

# MINI ROGUE

## SETUP

- Choose a Character card and set your starting stats according to the values indicated in its top right corner. If a stat is not shown on the card, set it to 0. Place the card to the left of your Character mat.
- Place the Rewards/Ghost reference card to the right of your Character mat.
- Take a Dungeon die and a Character die.
- Place the dark gray cube on the first Area space of the Dungeon mat labelled "1", and a red cube on the skull icon to track the Monster's HP.
- Place the Og's Remains Boss card at the bottom-right corner of the Area. Shuffle and place 3 random Boss cards facedown on top of it.

## TURN SEQUENCE

### Preparation Phase

1. Shuffle all Room cards. Place 8 of them facedown. Set aside the unused Room cards, facedown.
2. Reveal the top-left Room card, place your meeple/token on it.
3. On the Dungeon mat, if the Area has a Boss, reveal the Boss card in the bottom-right corner.












### Exploration Phase

4. Resolve the Room card where your Character is located.
5. Once the Room card is resolved, reveal the two nearest cards: the one to the right and the one below, if possible. Choose one. You can never move diagonally, up or left.
6. Repeat steps 4 and 5 until you reach the bottom-right card. Then proceed to the Delving Phase.
















### Delving Phase

7. Consume 1 Food ration. If you cannot, immediately lose 3 HP.
8. Flip your Character card faceup if you used a Character Skill this turn.
9. Move your Adventurer's cube to the next Area on the Dungeon mat
10. Remove all cards from the Area and put them in the unused Room cards.

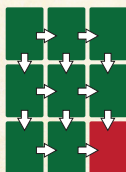
## POTIONS

-  **Fire:** inflict 7 damage.
-  **Frost:** Monster skips turn.
-  **Poison:** inflict 4 damage/turn.
-  **Healing:** gain 6 HP.
-  **Holy:** cure ,  and .
-  **Perception:** succeed  or cure .

## ICONS

-  **Refresh Skills:** flip your Character card faceup.
-  **Room card**
-  **Current Floor number**
-  **Nothing happens**
-  **Blessing:** cure ,  and .
-  **Combat:** use the Ghost Reference card.
-  **Cancel or prevent usage of something:** on  and : cure them; on ,  and : prevent their usage or effect.







START







EXIT

## COMBAT


### Attack Phase

1. Roll your dice.
2. Activate any  and , if applicable.
3. Set aside any .
4. You may now reroll any : add its new result to its previous value (unless it is a . In this case, it deals no damage at all).
5. You may perform Feats .
6. Repeat steps 3, 4 and 5 until you are satisfied or no more rerolls can happen. Add all the values together: this value corresponds to the damage you inflict on the Monster.
7. You may now use a Potion. Once used, set its cube aside.
8. Apply all damage dealt to the Monster.




### Monster Attack Phase

9. If the Monster still has HP left, consult the Dungeon die to determine the Monster's attack:  
: the attack has missed, you take no damage.  
 to : the attack is successful.  
: the attack is successful and ignores your armor.
10. Apply the Monster's Effects if the attack dealt at least one damage to your Character.
11. Repeat the Combat sequence until either you or the Monster dies.








## FEATS

You may reroll a Character die once during a combat by paying 1 XP or 2 HP. You must accept the new result, unless it is a Critical Hit (.

## SKILL CHECKS

Roll your dice and the Dungeon die. If you get a  or , the Skill Check is successful. If a Curse has been triggered, the  is no longer a success.

## EFFECTS

-  **Curse:** add the Curse die to your dice pool. If the symbol is rolled, subtract 1 from each of your Character dice, including rerolls.
-  **Poison:** add the Poison die to your dice pool. If the symbol is rolled, immediately lose 1 HP.
-  **Blindness:** only reveal a Room once you have moved onto it.
-  **Ignore Armor:** the damage is dealt to you ignoring your Armor points.
-  **Weaken:** immediately lose 1 XP, then update your pool of dice if necessary.
-  **Regeneration:** the Monster heals itself and gains as many HP as indicated in the icon.
-  **Fall:** move your Adventurer's cube from the current Area to the Area directly below.

## CHARACTER SKILLS

Once a Skill is used, flip your Character card facedown. Skills cannot be used while the Character card is facedown, except for Passive Skills.



**Exploration Skills** can only be used after revealing the next Room cards, but before choosing one to resolve.



**Combat Skills** can only be used before a Combat turn.




**Preparation Skills** can only be used immediately before laying the Dungeon grid (step 1 of the Turn Sequence).

**Passive Skills** modify the game's rules. They are not used; they apply at all times.

## DIFFICULTY MODES

**Hard:** start with -1  and -1 .

**Harder:** start with -1  and -2 .

**Rogue-like:** start with -1 , -2  and -3 .