

Dungeon Aces

2025-05-28, Version 0.2.1

Story

Today the adventurers here gathered descend on the Dungeon of Four Treasures to seek fortune and excitement. Some will die, some will be legends, none are safe.

Required Materials

- 1 standard deck of Playing Cards
- 2d6 per player: One represents position + health, The other is for resolving outcomes
 - If you want to be fancy, players can have their own color if they like, otherwise just keep your player die near to the wall of the room nearest you

Overview

- Goals: Stay alive, Achieve glory
- End: The game ends when all four Aces are held -or- All players are simultaneously dead
- Setup
 1. Decide on a dungeon size: Default - $5 \times \text{Number of Players} = \text{Number of face-down cards}$
 2. Decide on competitive or cooperative start, you do not have to **remain** cooperative or competitive!
 3. Choose a Dungeon Master to manage monster movement. (See below.)
 4. Shuffle deck
 5. Players take turns placing cards face down (in clockwise order) until desired size is reached, All rooms after the first are placed adjacent to at least one placed room in the same orientation
 6. After all rooms are placed, Each player turns 1 card 90deg determine entrance rooms. Only cards at the edges may be entrance rooms.
 7. Place characters in any entrance room, Each character is a d6 with 6 facing up, Pips are your health
 1. Cooperative: All players start in the same entrance room
 2. Competitive: All players start in different entrance rooms
 8. Remainder of cards is placed face down as the Draw Pile
- Card Functions
 - Room Cards (Face Down): Unexplored rooms
 - Monster / Treasure Cards (Face Up): Placed on the room they occupy
 - Discard Pile (Face Up): Spent cards and dead monsters go here
 - Draw Pile (Face Down): All cards added to the dungeon come from here
 - When the draw pile is empty, shuffle Discard Pile and place face down as the Draw Pile

- Win Conditions:
 - Cooperative: The party collectively possess the Four Aces.
 - Competitive: The player or party holding the most Aces at the end wins. In the event of a tie, the player / party with the most items wins.

Monsters

- A monster that does not share a room with a player will move towards the nearest player.
- Monsters do not move until they are revealed by exploring a room. Movement is one room per turn unless otherwise stated.
- Monster Types:
 - King: Ogre - Requires 2 players or Advantage to defeat
 - Queen: Shape-shifter - Players cannot Evade or use Advantage.
 - Jack: Kobold - Moves up to 2 rooms per turn in pursuit of nearest player
 - Joker: Goblin Mage - Teleports to player with most item cards (including treasure) at the start of every turn. Players can Evade.

Player Actions

One action per turn. Choose any of {Move, Explore, Attack, Give, Heal}.

- Move -> to an adjacent room
- Explore -> Roll 1d6 and explore the room on 3-6, Critical Mistake: Take 1 damage on 1 and leave room unexplored
 - When a room is Explored, Draw a card and place it face-down (Do not look at it!) underneath the revealed card, Then resolve outcome
 - If more than one player occupies a room with revealed items and/or treasure, decide who will get it
 - Cooperative: All players occupying the room distribute loot as agreed upon
 - Competitive: All players roll 1d6. Highest roll gets all loot in the room. In the case of a tie, tied players should re-roll until there is a winner.
 - Number Cards: Items - Put it in your hand, Your choice if you want to show it to other players
 - Hearts->Fortitude: Physical Defense
 - Spades->Valor: Physical Attack
 - Diamonds->Wisdom: Magical Defense
 - Clubs->Power: Magical Attack
 - Face Cards: Monsters / Treasure
 - Ace: Great Treasure - Put it in your hand, Draw 2 items from the deck and take an additional action, Discard non-Ace face cards.
 - All other Face Cards: PvE begins, Begin resolving combat immediately. The exploring player cannot evade as their action has been spent
- Attack -> Once per turn, resolve Combat as follows

- Advantage is a binary stat. You either have it or you don't for one turn only. (See below.)
- Player-vs-Monster (PvE) must be resolved before Player-vs-Player (PvP) combat, per turn.
- PvE:
 - Evade: Escape to an adjacent room without fighting (counts as part of Attack action)
 - Choices:
 - Spend an item of the same suit as any monster in the room
 - Roll 1d6: 4-6 succeeds otherwise you must remain in the room and resolve combat
 - If you share a room with one or more monsters and do not evade, you must fight
 - Combat, Roll 1d6
 - 1 Player: 4-6 defeats monster, 1-3 take one damage
 - 2+ Players: Monster is defeated immediately, but all players roll 1d6 and take 1 damage on 1-2
 - Spend a card of the same suit for advantage:
 - 1 Player: 2-6 defeats monster, 1 take one damage
 - 2+ Players: If any player gains advantage, no players will take damage - No miss roll required
 - Ogre
 - 1 Player alone: Must evade or take 2 damage
 - 1 Player with Advantage: 5-6 defeats, 1-4 take 2 damage
 - 2 Players; Both must roll 3-6 to defeat, otherwise both take 1 damage
 - 3+ Players: All must roll 2-6 to defeat, Otherwise random player takes 1 damage
 - If there is more than one monster in a room, players in the room that do not evade must fight each monster as a group in the following order: {Joker, Jack, Queen, King}
- PvP:
 1. Challenger declares an opponent among players in the same room. *You may not Evade if challenged!* You may only challenge once per turn.
 2. Ante Up: Each player in the fight may only ante one card.
 1. Spend an item to gain advantage
 2. Spend an opposite item to nullify opponent's advantage
 - Hearts <--> Spades
 - Diamonds <--> Clubs
 - It is possible for both players to have Advantage if the opposite is not played.
 - You may choose not to Ante.
 3. Both roll 1d6
 1. 4-6 inflicts 1 damage on opponent
 2. Advantage: 2-6 inflicts 1 damage on opponent
 3. 1: Critical Miss - Take 1 damage
- Death: When a player receives more damage than they have pips, they die

- Discard items
- Drop treasures (Aces) in the current room
- Roll 1d6: You are dead for that number of turns (decrement die once per turn) and restart as a new adventurer after penalty has ended. You must restart from an entrance room.
- Your party affiliation remains the same unless negotiated otherwise.
- Give:
 - Hand any number of items and/or treasures to a player in the same room
 - Giving requires an action, Receiving does not
- Heal: Discard 2 items to gain one health. Aces cannot be discarded.

Cooperation & Competition

- A game is Cooperative only if all players are together in one group (party).
- A game is Competitive if there is any mixture of multiple parties and individuals.
- All win conditions apply at the party level.
- Any player can leave a party at any time for any reason.
- When a player challenges a fellow party member to a PvP battle, the challenger leaves the party automatically.
- A player may join a party only if all existing members agree.

Change Log

- 2025-05-28
 - Clarified language about Entrance Rooms.
 - Added rules for multiple parties.
 - Renamed "Dungeon of Four Treasures" to "Dungeon Aces".