

Dice

N

Dungeoning



ABOUT THE GAME

Dice 'N Dungeoning the card game is about playing a dungeon role-playing game with your friends where you can battle against each other using commonly seen items from popular role-playing games. You choose your character card and a starter deck or you can even create your own. The customizing options are endless.

CARD INFORMATION

CHARACTER CARDS



Character Art

Character Name

Character Ability

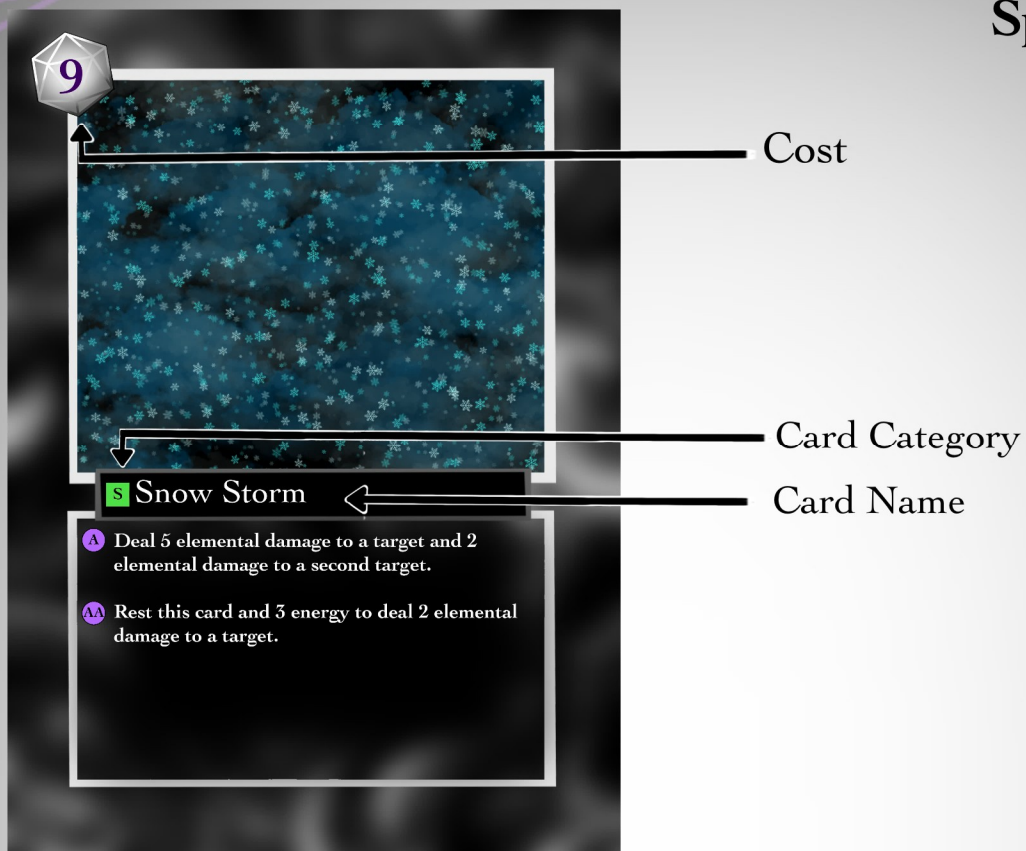
Mythical Action

Weapon Cards

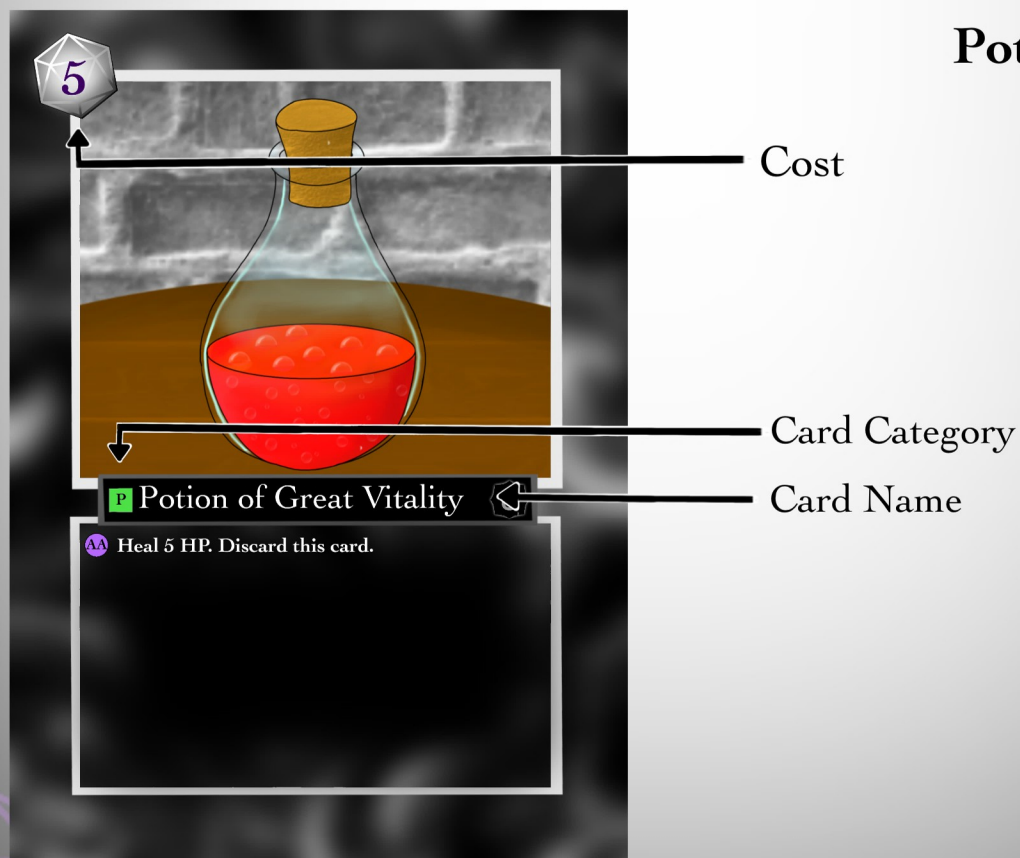


Place holder

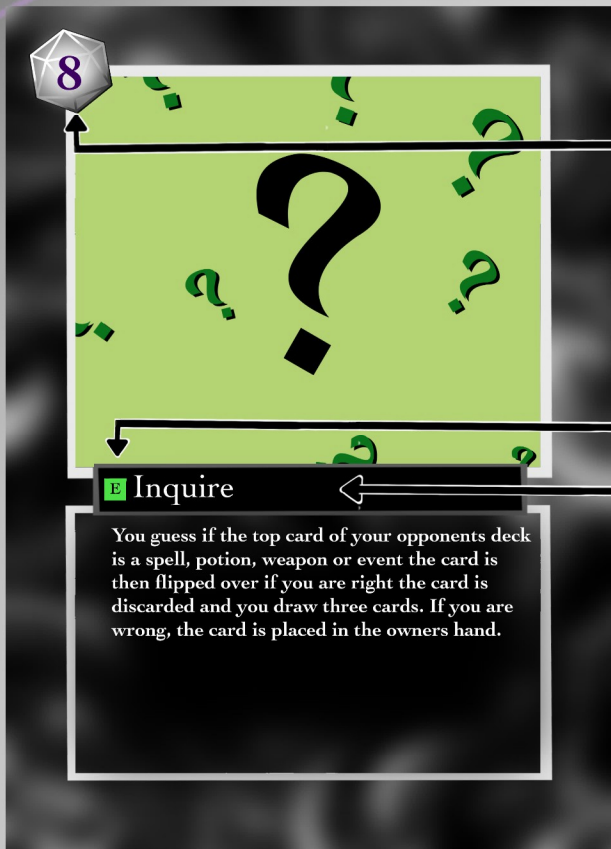
Spell Cards



Potion Cards



Event Cards

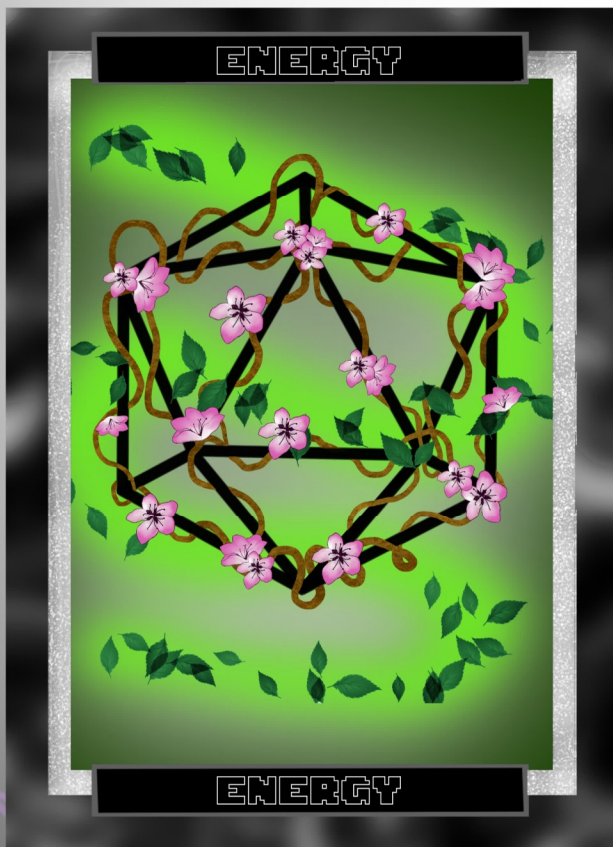


Cost

Card Category

Card Name

Energy Cards

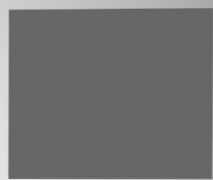




Board Play Set Up



ACTIVE CARDS



HEALTH COUNTER



DECK



*CHARACTER
CARD*



TRASH



ENERGY



ENERGY COST AREA





DECK CONTENTS

1 Character Card

40 Card Deck

No more than 3 cards with the same card ID number in the deck.

Cards labelled unique may only have one copy in a deck.

10 Energy Cards

SETTING UP THE GAME

If there is any discrepancies between this rule manual and the card text the card text should take precedence.

☐ Shuffle your deck and place it face down in its designated area on your play mat.

☐ Place your character card in its spot face up.

☐ Decide who goes first by rolling a dice, the winner chooses if they go first or second.

☐ Draw five cards from your deck. This is your starting hand.

☐ Each player may choose to return all of the cards in their hand to their deck, reshuffle and redraw the five cards from their deck. This can only be done once by each player.

☐ Place your health counter on the board in its designated area. Set health to 25 for regular play or 20 for tournaments.

☐ The player going first starts their turn.

WINNING THE GAME

You win one either your opponent's health counter reaches zero or their deck reaches zero cards.





ACTIVE AND RESTED STATES

All cards in your deck are either played on the board in an upright position or discarded. Cards that are kept on the board can have text requiring you to rest the card to have an effect happen. This is done by rotating the card sideways to show it is now in a rested state. Returning a rested card to an active state is called setting it as active while changing an active card to a rested state is called resting it.

PAYING COSTS

In DND when you play a card you will need to pay its cost by resting the specific number of energy cards in your cost area from your energy deck.

GAME FLOW

REFRESH STAGE

- Set all of your rested cards and energy as active and return all energy cards attached to your cards to your cost area in an active state.

ENERGY PHASE

- Place two energy cards from your energy deck to your cost area and set them as active. If you only have one energy in your energy deck then place one energy card in your cost area as active.

DRAW PHASE

- Draw one card from your deck and add it to your hand.

MAIN PHASE

- This is your primary phase of the game. You may perform any of the options in any order and as many times as needed within the rules of the game.

PLAY CARDS

ACTIVATE CARD EFFECTS

MYTHICAL ACTIONS

MAKE ATTACKS

END PHASE

“End of your turn” and similar effects activate and are resolved, then your turn ends and it becomes your opponent’s turn.





MAIN PHASE EXPANDED

PLAY CARDS

Players can play up to 1 action, 1 additional action or events on their turn. Actions can only be used on the turn they are played. Players can also play up to 1 reversal card, but only on an opponent's turn. First place the card that you want to play and set it to active. Next pay the cost of the card and follow the card's effects. If it does not say discard this card then it will stay in your active cards area. When you have five active cards and want to play a new card, you can do so by trashing one of the cards in your battle area then playing the card you want. This happens even if the card you want to play is discarded.

ACTIVATE CARDS

Cards that have already been played in the active cards area could have options on them. You may choose to activate the cards effects with additional actions or reversals. Cards have written on them how to activate them, normally resting the card and discarding a card or energy costs. You are still only allowed to play one additional action, and one action on your turn so keep that in mind when deciding which cards to activate.

EVENT CARDS

To activate an event card from your hand first reveal the event card you wish to activate. Then pay the card's cost, and the card's effect will be activated. After the card's effects are played out place the event card in your trash. You may play as many event cards as you want per turn.

CARD EFFECTS

Players can activate their character's mythical actions from their character cards or other cards that have effects that do not require, using an action, additional action, reversal, or event.

MYTHICAL ACTIONS

These are once per turn abilities that characters can use on their turn or an opponent's when needed.





BATTLE FLOW

ATTACK DECLARATION

Play or activate the card you would like to attack with then choose the target of your attack. You can either target your opponent, some of their equipment, weapons or some cards that have life or durability.

REVERSAL STEP

The player being attacked can activate a reverse card from their active cards area or play one from their hand to help reduce or block of cards effect.

DAMAGE STEP

Compare the damage of the attack to the target durability or life.

WEAPONS

If the damage is more than the durability of your weapon, the weapon is destroyed, and the weapon is placed in the trash. If not use a tracker to lower the durability by damage taken.

LIFE

If the damage is more than what can be blocked, the remaining damage is subtracted from the targeted player's health pool and if the health pool reaches zero or below that player dies, and the attacking player wins the game.

CASTERS

If a person who has spells active on their active cards area takes damage they must make a Continuity check to maintain focus. They roll the D20 and if they roll 10 or more, they maintain focus and all of their spells stay on their board if they roll 9 or lower, they must choose one card from their active cards area to discard for every five points of damage they have taken.

END OF BATTLE

The battle ends, if there are any effects that activate at the end of battle, they can be activated now.





END PHASE

- ☐ Any of your effects that activate at the end of the turn will be activated and resolved.
- ☐ Any of your opponents effects that activate at the end of the turn will be activated and resolved.
- ☐ Any of your effects specified as being restricted to a period such as during this term are cancelled.
- ☐ Any of your opponents effects specified as being restricted to a period such as during this turn are cancelled.
- ☐ Your turn ends and your opponents turn begins.

For up to date information about card changes, new releases, updated manuals and play guides or FAQs please visit www.DrkndCrafts.ca/Dice-N-Dungeoning to stay current.

