



INSTRUCTION MANUAL

Twenty-four quests in four regions, a hero with a mind of his own and a torch that never stops burning down. Build the dungeon out of cards, win every duel with the cards face up, and bring the gold home to the guild.

24

QUESTS

6

CLASSES

6

BOSSES

1-2

PLAYERS

TAUSCHKE INTERACTIVE

For the Atari 2600. Insert the cartridge with the console switched off, plug the joystick into the left port, switch on. Please read before your first dungeon.

The Guild Calls

01

Beneath the town lies a second realm. It starts in the sewers, runs through the old crypt, drops into the abandoned mine and ends in the cellars of the citadel, which nobody has seen from the inside in living memory. Whatever lives down there comes up at night. So the town founded a guild, and as of today, the guild has you.

A guildmaster does not climb down himself. He sends heroes. They arrive at your door from every direction: squires who can hold a sword, apprentices who know three spells and none of them reliably, and later poachers, tinkers, knights and witches, once your guild is big enough that such people bother to show up. Every one of them brings a mind of their own. One is greedy and runs to every chest. Another is a coward who steers clear of every monster until you lure her into a dead end. You will not train them. You will work with them.

Because this is your craft: the dungeon is not finished when your hero enters it. It grows under his feet, from cards you lay. Corridors, rooms, rune chambers, an exit. Monsters you lay in his path or out of it. Chests you use as bait. The hero looks at what you have built and goes where it promises him the most. When he steps onto a monster's tile, there is a fight. With cards, face up on the table. The monster shows its card first. You answer with one of three.

At the very bottom waits the Card Dealer. They say he built the whole realm under the town by his own rules, and whoever wants to beat him must know those rules better than he does. It is a long way down, past the Rat King, the Bone Lord, the Warden, the Dragon and the Hag Mother. Your torch burns down all the while, your heroes die for good, and their names go up on the memorial wall in the guild hall. But the guild grows with every coin you bring up. And the next hero is already standing at the door.

Before You Begin

02

Turn the console off before you insert the cartridge, label facing you. Plug the joystick into the **left** port at the back. The right port is for the second player in a duel. Now switch on. The title screen appears with the word **DECKFALL**, and below it **FIRE: START** blinks.

If you leave the title screen alone for a while, the game plays itself: a hero walks through a dungeon, fights, collects loot and now and then dies. Watch for a bit, it is a good way to learn the flow. The fire button ends the demonstration and takes you to the guild hall.

A dungeon takes ten to fifteen minutes. A guild takes as long as you like. Your guild's career carries on between dungeons as long as the console stays on; how to keep it beyond that is explained in section 5 under Options and the Guild Key.

■ A word of advice.

You never steer the hero directly. Pushing the joystick up in the dungeon moves the frame used to lay cards, not the hero. He only sets off when you end the turn, and he goes where he wants. Your job is to make sure he wants the right thing.

The Joystick

03

MOVEMENT	WHAT HAPPENS
Up / Down	Moves the cursor through a menu and pages through the quest list. In the dungeon, while you are laying a card, it moves the frame up and down the map. When entering the guild key, it turns the marked character.
Left / Right	Picks a card from your hand, in combat and in the dungeon alike. The chosen card sits a little higher than the others and its name appears in the text line. To the right of the last dungeon card lies the END TURN slot. While laying, it moves the frame left and right.
Fire button	Selects whatever is highlighted: starts the game, opens a menu entry, picks the quest and the recruit, lifts a dungeon card and drops it where the frame is, plays the chosen card in combat, takes loot, ends the turn.
Button C	Only with a Genesis (Mega Drive) pad: a shortcut. Goes back in menus, cancels laying a card, and discards the chosen card in the dungeon. The pad's button B is the fire button. The game recognises the pad by itself once it is plugged in.

Every push counts as one step. Holding the stick does nothing extra; if you want to go four tiles right, push four times. The same goes for the fire button.

An ordinary joystick needs no second button. The options have a **BACK** entry, the quest list a **BACK** page after the last quest, which is also one step above the first, because the list wraps around. In the dungeon, the **DISCARD** slot lies to the right of **END TURN**. And to cancel laying a card, move the frame onto the hero's own tile and press fire: nothing can ever be laid there, so the game takes the card back into your hand.

The Console Switches

04

SWITCH	EFFECT
RESET	Takes you back to the title screen at any time. The dungeon in progress is lost, and the guild starts over.
SELECT	No effect.
Difficulty A/B	No effect, left or right. You set the difficulty yourself by choosing the quest.
Color / B&W	Leave the switch on COLOR . On B/W the game shows numbers that were only needed while it was being built.

How to Play

05

The Title Screen

Press fire and you are standing in the guild hall. If you wait on the title screen instead, the demonstration starts after a short while and the game plays against itself.

The Guild Hall

Every dungeon starts and ends here. At the top stands your living hero with name, class and level; if you have none at the moment, the hall reports **NO HERO**, and one is hired when the next quest starts. Below is the menu with three entries, chosen with up and down and opened with fire:

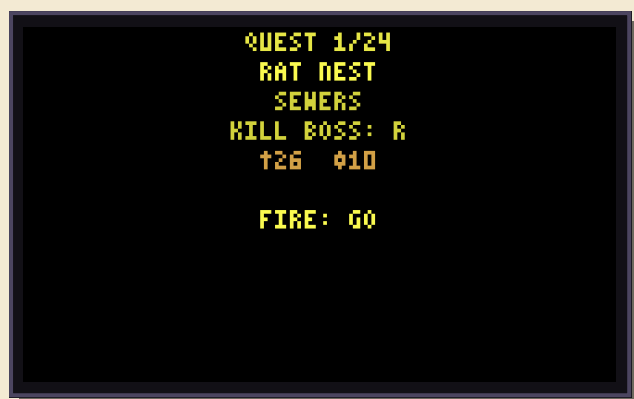
QUEST leads to the quest list. **MEMORIAL** shows the fallen heroes. **OPTIONS** switches the duel and the language, shows your guild key and takes a written-down one back.

The bottom line is your treasury: **\$** is the guild's gold, **FAME** its reputation. Fame is your guild's score. It never drops, and every completed quest earns ten points times the number of its region.



The guild hall of a young guild: no hero, no gold, no fame. That is about to change.

Choosing a Quest



The first quest: the Rat King in the sewers, 26 torch turns, 10 gold reward.



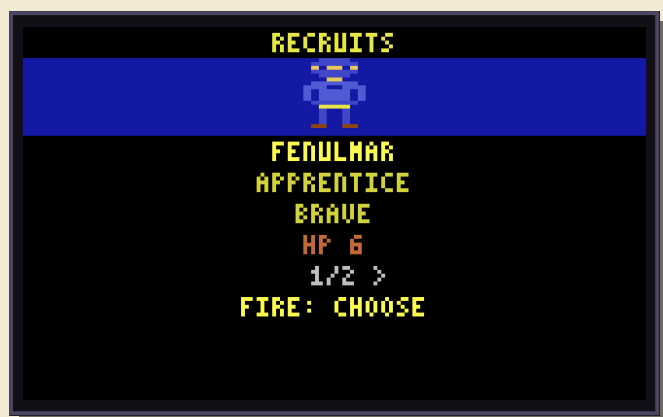
A treasure hunt: recover three treasures, then find the exit.

Twenty-four quests await in four regions, six in each. Up and down page through the list. Each page names the quest, the region, the goal, the number of torch turns (**N**) and the gold the guild pays for success (**\$**). A quest you have already completed is greyed out and marked **DONE**; you may still play it again, for instance to let a young hero gather experience.

There are four kinds of goal. **Kill boss:** Somewhere in the dungeon deck is the boss's card, or he waits on a fixed tile from the start. **Exit:** The exit tile is in the deck; lay it and get the hero there. **Treasures:** The hero has to pick up the stated number of loot cards and then reach the exit. **Survive:** The torch is short here and the deck is thick with monsters; if the hero holds out until it burns out, he has won.

Fire starts the quest. After the last quest, and one step above the first, lies the **BACK** page to the hall. The regions get harder with every number; take a fresh hero into the citadel and you will be visiting the memorial wall shortly after.

The Recruits



Fenulmar, a brave apprentice with six hit points. A second candidate waits to the right.

If your guild has no living hero, two candidates present themselves before each quest, three if the guild owns a tavern. Left and right show them one after the other; fire takes the one on screen.

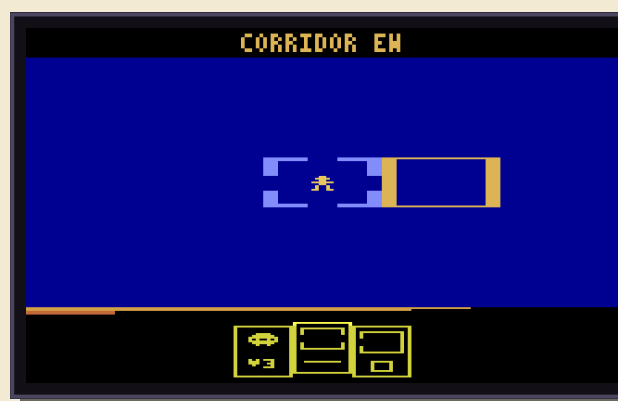
You learn three things about each recruit: his **class**, which decides his base deck and his equipment, his **quirk**, which decides how he chooses his way in the dungeon, and his **hit points**. All three are covered in detail in section 7. The name is random and only there so you remember him later.

A hero who survives a quest returns to the guild hall, recovers fully and keeps his level and his equipment. He stays your hero until he falls. Only then do recruits come knocking again.

The Dungeon



The beginning: one tile, one hero, three cards. The first, a bat, is chosen.



Laying a card: the frame stands on the tile east of the hero, the card **CORRIDOR EW** is in the air.

The dungeon is a grid of five by five tiles. At the start only the starting tile lies there, with your hero on it. Below you see your hand: three dungeon cards. Between the map and the hand run two thin bars, the orange **torch** on top and the red **hit points** of the hero below. The text line at the top names the chosen card, the quest goal or a message.

There are three kinds of dungeon card. **Tiles** show a room with gaps in its walls; the gaps are doors. A corridor is drawn as a line, a room as a box, a rune as a star, the exit as stairs. The name in the text line lists the doors by compass direction, so **ROOM ESW** has doors to the east, south and

west. **Monster cards** carry a skull and the monster's hit points. **Loot cards** show a chest with the quality of the gear inside, or a pouch of gold.

A turn goes like this: pick a card with left and right and press fire. The frame appears on the hero's tile; move it onto the target tile with the joystick and press fire again. The card flies to its tile. Then the next one. You may lay up to three cards per turn. When you are done, move right past the last card onto **END TURN** and press fire.

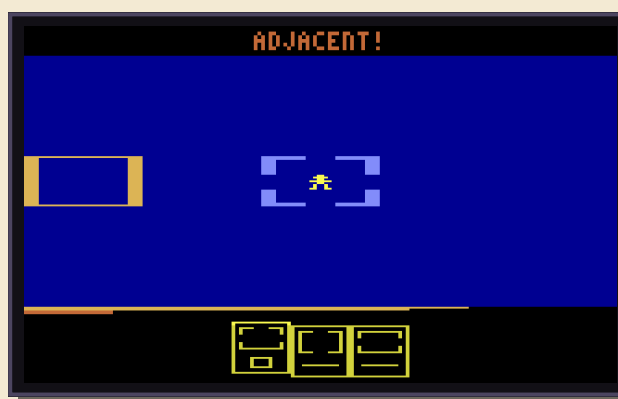
Once per turn you may discard a card that is no use to you. Move right one slot further, onto **DISCARD**, and press fire: the slot lights up and the text line asks **PICK A CARD**. Move left onto the card and press fire, and it drops out of your hand. Fire on **DISCARD** withdraws the question. With a Genesis pad, button C on the card is enough.

■ The laying rules.

A tile must touch a tile already on the map, and at least one of its doors must meet a door of that neighbour. Monsters and loot go only onto free tiles that are already laid, and never onto the tile the hero is standing on. Break a rule and the text line tells you so in red: **ADJACENT!**, **NO DOOR**, **NO TILE**, **OCCUPIED**, **HERO THERE**, **EDGE** or **MAX 3/TURN**. The card stays in your hand, and the frame waits for a better spot.



Three cards laid: corridor, room, and the bat inside it.
The hand is empty and **END TURN** is chosen.



Too far away: the tile would have no neighbour, so
the game says **ADJACENT!**.

The Hero Sets Off

As soon as you end the turn, the hero looks at every tile he can reach and gives each one a mark. A chest is worth a lot to him, a monster he thinks he can handle a little less, a monster as strong as himself or stronger hardly anything. A tile with a door that leads nowhere yet tempts him a little, because he is curious. And the quest goal, the boss or the exit, pulls hardest of all once he can reach it. For every tile of the way beyond the first he takes a point off. Then his quirk comes into it, and that can turn everything upside down: a greedy hero only has eyes for the chest, a coward walks around the monster, a lazy one simply stays put if nothing is close.

He walks one tile per turn, a nimble hero two, always the shortest way to the tile with the best mark. Monsters and loot stop him: step onto a monster and the fight begins; step onto loot and you decide whether he takes it. If he stands on the exit and the goal is met, the quest is won.

After that you draw back up to three cards and the next turn begins.



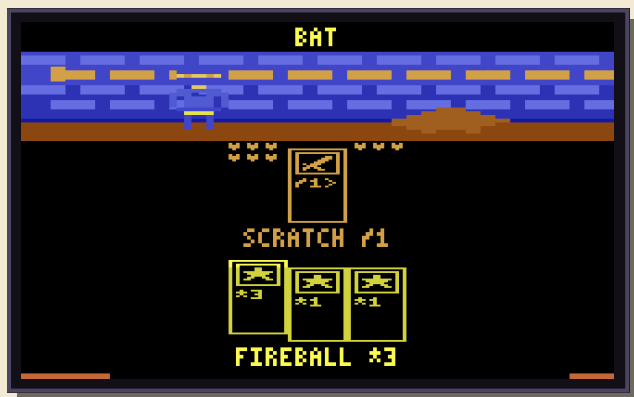
A dungeon after a few turns. Whatever lies far from the hero fades into the dark; his torch does not reach that far.



The goal is laid: the exit with the stairs lights up, and the hero has already spotted it.

Every turn costs one notch on the torch bar. When the torch has burned down, the dungeon is over. The hero finds his way home, but with no loot, no gold and no reward. The one exception is the survival quests, where the dying torch is the victory. Keep an eye on that bar; it is the real measure of this game.

Combat



The bat has played **SCRATCH**: one sword, so one point of damage, and the arrow means quick. You hold Fireball, Spark, Spark.



The round is resolved: **YOU-1 MON-1**, both lost a point. The new card is about to slide in from the right.

At the top stands the monster in its lair, your hero on the left. In the middle lies the card the monster plays this round, face up, with name and values. Hearts show the hit points: yours at the left edge, the monster's at the right. At the bottom lie your three hand cards; the chosen one sits higher and is explained in the text line. Along the bottom edge run two red bars: your hit points on the left, the monster's on the right.

Look at the monster's card, pick your answer with left and right and press fire. Both cards are resolved at the same time. Whatever part of an attack is not blocked goes through as damage. Then the text line shows the result, for example **YOU-1 MON-2**: you lost one point, the monster

lost two. A **+** instead of the minus means healing. Both sides draw back up, and the monster reveals its next card.

The fight ends when one side has no hit points left. A defeated monster yields experience, and the hero walks on through the dungeon. If the hero falls, the run is over. If both fall in the same round, it counts as the hero's death. What is written on the cards and how they interact is explained in section 6.

Two messages are worth knowing. If **STUNNED!** blinks at the top, one of the monster's cards has dazed you: this round you play a random card face down, with no choice. If it says **CARD LOCKED**, the Warden is denying you one of your cards; it sits lower than the others and cannot be chosen.

Loot



A dagger for the off hand. It brings the card **THRUST**: one quick point of damage.

When the hero steps onto a chest, you see what is inside: the name of the item, the slot it is worn in, its tier, and below that the battle cards it adds to your deck. If the hero already wears something in that slot, its name is shown underneath, because a new item replaces the old one, cards included. Choose **TAKE** or **LEAVE** with left and right and press fire.

A pouch of gold goes into the hero's pocket whatever you choose; there is nothing to decide. It is heavier the deeper the region lies. Gold only counts once the hero carries it out of the dungeon.

Taken or not, every opened chest counts as a recovered treasure in a treasure hunt.

Levelling Up

Every defeated monster brings experience, small monsters one point, big ones more, bosses the most. At two, five, nine and fourteen points the hero goes up a level, up to level five. Each level adds one hit point and heals him completely, right there in the dungeon. That is often the difference between the next fight and the memorial wall.

He also gets to choose a bonus card. Two cards from his class's pool are offered, three if your guild owns a library. Choose with left and right, confirm with fire. The card stays with him for the rest of his life.

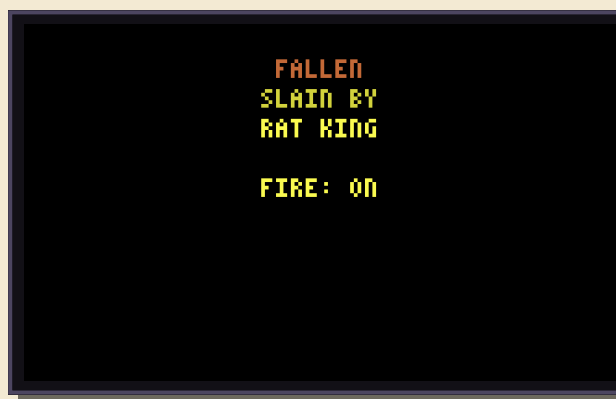


Level three, and the library adds a third card to choose from. The cudgel hits for two and stuns.

The End of a Run



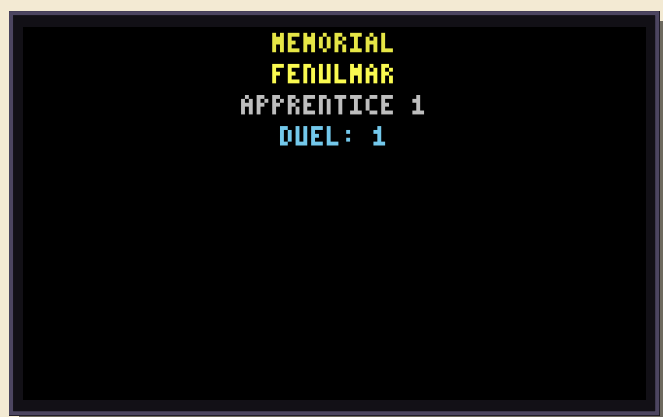
Done: 26 gold go to the guild, plus ten fame for a quest in the first region.



Fallen. The Rat King has won, and the hero goes up on the memorial wall.

Three things can end a run. **VICTORY!** The goal is met. The guild receives the gold the hero found in the dungeon, plus the quest's reward and the fame. **TORCH OUT.** The hero comes home, but empty-handed; the quest does not count as done. **FALLEN.** The hero is dead, for good. His name, class, level and the monster that slew him go up on the memorial wall. In all three cases, fire takes you back to the guild hall.

The Memorial Wall



The first name on the wall. The line **DUEL: 1** counts heroes who lost to a second player in a duel.

The wall in the guild hall carries the last eight fallen heroes, four to a page; up and down turn the pages. Under each name stand his class, his level and the monster that slew him. At the beginning the wall is **STILL EMPTY**. It will not stay that way.

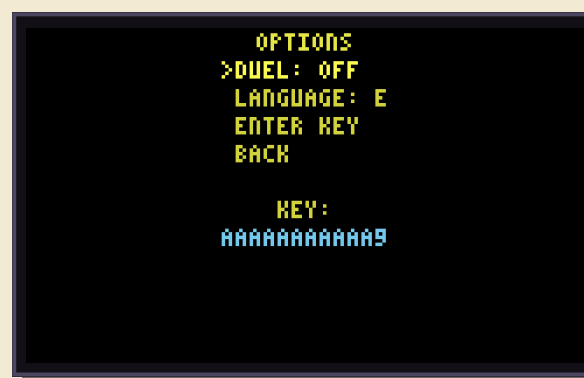
Fire takes you back to the menu.

Options and the Guild Key

DUEL switches the two-player mode on and off (section 9). **LANGUAGE** switches between English and German, in the middle of a game and without losing anything. Both are changed with left, right or fire.

Below stands your **guild key**: twelve characters that hold the guild, its rooms, its gold, its fame and the completed quests. Write it down before you switch the console off. The key changes whenever one of those four things changes, so it is worth a look after every quest won. The living hero and the memorial wall are not part of the key; whoever starts from a key starts with fresh recruits. If you own an AtariVox or a SaveKey in the right port, the game remembers everything there by itself, hero and wall included.

BACK takes you back to the hall.

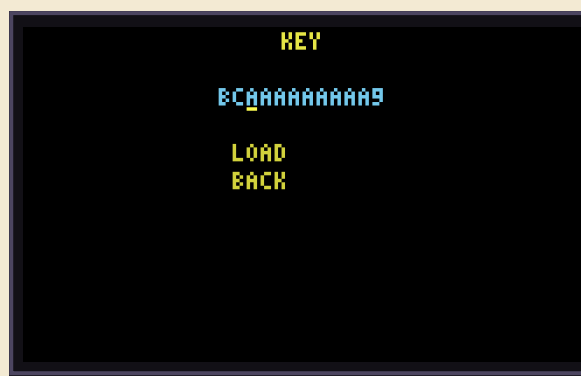


The key of a brand-new guild. It will change with the first gold.

Entering the Key

The **ENTER KEY** entry in the options opens the key screen. It shows the key the game is displaying right now, with a mark under the first character. Up and down turn the marked character through the alphabet, fire moves on to the next one, left and right move back and forth. There is no l, O, 0 or 1: those four characters never occur in a key, so where you think you read one, look again.

After the twelfth character the cursor lands on **LOAD**. Fire there brings the guild out of the key: its rooms, its gold, its fame and the completed quests. You find yourself in the hall, and fresh candidates wait in the recruit room. If a character is wrong, the game says **INVALID** and you can keep correcting. **BACK** (or button C) leaves the screen without loading anything.



Two characters are set, the third is up.

The Battle Cards

06

Every battle card has a name, a picture and up to five values, each between zero and three. The values appear as a symbol with a number on the card and, as far as space allows, in the text line when you choose the card.

SYMBOL	MEANING	WHAT IT DOES
{ sword	Attack, physical	Hits whatever the opponent does not catch with a shield.
* star	Attack, magic	Hits whatever the opponent does not catch with a ward. When the star sits below a shield, or the card is a protective spell, it is the card's magic protection instead.
} shield	Block, physical	Takes that many points off the opponent's physical attack.
+ heart	Heal	Gives the card's player hit points back, up to his maximum. Whoever dies this round is not healed any more.
> arrow	Quick	The card is resolved before the opponent's card. If it kills, the other card is void. If both cards are quick, this does not apply.
!	Unblockable	This card's attack passes every block.
^	Draw	After the round you draw one card more; the hand grows to four for the moment.
?	Special effect	The card does something else besides, see below.

The damage of a round is quickly worked out: physical attack minus physical block, magic attack minus magic block, nothing below zero, both added together. A **STRIKE** with two swords against a **SHIELD WALL** with two shields: zero. A **FIREBALL** with three stars against the same shield wall: three, because a shield stops no magic.

After the damage come, in fixed order, the special effects, then healing, then drawing, and poison last.

The Special Effects

EFFECT	CARDS	WHAT HAPPENS
Poison	Venom Blade, Venom Bite, Acid	The victim loses one point at the end of each of the next three rounds.
Stun	Cudgel, Screech, Web	Next round the opponent plays a random card, face down and with no choice.
Self damage	Berserk	Three swords, but the force costs the attacker a point himself.
Reflect	Mirror Wall	One point of damage the card caught bounces back at the attacker.
Armor	Armor Up, Stone Skin	Next round every block counts one point more.
Disarm	Disarm	Next round every attack of the opponent counts one point less.
Curse	Hex, Evil Eye	The opponent cannot heal for three rounds.
Greed	Greed	Two extra gold if the hero leaves the dungeon alive.

Where Your Deck Comes From

You do not build a deck; the hero does that with what he wears. His class brings eight cards, the core, and they always stay. On top come the cards of his equipment: five slots, weapon, off hand, armor, head and amulet, and every item contributes one to three cards. A squire with a rusty sword, a wood shield and a leather vest therefore plays with twelve cards. A new item in the same slot replaces the old one, cards and all, and every level adds a bonus card. A deck holds ten to twenty-odd cards, the hand holds three; when the deck runs out, the discard pile is shuffled.

The Heroes' Cards

CARD	VALUES	WHAT IT DOES
Slash	{1	The simplest card. One point.
Strike	{2	Two points.
Shield Wall	}2	Stops two points of physical damage.
Parry	{1 }1	One point dealt, one point caught.
Thrust	{1 >	Quick: hits first.
Arrow	{1 > !	Quick and unblockable. The poacher's card.
Spark	*1	One point of magic.
Frost Bolt	*2	Two points of magic.

CARD	VALUES	WHAT IT DOES
Fireball	*3	Three points of magic. Rare.
Ward	*2 block	Stops two points of magic.
Dodge	}1 *1 block	One point of protection against each.
Vigilance	}1 *1 block ^	Protection against both and one more card in hand.
Potion	+2	Two hit points back.
Second Wind	+1 ^	One point of healing and a card drawn.
Venom Blade	{1 ?	One point and three rounds of poison.
Cudgel	{2 ?	Two points and a stun.
Berserk	{3 ?	Three points, one of them against yourself.
Mirror Wall	}1 *1 block ?	Protection against both; one caught point bounces back.
Armor Up	}1 ?	One point of protection now, one more next round.
Disarm	{1 ?	One point, and the opponent hits weaker next round.
Hex	*1 ?	One point of magic, and the opponent cannot heal for three rounds.
Greed	{1 ?	One point and two more gold at the end of the run.

The monsters play cards of their own: Bite, Scratch, Club, Carapace, Spit, Bone Throw, Shadow Slash, Fire Breath and others. They follow the same rules, and since every monster card lies face up, you need not learn them by heart: read symbol and number, and you know what is coming.

Your Heroes

07

There are six classes. Two are open to every guild; the other four only come once you have built the matching room in the guild hall (section 8). Each class brings its eight base cards and its starting equipment, and has a pool of its own from which the bonus cards are drawn when it levels up.

Squire • 8 HP • The Dependable One

Slash, Strike, Shield Wall, Parry: nothing special, but all of it solid. With a rusty sword, a wood shield and a leather vest he has twelve cards from the start and a block for every occasion. The right hero for learning the game.

Apprentice · 6 HP · The Fragile One

Spark, Fireball, Ward, Vigilance: he hits with magic that passes most shields, and he likes to draw an extra card. Six hit points forgive very little, though. Get him through the first region and you have one of the strongest heroes in the game.

Poacher · 7 HP · The Fast One

Three arrows in the base deck, plus thrust and slash: his cards hit first and ignore every block. He can barely block himself. His fights are a race, and he wins it as long as the monster does not have too many hit points. Needs the hunting hut.

Tinker · 7 HP · The Patient One

Shield Wall, Potion, Mirror Wall: he catches blows, heals himself and lets the enemy run into its own strike. His fights take long, but he walks out of many that others should not walk into. Needs the workshop.

Knight · 10 HP · The Heavy One

Ten hit points, three shield walls, two parries and a berserk for emergencies. With a long sword, a tower shield and chain mail he starts with the biggest deck of any class. He rarely hits first, but he is still standing when others are already on the wall. Needs the tourney yard.

Witch · 6 HP · The Devious One

Venom Blade and Hex: she poisons, she forbids the enemy to heal, and her sparks come on top. Against monsters that regenerate she is the best choice. Against an ogre with a club she is dead very quickly. Needs the witch cellar.

The Quirks

Every recruit has a quirk, handed out by chance. It changes how he rates the tiles in the dungeon, and it is the reason two squires behave completely differently. Read it on the recruit screen before you choose, and build the dungeon accordingly.

QUIRK	HOW THE HERO BEHAVES
Greedy	Loot is worth more to him than anything else. A chest draws him anywhere, even past a monster.
Brave	Seeks the fight, even with monsters stronger than himself. Good for boss quests, dangerous on low hit points.
Coward	Walks around monsters, except the quest goal. He fights when you leave him no other way.
Curious	Drawn to doors with nothing behind them yet. He explores by himself; you only have to keep laying.
Lazy	Only moves if a target is at most two tiles away. Build tight.
Nimble	Walks two tiles per turn. The torch reaches twice as far.
Superstitious	Avoids rune tiles. A rune in his way is a wall to him.

What Awaits You!

08

Four Regions, Twenty-Four Quests

Every region has its own monsters, its own rewards and a boss of its own. In the **Sewers** they are rats, kobolds, slimes and bats, and the Rat King holds court. The **Crypt** belongs to skeletons, orcs, spiders and cultists, and at the very back to the Bone Lord. In the **Mine**, ogres, ghosts, gargoyles and necromancers stand in the way, and the Warden holds the keys. The **Citadel**, finally, is home to vampires, golems, wyrms and dark knights. Three bosses wait there: the Dragon in his hoard, the Hag Mother in her tower and, in the last quest, the Card Dealer.

NO.	QUEST	REGION	GOAL	TORCH	GOLD
1	Rat Nest	Sewers	Boss: Rat King	26	10
2	Descent	Sewers	Exit	24	6
3	Sewer Rats	Sewers	Survive the torch	11	6
4	Stolen Goods	Sewers	2 treasures	26	8
5	Slime Pit	Sewers	Exit	26	7
6	Kobold Camp	Sewers	3 treasures	28	9
7	Grave Goods	Crypt	3 treasures	28	12
8	Night Watch	Crypt	Survive the torch	10	8
9	Spider Way	Crypt	Exit	24	9
10	Orc Guard	Crypt	Exit	24	10

NO.	QUEST	REGION	GOAL	TORCH	GOLD
11	Cult Circle	Crypt	2 treasures	26	11
12	Bone Hall	Crypt	Boss: Bone Lord	28	14
13	Pit Head	Mine	Exit	24	12
14	Silver Vein	Mine	3 treasures	28	16
15	Mine Ghosts	Mine	Survive the torch	11	12
16	Stone Watch	Mine	Exit	26	14
17	Dead Shaft	Mine	2 treasures	26	15
18	The Warden	Mine	Boss: Warden, waiting at the far end of the dungeon	30	18
19	Gate Watch	Citadel	Exit	26	18
20	Treasury	Citadel	4 treasures	30	22
21	Siege	Citadel	Survive the torch	12	16
22	Witch Tower	Citadel	Boss: Hag Mother	28	22
23	Dragon Hoard	Citadel	Boss: Dragon	28	25
24	Last Hand	Citadel	Boss: Card Dealer, waiting at the far end of the dungeon	30	25

Two quests are unlike the rest: in The Warden and in Last Hand, the boss stands on his own tile at the far end of the grid from the very beginning. Between him and your hero is nothing. You have to build the chain of doors that connects the two before the torch goes out, and then your hero still has to want to walk through it.

The Monsters

REGION	MONSTERS	HOW THEY FIGHT
Sewers	Rat (4), Kobold (5), Slime (5), Bat (3)	Lots of small bites and scratches, hardly any block. The slime spits magic.
Crypt	Skeleton (6), Orc (6), Spider (5), Cultist (6)	The first dirty tricks: the skeleton's bone throw is unblockable, the spider poisons and throws webs, the cultist curses.
Mine	Ogre (8), Ghost (6), Gargoyle (7), Necromancer (6)	Heavy clubs, stone skin, a ghost whose shadow slash passes every shield, and a necromancer who heals himself.
Citadel	Vampire (7), Golem (12), Wyrn (10), Dark Knight (10)	The vampire heals with every bite, the golem lasts forever, the wyrn breathes fire, the dark knight mirrors your blows.

The number in brackets is the hit points. Your hero regards a monster as **strong** when it has at least as many hit points as he does, and then he keeps his distance, unless his quirk says otherwise.

The Bosses

Every boss has a rule that applies to him alone. It is announced above the boss at the start of the fight, and in the rounds in which it strikes, his card turns red and the round's result ends with a **!**.



The Rat King. The red **!** after the result: this round the swarm has bitten.

Rat King, Swarm. Every third round the swarm bites as well, one point, unblockable. Make it quick.

Bone Lord, Rise Again. The first time he falls, he gets up again with five hit points. Save your healing for the second half.

Warden, Lockdown. Every round one of your three hand cards is locked. You play with two.

Dragon, Firestorm. Every fourth round his card gains two points of magic but loses all its block. Ward, or strike.

Hag Mother, Veil. Her card always lies face down. You answer blind, as if in fog.

Card Dealer, Reshuffle. Every third round he discards your hand and deals you three new cards. Never plan more than two rounds ahead.

The Rooms of the Guild

The gold your heroes bring up builds out the guild hall. There are eight rooms. Four of them open the door for a new class; the other four make your heroes' lives easier.

ROOM	GOLD	WHAT IT BRINGS
Tavern	20	Three recruits to choose from instead of two.
Hunting Hut	25	Poachers apply to the guild.
Workshop	25	Tinkers apply to the guild.
Library	50	Three bonus cards to choose from on levelling up instead of two.
Tourney Yard	55	Knights apply to the guild.
Witch Cellar	55	Witches apply to the guild.
Smithy	80	Every piece of equipment found is one tier better than it lay in the chest.
Chapel	110	Once per dungeon the hero survives a lethal blow with one hit point.

Two Players: The Duel09



Player 2's move. He sees the Rat King's three cards and picks one with the second joystick. Player 1 only sees the back.



The pick is made, the card lies face up. Now player 1 answers as usual.

Plug a second joystick into the right port and switch **DUEL: ON** in the options. From now on player 2 plays the monster in every fight. Everything else stays with player 1: he builds the dungeon, he leads the hero, he answers in combat.

At the start of every round the screen turns blue and announces **PLAYER 2**. The second player sees the monster's three hand cards and picks one with left, right and fire. Only then does the card turn over, and player 1 looks for his answer. The rule "opponent's card face up" still holds; player 2 just has to commit before the hero draws. A stunned monster plays at random and face down in a duel too, so player 2 has no choice that round. The boss rules apply unchanged, and the Hag Mother veils player 2's pick as well.

A monster that chooses its card instead of drawing it is a very different opponent. If the hero dies in a duel, it counts for player 2: the memorial wall keeps a tally of heroes who fell that way. The setting stays until you switch it off again.

Advice from the Guild Hall

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Dead ends are your best tool. A monster in a dead end is not in the way. The hero goes there if he wants to and leaves it alone if he does not. A monster on the only corridor to the exit, on the other hand, is a decision you have made for him.

Read the quirk, then build. A greedy hero wants to see chests: lay them where he should go, and the monster next to them. A coward does not want to see any: put the monsters in dead ends and the exit far away from them. A lazy hero needs short ways, a nimble one can take long ones.

Discard what you cannot use. A tile that fits nowhere blocks a slot in your hand, and you only draw back what you have got rid of. One card per turn may go.

The torch is the clock. A turn in which the hero goes nowhere is a wasted notch. If he stays put, you have given him nothing he wants.

Shield against sword, ward against star. The monster shows its card; there is nothing to guess. An attack that is blocked exactly costs nobody anything, and your own attack in the same round still lands. That is why the parry is so often the best card in your hand.

Heal before you have to. A potion in a round where the monster only does one point anyway is a good trade. A potion at one hit point usually comes too late, and under a curse it does nothing at all.

Levelling up heals completely. If your hero is one point of experience short of the next level, a small monster before the boss is not a danger but a cure.

You may repeat completed quests. A new recruit can pick up a level in the sewers before going into the crypt. The guild still collects gold and fame.

Write down the key. After every quest won. It takes ten seconds, and typing it in next time not much longer.

At a Glance

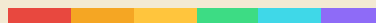
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Controls in Brief

WHERE	JOYSTICK	FIRE	BUTTON C (GENESIS)
Title screen	–	To the guild hall	–
Guild hall	Up, down: menu	Opens the entry	–
Quest list	Up, down: page, around to Back	Starts the quest; on Back: to the hall	Back
Recruits	Left, right: candidate	Chooses the candidate	–
Dungeon, hand	Left, right: card, end turn, discard	Lifts the card, ends the turn; on Discard: the next card is discarded	Discards the card
Dungeon, laying	All directions: frame	Lays the card; on the hero: cancel	Cancel
Combat	Left, right: card	Plays the card	–
Loot	Left, right: take, leave	Confirms	–
Level up	Left, right: bonus card	Takes the card	–
End of run	–	Back to the hall	–
Memorial	Up, down: page	Back	Back
Options	Up, down: line; left, right: toggle	Toggle; on Back: to the hall	Back
Duel, player 2	Left, right: monster card	Plays the card	–

The Rules in Five Sentences

Each turn you lay up to three dungeon cards, tiles against tiles with matching doors, monsters and loot on free tiles. The hero then walks one tile towards whatever promises him the most, and every turn costs torch. In combat the monster's card lies face up, you answer with one of three, and damage is attack minus the matching block. Whoever reaches zero hit points is dead, the hero for good. The quest is won when its goal is met, and lost when the torch goes out first or the hero falls.



TAUSCHKE INTERACTIVE

Every picture in this manual comes from the game itself. What you see here is what you will see on your TV.