

MINI ROGUE

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Mini Rogue - Published by Nuts! Publishing.
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Mini Rogue is a boardgame profoundly inspired by roguelikes and old school role-playing games. Grid-based movement, randomly generated levels, permadeath, resource management, hack-and-slash gameplay, exploration and discovery are all featured in Mini Rogue.

This is a preview PnP. There will be more Rooms, more Characters and more Bosses in the final game. In the components section, you'll find in red the final numbers. If Stretch Goals are reached during the Kickstarter campaign, expect these numbers to increase!

Object of the Game

In this solitaire or co-operative game, you play as one or more adventurers delving into a dungeon, room after room, area after area, floor after floor, in order to find the Og's Blood: a fabled and mysterious artifact said to be a ruby gemstone. Each area of the dungeon is laid out as a branching of rooms. Each time you face two rooms, you'll have to choose one. You will resolve each encounter by rolling dice and decide on how to pursue the adventure.

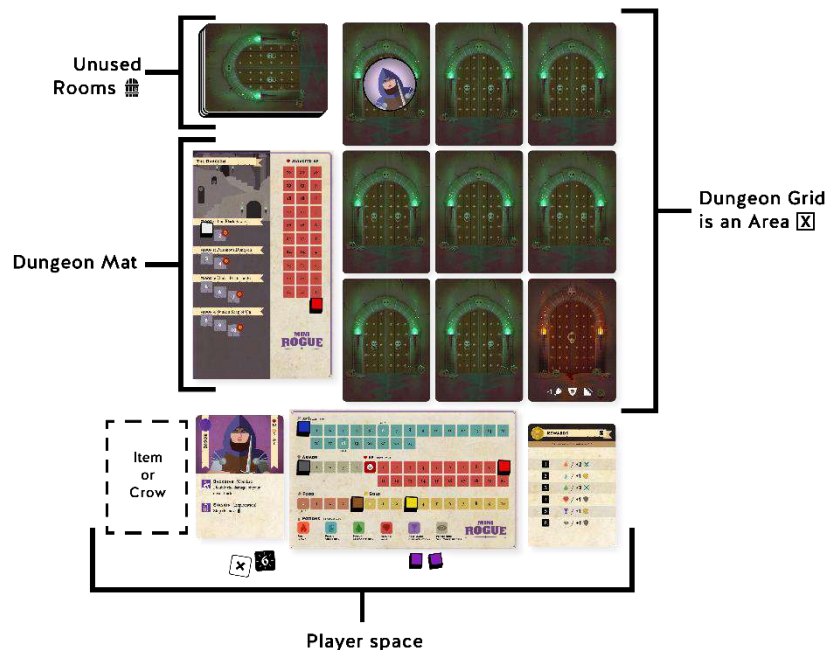
In each room, you may encounter a monster, find a treasure, discover a resting area, dodge traps, or face many other surprising encounters. Each floor ends with a powerful boss monster that you'll have to defeat to continue onto the next floor. You win the game if you can reach the last room of the dungeon and defeat the final boss monster, thus collecting the Og's Blood.

Components

- This rulebook
- 18 Cards (30: 4 Characters, 5 Bosses, 21 Rooms)
- 2 Black (Dungeon) dice
- 6 White (Character) dice
- 2 Purple (Curse) dice
- 2 Green (Poison) dice
- 1 Dungeon mat
- 2 Character mats
- 2 Character tokens (4)
- 17 Wooden tokens

Setting Up the Game

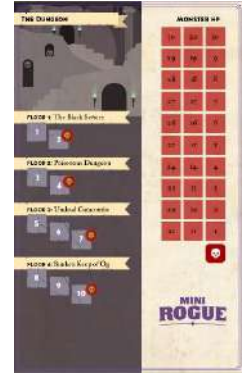
1. Place the Character mat and the Treasure reference card in front of you. Choose or randomly draw a Character card, and place it face up to the left of your Character mat (see [Character Classes and Skills](#)).
2. Set your Character's starting stats according to the values on the card for the Character you have. You will keep track of each stat by moving the wooden tokens accordingly. For all the values that are not shown on the Character card, set the stat to 0.
3. Place the dark gray token on the first Area space of the Dungeon Mat, labelled "1". This token represents your Adventurer's location in the Dungeon. Put red token for the monster's HP on the skull icon.
4. Set aside 2 purple tokens next to the Potions section of the mat. They are used to keep track of acquired Potions.
5. Take one [Character Die](#) and keep it nearby; this is your first available Character Die used to resolve encounters. As you gain experience, you will gain more dice. (see [Experience and Levels](#)).
6. Next, set up the Area: shuffle all the Room cards. Then lay the first eight cards face down as shown in the picture.
7. Place Og's Remains Boss card at the bottom-right corner of the Area, face down. Shuffle the remaining Bosses and place them on top of Og's Remains card, all of them face down.
8. Finally, reveal the top-left card of the Area and place your matching Character token on the card. This is the entry point of the first Area.



Dungeon Mat

The Dungeon that you will explore will be unique in every game, but its core structure remains as follows:

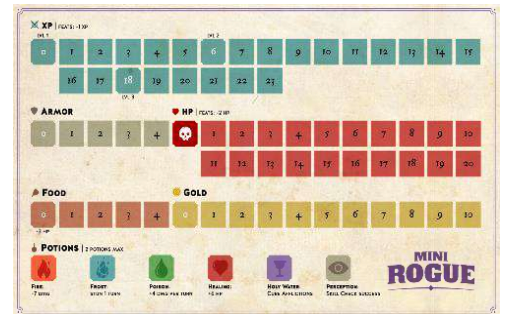
- The Dungeon contains four Floors. The deeper the Floor, the greater the challenges. The Dungeon starts at Floor 1 and goes to Floor 4.
- Each Floor contains Areas. *For example, the 3rd Floor, called the Undead Catacombs, contains Areas 5, 6 and 7.*
- Every turn, you'll explore an Area that consists of eight Room cards ([see Room Cards](#)) then delve deeper to the next Area ([see Delving Phase](#)).



Character Mat

Your Character possesses multiple attributes:

- ✘ Experience Points (XP): like in many roleplaying games, your character will level up. Gaining XP leads to reaching a higher Character Level, which unlocks additional Character dice. Your adventurer begins the game at Character Level 1, with one available die and no XP earned yet.
- 🛡️ Armor: every point of Armor reduces the damage from a Monster by 1.
- ❤️ Health Points (HP): these points represent your character's life. If its value ever reaches zero you've lost the game.
- 🍲 Food rations: every time your Character delves into a deeper Area they'll have to eat or starve and lose HP ❤️.
- 🪙 Gold pieces: used to purchase various items from Merchants and make offerings at Shrines.
- 🧴 Potions: your Character may hold a maximum of two Potions.



At all times, your character's stats may never be greater than the values printed on the mat.

Character Dice ✘

These white dice are also called Player Dice. They represent your Character's natural abilities and experience, and when in combat they represent the damage your Character will deal. While you start with only one Character Die ✘, as you delve deeper and your Character gains experience, additional Character Dice ✘ will be added to your hand.

Experience and Levels ✘

As you grow in experience, so do your fighting and survival skills.

Experience Points ✘ (XP) are gained in a variety of ways such as defeating monsters, reading codices, resting, or dodging traps.

By acquiring XP ✘, you will reach higher Character Levels and gain additional [Character Dice](#). The more dice you unlock, the better you become at dealing damage to Monsters, dodging traps, opening chests and finding items.

You will track XP ✘ earned on the Character mat. Whenever the value goes over or under a Level threshold (indicated by a special square, with a Level label), adjust the number of available dice. The number of unlocked dice is equal to the Level number on the XP ✘ track, at all times.


Once you've reached the maximum amount of XP ✘ possible, **any number of gained XP ✘ gives you 1 HP ❤️ instead.**






For example, after defeating a Floor 🏰 4 monster, 3 XP ✘ are normally gained. If your character is at the last XP ✘ value on the Character mat, only 1 HP ❤️ will be gained.

Skill Check

While luck may sometimes favour the inexperienced, experts prevail even in dire situations.




Some encounters require you to perform a character Skill Check  to resolve them. To perform a Skill Check , roll all of your available Character dice while simultaneously rolling the Dungeon Die  and check if any of the dice's values has a star ( or ). If so, you succeed in the action you were attempting.







The Dungeon Die 's roll interpretation depends on the Room  your character is currently resolving in the dungeon and whether or not your Skill Check was successful.




For example, Martha is Level 2 and must evade a Trap. She performs a Skill Check by rolling both her Character dice along with the Dungeon Die and must have at least one result of  or  to successfully evade it. The Dungeon Die 's result will determine: the type of trap she's triggered if the Skill Check  was unsuccessful OR the reward that she'll gain the Skill Check  is a success.







Afflictions




"Old Erghen keeps dropping his kitchen pots! He's so cursed he trips on the smallest rocks!" - Excerpt of a local children's rhyme


Monsters and Shrines in the dungeon may afflict your Character with a curse or poison. Whenever your Character gains an Affliction, take the appropriate die ( for Curse, ) and add it to your pool of available Character dice. In the case of Blindness , simply flip your Character token to the appropriate side.



Blindness  makes it impossible for you to reveal the next Room  cards in the Exploration phase. You'll have to hope that whichever next Room  you pick is to your advantage. Curse  and Poison  Afflictions will trigger whenever you must roll your pool of Character dice for a Skill Check  or a Combat roll and a symbol is rolled:

-  makes your character immediately lose 1 HP .
-  subtracts 1 on each of your Character dice roll (rerolls included).

For example, in combat, a cursed roll on a ,  and  becomes a ,  and .

For example, when performing a Skill Check , a cursed roll of  would become a  and thus be failed.



All Afflictions can be cured with a Cure Afflictions .








Blindness  can also be cured with a Perception Potion .






Note: Your Character can **only gain one die of each Afflictions** at most; if a result would cause you to gain an Affliction that you already have, ignore it. You cannot be poisoned twice, nor doubly cursed.

Potions

Old elixirs thought lost to time. Curious to find them here in these dungeons...

Potions  are of great help when you are in danger. Here are the 6 different Potions :

Potion	Symbol	Type	Description
Fire		Offensive	Add 7 damage to your attack.
Frost		Offensive	Stun a Monster for one Combat turn.
Poison		Offensive	Reduce the Monster's HP by 4 at each Combat turn.
Healing		Defensive	Add 6 HP to your Character.
Holy Water		Defensive	Remove all Afflictions.
Perception		Defensive	Automatically succeed a Skill Check s (no dice roll required). Cures Blindness  .

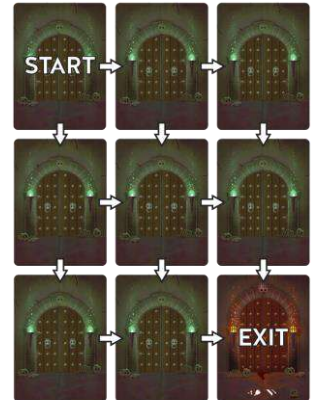
- You can only hold 2 Potions  maximum, at any time. Place a token on the appropriate location of the Player Mat.
- You cannot have twice the same Potion .
- You can always discard a Potion  to make place for a new one.
- You can drink a Healing  or Holy Water  Potion at any time.

Turn Sequence

Each turn you will guide your Character through a single Area **[X]**, starting from the entrance to the exit, going from left to right and from top to bottom. Each Area contains Rooms **[R]** that need to be resolved one at a time before going forward. Here is a game turn in detail:

Preparation Phase

1. Shuffle all the Room **[R]** cards, and place 8 of them face down in the following manner on the right. The unused Room **[R]** cards are set aside, face down.
2. Place your Character token on the top-left (**start**) Room **[R]**. This card is the entrance of all the Areas **[X]**.
3. On the Dungeon Mat, if the current Area **[X]** has a Crimson and Gold skull icon (see Dungeon mat), reveal the top Boss card on the bottom-right corner. You'll have to face it soon.



Exploration Phase

4. Reveal the Room **[R]** card where your Character token is located and resolve it ([see Room Cards](#)).
5. Once that Room **[R]** is resolved, reveal the two nearest Room **[R]** cards: the one to the right and the one below the current Room **[R]**. You must now choose which of these two Rooms **[R]** you will move your Character token to. Your Character can never move up or left.
6. Repeat steps 4 and 5 until you reach the **Exit**. If the Boss card was revealed, resolve it. Then proceed to the Delving phase.

Delving Phase

7. Consume one Food **[F]** ration. If you have no Food **[F]** at the start of the Delving phase, you immediately lose 3 HP **[H]** instead.
8. Flip face up your Character card if you used a Character Skill this turn ([see Character Classes and Skills](#)).
9. Move your Adventurer token to the next Area **[X]** on the Dungeon mat. If you have not reached the last Area **[X]**, a new turn begins. Otherwise, **see End of the Game**.

Room Cards **[R]**

Each Room card that you'll explore has a unique way of being resolved.

Most cards have icons in their banner. Their purpose is as a reminder of the actions you can take as a player.

-1 [F]	Give a Food ration to resolve this card.
[C]	An offering changes the outcome.
[C] [F] [S]	Buy and sell.
[R]	Refresh your Character Skills.
[D]	Roll Dungeon Die, and Skill Check required to succeed..
[D] ±1	Successful Skill Check can alter the result of Dungeon Die by 1.
[D]	Dungeon Die roll needed.
[I]	This is an item. You can pick it up.
()	What is inside the parentheses is optional.

Monster and Boss Cards

Untold monstrosities are now the protectors of this derelict place; still, you are determined in your quest for the Og's Blood.

Whenever you face a Monster, you'll have to fight it; each party takes a turn at attacking the other. It is a fight to the death, and whoever loses all its HP dies horribly.

1. Set the Monster's health on the Dungeon mat with its token. The amount of HP ♥ of the Monster depends on the current Floor 🏠 as indicated on its card. If playing co-op, use the appropriate value.
2. Perform the Combat sequence ([see Combat](#)).
3. If you managed to defeat the Monster, rejoice! You can now reap the rewards. The reward you won depends on the current Floor as specified on the Monster card. Update your Stats accordingly. If you defeated a Boss, find the [Rewards reference card](#) and resolve it.



Note: *Og's Remains* has two phases of combat; you must complete the first phase by bringing his HP ♥ to 0 before beginning a new combat phase. Any leftover damage, poison or frost effects are not applied to phase 2. **Phases are essentially different combat sequences.**

Merchant Card

Some unsettling beings that call themselves merchants can be seen wandering in the dungeon. Surely a peculiar place for them to be doing business.

When you encounter the Merchant card, you may buy or sell any number of items on your turn, as long as you have the Gold. Doing business with the Merchant card is never mandatory; you may skip the card if needed.

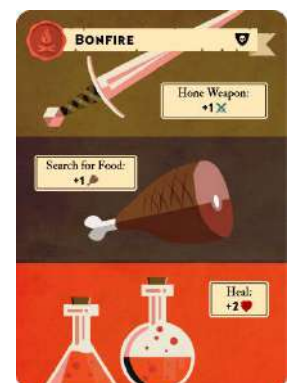


Items	Buy / Sell	Effect
Healing Herbs	1 Gold / -	Gain 1 HP ♥ immediately.
Prayer Beads	2 Gold / -	Instantly cure all Afflictions.
Medicinal Roots	3 Gold / -	Gain 4 HP ♥ immediately.
Armor Piece	5 Gold / 3 Gold	Gain 1 Armor ♣.
Potion	5 Gold / 3 Gold	See Potions.

Bonfire Card

Everyone needs respite now and then, for death could come anytime soon. A little meditation helps you focus.

When resting, you may choose only one of the available actions on the Bonfire card. Update your stats accordingly and flip your Character card face up to mark the skills as available again, if you've already used any Character skill in the current Area.



Crow Card

It landed on your shoulder, out of the blue, its beak poking at your backpack. It is hungry, its eyes glinting with intelligence and purpose. Will you feed it, and gain a friend in this most inhospitable place?

To resolve the Crow card, feed the crow with 1 Food 🍖. The crow will remain with you until you use one of its 2 skills.

- There are two types of skills for the Crow: Exploration and Preparation.
- Exploration can only be used after resolving a Room and before revealing the next Rooms.
- Preparation can only be used before preparing the Dungeon Grid.

Resolving the Crow card by giving Food is never mandatory; you may skip the card if needed.



Treasure Card

On your journey, you will find forgotten stashes of loot in varying quantities. Monsters and judiciously placed traps still protect the most valuable treasures in the dungeon.

When you resolve the Treasure card, not only will you find some Gold pieces, but you also have a chance to find special items.

- Gain 1 Gold 🪙 piece.
- If you've resolved any Monster or Trap earlier in this Area [X], gain an additional Gold 🪙 piece.

To unlock the Treasure chest, perform a Skill Check [🎲].

If the Skill Check [🎲] is successful, you must then choose one of the two items found.



Results	Effect
1	Gain 1 Armor 🛡️ OR 2 XP ✂️
2	Gain a Fire Potion 🔥 OR 2 Gold 🪙
3	Gain a Healing Potion ❤️ OR 2 XP ✂️
4	Gain 1 Armor 🛡️ OR 1 Gold 🪙
5	Gain a Poison Potion ☠️ OR a Perception Potion 👁️
6	Gain an Frost Potion ❄️ OR Refresh your Character Skills 🔄

Shrine Card

What profanities the corruptors of this altar did, no one will ever know. Maybe an offering will steer the Gods in your favor?

To resolve the Shrine card, roll the Dungeon Die and consult the table. You may make an offering of 1 Gold piece before rolling to modify the die roll by +1.

Die roll	Description
1	<i>Curse and Poison are the results of your prayer.</i> Add the Curse 🗿 and Poison ☠️ dice to your pool.
2 3	<i>Cursed you are, heathen.</i> Add the Curse die 🗿 to your pool.
4	<i>The Old Gods are most pleased.</i> Cure all Afflictions, and heal 2 HP ❤️.
5	<i>The Old Gods are pleased.</i> Cure all Afflictions, and heal 1 HP ❤️.
6	<i>The Old Gods are amused.</i> Heal 1 HP ❤️.



Tomb Card

You care not about defiling ancient tombs, as you may stumble upon items of great assistance. With skill and experience, the better you'll become at searching tombs.

To resolve the Tomb card, perform a Skill Check ☑.

If the Skill Check ☑ is successful, you will be able to modify the result of the Dungeon Die 🎲 roll by +1 or -1.



Results	Description
1 Holy Water	A mix of blessed water and antidote. Tastes like bitter boiled greens. Gain 1 Holy Water 🧴.
2 Found Food	A surprisingly nutritious piece of old cured meat. Tastes a bit musty. Gain 1 Food 🍖.
3 Found Loot	You've found coins hidden beneath a mummified corpse. Gain 1 Gold 🪙.
4 Minor Codex	You've found information about a Monster's weaknesses. Gain 1 XP 📖.
5 Rat Swarm	Rodents of unusual size and stench grab a bite of your hanging bread. Lose 1 Food 🍖. (Lose 3 HP ❤️ if you have no Food left)
6 Ghost	An apparition jumps at you, with very real swords in hand! Fight! Resolve this fight with the Ghost card .

Armory Card

Broken weapons. Rusty armors. Split shields. This abandoned armory offers nothing of value. But upon closer inspection, maybe you can find something worthy of redeeming...

To resolve the Armory card, perform a Skill Check ☑.

- If the Skill Check ☑ is successful you gain the weapon associated with the Dungeon Die 🎲 result. Remove the Armory card from the Dungeon grid and keep it near your Character card.

Weapons from the Armory allow you to gain free Feats ⚡ for your Character. Keep track of the number of Feats ⚡ you have left using a token. (Note that normal Combat rules regarding Feats ⚡ still apply: only 1 Feat ⚡ can be performed per die rolled.)

When all Feats have been used, immediately return this card in the unused Room 🏠 cards deck.



Results	Description
1 2 3	Rusty Dagger: Gain 1 free Feat ⚡.
4 5	Fair Longsword: Gain 2 free Feats ⚡.
6	Pristine Battleaxe: Gain 3 free Feats ⚡.

Trap Cards

Many adventurers perished not through combat, but through lack of scrutiny.

To resolve the Trap card, perform a Skill Check ☑.

- If the Skill Check ☑ is successful, you've evaded the trap. Earn the reward associated with the Dungeon Die 🎲 result in the "Success" column.
- If the Skill Check ☑ was unsuccessful, a trap was activated. Update your Character stats accordingly. If you cannot completely suffer the penalty (i.e. You have no Food 🍖, Armor 🛡️, etc.), you must instead lose 3 HP ❤️.

Results	Failure	Success
1 2	A terrible swarm of hungry rats comes out of the walls and jumps on your rations. Lose 1 Food 🍖 per Dungeon Floor 🏠.	Gain 1 Holy Water 🕯️.
3 4	A powerful acid falls from the ceiling and damages your equipment. Lose 1 Armor 🛡️.	Gain 1 Armor 🛡️.
5 6	Massive rusty axes tear through your armor, infecting your flesh. Lose 1 HP ❤️ per Dungeon Floor 🏠 and add the Poison 🦟 dice to your pool.	Gain 1 Perception Potion 👁️.





Results	Failure	Success
1 2	You walk on a pressure plate; poisoned spikes pierce your skin. Lose 1 HP ❤️ and add the Poison 🦟 die to your pool.	Gain 1 XP ✂️.
3 4	You lose your footing and fall on hidden spikes. Lose 1 HP ❤️ per Floor 🏠.	Gain 2 XP ✂️.
5 6	The rickety planks give way under your weight and you fall. Lose 3 HP ❤️ and fall to the Floor 🏠 below. Move your Adventurer token on the Dungeon mat from its current Area ☒ to the Area ☒ right below. Take the Trap card and set it to the Start (top left) position of the grid and reshuffle the Room cards to create a new Area to explore. Remove the previous Floor's 🏠 Boss card from the game. If you are on the last Floor 🏠 of the Dungeon, you only lose 3 HP ❤️.	Gain 1 Perception Potion 👁️.



Rewards Reference Card

The crypts, alcoves and labyrinthine hallways hold the equipment of numerous adventurers. Will you perish here as well?

Whenever you see the Golden Cup seal in the content of a card, refer to this reference card. Simply roll the Dungeon Die  and decide upon which reward you'd prefer between the Potion  and the other option. On the back of this card you'll find the Ghost reference card.



Ghost Reference Card

Vicious spirits of the afterlife come to rend your flesh and devour your soul.

Ghosts are monsters that you will not find in the same manner as the other monsters, but rather because you troubled the resting spirits of a Tomb.

Whenever you see the Crimson Skull seal in the content of a card, refer to this reference card. Resolve this card like the other Monster cards. On the back of this card you will find the Rewards reference card.






Character Classes and Skills



There are 4 Character Classes in Mini Rogue, *but only these two are available for this PnP: Rogue and Mage.*

Each one has two skills related to their class.

Once a Skill is used, flip the Character card face down to mark it used.

When you see the  icon, such as on the Bonfire card and on the back of the Boss cards, flip the Character card face up to mark the skills as available again.

- There are two kinds of skills: Exploration Skills and Combat Skills.
- Exploration Skills are always used **before** or **after** resolving a Room .
- Combat Skills are always used **during** the Attack Phase of Combat.
- A **Combat Skill replaces your attack**. Ignore the Dungeon Die .

Class	Combat Skill	Exploration Skill
Mage	Conjuration Use any one offensive Potion's  effect of your choice.	Foresight Reveal up to 3 Room  cards.
Rogue	Backstab Double the damage of your next attack.	Evasion Skip the next room. *

*Move your Character token on the card, but do not resolve it. Reveal the next Room cards as per normal rules.

Feats ⚡

It is possible for your adventurer to change the outcome of an attack, with the energy of despair. Doing so, though, has a cost.

- Whenever you Attack, you may reroll any die result rolled, even a **☒**, by reducing your Character's XP **✂** by 1 point or HP **♥** by 2 points.
- You may only reroll a die once per Attack Phase. Once a die has been rerolled through a Feat ⚡, you must accept its result (unless the new result is a Critical Hit, as per normal combat rules).
- You don't have to execute multiple Feats ⚡ all at once; you may always look at the result of a single rerolled die before choosing to perform another Feat ⚡ with another die.
- The Armory card has free Feats ⚡ so you don't need to lose XP **✂** or HP **♥**.

For example, you roll three dice and get **☒**, **☑** and **☑**. You discard the **☒**, keep the **☑**, and you reroll the **☑**. After rerolling the **☑**, you get a **☒**. This die is then discarded too. The only damage you would deal is the dice with **☑**, so you decide to perform a Feat by losing 1 XP to re-roll a **☒**. After rerolling the **☒**, you get a **☑**. The damage dealt is **☑** + **☑**, so 8 points of damage will be removed from the Monster's health.

Combat

Whenever you face a Monster or Boss, you'll enter Combat. Each party takes a turn at attacking the other. Your Character attacks first and once your attack is done, your adventurer will defend against the monster's attack. It is a fight to the death, and whoever loses all its HP **♥** dies horribly.

Attack Phase

1. Roll your dice pool consisting of all your available Character dice, Affliction dice and the Dungeon Die simultaneously.
2. Activate all Affliction dice (**☠** and **☹**), if applicable.
3. Set aside any Character die that Missed **☒**. Any die with a value of 1 (**☒**) or less (after applying a Curse die **☠**), is a Miss: no damage is dealt with this die, and you must set it aside until your next Attack Phase.
4. You may now reroll any Character dice that landed a Critical Hit **☑**: add the new die roll result to its previous value, unless your new roll is a **☒**. In this case, your result is now a Miss and no damage is dealt with this die.
5. You may now perform Feats ⚡ ([see Feats](#)).
6. Repeat steps 3, 4 and 5 setting aside any Miss, rerolling any Critical Hits or performing Feats ⚡, until you are satisfied with your result or no more rerolls can happen.
7. Add all Character dice values together to inflict damage to the Monster.
8. You may now use any one Potion **🍷** you have in your possession. Once a Potion **🍷** is used, it is consumed and discarded. Set its token aside.

Monster Attack Phase















1. After Attacking, if you did not kill the Monster (or Boss Monster), it will counter-attack. Consult the previously rolled Dungeon Die to see if the Monster's Attack was successful.
 - a. If the die's result is **1**: The Monster has Missed, and you take no damage.
 - b. If the die's result is **2** to **5**: The Monster's attack was successful, and you suffer the damage points indicated on the Monster card. However, for each Armor point you have, a damage point is negated.
 - c. If the die's result is **6**: The Monster's attack was successful and ignores the player's Armor points.

For example, if you are facing a monster from Floor 3, you will suffer 6 points of damage. However, you have an Armor rating of 2, so you only receive 4 (6 - 2) points of damage.

2. Apply the Monster's Ability effect after a successful Monster attack; that is an attack that has dealt damage to your Character ([see Monster Abilities](#))
3. Repeat the Combat sequence until either you or the Monster is dead.

Monster Abilities

Not only can they disembowel you in a single and swift attack, they can also inflict a long-lasting and painful memory of their encounter...

Abilities	Symbol	Description
Curse		Add the Curse die to your pool of Character dice. Only applies if your Character lost  . Can be cured with Cure Afflictions  .
Poison		Add the Poison die to your pool of Character dice. Only applies if your Character lost  . Can be cured with Cure Afflictions  .
Ignore Armor		Ignore the player's Armor  points. This is instantaneous.
Weaken		Lose 1 XP  . Update your pool of Character dice accordingly. Only applies if your Character lost  . This is instantaneous.
Blindness		You cannot reveal the next rooms before choosing them. Can be cured with Perception Potion  or Cure Afflictions  .

End of the Game

If you have reached the last room of the Dungeon and defeated the final Boss Monster, the Og's Blood is now yours! You have won the game! Congratulations! *Why is it again that you were so drawn to this gemstone? ... Do you still remember why you came to this dungeon in the first place?*





2 Player Co-operative Rules



Mini Rogue can also be played with another player, or in solitaire mode with one player controlling two characters.



Set-up:






1. Each player picks a Character card.
2. Each player sets up their Character mat, and the Dungeon mat, as per normal rules.
3. Randomly determine the first player by rolling dice, the highest roll becomes the first player. The first player is now called the Party Leader.






How to Play

Each turn you will guide your party through a single Area , as per normal rules starting from the entrance to the exit. Both Character Tokens will be placed on the first Room  card of the Dungeon and starting with the Party Leader, you will both resolve the Room  card you are currently on. After the first card of the Area is resolved, both players are free to explore different Rooms  (following normal movement rules restrictions).

When each player is in a different Room , each player resolves the required action on their own (Skill Check  for dodging Traps, or opening Treasure chest, etc.)

When two player are on the same Room , players resolve the card on after the other, starting with the Party Leader. It is possible for the outcome or choices of action to be different for both players (i.e. the first player might succeed a Trap Skill Check  whereas the second player might fail; one player might fail to open a Treasure but the other might succeed, etc.)

After the card is resolved, you may now trade (or give) any number of Gold , picked up Items , Food , Potions  or Armor  with each other. Each player must respect their Inventory limits at the end of the trade.



When a Room  is resolved and any trade has occurred, you may now choose between two new Rooms . The players discuss together the best course of action. When you have finished an Area  and you have delved to a new Area , the Party Leader role is given to the other player, who now then places their Character token on the new Area's  entrance.

If at any time one of the Characters die, the game is over, and you have lost.

Co-op Specific Rules

Here are specific rules that apply when both players resolve a Room card together:

Item Cards

When resolving an Item  card (Armory, Crow, etc.), both players must perform a Skill Check  one after the other. If any of the two players succeeds, that player picks up the card. They may then give or trade the item to the other player.

Trap Cards

When resolving the Trap card, both players perform a Skill Check ☒ one after the other. If any player fails a Skill Check ☒, only the player that failed must take the required damage. In the case of a Pit, if one player would fall, both players need to fall to the lower level (as per normal Pit rules) regardless of the Room 🏠 that the other player is located in (the other player must still resolve their Room 🏠 card beforehand).

Monster or Boss Cards

When resolving a Monster or Boss with both players on the same card, always consult the Monster's second HP value. Then, starting with the Party Leader, the Combat sequence will be resolved this way:

1. The Party Leader performs its Attack Phase, then the Monster Attacks the Party Leader
2. The second player performs its Attack Phase, then the Monster Attacks the second player

Repeat the combat sequence until the Monster is dead, or one player dies. Both players earn rewards (XP ✂, Treasure, etc.) from defeating a Monster or Boss.

Co-op Specific Delving Phase Rules

Both player must eat, refresh their Character card and change Area ☒ together.