

Dungeon Delver

Dungeon Delver is a free, single player, print and play card and dice game for kids. The goal of the game is to make it through the entire dungeon, battling monsters and surviving any traps you may encounter. There are many dangers, but don't lose heart, because there are also useful treasures to be found along the way as well. You play as one of six heroes, each with unique abilities and each with high hopes that they will be the adventurer to complete the quest.

What you need to play

The 54 *Dungeon Delver* cards, six "hit counters" (pennies, wooden cubes, etc.) and the following dice - d4, d6, d8, d10, d12 and d20. For younger kids, an adult to explain the instructions and to help them play the game may also be necessary.

Setup

Choose one of the six heroes and place the card face up in front of you. Find the card listed as your hero's starting weapon and place it face up next to your hero card. Set aside the remaining heroes. Shuffle the rest of the cards and place them face down. This is the draw pile. Cards that are discarded while playing are placed next to the draw pile in a discard pile.

Hero Hit Points

Your hero has a number of Hit Points (HP) listed on the hero card. This is the number of hits they can take before the game is over. Track hits by placing "hit counters" on your hero card. If you make it to the end of the draw pile, you have completed your quest successfully and win the game.

Gameplay

You play the game by drawing cards, one at a time, from the draw pile and resolving them. Each card type is described below:

Item – When you draw an item card, you may have found something useful. If you want to keep the item, put the card face up in front of you. Follow these rules for items:

- You can only carry 3 items. If you already have 3 items when you draw another one, you can either discard one of your current items, or simply discard the newly drawn card.
- You can carry more than one weapon in case you have to discard one at some point, but you only use one when battling monsters.
- Items can be used anytime they would help. Sometimes this is right away and sometimes you have to wait until just the right time.
- Some items can only be used once. After using an item like this, put it in the discard pile.
- Other items can be used over and over, so keep these cards around and use them whenever they are needed.
- If the card says "Only usable by [hero]" and it is not the hero you are playing, you can still pick up the item (in case you want to drop it to run away, for example) but you cannot use the item.

Trap – When you draw a trap card, follow the instructions on the card. After doing what the card says, put it in the discard pile.

Monster – When you draw a monster card, you must battle it. First figure out which dice to roll. If you have one or more weapons, pick the weapon that you will fight with and roll the dice listed on the card. If you don't have a weapon, roll the six-sided dice to fight unarmed. After rolling the dice, compare it to the number on the monster's card. If the dice roll is bigger, you win. If it is the smaller, you lose. If it is a tie, roll the dice again. If you lose the battle, add one hit counter to your hero card.

Instead of taking a hit counter, you can choose to run away. To run away, discard something you are carrying (distracting monsters with possible treasures that you drop should give you just enough time to escape). You cannot run away if you are not carrying anything.

Put the monster in the discard pile after the battle. You only roll the dice once for a battle, so discard the monster after the dice roll even if you lose.

Special rules

Many of cards, including all of the hero cards, have special rules that allow you to do things that will help you complete your quest. Any time a card says to do something different from what these rules say to do, follow what is on the card.

Credits

Game Design: Drew Chamberlain – Graphics Design and Art: Mark Campo (additional art from clipart.com) – Special thanks to Chad Mestdagh for help during development.