a strategy card game. Your goal is to make it through the 45 card dungeon without your HP falling below 1. The dungeon is full of monsters, weapons, shields, and potions. You will have to carefully use your items to kill all the monsters and make it to the end of the dungeon.

Starting The Game

To start the game. Plug in the cartridge and turn on the console. Make sure the bw/color switch is turned to color (bw mode is not currently supported). You should see the title screen. Press the reset switch to start the game. The game screen will show up.

Game Screen



This is the game screen. It consists of the cards in the current room, which are the top four cards. Your player card is shown on the lower middle card, which also shows your current hp. You can see your left hand, right hand, and backpack: each of which can hold one card. When a card is in your left or right hand, it is considered equipped. Cards in your backpack cannot be used until they are equipped. You can also see the cursor here, which is used to select cards.

Moving Cards

To move a card, move the cursor with the joystick to the card you want to move. Press the button to select it. Your selected card will start flashing to indicate it has been selected. Move the cursor to where you want to place the card and press the button again to move it. To cancel a movement, place the card back on itself. You can move cards to your hands and backpack, between your hands and backpack, but not back to the room once they have been cleared.

Playing the Game

Getting through the dungeon will consist of a series of rooms. A room is represented by a collection of 4 cards; they are shown as the top 4 cards on the game screen. To move to the next room, you must clear 3 of the four cards from the room. You will clear cards predominantly by moving them into your hand. Different cards have different rules, so make sure you read up on them below. Once you have cleared a card, its slot will be empty until the next room.



Here, the sword card was moved from the room into the player's right hand.

Card Types

There are 4 card types:

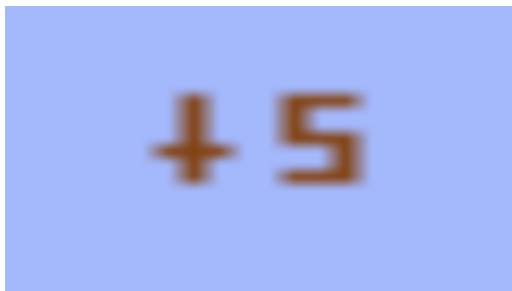
Monsters



This is a monster card. The number to the right of the monster icon is its monster power. Monsters will die when their power reaches zero.

To clear a monster, place it on the player card. The monster will attack the player with all its monster power. Be careful, if a monster has the same or more attack power then the player's hp, you will die!

Swords



This is a sword card. The number to the right of the sword icon is its attack power. A sword can be used to attack a monster with its attack power.

Swords that are equipped can be placed on a monster card to attack it. The monster will lose monster power equal to the sword power. If the sword power is equal to or greater than the monster power, the monster will die.

Shields



This is a shield card. The number to the right of the shield icon is its defense power. A shield can use its defense power to block a monster attack.

Placing a monster on a shield will block that monster's attack equal to its defense power. If the monster power is greater than the shield's defense power, the remaining monster power will attack the player. For example, if you place a monster of power 5 on a shield of power 2, you will still lose 3 hp.

Potions



This is a potion card. The number to the right of the potion icon is its healing power. A potion can use its healing power to heal the player.

Equipping a potion will instantly use it, healing you up to a maximum of 9 hp.

Running Away

When you enter a new room, but before you clear any of the cards, you can choose to run away. To run away, push the game select switch. Running away from a room costs 2 hp, and the cards will be placed on the end of the deck, to be faced later. While running away has a cost, if a certain room has too many powerful monsters, it may be best to come back to face it later.

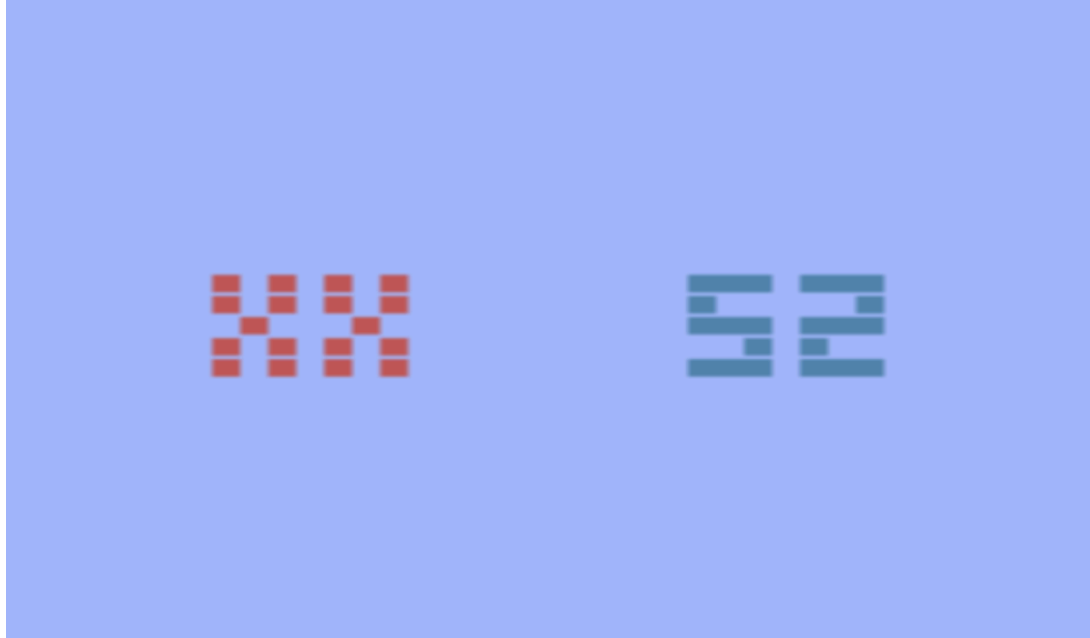
Data Screen



This is the data screen. The left number shows how many cards are left in the dungeon, and the right number shows your score. You can access the data screen by switching to b/w mode. Switching to color mode will go back to the game screen. You can access the data screen at any time during play.

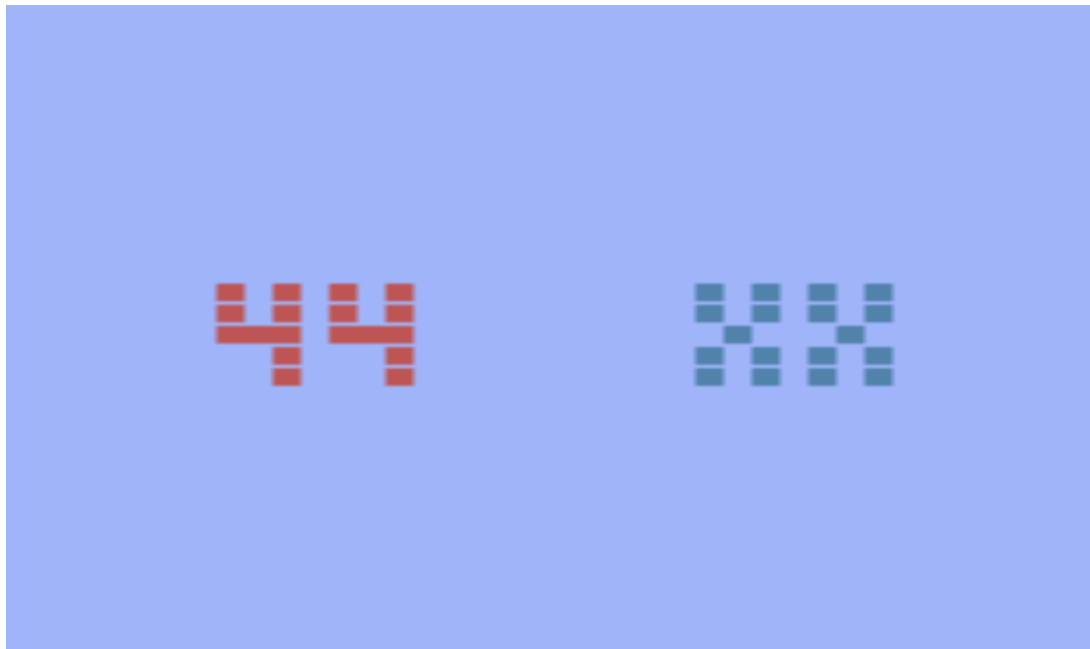
Winning

Once you have cleared every card in the dungeon, you will win the game. To signify this, you will be taken to the data screen to see your score. The XXs in the cards left number signify this is the win screen:



Losing

If you drop below 1 hp, you will lose. To signify this, you will be taken to the data screen to see how many cards you have left. The XXs in the score number signify this is the lose screen:



Score

If you beat the dungeon, you will be given a score. There are two ways to increase your score.

1. Beating the game will give you a score bonus.
2. Sacrificing a card will give you a score increase equal to its power. To sacrifice a card, move it from your hand or backpack onto the player card. You cannot sacrifice monster cards x)

Dying in the dungeon will not give you any score.

Timed Variant

If the normal gameplay becomes too easy, select a timed variant (see Levels section). Timed levels show two bars which countdown to zero. If they hit zero, you will lose 1 hp. The timers reset when you clear a room or run away.

Levels

There are three levels of dungeons you can face, easy, medium, or hard. To select a difficulty level, press the game select button on the title screen. The difficulty level number will change to indicate your selection

- 0 - Easy (No score increase on win)
- 1 - Normal (20 score increase on win)
- 2 - Hard (45 score increase on win)
- 3 - Easy Timed (30 score increase on win)
- 4 - Normal Timed (60 score increase on win)
- 5 - Hard Timed (80 score increase on win)

Notes

- This game was made by Joshua Bourgeot in 2025 for an Atari 2600 programming class.
- It is a modified version of Scoundrel (<http://www.stfi.net/art/2011/Scoundrel.pdf>) and Card Crawl (<http://cardcrawl.com/>).
- The (very messy, uncommented) source code can be found on my Github (<https://github.com/dragonsploder/DungeonDeck>).
- This game probably needs more playtesting, sorry if it is unbalanced x)