

# SOLO DUNGEON BASH

This game is for anyone who is on their own and fancying a Dungeon Bash. All you need are these rules, a piece of paper (preferably of the graph variety), a pen and a bunch of six sided dice.

The dungeon is made up of a grid of squares, 9 squares wide and 10 rows deep. There are additional start and end squares in the middle column as shown in *figure 1*.

The objective is to move from the Start square up through the levels of the Dungeon and into the End square where the Big Bad Boss Monster lives and to finally defeat it. Failure to defeat the Big Bad Boss Monster means you have lost.

You move one square at a time, and as you move into each square you determine what is in that square and deal with it.

You start the game with 17 Health, 1 Attack Die and 1 Defence Die, these will be explained later under Fighting. Simply put, if your Health reaches 0 you're dead and have lost. You roll the Attack Dice when you Attack and roll the Defence Dice when a monster hits you.

## TURN SEQUENCE

1. Pick next square and move into it.
2. Roll to determine room contents.
3. If room contains Treasure add it to your Treasure score.
4. If room contains Potion add it to your Potion count.
5. If room contains a Monster, fight to the Death.
6. Take any or all Potions you've collected.
7. Exchange any Treasure for Items.

### Pick next square

The rules for picking the next square are very simple. The next square must be adjacent (this includes the immediate diagonals) and must not be a square you've already visited. Be careful not to block yourself from getting into End square, because if you do you've lost! Here's a sample Dungeon that's partially complete (*figure 2*). As each room is entered it's marked with a circle, and a line links it to the last room, by doing this you can see the route you've taken and won't get mixed up with which is the current room. Note that you *can* return to previous dungeon levels.

### Determine room contents

Each Square is on a "Level". When you enter a room roll a die and consult the appropriate Level table.

### Room contains Treasure

Add 1 to your Treasure count.

### Room contains Potion

Add 1 to your Potion count.

### Room contains a Monster

There is a monster so you must fight for your life. See the Fighting section below.

### Take any or all Potions

At this stage you can take a breather, a chance to recover. You may use 1 or more Potions that you have collected. For each potion you use up, reduce your potion count by 1 and increase your Health by 1. You can not increase your Health beyond the original 17 you started with.

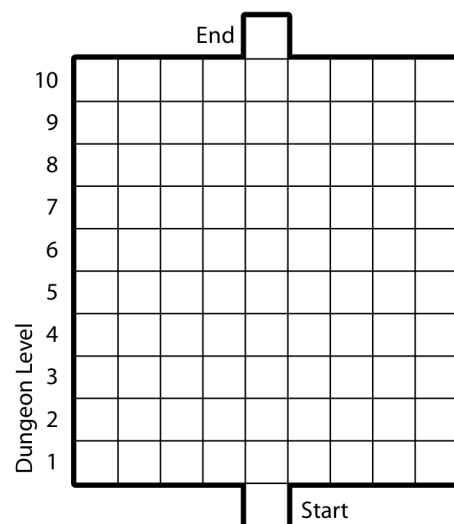


figure 1

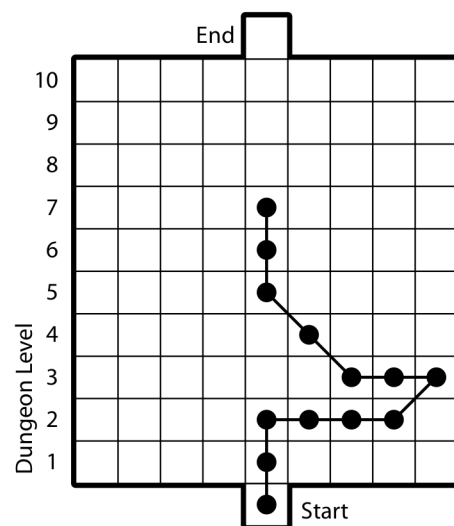


figure 2

## Exchange any Treasure

At this point in the turn you can “cash in” any treasure you’ve collected to purchase items as shown in the following table. Reduce your Treasure count by any amount you spend. Any Potions purchased can be used in your *next* turn.

Cost in Treasure	Item Description
1	Buckler: gives you 1 additional Defence Die. Can not be used in conjunction with a Shield
1	A single Potion
2	Shield: gives you an additional 2 Defence Dice. Can not be used in conjunction with a Buckler.
2	Three Potions
3	Big Sword: gives you 1 additional Attack Die. Can not be used in conjunction with Big Axe.
3	Six Potions
4	Big Axe: gives you 2 additional Attack Dice. Can not be used in conjunction with Big Sword
5	Spiky Armour: Give you an additional 2 Attack Dice an 1 additional Defence Die.
6	Magical Armour: Gives you an additional 5 Defence Dice. Can not be used in conjunction with Spiky Armour

## FIGHTING

When you meet a Monster in and square/room you must immediately fight it until either you or the monster is dead. Each Monster only has one Health, so a single unblocked hit will kill it. You however start with 17 Health so it will take a few monsters to wear you down. To carry out combat repeat the following steps until you or the Monster is dead.

1. Monster rolls its Attack Dice, each 6 is a Hit.
2. Player rolls their Defence Dice. Each 6 reduces the count of Hits. Any remaining Hits are subtracted from the Players Health. If the players Health reaches 0 then it's game over.
3. Player rolls their Attack Dice. Each 6 is a Hit.
4. Monster rolls its Defence Dice, if it has any. Each 6 reduces the number of Hits by 1, if there are any remaining Hits after this deduction then the Monster is dead.

### Level 1

1	Potion
2 - 4	Orc 1 Attack Die
5	Empty
6	Treasure

### Level 2

1	Orc 1 Attack Die
2	Wolf 2 Attack Dice
3 - 5	Empty
6	Treasure

### Level 3

1	Orc 1 Attack Die
2	Wolf 2 Attack Dice
3	Skeleton 3 Attack Dice
4	Treasure
5	Potion
6	Empty

### Level 4

1	Orc 1 Attack Die
2	Wolf 2 Attack Dice
3	Skeleton 3 Attack Dice
4	Evil Warrior 4 Attack Dice
5	Treasure
6	Empty

### Level 5

1	Wolf 2 Attack Dice
2	Skeleton 3 Attack Dice
3	Evil Warrior 4 Attack Dice
4	Devil Bat 5 Attack Dice
5	Treasure
6	Empty

### Level 6

1	Skeleton 3 Attack Dice
2	Evil Warrior 4 Attack Dice
3	Devil Bat 5 Attack Dice
4	Cyclops 6 Attack Dice
5	Treasure
6	Potion

### Level 7

1	Evil Warrior 4 Attack Dice
2	Devil Bat 5 Attack Dice
3	Cyclops 6 Attack Dice
4	Dark Elf 7 Attack Dice
5	Treasure
6	Empty

### Level 8

1	Devil Bat 5 Attack Dice
2	Cyclops 6 Attack Dice
3	Dark Elf 7 Attack Dice
4	Skeleton Lord 8 Attack Dice
5	Treasure
6	Empty

### Level 9

1	Cyclops 6 Attack Dice
2	Dark Elf 7 Attack Dice
3	Skeleton Lord 8 Attack Dice
4	Wizard 9 Attack Dice
5	Treasure
6	Potion

### Level 10

1	Dark Elf 7 Attack Dice
2	Skeleton Lord 8 Attack Dice
3	Wizard 9 Attack Dice
4	Demon 10 Attack Dice
5	Treasure
6	Empty

### End

1 - 6	Dracular! 9 Attack Dice and 9 Defence Dice
-------	---

End

Dungeon Level

10

9

8

7

6

5

4

3

2

1

Start

Attack Dice:	Defend Dice:
Health:	Treasure:
	Potions:

End

Dungeon Level

10

9

8

7

6

5

4

3

2

1

Start

Attack Dice:	Defend Dice:
Health:	Treasure:
	Potions:

End

Dungeon Level

10

9

8

7

6

5

4

3

2

1

Start

Attack Dice:	Defend Dice:
Health:	Treasure:
	Potions:

End

Dungeon Level

10

9

8

7

6

5

4

3

2

1

Start

Attack Dice:	Defend Dice:
Health:	Treasure:
	Potions: