

Start Your Adventure

This short guide will teach you the basic mechanics of the game. See the full rulebook for complete details.

Start

To start, each player needs their own shuffled deck of up to 75 cards, as well as a Dungeon Card deck (with purple backs). Set up a 3x3 or 4x4 grid of Dungeon Cards face down on the table—this is where the game will take place. Place a graveyard (discard pile) for each player's deck on the table. Also, establish deployment zones in front of the dungeon grid for each player; this is where cards will be played. Each player starts with a random hand of 7 cards and may redraw once if desired. Roll a die to determine who goes first—the highest roll wins. At the beginning of each turn (except the first turn), the player draws 1 card and gains 1 gem. Alternatively, the player may choose to skip this draw phase to gain either 1 additional card or 1 additional gem instead.

Turn Phases

On your turn, the first phase is the **Deployment Phase**. This is when you deploy Character cards and play cards with the Deployable type (refer to the middle tab on the card for the type). You may also play any Equipment cards or other cards that do not have the "Instant" type during this phase. Next is the **Movement Phase**. During this phase, you may move your Character cards into the dungeon, one space at a time, unless a card specifies otherwise. Instant-type cards may be played during this phase.

Turn Phases

Combat occurs when a character moves into the same space as an opponent's character or reveals a Dungeon Enemy card. If a Dungeon Enemy is revealed, the enemy attacks first. If the space is occupied by an opponent's character, the moving character attacks first. To resolve combat, the attacker rolls the number of dice shown on their Character card and adds any red shield values from attached cards to determine their total Attack Power. The defender then rolls the number of dice listed on their Character card and adds any blue shield values from their attached cards to determine their total Defense Power. If the defender's total Defense Power is less than the attacker's total Attack Power, the defending character or enemy is defeated. The defeated card, along with all its attached Equipment, is discarded. The victorious character or enemy gains one Soul Counter and collects any Soul Counters the defeated character was carrying.

Needed to Play:

Deck of Player cards, deck of Dungeon cards, Gems (currency pieces), Soul Counters (Skulls), and the courage to enter the **Dungeons of Immortal Magic...**



See Backside...

Cards/Card Types

This short guide will teach you the basic cards in the game. See the full rulebook for complete details.

Player Deck Cards

These decks will include a variety of card types: character cards, spell cards, armor cards, weapon cards, arms cards, and item cards. Armor and weapon cards are always considered equipment-type cards, which must be equipped to character cards. Each character has a maximum of three armor slots and two available hands for equipping weapons or other gear. Spell cards, arms cards, and item cards can be categorized as instant, deployable, or equipment-type, with each card containing specific in-game effects written on it. Instant cards are discarded immediately after use. To play a spell card, a mage-class character must be deployed on the table. Similarly, to play an arms card, a warrior-class character must be deployed. Universal cards effect the whole game and all players. All of these cards help you in battle!

Dungeon Cards

Dungeon cards come in several types, each with a specific purpose. Fate cards tell you what happens to a character or player. Fate roll cards require you to roll a die to determine the outcome. Treasure cards give you gems. Trap cards have negative effects on your character. Room cards create different effects in the dungeon. Enemy cards represent monsters you must fight and work similarly to character cards. When you defeat an enemy, you earn gems—shown by the purple number in the bottom-left corner of the enemy card.

How to Win!

When one of your characters enters your opponent's deployment zone, you gain 1 Champion. Games can be played to any number of Champions, as agreed upon by the players. Once a player collects the required number of Champions, they win!

Keep in mind that game objectives can vary widely — there's more than one path to victory. Learn more at The Tavern at www.dimecardgame.com!

Symbols

Symbols

 +2 Defense

 +1 Attack

 Costs 1 Gem

 1 gem granted when defeated

 Card rolls one die for both attack and defense, or grants an additional attack or defense die depending on its description.

 Requires 1 hand to use

 Requires 2 hands to use

 2

 Card has 4 available hands

Class Movements

Soldier ▲▼

Special ▲▼◀▶

Commander ▲

Royal ▲▼◀▶ Diagonal

Legend ▲▼◀▶

 Card cannot wear a helmet

 Card has only 1 available hand

 Card has no available hands



 2

 W2 Special

 Olkog
A New War

 family.
Mounted
Digger Inc.

Moktar the Beast Tamer is an orc warrior-class character card. He rolls 2 dice for both defense and attack, with an additional +1 attack on his attack roll. He is a mounted character from the Tribe of Olkog (some cards have + and - effects when played with orcs of Olkog). As a special-class character, Moktar can move forward, backward, and side to side. He may move twice per turn and gains +1 defense when equipped with a spear (weapon card). He costs 2 gems to play.