


Number of players: 1 – Solitaire play
Age of players; 13 and up
Time to play: 60 to 90 min

**Synopsis:**

***"A party of young stalwart adventures is looking for riches and glory, albeit they've never actually explored a dungeon or fought monsters. They've been traveling the roads for days, haggard and worn; they find themselves in a small quite town. They make their way to the local inn and settle down for a nice hot meal when suddenly the door to the inn bursts open and what looks to be the local blacksmith calls out, "Derek's farm on the outskirts of town has been attacked and the entire family's been slaughtered!" Never one to shy away from danger, Malik the fighter walks over to the distraught blacksmith and asks about the family and what happened. He tells Malik of a giant Red Dragon that has been terrorizing the town; sending out his minions to attack the town folk and raid their supplies. These monsters seem to be coming from a dungeon just outside of town and there's nothing the towns folk can do about it. The blacksmith explains that he has heard of riches beyond imagination within the dungeon but also monsters of unspeakable evil. After getting the location of the dungeon entrance Malik returns to his party and talks excitedly about the current situation of the town and the Red Dragon. Again, never one to walk away from a good adventure, although this would be considered their first, the party agrees to find this dungeon, destroy the dragon and all its minions forever!***

***With everyone in agreement the party procures a room for the night and settles in with visions of hundreds of screaming villagers chanting their names and praising their heroisms for killing the mighty red dragon and saving the town. Although it doesn't take long for a slight chill to run down their spines as their vision turn dark and terrifying with the sight of a massive red dragon and it's all-consuming, breath of molten fire engulfing the entire party and turning everyone to ash! They quickly shake off the nightmarish vision and tightly close their eyes because tomorrow the adventure of their life begins!"***

**Dungeon Hack** – *The Dice Game* is a Solo Dice chucking, Dungeon crawling, Dice Placement, character advancing, card game. You'll take [4] first-time adventurers' [Fighter, Cleric, Thief, and Wizard] through a randomly generated

dungeon with Rooms, Junction Rooms, Corridor Rooms and Corridors. You'll have to organize your party with two characters in front and two in back just how you would normally travel in a 10' wide dungeon corridor. The [4] "Multi-level" Character cards allow YOU to decide your party's order. This creates Front Line attackers as well as second line defenders. Your characters will advance to the next level once they've accumulated enough experience.

You'll explore dungeon corridors and rooms, fight monsters, avoid or disarm traps, discover gold and magical items, and complete quests. Each turn you will roll the dice, evaluate your choices and perform your actions; destroying monsters, resolving traps, getting past doors and traveling deeper and deeper into the depths of the dungeon till you finally reach the ultimate goal – The Big Boss.

***Victory conditions:*** If you can destroy the Big Boss, stay alive and escape the dungeon with at least three of your party members, you earn the right to live as heroes; enjoying the spoils of victory. Also, depending on how hard or easy you want the ending of the game to be, you have a choice between a tough Boss with the Dragon or a little easier Boss with the Lich. When you get to the Boss dungeon tile you can decide to fight either the Dragon or the Lich boss; it's your choice.

***Losing conditions:*** Lose two or more of your party and you lose the game; becoming the next tragic story told at the local inn of a group of intrepid heroes seeking adventure and glory who never returned from the Red Dragon dungeon.

## ***COMPONENT LIST:***

Game Board - Fighter, Cleric, Thief, and Wizard
Dungeon Tile Phase Chart
4 – "Double-sided" Character Cards – "Fighter, Cleric, Thief, Wizard" level 1 and 2
1 – "Double-sided" Blessing Card level 1 and 2
2 - Wizard Spell book cards level 1 and 2
1 – RED large location marker

**CUBES**

1 – Red cube - Dungeon Card phase tracking
1 – Orange cubes – "Camp tracker"
6 – Red cubes – "Initiative"
2 – Red cubes – "Fighter lvl and health"
2 – Blue cubes – "Wizard lvl and health"
2 – Yellow cubes – "Cleric lvl and health"
2 – Black cubes – "Thief level and health"
3 - Pink cubes - "Quest #4 location markers"
8 – White cubes – "Bazaar items tracker"
4 – Black cubes – "Victory Point track"

**DICE**

10 – Custom d6 "Character Action Dice" – "Red, Blue, Black, Yellow, and 6 White dice"
1 – Black d6 – "Monster attack and initiative die"
1 – Black d4 – "Character damage allocation die"

**CARDS**

1 - Door card
1 – Victory Point track card
1 - REGROUP card
4 – Poison/Disease cards

10 – Trap cards
34 – Treasure cards
9 - Quest cards
2 – Quest item cards
8 - Quest Magic item cards
1 - Town Bazaar sheet - to purchase items for sale
19 – Level 1 Monster cards
10 – Level 2 Monster cards
10 – Level 3 Monster cards
8 – Big Boss cards – Red Dragon & Lich
4 - Quest monster cards

**DUNGEON TILES**

1 – Dungeon Entrance tile
1 – Red Dragon room tile
1 - Lich room tile
9 – Dungeon CR "Corridor Room" cards
9 – Dungeon C "Corridor" cards
5 – Dungeon J "Junction" cards
5 – Dungeon R "Room" cards

**NEW CHARACTER COMPONENTS:** "If you play with the Barbarian and Paladin Characters"

Game Board - Barbarian, Paladin, Thief, and Wizard
4 – "Double-sided" Character Cards – "Barbarian, Paladin, Thief, Wizard" level 1 and 2
1 – "Double-sided" Barbarian Berserk Card level 1 and 2
2 – Poison/Disease cards - Barbarian and Paladin
2 - Wizard Spell book cards - level 1 and 2

**Game Setup:**

1. Place the Game board in front of you.
2. Place the four character cards, "Level 1" side up, on the game board within the large corridor. You can arrange the four cards in any order but remember that the top two character cards are the two Front Line characters which may receive more damage than the back-line defenders since they are the first line of attack and defense.
3. Place the corresponding colored cubes on the health track; in the matching color, numbered box.
4. Place the second set of corresponding colored cubes in the top box on the "lvl" track box next to each character card.
5. Place the Orange Camp cube above the area of the Camp dice space.
6. Place the [6] Red initiative cubes off to the side for use during combat.
7. Place the Blessing card "Cleric Apprentice - Level 1" side up in the Cleric Blessing box.
8. Place the Level 1 Wizard Spell Book below and to the right of the game board.
9. Place the REGROUP card to the left of the spell book.
10. Place the four-character Poison/Disease cards off to the side within easy reach.
11. Place the Dungeon Door card and the [8] Magic item cards next to the poison cards.
12. Shuffle the Traps and Treasures decks and place them above and to the left of the game board.
13. Shuffle the Quest deck and place it above and to the left of the game board.

14. Remove the "Master Guard, Mimic and Minotaur" Quest monster cards and set them off to the side; they will be only be used during quest encounters.
15. Shuffle the level 1 Monster cards into a deck and place it face-down above the game board.
16. Shuffle the levels 2 and 3 Monster cards into a single deck “making sure you include the Ettin Quest monster card” together and place it face-down above the game board next to the level 1 monster deck.
17. Place each of the four Big Boss Monster cards face-down to the right of the monster decks.
18. Remove the Corridor Tile with the four water pools; this tile will be used during Quest #5.
19. Place the two Boss dungeon tiles off to the side.
20. Shuffle the CR, C, J and R Dungeon tiles into their individual piles and place them in a column to the far-right side of the game board, making room for monster cards that will play along the right edge of the game board.
21. Place the Dungeon Tile Phase chart off the side within view and easy reach.
22. Place the Bazaar sheet off to the side for later use.
23. Place the Red cube on the Phase 0 Orange Dungeon Entrance box
24. Place the 10-custom dice, 1d6 and 1d4 at the bottom of the game board.
25. Place the initial Entrance Dungeon tile off to far left of the game board in the map area.
26. Place the large RED marker on top of the Dungeon Entrance tile within the room image.
27. Draw [4] cards from the QUEST deck and place them face up under the dungeon entrance tile, these will be your quests during this game.
28. The game is now ready to play.

**NOTE: If you don’t have the custom dice you can use the dice reference sheet and 4 colored d6 "Yellow, Blue, Red, and Black", plus 6 white d6 to play the game.**

**QUICK DICE RESULT REFERENCE:**

Regarding dice rolls and results

1d6 – Means a roll result of 1, 2, 3, 4, 5 or 6

1d4 – Means a roll result of 1, 2, 3 or 4

1d3 – Means a roll result of 1, 2, or 3 [1, 2 = 1  3, 4 = 2  5, 6 = 3]

1d2 – Means a roll result of 1 or 2 [1, 2, 3 = 1 and 4, 5, 6 = 2]

## GAME PLAY:

You begin the game with a party of adventurers stepping into the dungeon entrance. Ahead of you is a large wooden door that sits slightly ajar. As you open the door further you see a long dark corridor leading into the darkness. Cautiously you begin your trek into the dark unknown. Draw the first Dungeon Tile and place it against the Dungeon Entrance tile. Draw the required number of Level 1 monsters and place each one against the right edge of the game board with the number on the edge corresponding to the monsters level. If found, draw any Trap, Treasure and/or a Door card as stated on the dungeon tile and place them in the following locations: Treasure cards are always placed face-down next to the dungeon tile, Trap cards are placed along the left edge of the game board against the corresponding number value and the door card should be placed on the left edge next to the #5 area. After all the dungeon cards, have been placed it’s time to roll all 10-action dice. Once you have everything setup you’ll determine if you are able to make any attacks against the monsters and if you can, you roll the initiative die for each monster. If any monsters win the initiative they attack first, then you attack and perform any actions you can, letting any remaining monsters that lost initiatives perform their attacks. “Remember that any spells that can be cast that cause the party to

win initiative or block attacks will happen before any monster attacks no matter who won initiative “spell casting is much faster than monster attacks”. Let the adventure begin…

Dungeon Hack is played in **Turns** and **Rounds**. Each time you enter a new dungeon tile you start a new **Turn**. As you perform actions; such as battling monsters, avoiding or disarming traps, opening doors or just trying to survive; it may take any number of **ROUNDS** to make it through the turn.

**CHARACTER CARDS:**

There are four character cards in Dungeon Hack; “Fighter, Cleric, Thief and Wizard”. Each character has its own strengths and weaknesses. Some will be better suited at attacking monsters directly and others will fight from a distance casting spells or shooting arrows.

## The Fighter:



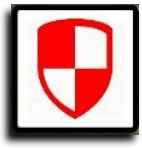

The **Fighter** is represented by two icons: A Sword and a Shield. The Sword is used for attacks and the shield is used for Defense but these two icons can also be used together for a special action.



**SWORD**

At Level 1, each single Sword attack action will produce 1 point of damage to a monster.

At Level 2, the first Sword attack will cause 1 point of damage to a monster. Two Sword attack actions will cause 3 points of damage to a single monster. Three Sword attack actions combined will cause a total of 5 points of damage to a single monster. This damage can only affect a single monster. Stack the dice directly on top of the icon on the character card to perform the action.



**SHIELD**

At level 1, a pair of shields will block 2 points of damage from a single monster attack to one Front Line party member.
At level 2, a single shield will block 2 points of damage from a single monster attack to one Front Line party member.
Stack the dice directly on top of the icon on the character card to perform the action.



**SWORD & SHIELD**

At level 1, a pair of shields and one sword can be used to block a single monster attack.
At level 2, one shield and one sword combined can be used to block a single monster attack.
To perform the action, just place the dice directly on the monster card whose attack you plan on blocking; as a helpful reminder.

## The Barbarian:




The **Barbarian** is represented by two icons: A Long Sword and the Battle Axe. The Long Sword and the Battle Axe are used for Attacks and Defense but these two icons can also be used together for a special Defensive action.



**LONG SWORD**

At Level 1, each single Sword attack action will produce 1 point of damage to a monster.
At Level 2, the first Sword attack will cause 1 point of damage to a monster. Two Sword attack actions will cause 3 points of damage to a single monster. Three Sword attack actions combined will cause a total of 5 points of damage to a

single monster. This damage can only affect a single monster. Stack the dice directly on top of the icon on the character card to perform the action.



**BATTLE AXE**

At level 1, a pair of shields will block 2 points of damage from a single monster attack to one Front Line party member.
At level 2, a single shield will block 2 points of damage from a single monster attack to one Front Line party member.
Stack the dice directly on top of the icon on the character card to perform the action.

## The Paladin:







The **Paladin** is represented by three icons: A Mace, a Healing Hand and a Blessing Cross which will be explained later.
The Mace is used for attacks and the Healing Hand is used for party member healing.



**SWORD**

At Level 1, each sword attack will produce 1 point of damage, up to two attacks max per round.
At Level 2, each sword attack will produce 2 point of damage, up to two attacks max per round.



**SHIELD**

At Level 1, each shield pair will block 2 points of damage from one monster attack.
At Level 2, each shield pair will block 3 points of damage from one monster attack.



**HEALING HAND**

At Level 1, each Healing Hand will restore 1 point of damage on a chosen party member's health track; max two healing hands per round.

At Level 2, each Healing Hand will restore 1 points of damage on a chosen party member's health track; no maximum.

## The Cleric:







The **Cleric** is represented by three icons: A Mace, a Healing Hand and a Blessing Cross which will be explained later. The Mace is used for attacks and the Healing Hand is used for party member healing.



**MACE**

At Level 1, each Mace pair attack will produce 1 point of damage and four maces will cause 3 points of damage to a monster.

At Level 2, a Mace pair attack will cause 2 point of damage and four maces will cause 5 points of damage to a monster.



**HEALING HAND**

At Level 1, each Healing Hand will restore 1 point of damage on a chosen party member's health track.

At Level 2, each Healing Hand will restore 2 points of damage on a chosen party member's health track.

## The Thief:







The **Thief** is represented by three icons: A hood, Daggers and a Bow & Arrow. The Hood is used for a number of actions such as avoiding or disarming traps, sneak attacks, etc... the Daggers and the Bow & Arrow can be used for attacks at any time during monster combat.



**HOOD**

At Level 1, a thief hood pair will allow you to ignore a random monsters encounter rolled on the same round. If during the action roll you get a pair of Random monster's encounter dice and also get two thief hoods, you can use the hood actions to ignore the random monster encounter. Place the random monster encounter dice on the REGROUP card and do not draw a monster card. You can also use the Thief hood pair to sneak attack a monster and cause 1 point of damage.

At Level 2, a single thief hood will allow you to ignore a recent random monsters encounter. You can also use the Thief hood pair to sneak attack a monster and cause 3 points of damage.



**DAGGERS**

At Level 1, a pair of dagger attacks will inflict 1 point of damage on a monster.

At Level 2, a single dagger attack will inflict 1 point of damage on a monster.



**BOW & ARROW**

At Level 1, a single Bow and Arrow attack will cause 1 point of damage to a monster.

At Level 2, a single Bow and Arrow attack will cause 2 points of damage to a monster.

## The Wizard:







The **Wizard** is represented by two icons: A Wizard cap and a Spell Book. The Wizard cap is used for a number of actions such as casting spells, attacks, etc... The Spell Book is used for casting spells from the spell book as well as attacks.



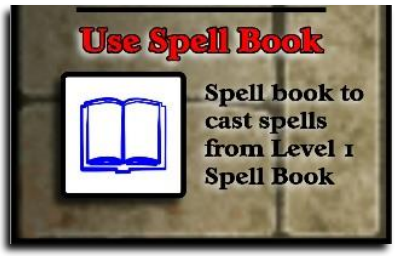
**WIZARD CAP**

At Level 1, a pair of Wizard cap attacks will produce 1 point of damage to a monster.
At Level 2, a single Wizard cap attack will produce 1 point of damage to a monster.



**SPELL BOOK**

At Level 1, a pair of Spell Books and a Wizard cap will block one monster attack.
At Level 2, a single Spell Book and Wizard cap will block one monster attack.




**CASTING FROM THE SPELL BOOK**

At Level 1, a Spell Book action die on the Wizard card will allow the wizard to cast spells from the level 1 spell book.
At Level 2, a Spell Book action die on the Wizard card will allow the wizard to cast spells from the Level 1 and level 2 spell books. Dice can be left on the spell books and used again from round to round or removed and placed on the REGROUP card for rerolling next round.




**SPELL BOOK - LEVEL 1**

At Level 1, the Wizard can cast the following spells from his/her spell book: Recharge Item, Shocking Grasp, Attacking Initiative, and Sleep Spell. As dice are placed on the spell book and the required numbers of these dice are present for the spell to activate, the wizard can immediately cast the spell from the book. Each round these dice can remain on the Spell book but are locked. On the following round the spell can be cast again. Once the turn is over all dice are removed from the spell book and placed on the REGROUP card.




**SPELL BOOK - LEVEL 2**

At Level 2, the Wizard can cast the following spells from his/her spell book: Lighting Bolt, Invisibility, Fireball, and Teleport. As dice are placed on the spell book and the required numbers of these dice are present for the spell to activate, the wizard can immediately cast the spell from the book. Each round these dice can remain on the Spell book but are locked. On the following round the spell can be cast again. Once the turn is over all dice are removed from the spell book and placed on the REGROUP card.

**LEVEL 1 BLESSINGS – Cleric Apprentice**




At Level 1, the Cleric can receive [3] different divine blessings from on high and use them to help the party in different ways. Each blessing requires a specific number of dice and each blessing die rolled can be placed on the card and left there to accumulate from round to round to gain a higher blessing if desired. Once a blessing is called upon, the number of dice used to produce the blessing is placed on the REGROUP card.




**LEVEL 2 BLESSINGS – Master Cleric**

At Level 2, the Cleric will receive 5 different divine blessings from on high and use them to help the party in different ways. Each blessing requires a specific number of dice and each blessing die rolled can be placed on the card and left there to accumulate from round to round to gain a higher blessing. Once a blessing is called upon, the number of dice used to produce the blessing is placed on the REGROUP card.

## DUNGEON EXPLORATION

**Exploring a New Dungeon Tile**

At the start of a new Turn, advance the orange marker on the Dungeon Tile Phase chart by 1 space to the right. Draw the appropriate dungeon tile as indicated by the chart and place if face up, adjacent to the existing dungeon tile in the Map Area which has the red location marker in it. Dungeon tiles should always be placed so a room or corridor opening connects with another dungeon opening. New tiles may be rotated in any direction in order to line up openings. The red arrow on each tile indicates the direction of travel for the party into the new tile. When placing a new tile against a JUNCTION tile you decide which path to follow and place the new tile against that edge of the junction tile. Now move the Red location marker on the newly placed dungeon tile.

## DUNGEON TILES




**CORRIDOR tiles**

CORRIDOR tiles are straight paths with a single entry and single exit. The red arrow indicates the entrance to the corridor. Corridors can contain a door, a trap, monsters, treasure, and quests. NOTE: Since corridors are a confined space, damage from monster attacks is distributed randomly to a character and not spread out evenly.




**CORRIDOR-ROOM tiles**

CORRIDOR-ROOM tiles are straight paths with a single entry and a single exit; containing a room space. The red arrow indicates the entrance to the corridor-room. Corridor-rooms can contain a door, a trap, monsters, treasure, and quests.




**ROOM tiles**

ROOM tiles are a large area with a single entry and no exit. The red arrow indicates the only entrance to the room. Rooms can contain a door, a trap, monsters, treasure, and quests.




**JUNCTION tiles**

JUNCTION tiles are paths with single entry and multiple exit. These tiles can have large areas or single corridor paths. The red arrow indicates the entrance to the junction. Junctions can contain a door, a trap, monsters, treasure, and quests.

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**ENTRANCE DOORS**

If a dungeon tile shows a door icon in the upper right corner this means there will be a door somewhere within this dungeon tile that must be dealt with to continue on your journey. If the door is immediately after the red arrow you must get through this door first before you can enter the room and deal with whatever's inside. Take the **Door card** and

place it face-up against the top-left edge of the game board next to the #5 area. This card will stay from round to round until it is resolved; your party can't continue within the dungeon until they get through the door. While trying to resolve the door card, CAMP and Random monsters rolls still apply. ***Once you get through the door you don't reroll the action dice and instead deal with the encounters with whatever remaining action dice you have available.*** If there is no door or you get through the door and you see monsters, a trap, a treasure or another door in the room; draw the required number of Monster cards, a trap card, a treasure card and/or a door card as stated on the tile. If there is another door shown on the tile, it will be placed at the top left edge of the game board again. Place the monsters along the right edge of the game board face-up next to the number corresponding to their level. "If two monsters of the same level are drawn, they will be placed side by side to each other on the same level. Place any trap cards along the left edge of the game board against its corresponding value. If the trap card has a * symbol it should be placed against the #5 area and will remain until resolved. Place the treasure cards face-down off to the left side of the game board next to the dungeon tile.

***NOTE: You start the game using the Level 1 monster deck and once you've gone through this deck and destroyed all the monsters, reshuffle the level 1 monster deck together with the Level 2&3 monster deck to create a new monster deck containing all level 1, 2 and 3 monsters.***




**EXIT DOOR**

If the dungeon tile shows a door blocking an exit, you must get past this door in order to leave through that exit and continue on with your adventure. Take the Dungeon Door card and place it face-up against the top-left edge of the game board in area #5. This card will stay from round to round until it is resolved; your party can't continue within the dungeon until the door is opened. If all monsters and traps have been resolved and the door is still closed, Camp and Random Monster rolls still apply while trying to resolve the door.




**TRAP**

If the dungeon tile shows a trap image, draw a trap card and place it face-up against the **left** edge of the game board next to its corresponding numbered space. These are time sensitive cards and will move down one space per round while they are still active. If the trap card has an "*", place this card next to the 5 space. These cards don't move and will stay in play from round to round until the trap is disarmed. If a trap card moves down below the game board, the party will deal with the effects of the trap card and the results are applied immediately.

***Example: The party draws an Arrow Trap and places it against the #1 space on the left edge of the game board. If this card is not disarmed or blocked within this round, the card will move down below the game board on the next round and each character will take 1 point of damage. The trap card is then placed in the trap discard pile.***




**MONSTERS**

If the dungeon tile shows a monster image with a number, draw the number of monster cards indicated from the monster deck and place them face-up against the **right** edge of the game board next to its corresponding numbered space.




**TREASURE**

If the dungeon tile shows a treasure chest image, draw a treasure card and place it **face-down** next to the dungeon tile. You will not know what type of treasure it is until all monsters and traps have been destroyed or resolved. If the treasure chest is behind a door do not draw and place the treasure card until after the door has been opened.




**QUESTS**

If the dungeon tile has Q# in the upper-right corner, this is a "possible" QUEST dungeon tile. If one of your four Quest cards matches the QUEST # on the Dungeon tile, then you can try to complete this quest. Read the quest card and follow the directions by adding any particular monsters or components to the monsters, trap, treasure and/or doors already on the card. If you resolve the quest you earn any treasure stated on the quest card plus any treasure from the normal monsters. If the quest produced a Magic Item card, place it in front of you; it is available to use immediately. If you don't have the matching Quest card, then treat this as a normal dungeon tile ignoring the yellow monster indicator.

## SEQUENCE OF A TURN

1. **DRAW A DUNGEON TILE** – At the beginning of each turn move the cube on the **Dungeon Tile Phase chart** to the next colored square and draw the indicated Dungeon tile. Place the tile with the red arrow adjacent to the path you are exiting.
2. **ROLL DICE** - Roll all 10-custom action dice
3. **PLACE RANDOM MONSTER ENCOUNTER DICE** - Place any ***Random Monster Encounter***  die results within the designated space. If one or two Monster encounter dice are rolled and can complete the required [2] dice needed, a random monster encountered is activated and another monster card is drawn from either the level 1 monster deck or the reshuffled level 1, 2 and 3 monster decks. Placed the new monster card against the right edge of the game

board by its corresponding level number. Now remove the two random monster dice and place them on the REGROUP card. If a third die was rolled, place it in the now available space. **These dice are locked until two monster encounter dice are placed and activated!**

***Example: During your turn you roll [3] Random Monster Encounter [RME] dice and place the first two dice in the available RME spaces. This triggers a random monster attack but before you draw a monster card you can check to see if you rolled any Thief HOOD action dice which would allow you to ignore this random encounter. Since no Thief dice were rolled, you draw from the monster deck and place it against the right edge of the game board. You then remove these two dice and place them on the regroup card. You would then place the third Random Monster Encounter die on the now available space; locking it in place.***

4. **PLACE CAMP DICE** - place any dice showing ***Camp***  die results within the designated space on the board. If one or two Camp results are rolled and can complete the required [2] dice needed, place an orange cube in the #2 box within the track next to the Camp dice area. The party can ONLY rest at the end of the turn when all monsters have been destroyed and all traps resolved. Once the orange cube has been placed on the numbered box within the track, remove the two Camp dice and place them on the REGROUP card. If a third or fourth die was rolled, place it or them in the Camp dice area and move the orange cube to the right into the next higher number on the track. Then remove the Camp dice and place them on the REGROUP card. Continue this process as long as you continue to roll one or two camp dice and complete the required number of Camp dice needed. Once all monsters have been destroyed and all traps resolved, each party member can heal damage equal to the number shown in the box, not to exceed their maximum hit point value. You can only receive a maximum of 8 points for healing during camp.

***Example: During the turn while in combat, two Camp results are rolled on the action dice. The dice are placed and the orange cube is moved to the #2 box on the track. After all monsters, have been destroyed and all traps disarmed, the party can now camp and rest. Each party member will now heal 2 points of damage on their health track but may not heal beyond their max health value.***

5. **PLACE BLESSING DICE** - Place any Blessing dice  rolled, in their designated spaces "starting from left to right" on the Cleric Blessing card. Blessings can be use immediately then placed on the REGROUP card for reroll next round or built up and saved for later rounds. Blessing dice are not locked on the blessing card and can be removed at any time to be rerolled on the next round. All unused blessing dice that were not used at the end of the turn are all placed on the REGROUP card and will be rolled at the start of a new turn.

6. **PLACE ACTION DICE** - Place any available action dice on Character cards, inventory items, spells cards, traps, or doors. Action dice can be used to attack monsters, solve traps, open doors, cast spells, use magic or standard items, or solve quests.

## COMBAT

### INITIATIVE and ATTACKS

Before you can attack any monsters, you must find out who has the ***Attack Initiative***.

- If your action dice results produce **NO** attacking dice "dice that can cause damage to any monsters", you automatically lose the intuitive and all monster attack first!
- If any action dice results can produce damage against any monsters you must see who has the initiative by rolling a d6 for each monster and check the results. If the roll is the monster's level or lower, the monster wins initiative and attacks you; place a orange cube on the monster card within the level box at the top-left corner to show this monster will attack your party first this round.

- If any monsters win the **Initiative,** they attack first based on their level; highest level first! Before any attacks occur, if any action dices you've rolled can produce a Block Attack or you can cast a block spell, you can first decide to block the attacking monsters OR wait and use the Block against another monster later that round. If you decide to block a monster just place the blocking dice directly on top of the monster card to show that it is being blocked this round. Refer to Monster Attacks for more detail regarding how to resolve monster attacks.
- Once all monsters with initiative have completed their attacks, it's the party's turn to attack. Resolve any weapon attacks or spells that produce damage on the monsters of your choice; moving down those monsters that have taken damage and remove those that were destroyed.
- Once the party has completed all their attacks any remaining monsters that lost initiative in the beginning of the round can now complete their attacks.
- When all attacks from party members and monster have been resolved, combat is over for this round.

Based on the remaining Character Action Dice results available, you can perform any combination of the actions below. Further detail regarding each of these actions can be found on the reference page later in this rule book.

- ***Attack a monster (pg. 19)***
- ***Cast a spell (pg. 19)***
- ***Disarm a trap (pg. 20)***
- ***Open a Dungeon Door (pg. 20)***
- ***Rescue a character from the dungeon (pg. 21)***
- ***Block a monster attack (pg. 21)***
- ***Block damage from a monster's attack (pg. 21)***
- ***Heal a character (pg. 21)***
- ***Perform a blessing (pg. 21)***
- ***Use an item (pg. 22)***

All Character Action dice results are available to use until placed on the board, on a card, on the spell book or on a character card and used for a specific action. Once the dice are placed and the action is used they are then removed and placed on the REGROUP card. If a Blessing is used to re-roll a die, it can only be used on dice that have not been used for any actions this round or locked dice. Locked dice such as camp and random monster encounter dice or dice on the REGROUP card, can't be used for re-rolls. You don't have to use all your action dice during the round. If you decide they're not needed then place the unused dice on the REGROUP card to get ready for the next round, you can't change your mind and use them for any further actions during this round.

After you've performed all your actions and attacks; any monsters that lost the initiative now get to perform their attacks against the party. If one monster is attacking the party, the Front-Line party members distribute the damage equally between them. If two or more monsters are attacking the party, the damage is distributed across ALL party members equally. Odd amounts of damage are always distributed to the healthiest party member before the weakest.

If any monsters are still alive, a trap card is still active or a door card is still closed at the end of the round, you will continue with another round by collecting all the dice from the REGROUP card and rolling them again. Once all monsters have been destroyed, all traps disarmed and any doors opened; the turn is over.

If you have at least [3] adventurers alive in your party at the end of the turn, you're still in the game and can continue adventuring.

**Resolving Traps**

7. Check to see if you have any trap cards that are still active. If the trap card was disarmed, remove the dice from the card and place them on the REGROUP card, then place the trap card in the Trap discard pile. If you still have an active Trap card at the end of the round and all monsters have been destroyed, move the trap card down one space "if it doesn't have an *" and continue rolling the action dice to try and resolve the trap; random monster encounter and Camp rolls still apply until the trap is disarmed.
    - At the end of the round move the Trap card down one space on the Encounters track "left edge of the game board" if it has a number in the upper-right corner. ***Any dice on a Trap card are NOT locked on the card and can be removed and placed on the REGROUP card for use next round.***
    - If the trap card is in the final bottom (#1) position of the Encounters track and was not disarmed during the round, the trap card moves below the game board and the Trap's damage effects occur immediately; discard the Trap card into the trap discard pile.
    - If the Trap card has an * it's a trap whose effects can occur over multiple rounds and can cause an immediate effect at the end of each round in which the card was drawn. This trap card stays in the space next to the #5.

**End of the Round**

8. Once all Character Action Dice have been used or placed on the REGROUP card and all monsters' attacks have been resolved, this round is over! Any dice still on the Random Monster Encounter area or the Camp area stay in their spaces. Any dice on the Mage's spell book or Trap card can stay on their spaces from round to round or be removed to the REGROUP card since they are not locked. You may now roll all the dice from the REGROUP card to start the next round. Continue in this fashion until all monsters, traps and doors have been destroyed or resolved. When this happens, the TURN is over.

**End of Turn**

9. When the turn is over remove all dice from the Game board, Character cards, blessing card, spell book cards, Random Monster and Camp areas and place them on the REGROUP card; you should have all 10 dice on the REGROUP card. Claim any Treasure cards available and place them face up in your inventory below the game board.
10. Go back to step #1

**Winning the Game**

When your party reaches the Dragon Room, you have reached the Final encounter! The Red Dragon or Lich is represented by four monster cards which are all placed against the monster track with respect to the level of the cards. Defeat the Red Dragon or Lich with at least three surviving party members, return safely to the entrance tile and you win.

**BACKTRACKING**

When you end your turn in a dungeon ROOM or COORIDOR and decide you want to return to the discovered Portal room, healing pool, enter the Town Bazaar or just head back to the entrance, you will be backtracking through previously explored dungeon tiles. Each time your party enters a previously explored dungeon tile, roll a d6 to see if you are attacked by a random monster.

***"The Thief's action [ignore a random monster] doesn't work during backtracking"***

On a roll of 6 a random monster encounter occurs. Draw a monster card and proceed as you would above with attacking the monster but without drawing any Doors, Traps or Treasure cards. Once you've destroyed the random monster, you can continue adventuring through the dungeon rolling a d6 for each previously explored dungeon tile. Your party can continue in this fashion either by reaching the Portal to the town Bazaar, following the requirements of a Quest or continue back through the dungeon until the entrance tile is reached. When the party finally returns to the **original** unexplored pathway, start a new turn by drawing the required Dungeon tile as shown on the Dungeon Tile Phase chart. **NOTE:** Be careful when you backtrack from a junction, corridor or corridor-room tile and have already drawn a corridor tile or corridor room tile for that junction because if you have and then back track to the other junction opening you'll mess up the dungeon tile chard order and end up causing dead ends.

**REGROUP**




The REGROUP card is used to placed dice on after they have either been used for an action or found to be non-useful during the round. Once dice are placed on the regroup card they can no longer be used for an action that round even if you find you still have an action you can take. So, dice should only be placed on the regroup card when you are certain the dice can't be used for any actions during the round. When the round is over, take up all the dice from the REGROUP card and reroll them for the next round.

**ACTIONS IN MORE DETAIL**:

**Attack a monster**

For those monsters who won the initiative place a orange cube on the monster card in the upper left corner. These monsters get to perform their attack first. If any monster attack is not blocked, their damage is spread across the Front Line if only one or two monsters are attacking or the entire party if three or more monsters are attacking; this process stands even if you destroy monsters and leave one monster left. After the monsters' initial attack damage is applied, ALWAYS check to see if the monster has any Special Attack damage it can produce. If so, roll a d6 for this damage and apply it in the same fashion as explained above.

When it's the party's turn to attack and there are any action dice that show damage can be applied to a monster, you decide which monster gets the damage and how much. Again, ALWAYS check the monster to see if it has any Special Defenses to block or counter any damage given to them. For each point of damage a monster takes, its monster card is moved down one space. When the monster card moves below the level 1 bottom space and off the bottom edge of the board, it is destroyed and placed in the monster discard pile. If the damage caused by the party is not enough to destroy a monster or monsters and all damage has been distributed, the party's attacks for this round have ended and other actions can still be performed. After the party has completed all its attacks, any remaining monster who didn't win the attack initiative can now finish their attacks against the party.

**NOTE: The party member who dealt the killing blow to the monster is the character that earns the experience and moves their lvl cube down one box on the track. You can always decide who gets to make the killing blow if multiple party members are attacking the same monster. Once a character reaches the last box on the track, if they received one more experience point they have reached the next level and turn over their character card; immediately getting to use their new abilities.**

**Cast a Spell**

Depending on the type of spell you want to cast, if you roll the required number of action dice to allow your character to cast a spell it is now available to cast. Place the required number of action dice directly on the casting member's character card and/or spell book, as appropriate. Follow the description on the character card indicating whether the spell causes damage or an affect and how the effects of the spell are to be applied. Once all spells have been cast and their effects have been applied, take the action dice from the Mages character card and place them on the REGROUP card. Any dice on the spell book can remain on the spell book until the end of the turn. If the spell was cast from the Wizard's spell book, follow the special rules for that case regarding when to remove dice to the REGROUP card and the effects of doing that.

**Disarm a Trap**

TRAP cards are time sensitive and will start on a specific number (as indicated in the upper right corner of the card) on the Encounter Track on the left side of the board. These cards will drop to the next lower number on the following turn if not resolved during the present turn. Once you place action dice on this card they are locked on the card until the card is resolved. Each turn the card is active; the player may attempt to resolve the card without suffering the effects of the trap. If the card reaches the #1 space on the Encounters track and is not resolved, the party will suffer the effects of the card on the following turn.

> *Example: The Trap card "Snake Pit" has a 2-turn time delay. To avoid the trap [2] Thief hood results must be placed on the card. You have two turns to avoid the trap and prevent a Front-Line character from being sent to the dungeon. If you are able to place [2] Thief hood results on the card your party has successfully avoided the trap. If you are unable to place the [2] Thief hood results on the card before two rounds have passed, randomly select one Front Line character will be sent to the Dungeon Cell. Roll a d6 and on [1-3] pick the left character and on [4-6] pick the right character.*

**Open a Dungeon Door**

If a Dungeon Tile shows a door symbol in the upper right corner this means, there will be a door somewhere within the room. If a door occurs, place it to the left of the game board. This card will remain in play until it is resolved and the door is opened. Door can occur immediately when you enter a room and must be resolved before any monsters, traps or treasures can be resolved. If you must resolve a door before you enter a room all CAMP and Random Monster rolls still apply. If all monsters have been destroyed and all traps resolved but the door is still unopened, any rolls that obtain a Camp or random monster encounters are still in effect. Once the door has been resolved place all the dice on the REGROUP card and the door card off to the side. You can't continue your adventuring until you have opened the Dungeon door.

**Rescue a character from the Dungeon**

When a character has been placed in the Dungeon any two other character action dice "the colored dice - red, blue, black or yellow" can be used to rescue the imprisoned character. Place the two-different type character action dice in the spaces provided in the dungeon to rescue the imprisoned character. "The rescue dice can't be of the same class as

the party member in the dungeon" If during the round only one action die is placed within the Dungeon rescue die space, this die is locked and can't be used until two dice have been placed representing a full rescue of the character. After a successful rescue place the two-action dice and the rescued character die in the RESCUED space. These dice can now be rolled in the following round.

**Block a Monster attack**

The Fighter and the Wizard have the ability to Block Monster attacks. By placing the required number of action dice on the character card area or spell book, these two characters can block a single monster attack during the round. To help remember which monsters attack is being blocked, take the BLOCK action dice from the character card and place them on the monster whose attack will be blocked. This also means if the monster has the Special Ability to cause poison or disease, this will also be blocked. Once all attacks have been resolved, place the BLOCK action dice into the REGROUP area. Remember that a monster with the special ability to dispel magic has the ability to dispel a wizard's spell and avoid being blocked. If that monster won, the initiative they can roll to see if they blocked the spell.

**Block damage from a monster attack**

Some characters can not only block an attack but can block direct damage from a monster attack. When you roll the required action dice that will produce a damage blocking action, place those dice directly on the character card and follow the description of the card. This action can block damage to any party member and takes effect during or after damage has occurred to a party member. Depending on the amount of damage blocked, adjust the health cube on the health track for the party member who will be using the action to block damage. Once any damage has been blocked, place those action dice on the REGROUP card.

**Pray to heal a character**

Depending on the level of the Cleric, he/she can perform a HEAL action on another character and heal damage on that character's health chart. By placing the required number of action dice on the Cleric's character card, the Cleric can perform a heal action on any of the four characters. A heal action may never be used to raise a character's health above his/her max health level or to resurrect a dead character! Once any health has been restored, place the action dice on the REGROUP card.

> **Poison/Disease cards**
>
> When a party member becomes poisoned or diseased by either a monster or a trap, determine which character has been affected by rolling a d4 and selecting a party member and placing that party members Poison/Disease card in play. Place the card above and to the left of the game board. This card will stay in play until a Heal Hand action die has been rolled and placed on the card. Once the character has been healed, move the die to the REGROUP card and the Poison/Disease card out of play. The poisoned/diseased character takes 1 point of damage per round until cured.

**Perform a blessing**

As Blessing dice are rolled they are placed on the Blessing card. Blessing dice are locked but can be used whenever you have enough Blessing results for the desired action. The types of blessings and the number of dice required for each is dependent upon the level of the Cleric. See the Blessing card for details. Blessing action dice can be left on the Blessing card and stored up for later use. To use a Blessing the Cleric must still be in the party and can't be in the dungeon cell. To perform a Blessing take the required number of Blessing action dice off the Blessing card and place them in the REGROUP area. Now you can perform the Blessing action as described on the Blessing card and indicated by the number of action dice used. Remember that if you use a Blessing to re-roll a die, only dice that have not been assigned to a

card or the REGROUP area may be re-rolled. Also, you must use the action required of the Blessing dice, you can't just remove the dice from the Blessing card and decide not to receive the Blessing; these actions go hand in hand.

**Use an Item**

Some treasures you discover during your adventures are items of great power. These items have abilities that you can use to help your party during the game. As long as the item is in your inventory it is available for you to use. Some items require an action die to activate its ability while other items are free to use and require no action dice to activate. Some examples:

- *The ring of healing needs the colored action die, with the icon of the actual character to heal one point of damage to that character, placed on the treasure card in the space given. Once the point of damage is healed on the character's health track, roll a d6 with a roll of 6 causing the ring to run out of charges and end up being rotated 180 degrees to show it is unavailable for use. You can recharge the item by casting a recharge spell and rotate the card 180 degrees to show it is available for use again.*
- *With the Magic Sword, during an attack you can place a Fighter action die "sword icon" on the treasure card and the attack will now cause two points of damage instead of one.*
- *With the Magic Amulet, during your turn you can add a free Wizard action "Wizard cap" to the pot and use it for whatever you need. It's a free action and no action dice are needed to activate the amulet and receive the wizard action but if you roll a 5 or 6 after the its activation the amulet runs out of charges and end up being rotated 180 degrees to show it is unavailable for use. You can recharge the item by casting a recharge spell and rotate the card 180 degrees to show it is available for use again.*




**RANDOM MONSTER ENCOUNTERS**

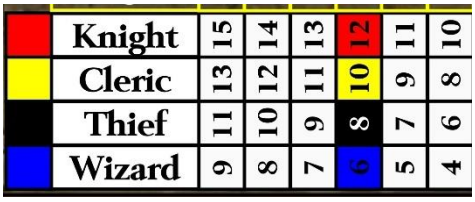
At the top left edge of the game board are two monster icon symbols that represent when a Random Monster Encounter occurs. Whenever you roll your action dice and a Monster icon shows up it must be placed in the space with the corresponding icon on the game board. These are locked spaces and once a die is placed in this area it stays until a second die is rolled with the monster icon. If more than two random monster encounter dice are rolled at one time, place as many dice as will fit (up to 2), draw a monster card and place it along the right edge of the game board. Then place the two random monster dice on the REGROUP card. With the area cleared you can now place any additional rolled random monster encounter dice in the area. Perform the above action again any time two dice are placed on the Random monster encounter area on the game board.




**CAMP**

On the top right edge of the game board are two campfire icons that represent the ability of your party to safely camp and rest. The Camp space works much like the Random Monster Encounter spaces. When rolled, the Camp die is placed in this area and on the game board and can stay until a second Camp die is rolled and placed. When this happens move the orange cube to the #2 box and then place the two Camp dice on the REGROUP card. If you roll two Camp dice again

you will move the orange cube to the right on next higher box #4 and place the two Camp dice on the REGROUP card. Any time a second Camp die is placed on these spaces move the orange cube one space to the right on the Camp track and then move the dice from the Camp spaces to the REGROUP area. Camping is not permitted until all monsters and traps have been resolved. If you are still trying to open a door but all monsters and traps have been resolved, you can heal during this time. The number that is marked by the orange cube is the number of points each party member heals during this rest period. If the orange cube reaches the +8 box on the Camp tracker and you roll a Camp die it ends up being placed in the REGROUP area with no effect. All subsequent Camp results on the Camp tracker cannot advance beyond the +8 points. After all characters, have had their health replenished, place the orange cube off to the side of the game board. If there is still a single Camp die in the Camp area, it stays there and additional Camp results may be placed in the area again. A character's health can never be raised above their current max health as determined by their character level. You can always decide to remove a camp die and place it in the REGROUP area to reroll the next round.




**CHARACTER HEALTH TRACK**

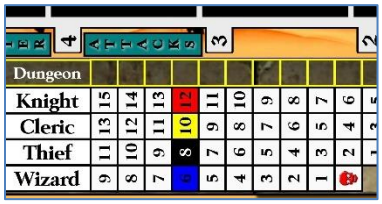
On the right side of the game board you will see four vertical tracks with the character types listed across the top. This track represents the overall health of a character while exploring the dungeon. As the characters take damage their health cube is moved down the track to represent a loss of health. When a character receives enough damage to reduce their health to the square with the skull, that character has taken mortal damage and is deceased. A deceased character is removed from the gamed all of the components associated with that character (character card, character action die and status tracking cubes) are removed from the game board. Any dice rolled that produce an icon of the deceased character are ignored during play and **rerolled**. If any dice show up again with the dead character's icon they are ignored completely that round.

***NOTE: If you lose two or more characters during play, the game is over and you have lost.***



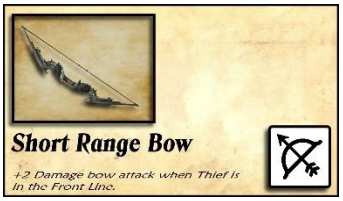

**DUNGEON CELL/RESCUE**

On the bottom, left area of the game board are two spaces representing a Dungeon Cell and a Rescue area. When a character is captured and placed in a Dungeon Cell, take that characters colored die and place it within the Dungeon Cell area. This die will no longer be available for rolling during turns or rounds until the character is rescued. To rescue this character, two other character icon types must be rolled on the colored character dice (red, blue, black, and yellow) and placed in the designated spaces within the Dungeon Cell area. The faces shown on these two-colored dice must be of the character icon type: "Fighter=sword, Cleric=mace, Thief=hood, and Wizard=wizard hat" but not of the class that is in the dungeon. If only one character die is rolled and placed in the Dungeon die space it is locked in that area until the second character die is rolled and placed next to it. Once two separate character dice are placed in the dungeon cell area, the party member has been rescued. Place all three dice in the RESCUE area to be used on the next round or turn. Place the character card back on the game board. If more than two characters are ever captured and thrown in a Dungeon cell; the game is over since you won't have enough party members available to rescue them.




**DUNGEON HEALTH TRACK**

Alongside the health track is the Dungeon track. Whenever a character is thrown in the dungeon cell he is no longer part of the party, he/she is temporarily removed from the party. Take the character's card off the game board and move the health cube across to the Dungeon track. This will help remind you of the character's condition as well as keep track of the character's health at the time of his/her capture. Once the character has been rescued, you can replace his/her character card back on the game board and move the health cube back to their original health value.




**TREASURE CARDS**

When a Treasure card is drawn, it is placed "face-down" next to the Dungeon card it was drawn for. Treasure cards will only be revealed after all monsters have been defeated in the Dungeon area in which the treasure resides. Once a treasure card has been revealed it is placed in front of you and can be used immediately.




**MAGIC ITEMS** - A Magic Item treasure card can represent a magic weapon or a magic item. The card will show an image of the item, the item name, a description of its use, a die roll to check if it has run out of charges, a die icon of the character it can affect and a die icon of the character that can use it. Some items are free to use while others need a specific character type icon rolled and placed on the card to produce its effect. If a magic item loses all its charges it should be rotated 180 degrees so it shows as upside down. This represents a useless item that is still in your inventory. The wizard has the ability to cast a spell to recharge a magic item if it loses all its charges.




**GOLD** - Some treasure cards only contain gold and these cards are tallied at the end of the game and added to a final score to see just how much gold you found.




**TRAP CARDS**

When a Trap card is drawn, it will be placed against the left edge of the game board in the numbered area corresponding to the number on the top-right corner of the card. Some traps are time sensitive and must be disarmed before their round limit. Others have no time delay and will remain in play until they're disarmed. The card shows the type of trap, the number of turns you have to disarm it before the trap takes effect, the type of effect that will take place (damage or a trip to a Dungeon cell). You will also see a space for an action die or dice that need to be rolled and placed for the trap to be disarmed.




**QUEST CARDS**

Only four quest cards will be available during a game and may or may not be resolved during play. If you encounter a Quest Dungeon tile "one with a Q in the upper right corner" and the Quest # matches one of your quest cards; you can try to resolve the quest. Read the instructions on the quest cards and follow any requirements stated on the cards such as adding Quest monsters or performing certain actions. If you resolve the quest you earn the stated magic item on the bottom of the quest cards. Place this item in your inventory; it is immediately available for use. If you don't have a matching quest card, then this dungeon tile is treated just as if it were a normal dungeon tile; ignoring any quest monsters shown on the tile. Quests can only be resolved once during a game.




**The Magic portal to the Town Bazaar**

Within the dungeon is a room with a magic pool. This pool teleports whoever steps within the pool directly to town. If you find this dungeon room you can use the portal to get to town and enter the Bazaar to purchase items, you can use back in the dungeon. Take the Town Bazaar card and place it in front of you; it is available from now on any time you enter the portal. If you have obtained gold treasure cards, you can use these to purchase scrolls or potions. Just discard the necessary gold amount to purchase the item you need and place it in your inventory. Scrolls and Potions are one time use. You can always backtrack through the dungeon to reach the portal and access the town at any time.

**MONSTER CARDS**

Monster cards are drawn when you enter a new Dungeon area or when you encounter a random monster. When a monster card is drawn, it is placed along the right edge of the game board in the numbered area corresponding to the level number on the top-left corner of the card. A monster card will have the Monsters name, the level of the Monster shown in the top-left corner, the damage the monster does during its attack and whether the monster has any Special Attacks or Defenses.

**BIG BOSS MONSTER**

Once your party has reached the final room of the dungeon they will come face to face with the mighty Lich or Red Dragon "Roll a d6 1-3 = Lich and 4-6 = Red Dragon". The monster is represented by four monster cards “attacking all

party members" which are placed side by side in level spaces: 5, 4 or 3. To defeat the Lich or Red Dragon the party must defeat each of the four monster cards; producing enough damage to each card to drop them all below the level 1 space. The total damage the Boss must take to be defeated is the total damage of all four cards. During the attack the party must roll a 6 on the initiative dice to gain the initiative and strike first or gain the initiative blessing. The Dragon also has special attacks and defenses, which it can use during its attack phase.

During your battle with the Dragon, if you ever roll Camp dice you may reroll them. Your battle with the dragon is to the death and there is no time to rest. Make sure your party's health is at its best before engaging the dragon.

If you have the ability to block an attack, you can place this block on any of the four dragon cards. For each dragon card, you block, you block 25% of the total damage "rounded up" the dragon deals out to the party.

> Example: if you were able to block two of the dragon attacks you would only take 50% of the total damage dealt from the dragon attack.

For each dragon card destroyed, reduce the total damage done by the dragon by 25% per card. For each block applied to a dragon card, reduces the total damage by 25% per blocked card. If you destroy two dragon cards, then you will block a total of 50% of the total damage "rounded up".

> Again, for example; if you destroyed two dragon cards, the dragon would only cause 50% of its total attack damage dealt to the party. Plus, if you were able to block two dragon cards you would also end up blocking 50% of the total damage dealt!

If you roll two Random Monster encounter dice it will still cause a random monster attack. Draw a monster from the monster deck and place the card as you normally would during play. If you are able to destroy the Dragon and not lose two or more party members; you win the game!

NOTE: If you destroy the Lich or Red Dragon and there are any remaining monsters still in play, these remaining monsters flee the battle knowing their master has been defeated and you win the game!

Winning conditions:
You win the game if you can explore the entire dungeon, reach the last room and battle the Might Red Dragon or Lich Master. If you survive the battle with the red dragon or Lich Master and any remaining monsters within the last dungeon tile; you win the game, earn two more treasures from the Boss room and keep all the treasure collected along the way!

Losing the game:
If at any time two or more-character die; the game is over and you have lost!