

So, what's this game all about?

Dash-in-Dungeons is a Role-Playing Game (a game of free-form story-telling) for **two to five players**, however, the Demo game only allows for **up to four players**.

One player acts as the **Dealer** (**Story Narrator** or **Games Master**) for the entire game, which usually lasts about an hour or more. The other players take the roles of a team of fictional heroes (**Characters**) in a fantasy story which is brought to life by the imagination of all the players involved.

For the **Characters** in the story there is no set-script. The players decide how their Characters act and react in the various situations described by the Dealer. The group of Characters work together as a team (**Party**) to overcome obstacles, monsters and puzzles described to them by the Dealer as the story (**Adventure**) unfolds. The Dealer plays the role of all *incidental characters* (**non-Player Characters**) in the story and decides the actions of any **Monsters** encountered by the **Party** during the Adventure. The Dealer also acts as an impartial rules arbiter in a game; determining the effects of the Character's actions as they overcome any obstacles or challenges in the **Adventure**.

The Rules of the game

The set of **7 DEALER QUICK REFERENCE** cards and **3 PLAYER QUICK REFERENCE** cards are provided to allow everyone to reference the rules during play, however, as this is the demo version of the game, the full rules are not included. In an effort to give you enough information to get started, here is an overview of the Dash-in Dungeons rules.

Before you play Dash-in Dungeons you should:

1. Select a flat playing surface (a table is ideal).
2. Select one player to be the **Dealer**. The other players (up to 3) will play the **Characters** in the story.
3. Separate the various cards into piles. Most piles will be used primarily by the **Dealer**. The **Dungeon Tiles**, **Adventure** & **Monster cards** should be kept hidden from the **Players** who intend to play the **Characters** in the story.

The **Dealer** only reads Adventure cards 1 to 3 "Ogre Hunt" and the Monster card "Lesser Ogre". The other Players select the Character (there are 3 choices) they are going to play and should find the "Special Skills" card matching their character. There is only one Character of each type available.

4. Shuffle the **Fate** cards and place them face-down within reach of all players (*if not possible, they should at least be within reach of the Dealer*).
5. Separate and shuffle the **Battle Sequence** cards and place them within easy reach of the **Dealer**.
6. Make sure there is a *central space* (in the middle of the table perhaps..) where the **Dealer** can lay-down the **Dungeon Tile** cards revealing the map as the Adventure progresses. Place the **Entry** Dungeon Tile as the start of the Adventure map before you begin. The next Dungeon Tile (see the Adventure Map on Adventure card 3) should be placed face-down beside the Entry card so that the Players can see where the next room is.

The Dungeon Tiles should be placed on the playing surface so that they are clearly visible to all players.

7. Place the **fold-up Character miniatures** for the Characters on the **'Entry'** Dungeon Tile card.
8. Players should take a moment to study both their character cards and their equipment and Special Skill cards. If the players have any questions about what they see on their cards, those questions should be asked and discussed with the Dealer before play begins. [Note to Dealer: If you can't find information on, or do not know the answer to a question about the rules, feel free to invent your own 'house rules' – this is a common practice in Role-playing games.]

The Dwarf and the Streetman's Special skills can be used as many times per adventures as desired. The Wizard player should note that they may only use their Special Skill "Call Fire" a maximum of 3 times during the adventure (no matter which form of it they use: "Create Torch", "Jet of Flame" or "Wall of Fire:"). The Dealer should keep count of the number of times the Wizard casts "Call Fire". [The full Dash-in Dungeons Basic set includes several copies of the "Call Fire" Special Skill card, so that each time the Wizard player uses their skill, they can hand-in a copy of the card; clearly tracking the number of times it is used.]

Players should also take a minute to study the Player Reference Cards; particularly Card 2 which lists the other example actions a character can take during the game.

Playing Dash-in Dungeons:

In Dash-in Dungeons, the Dealer describes the situation (which *initially* is included in the 'Introduction' on card 1 of the "Ogre Hunt" adventure), and then the Players react by describing what their Characters are doing (which may include 'what their characters are saying' though doesn't have to). Further brief descriptions of each numbered area on the Adventure Map are detailed on the Adventure Key on "Ogre Hunt" card 2.

The conversation between Dealer and Players goes back and forth as each new situation presents itself, and the story unfolds.

Once the objective of the adventure is met and/or the last area of the adventure is explored, the game ends; usually with some kind of epilogue/story round-up by the Dealer describing how the characters return home to fame and glory having completed their brave quest.

To achieve 'success' however, the characters must overcome obstacles (such as deadly traps and menacing monsters) whilst exploring the adventure map.

During the game, whenever a Player describes a character's action that, in the Dealer's opinion, involves more than just a routine action (such as sneaking quietly along) or where there might be opposition to the task being attempted (such as unlocking a treasure chest), the Dealer will call for a Task Draw.

How Task Draws work:

Whenever a Character or Monster attempts an action (Task) in the game; you draw cards from the **Fate Deck** to determine the **success** or **failure** of the attempt at that Task.

*Tasks can include such things as using a **Special Skill**, making an **Attack** against an opponent, or testing an **Attribute** as decided by the Dealer.*

The **maximum** number of cards drawn from the deck is *either* equal to the **Attribute** indicated by the rules or selected by the Dealer, *or* determined by the **Special Skill** applicable to the Task attempted.

Example: A Journeyman Streetman attempting to 'Pick a Lock' may draw up to 2 **fate cards** based on their **Psyche score of 2** (See the '**Expert Lock Picking**' Special Skill).

This activity is called a **Task Draw**. There are 4 steps to making a Task Draw: determining the **Task Difficulty Factor**, determining the **maximum number of cards allowed** in the Draw, making a Draw from the **Fate Deck** and determining the **results**.

Task Difficulty:

Before making a Task Draw, the **Dealer** determines the **Task Difficulty** for the Task using **one of three options**:

1. Reading the card description for the **Special Skill** being used.
2. Choosing a **Difficulty Factor** from the **Difficulty factor list below**.
3. Determining the **total defence value** from a Defender's Task Draw during Combat.

*Note: Defenders always make **their Draw** first in combat to determine the Difficulty Factor required by their Attacker.*

Difficulty factor list:

Easy	1
Normal	2
Difficult	3
Very Difficult	4
Extreme	5
Crazy	6

Choosing a task difficulty can be a subjective exercise for the Dealer, however, using the example Movement and Action options on Dealer Reference card 3 for comparison, and with a little experience, the job of determining a Difficulty Factor for most tasks (especially those not specifically mentioned in the rules) will become easier as your play.

Number of cards allowed in the Draw:

If a task is not clearly covered by the use of Special Skill (such as 'Expert Lock Picking'), or an Attack in combat (the latter using the attacking character's **Fighting** attribute), the Dealer must decide *which Attribute* is the most appropriate for the character to use given the situation. The following table describes the character Attributes.

Fighting = Character's Skill in combat and also a measure of the Character's ability to apply brute force to a task.

Health = Character's Stamina and resistance to damage.

Magic = Character's Magical aptitude, power, Skill in Casting Magic Spells and using Magical Devices & their innate resistance to Magic.

Psyche = Character's Mental capacity and wisdom.

A number score is listed beside each Attribute. These scores represent how experienced the character is in that particular physical or mental discipline. The higher the score the stronger the Character is in the area covered by the Attribute, and hence the more Fate cards they are allowed to draw from the Deck in seeking success in a Task.

Making a Task Draw:

Once the **Task Difficulty** is determined by the Dealer, you draw fate cards **one at a time only until**

the **numeric value** of a fate card **equals or exceeds** the **Task Difficulty**
or until you have reached your **maximum cards**
or you draw a 'Success' or 'Failure' card.

Achieving success and determining results:

A task attempt **succeeds** if the value of a Fate card drawn **equals or exceeds** the **Task Difficulty** **or** a **success** Fate card is drawn.

If the Fate cards drawn **fail to exceed** the **Task Difficulty** **or** a **failure** Fate card is drawn, the task attempt **fails!**

Once success or failure is determined, the Dealer must adjudicate the results. In most case (especially with straight-forward tasks), this will be obvious. (eg The character attempting to Sneak, managed to sneak quietly into a room). In some case (especially when the Task had a high **Difficulty factor**, the Dealer may determine that failure indicates that something goes spectacularly wrong (eg The character attempting to Sneak, made such a noise that it alerted the monsters lurking within).

How Combat Tasks work:

In combat (when a character attempts to attack a monster or vice-versa), the results of success of an Attack Task usually indicate that **injuries** have been sustained by the Defender.

Attack Tasks are resolved in the same way as other Tasks, with the only difference being that the Task Difficulty factor is determined by a **Task Draw made by the Defender** before the Attacker makes their Draw to attack.

During a Defenders Task Draw, a **modifier due to Armour worn** (called a 'Defence bonus') may be applied to the result of their highest Fate card value to increase the **Task Difficulty factor**.

During an Attackers Task Draw, a **modifier due to their Weapon used** (called an 'Attack bonus') may be applied to the result of their highest Fate card value to equal or exceed the Defender's **final Task Difficulty factor**.

As a summary:

During combat the **Defender** always draws first, and chooses when to stop drawing; up to the number of cards equal to their **Fighting** attribute. The **final Task Difficulty factor** can be increased by the 'Defence bonus' of any Armour worn by the Defender.

Then, the Attacker draws up to the number of cards equal to their **Fighting** attribute until they reach the difficulty factor set by the Defender. The **highest Fate card result** drawn can be increased by the 'Attack bonus' of the Weapon used by the Attacker.

The combat round:

Once the characters enter combat with one or more opponents, the game is strictly tracked in units of single actions; where everyone involved gets to perform **one action each** in a **certain sequence/order** before anyone is allowed to act again. Each unit of this kind is called a 'combat round' (a common rules construct used in role-playing games involving hand-to-hand combat).

In **each** combat round:

1. Each Player (including the Dealer) is dealt 1 card from the **Battle Sequence** deck.
2. In **ascending battle sequence order** each Player declares and executes their character or monster's combat action.
3. The Dealer judges the results of each combat action as it happens. A success in combat causes **1 Injury**; except where noted in any special rules on the cards.

Combat Action options (1 per creature per round):

- Attack another creature.
- Change range (ie Move from one AREA to another).
- Surrender.
- Do Nothing.
- Bind an allies injuries. (Restore ≤ 0 Health to **1 Health**)
- Use Special skill, equipment item, or Magical device.