



DOOM REALM

Solo-play - Ages 12+ - 30-45 mins.

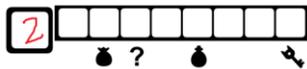
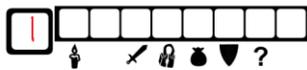
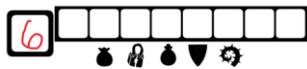
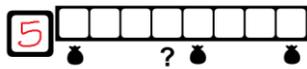
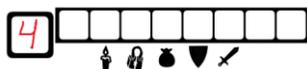
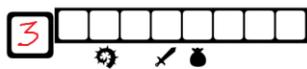
Objective: In Doom Realm you will adventure deep into dungeons, through the wilderness, and over the seas in an attempt to defeat your foes, destroy their lairs, and loot their treasure hordes. All of this is done with a single adventure sheet, 4 d6 (6-sided die), a sharp pencil, and a bit of cunning.

Setup: Before you can start adventuring, you will need to prepare the adventure sheet. Roll all four dice, re-rolling when necessary, until you have four unique results. Now you must allocate each die as follows.



We will pretend these were our results.

1) First we will allocate a die to the treasures. This will randomize which room each treasure resides in. Let's use the result of 3. We will then mark in a 3 in the box next to the top-most treasure. We will then mark 4, 5, 6, 1, & 2 in the rest of the boxes in that order. Regardless of which number to place in the first box, you will always fill in the rest of the boxes in numeric order.



2) Repeat this method for filling in the boxes for the Enemies, except you must use a different die result. Let's say we used the result of 5 for this. This leaves us with the 6 and the 1.

3) Now we must lock one door on the map. To indicate a door is locked, you only need to mark an "X" over the corresponding number. For this case, we will lock the door to location 1.

4) This leaves us with the result of 6, which is perfect, because that is now our starting gold. We will notate this in the bottom right corner in the box entitled "LOOT". We will track gold here for the remainder of the game.

You are now ready to begin your adventure!

Playing the Game: You have 30 turns to defeat all 6 enemies and close all their locations in doing so. Each round consists of 2 (and perhaps 3) phases.

1) **Roll all 4 dice** (you may always spend a single gold to re-roll one die).

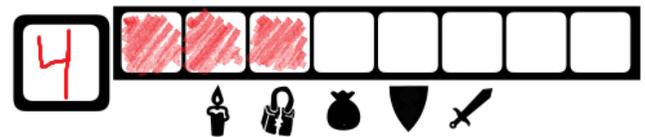
2) **Allocate the dice results.** You must select a place to assign each of the die results (Treasure, Enemies, Location, and Movement).

3) **Attack an Enemy.** After all dice have been allocated, you may choose to attack an enemy at any location that has been discovered and is unlocked. You must use a hero power to unlock a locked door.

Note: You may allocate a die to a defeated enemy, destroyed location, or looted treasure. This is a strategic way to burn a die result and useful in keeping an enemy or location from gaining too much power. However, you should not continue to shade in the boxes as they are used for final scoring and need to remain as is for such.

Note 2: You should record your roll results on the column on the far right. This will allow for easy reference and to help you keep track of your rounds.

Treasures



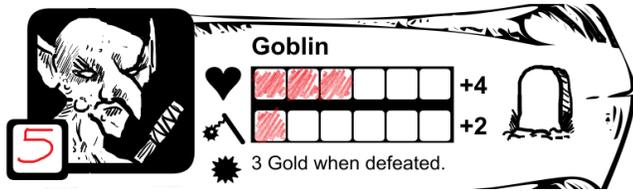
When you assign a die to a treasure the die result must match the number indicated in the box next to that particular treasure. You always fill in the leftmost box first and then work towards the right with each additional die allocated. When an enemy is defeated in the corresponding location, you gain all the treasures unlocked at that given moment. You also gain gold equal to the number of boxes shaded in at the location that corresponds to the treasure.

In the case on the picture above you would gain a candle (explore any two hexes on the map), but you also have to deal with a lock first. Locks and Traps must be dealt with before ANY treasure can be looted.

Do not shade in any further boxes once a treasure has been looted, even if you allocate a die there in the future. The shaded boxes are used to determine your final score.

Note: The bottom treasure is home to the Master Key which is needed to open the location to the Boss Enemy. Because of this, it is wise to build up this treasure early to ensure your excess to the Boss.

Enemies



You will also have to improve an enemy with one of your die results. You may choose to either increase their health (heart icon tracker) or their attack power (morningstar icon tracker). The enemy's assigned number (indicated in the box by their portrait) must match the die result. Simply shade in the leftmost open box in either category (health or attack power).

No one category may ever be more than two ahead of the other. So you may have 3 shaded boxes in health and 1 shaded for attack power, but you may not shade another health box until you first shade in another attack power first.

Most enemies have some sort of special power. This is indicated below the health and attack power trackers. Most of these powers activate based on certain circumstances. Make sure to understand these powers before beginning play.

Boss Enemies are always the bottommost enemy of the six. When defeated the player gains 5 additional gold and the ability to raise a single characters level. Furthermore, whenever any other enemy is defeated (other than the Boss Enemy) you must increase the power of the Boss Enemy by shading in one of his boxes (either health or attack power).

Locations



When you assign a die to a location you shade in either the bottommost or leftmost empty box on its tracker. Whenever doing so has you shading in a box with a diamond icon in it, you must improve the enemy that resides there (this is done in the same manner as instructed in the

enemies section). When a location is destroyed (when the enemy there is defeated) you gain gold equal the number of boxes shaded in at the corresponding location.

The picture above shows three boxes shaded in. One diamond was shaded in at one point meaning the enemy here has gotten more powerful. Note how the "6" at the entrance has a cross through it to show it has a locked door. Destroying this location right now would garner you 3 gold.

Movement



At the beginning of the game you must start your exploration next to the start hex on the map. Exploration is as simple as shading in hexes that match the shape that corresponds with the assigned die result. You may rotate shapes as

you see fit, but you must ALWAYS shade in all the hexes required by the shape. New shaded in hexes must connect to a previously shaded in hexes.

In the map pictured above you can see how this player moved. His rolls for the first 5 rounds were as follows 4, 5, 3, 2, and 6. Note that each new shaded in shape connects to a previously shaded in shape. Also, the player could have branched off in a different direction at any point and DID NOT have to connect to last placed shape. As long as the shape fits and as long as it connects to ANY other shaded area, it is a fair move.

Only white hexes can be explored (shaded). Obstacles (black hexes) cannot be explored and actually make exploration difficult at times. When you shade in a number (location entrance) you are considered to have discovered it. You may now attack the enemy dwelling there as long as any locked doors are dealt with. In addition, if you ever shade in a hex with a "?" in it you must immediately roll on the random encounters chart below the map.

Combat

After allocating your dice during a turn, you may choose to battle an enemy at any location that you have discovered.

Simply roll 2d6 (2 six-sided dice) and add up the results. Add to this sum any swords that you may corrected (max of 3) and any hero powers that you may wish to use. This total sum must be equal to or greater than the enemy's total health. The Enemy's total health is equal to all shaded in boxes on their health tracker plus their health modifier which is the number with a "+" symbol next to it just to the right of the tracker.

You will always take damage from an enemy regardless of whether you succeed or fail at your attack. The damage taken is equal to the shaded in boxes on the enemy's attack power tracker, plus their power modifier which is located to the right of the tracker.

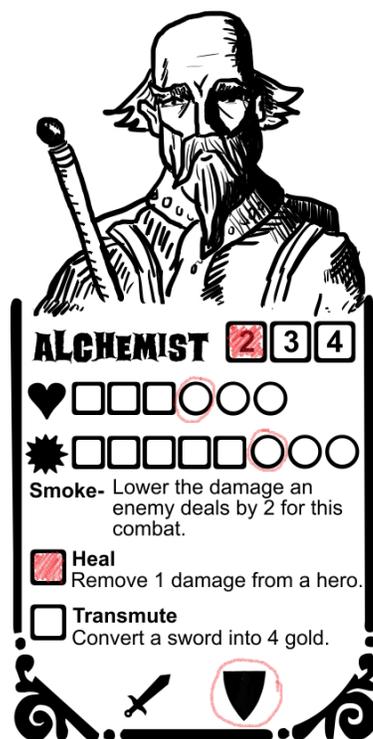
You may allocate the damage any way you see fit to any number of your heroes. You subtract damage from the total dealt by 1 for each shield you own in total (max of 3) and you may also use special powers to mitigate damage further.

SUCCESS: You have defeated the enemy and you may fill in their tombstone and collect the treasure in the corresponding location. You also gain 1 gold for each square shaded in at the location they reside in.

FAIL: You fail to defeat the enemy and it improves in power by one (following the rules in the enemies section). The enemy remains alive and you must wait for a future turn to battle them again.

You may spend 1 gold to re-roll either one of the two dice rolled during combat. You may repeat this until you are satisfied or you run out of gold.

Heroes



You start each adventure with 3 heroes that are each at level 1 in power. Heroes have both health and power. Square boxes indicate the heroes' starting value in each category. Circle boxes indicate leveled up hero values.

Health: Whenever a hero takes damage they must shade in a box on their health tracker on a one for one bases (one damage equates to one filled in box. Two damage means you have to fill in two boxes, and so on). If at any point all their

health boxes are shaded, they are considered dead and you can no longer use their powers or their sword or shield (if they have them).

Power: Each hero starts with a special power that they may use by shading in one of the power boxes on their power tracker. Once you have filled in all the power boxes, you may not use any more powers, so use them wisely. When a player advances a level they gain an additional use on their tracker and the ability to unlock a new power.

Advancement: You may spend 5 gold to advance one hero up one level. When you advance a level you must shade in the next box on the level tracker, circle the leftmost open circle boxes on both the health and power tracker for that hero, and shade in a new power to indicate having learned it.

The Alchemist in the picture on the reverse page has just advanced to level 2. The 2 in the level tracker has been shaded in. Both the circle health and power boxes have been circled in their respective trackers (these may now be used meaning you can take an additional damage before dying and you can use an additional special power). Lastly, the player chose to learn the heal power which allows the player to spend a power to heal.

Ending and Scoring

The game ends once all six enemies have been defeated (or) 30 rounds have been completed. Tally up your score and see if you beat your previous score or your buddy's best score.

Scoring

1 point for each marked box on an enemy when defeated.

1 point for each marked box on a treasure when collected.

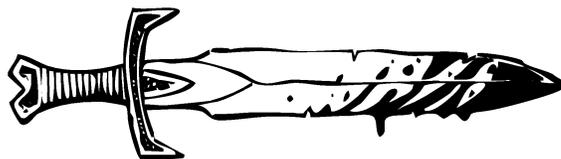
2 points for each random encounter completed on the map.

1 point for every two gold remaining.

1 point for every spare round remaining after defeating all enemies.

5 points for defeating the Boss Enemy

-5 points for each dead hero.



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