

# DECKS OUT

*Descend into an unpredictable dungeon filled with trials and riches! In this tabletop roleplaying game, 2-5 players will confront a series of challenges using creativity and strategy to outlast opponents and compete to gather tokens. Will you emerge victorious, or will the dungeon claim you?*

## HANDBOOK

### Game Components:

- Pen or Pencil
- Index Cards
- 1x *Twelve-Sided* Die
- 5x *Six-Sided* Colored Dice
- 5x Colored Wooden Game Pieces

### Game Rules:

1. Players may hold a maximum of four (4) index cards at any time. This includes their persona card – which must always be retained – and up to three (3) additional item cards.
2. This game emphasizes creativity and coordination, with few and ambiguous rules. While these guidelines promote fairness, the collective decisions play a crucial role in shaping the overall experience.

a) **Setup:** Begin by gathering your colored game piece, dice, and any other necessary game materials.

1. The player with the upcoming birthday goes first, followed by the next closest birthday, etc.
2. Each player draws an index card and prints their preferred name at the top of the lined side – leave the other side blank for now.
3. Each player rolls the 12-sided die twice: the first roll determines their trait, and the second roll reveals their character. Once rolled, players should note their personas on the lined side of the index card.
4. Assign 3 health points to each player, marking them by tallying or drawing hearts on the lined side of your index card.

5. Each player takes turns rolling their colored dice three times to determine their starting base stats:

- **Intellect:** Sharpens your tactical planning and enhances your ability to exploit enemy weaknesses in battle.
- **Stealth:** Determines your ability to move quietly and avoid detection, letting you sneak past opponents or avoid encountering monsters.
- **Luck:** Influences your chances of discovering valuable items and successfully evading traps throughout the game.

b) **Persona Creation:** Take turns rolling the 12-sided die twice each to determine your trait and character, creating your unique game persona:

ROLL	TRAIT	CHARACTER
1	<i>Fierce</i>	<i>Druid</i>
2	<i>Steadfast</i>	<i>Engineer</i>
3	<i>Witty</i>	<i>Knight</i>
4	<i>Cunning</i>	<i>Bandit</i>
5	<i>Savage</i>	<i>Mage</i>
6	<i>Mighty</i>	<i>Paladin</i>
7	<i>Evasive</i>	<i>Archer</i>
8	<i>Rambunctious</i>	<i>Sentinel</i>
9	<i>Determined</i>	<i>Scout</i>
10	<i>Relentless</i>	<i>Trickster</i>
11	<i>Vengeful</i>	<i>Warlock</i>
12	<i>Blundering</i>	<i>Raider</i>

***The game may begin as soon as every player has their personas, health points, and stats recorded on their index cards***

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## GAMEPLAY 1

### Combat System:

- If two unique character pieces cross paths on the same tile, they will engage in combat. Both players will rely on their current stats to determine the outcome of the battle. All attacks, whether from player or enemy encounters, adhere to the following damage rules:

**a) Base Damage:** The damage dealt by an attack based on the first roll of the *6-sided* die. This initial value represents the character's raw power.

**b) Critical Hit:** If the player's luck stat (determined at the start of the game) is 4 or higher, the attack becomes a critical hit, allowing the player to roll the *6-sided* die again, further increasing the damage result.

**Gameplay Sequence:** Breakdown of each phase (e.g., preparation, action, resolution).

### Main Structure:

1. Take turns rolling the *6-sided* dice to determine your movement points for the turn, then move your character piece along the designated path based on your roll.
2. If at any point you roll a 1, you do not advance forward and forfeit 1 point from your stealth stat on your persona card.
3. You may land on various types of tiles on the board, each offering unique interactions:
  - a. Snares:** Landing on a snare (trap) tile removes 2 stealth from the player if their luck is 4 or lower; if luck is above 4, the player successfully dodges the trap.

**b. Trapdoors:** Landing on a Trapdoor sends you to a lower level of the dungeon, forfeiting your turn.

**c. Slipways:** Allows your piece to slide from start to end in one move, enabling quick but unpredictable advancement through the dungeon.

**d. Encounters:** Roll the *12-sided* die to determine your opponent. The number rolled will correspond to an enemy with predetermined health and damage stats:

ROLL	ENEMY	HP	DMG
1	<i>Beetle</i>	1	1
2	<i>Slime</i>	2	1
3	<i>Goblin</i>	3	1
4	<i>Kobold</i>	4	2
5	<i>Zombie</i>	6	3
6	<i>Ice Spirit</i>	1	2
7	<i>Lich</i>	8	4
8	<i>Fire Imp</i>	5	3
9	<i>Nāga</i>	7	4
10	<i>Vampire</i>	4	4
11	<i>Custodian</i>	6	3
12	<i>Ravager</i>	9	5

**All incoming damage from monsters is halved & rounded down during the first encounter round to prevent instant deaths.**

- The player attacks first when engaging a monster, followed by the monster's retaliation.
- If the monster is undefeated, the player cannot advance until they successfully kill it in a future turn.

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## GAMEPLAY 2

**e. Anvil:** If you land on an anvil space and your intellect stat is at least 3, roll the *12-sided* die twice to forge a weapon; the results of both rolls will determine the fashion and model of the weapon you create:

ROLL	FASHION	MODEL
1	<i>Fiery</i>	<i>Katana</i>
2	<i>Frostbite</i>	<i>War Axe</i>
3	<i>Poisoned</i>	<i>Dagger</i>
4	<i>Wicked</i>	<i>Flail</i>
5	<i>Piercing</i>	<i>Mace</i>
6	<i>Glowing</i>	<i>Spear</i>
7	<i>Honed</i>	<i>Staff</i>
8	<i>Mystical</i>	<i>Hammer</i>
9	Enchanted	<i>Crossbow</i>
10	<i>Eldritch</i>	<i>Greatsword</i>
11	<i>Raging</i>	<i>Trident</i>
12	<i>Vengeful</i>	<i>Spear</i>

- Illustrate your weapons on the blank side of your persona card.
- All weapons have equal stats, increasing a player's damage output by 2 (i.e., First Roll: 4 + Second Roll: 1 + Has Weapon: +2 = 7 Total Damage)
- Forging a weapon costs 3 intellect points, which will be deducted from your persona card.

**f. Crate:** If you land on a crate space, you may search for unique items; roll the *12-sided* die to determine your finds. If your luck stat is 5 or higher, you may uncover an additional item, however, if your luck is 2 or lower, you will miss out on loot and instead leave with 1 token.

ROLL	ITEM	EFFECT
1	<i>Heart Vial</i>	<i>+3 Health</i>
2	<i>Silent Socks</i>	<i>+1 Stealth</i>
3	<i>Wraith Cloak</i>	<i>+2 Stealth</i>
4	<i>Shiny Pebble</i>	<i>+2 Luck</i>
5	<i>Ancient Tome</i>	<i>+2 Intellect</i>
6	<i>Merchant Scarf</i>	<i>+3 Stealth</i>
7	<i>Serpent Locket</i>	<i>+3 Luck</i>
8	<i>Brain Elixir</i>	<i>+3 Intellect</i>
9	<i>Leather Gloves</i>	<i>+1 Stealth</i>
10	<i>Mind Mirror</i>	<i>+1 Intellect</i>
11	<i>Fortune Cookie</i>	<i>+1 Luck</i>
12	<i>Dreamcatcher</i>	<i>+2 Luck</i>

- Items are typically consumed (or used) during your turn, however you may carry up to 3 at any time.
  - At maximum stat level, new items are converted to tokens instead of stacking.
  - Track your items on your persona card to keep your stats updated
- 4.** Compete to collect tokens scattered throughout the dungeon. You earn 1 token for defeating any monster and can acquire tokens in exchange for items from a crate; if your luck stat is at its maximum, you'll receive 2 tokens from the activity. Additionally, if you successfully kill another player, you will inherit all of their tokens.

GAME BY DILLON DESANTIS

## COMMON QUESTIONS

**Winning Conditions:** The game concludes when only one player remains, achieved by eliminating all other players through combat or by monsters. Players can claim victory by being the last one standing.

**FAQs and Tips:** This section addresses common questions and provides helpful insights for players to enhance their experience:

**i. *What happens if my character is defeated?***

- If your player is defeated, meaning their health reaches 0 or below, all tokens will transfer to the player who dealt the final blow. If a character dies from alternative methods (such as a monster) their tokens vanish without a recipient. Optionally and for dramatic effect, you may choose to rip your persona index card in half to symbolize your character's demise.

**ii. *How can I increase my character stats?***

- **Health:** All players begin with 3 health points; the only way to earn additional health is by finding a rare item in crates.
- **Intellect:** Base intellect is rolled at the start of the game (max 6) and can be increased by items or defeating players.
- **Stealth:** Base stealth is rolled at the start of the game and can be increased by obtaining items found in crates.
- **Luck:** Base luck is rolled at the start of the game and earned through various items discovered in crates.

**iii. *How does the luck stat affect gameplay?***

- Luck plays a crucial role in gameplay, influencing several elements:
  - a) Chances of finding extra items or losing items in crates.
  - b) Likelihood of triggering a snare or dodging a trap.
  - c) Critical hit chances when attacking players or monsters.