RogueDeck

By Vivi Yu and Vanilla Liu

RogueDeck is a single player card-based roguelike game. Player plays as a warrior who's exploring the dangerous dungeon for treasures. By making right decisions and hoping for the best luck, player will experience an unforgettable adventure.

Contents



- 48 cards
    - 38 *Dungeons* cards with 5 different types: cards with white background color, used to generate dungeons

        - 1 Treasure card
        - 10 Monster cards
        - 10 Coin cards
        - 8 Health cards
        - 9 Weapon card
    - 10 *Market* cards: cards with light blue background color, can be bought in the Market
- 2D6
- One level tracker
- Health(red) tokens:
    - 5 big cubes, each cube means 5 health points
    - 5 small cubes, each cube means 1 health point
- Coin(yellow) tokens:
    - 6 big cubes, each cube means 5 coins
    - 5 small cubes, each cube means 1 coin
- Three playing boards

Setup



1. Place 3 playing boards on the table.
2. Place 2 big health tokens in the health area, which means players start with 10 health points
3. Put aside other health tokens and coin tokens

4. Place level tracker at the first level slot (with text “Preview 1”)
5. Separate the Dungeon cards and Market cards. Take out the Treasure cards from each pile.
6. Put the Treasure card with light blue background color in one of the Market spots. Shuffle the rest Market cards, and put the top 3 cards face up in the other Market slots. Put aside all the other Market cards.
7. Shuffle the Dungeon card pile. Take the bottom 10 cards out, and shuffle them with the Dungeon Treasure card(the one with white background color). Then put the 11 cards back to the bottom of the pile. The Dungeon card pile is ready now.

Goal

Player need to get two Treasure cards before he/she die. The game ends immediately if:

- Player get both two Treasure cards **or**
- Player die(his/her health points <= 0) **or**
- Player used all Dungeon cards but still can’t capture both Treasure cards, in this situation, player lose the game.

Gameplay

As a player, you need to go through random generated Dungeon levels to get Treasure cards. In each Dungeon level, you need to do the following steps:

1. Move the level tracker to the next level
    a. If it’s the beginning of the game, place the level tracker in the first level(with the text “Preview 1”)
    b. If the level tracker is already placed in level 5, skip this step
2. Roll 2D6. The sum of the two dices determines how many cards(say X) you need to use to generate the level
3. Get the dungeon cards that need to be used in this level:
    a. If you have Y monster cards left from the previous level, turn all the monster cards face down, and then get top (X - Y) cards from the Dungeon card pile, shuffle them with the monster cards; If Y is greater than X, just get X cards from the previous monster cards, keep the rest monster cards aside for the next level generation.
    b. If you have no monster cards left from the previous level, just get the top X cards from the dungeon card pile

    If you bought any market cards that you want to shuffle into this level, just shuffle them with all the X dungeon cards you have now.
4. Dungeon generation and preview:

Put all the dungeon cards you get in previous step in a circle, make sure all the cards are facing down. Then check the level tracker, it shows the number of the cards that you can preview in this level. Say if it says “Preview 3”, which means you can choose any three cards in this level and flip them face up to preview.

5. Choose a card as a start point:
   Now you can choose any card in this level as a start point. Flip the chosen card face up, and go to next step.
6. Execute the action indicated by the card, there are five types of cards you will meet in the dungeon:
    a. Monster card. You can choose to either to fight with the monster, or to escape from the monster:
        i. If you choose to fight with the monster, check if you have super protector card or weapon card or not:
            1. If you have the super protector card in your status slot, you can just kill the monster without using any weapon. You won’t get poisoned by the monster if you do so.
            2. If you don’t have a super protector card, you need to use the weapon you equipped to kill the monster. You always attack the monster first, if your weapon can’t kill the monster at once, the monster will fight back, so and so forth until the monster die. You need to track how many times the equipped weapon is used and move the card properly. You also need to calculate how much damage you take from the monster in this fight.
        ii. If you choose to escape from the monster, the monster will attack you once. You need to track the damage, and the monster card will stay in the dungeon and follow player to the next level.
    b. Weapon card. You can choose to either pick up the weapon or discard it. Remember you can only hold one weapon at the same time, so if you already equipped a weapon, you need to discard that weapon card first. Place the weapon you pick up in the proper slot, say if it can be used 3 times, just put it in the “Weapon Time 3” slot. Then you can track how many time you use the weapon by moving them into next slot.
    c. Health card. You gain health points by taking health card.
    d. Coin card. You gain coins by taking coin card.
    e. Treasure card. You can put the treasure card into the treasure slot.
7. Check your status, and move to the next card:
    a. If you have X poisoned monster cards in your status slot, you lose X health points by moving to next card.

b. If it's the second card that you move to in this level, it determines the direction you can go in this level: either clockwise or counterclockwise.
c. If it's not the second card players move to, you need to follow the direction you determined before, and move to the next proper card.

Then execute the action indicated by the card.

8. Repeat step 7-8 until you go through all the cards in this level.
9. If you have the super protector card in your status slot after you finish this level, discard it, then repeat step 1-9 to start a new level.

About the Market cards

- You can buy any Market card at ANY time.
- The antidote card is the only card that can remove the poisonous effect. One antidote card can remove one poisoned monster card effect.
- The super protector card can't remove the poisonous effect if you already get poisoned, but it can protect you from losing health if you already got poisoned in this level. Super protector card can only protect you in one level. If you get this card in the middle of a level, you can only kill all the monsters you meet afterwards..
- Some of the Market cards have two prices: one for using it immediately, another for shuffling it to the next level. If you buy the card with the lower price, which means you want to shuffle it into the next level, you need to leave it aside until you begin to generate next level. Notice that if you buy these cards before step 3, you can shuffle them into the current level.
- You can choose to discard any number of cards in the Market. Each time you discard a card, deal one new card from the Market card pile to fill the space. The discarded Market card won't go back to the Market again.