

Then, play any number of additional Action cards whose combined value meets or exceeds the Enemy's Defense. These Attack cards cannot match the Enemy's suit.

Flip the defeated Enemy face down.

Discard all played cards, then draw until you reach your maximum hand size.



IMPROVISE

You may discard any number of cards from your hand, then draw until you reach your maximum hand size.

ABILITIES

Abilities override the standard rules when applicable. There are three types of Abilities:

- **Passive:** Always in effect during the run.
- **Active:** May be used once per run. Flip it face down after use.
- **Reaction:** Triggers when its listed condition is met.

END OF RUN

You win immediately when all twelve Enemies have been defeated.

You must retreat if you run out of Action cards and can no longer defeat all remaining Enemies.

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NO REST FOR THE WICKED

After a retreat, count the Enemies you defeated during the run. You earn **1 Experience** for each defeated Enemy.

Spend your earned Experience by filling in boxes on Ability cards. Each Experience fills in one box.

Filling in all boxes on a Dungeon Ability permanently **disables** it. Filling in all boxes on a Hunter Ability permanently **unlocks** it. This progression carries over to all future runs of the same campaign.

WICKED DIFFICULTY

Once you have defeated all twelve Enemies in a single run for the first time, you unlock **Wicked Difficulty** for all future runs of the same campaign.

You have discovered the source of the dungeon's dark magic: **the Deckromancer**.

During Setup, place the Deckromancer card face up near the Dungeon. Play normally, but defeating all twelve Enemies is no longer enough.

After defeating the last Enemy, total the values of all Action cards remaining in your hand and Action deck. If the total meets or exceeds the Dark Lord's Defense (25), banish him and win. Otherwise, he escapes and you lose.



SOLO FANTASY ROGUELITE PLAYING CARD GAME

Dark magic binds the wicked to this place. Defeat all of them in a single run, or the fallen will rise again.

COMPONENTS

- 1 standard 54-card deck
- 1 small token
- 12 print-and-play cards

SETUP

Place the four Dungeon Ability cards face up in a row. Flip any permanently disabled Dungeon Abilities face down.

Separate the standard deck into **Dungeon** and **Action cards**:

- **Dungeon:** Take all twelve face cards (Jacks, Queens, and Kings) and both Jokers. The face cards are **Enemies** and the Jokers are **Entrances**. Shuffle these cards and arrange them face up around the four Dungeon Ability cards to form the Dungeon.
- **Action cards:** Shuffle the Aces through 10s and place them face down to form the Action deck. Aces have a value of 1.

Draw five Action cards to form your hand.

Choose either Entrance and place the token on it. The token represents your location in the Dungeon.

Place the **MASTERY** Ability card and any other unlocked Hunter Ability cards nearby. These Abilities are available during the run.



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OBJECTIVE

Defeat all twelve Enemies in a single run.

Enemies must be defeated in rank order. You must defeat all Jacks before any Queens, and all Queens before any Kings.

Each Enemy's rank determines its **Defense**:

- **Jack:** 10
- **Queen:** 15
- **King:** 20

Enemies are immune to Action cards matching their suit. These cards cannot be used as part of an Attack against them.

GAMEPLAY

The game is played over a series of actions. For each action, choose to **Move**, **Melee Attack**, **Ranged Attack**, or **Improvise**.

MOVE

Play one Action card and move that many spaces around the Dungeon. You may move in either direction.

Discard the played card, then draw one Action card.



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MELEE ATTACK

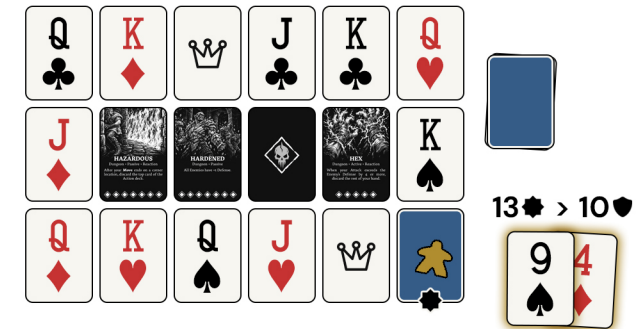
Black Enemies (♣♠) are defeated with Melee Attacks.

You must be at a black Enemy's location to attack it.

Play any number of Action cards whose combined value meets or exceeds the Enemy's Defense. These Attack cards cannot match the Enemy's suit.

Flip the defeated Enemy face down.

Discard all played cards, then draw until you reach your maximum hand size.



RANGED ATTACK

Red Enemies (♦♥) are defeated with Ranged Attacks.

You cannot be at a red Monster's location to attack it.

First, play any number of Action cards whose combined value exactly equals the distance from your location to the Enemy. You may count the distance in either direction around the Dungeon. These **Aim** cards do not contribute to the Attack and may match the Enemy's suit.

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