

Dungeon Cards

The Catacombs

By Jamie Woodhead



Dungeon Cards - The Catacombs is a game of chance and exploration for up to six players aged 8+ where the turn of a card could bring you fortune or failure!

The Game Mechanics

The mechanics of Dungeon Cards are similar to Black Jack, 21 and other 'push your luck' card games where players can choose to take a card knowing they might 'go bust' or 'stick' where they are and remain safe.



So how does that relate to Dungeon Cards?

Each player takes the role of an Adventurer exploring the catacombs in search of treasure. Each Adventurer has an *Action Limit* which can be thought of as their own personal 'go bust' number.

A deck of custom playing cards represents the journey into the catacombs. In the deck, players will encounter Treasures, Traps, Monsters and Items, as well as general Explore cards. Each card has an *Action* number printed on it.

Action numbers are added up as cards are taken from the deck and as long as they are less or equal to the Adventurer's *Action Limit* then that player is still able to decide to take another card or not.

A player may decide not to take another card and claim all the Treasure and Items they have found in their turn. Play then passes to the next player.

If a player takes a card from the deck and the additional *Action* pushes them over their *Action Limit* then their turn is over, they lose everything they have discovered this turn... So, it is vital to know when to push your luck and when to quit!



A typical turn might look like this:



The player using the Archer Adventurer first turns over an 'Explore' card which puts their *Action* total for this turn at 4 but gives them no gold.

The Archer's *Action Limit* is 11, so they decide to take another card. The second card is a Trap with an *Action* number of 3 which puts the *Action* total at 7. The Archer Evades the trap with a successful dice roll and gambles on another card. The third card is a Treasure with an *Action* of 1 and

is worth 2 gold. This puts the *Action* total at 8 which is close to the Archers' Limit. So the player decides to end their turn there and collect the 2 Gold. These cards are discarded and the next player takes the next card from the deck.

Battles, Traps & Items

There are plenty of Monsters to be fought and Traps to be evaded in *Dungeon Cards*. Fights and evasions are handled quickly and simply by rolling bespoke six-sided dice. Item cards can be found which provide bonuses to battles and evasions. Adventurer's each have unique skills which can be used to alter the outcome of dice rolls, but at a cost.



Dungeon Cards - The Catacombs is easy to pick up, is fast paced and genuinely fun to play. The set includes illustrated game cards, Adventurer cards, Boss cards, Turn tracker, 6 custom dice and a tear-off pad of Player sheets.