

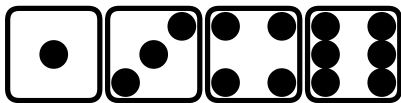


DOOM REALM

Solo-play - Ages 12+ - 45 Minutes

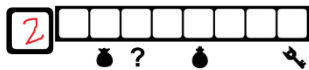
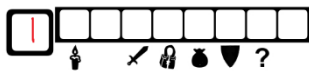
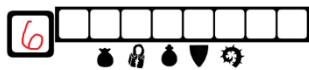
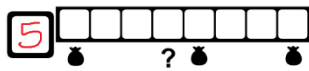
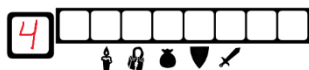
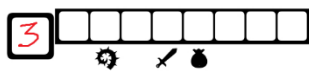
Objective: In Doom Realm you will adventure deep into dungeons, through the wilderness, and over the seas in an attempt to defeat your foes, destroy their lairs, and loot their treasure hordes. All of this is done with a single adventure sheet, 4 d6 (6-sided die), a sharp pencil, and a bit of cunning.

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 4 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 assign each die to a unique location. (One to Treasure, Enemies, Location, and Exploration).
- 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 below the shaded in boxes. You also gain gold equal to the number of boxes shaded in at the location that corresponds to the treasure.

In the case of 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. You may still assign dice there in the future, but simply do not shade any boxes in. This is because 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 access to the Boss.

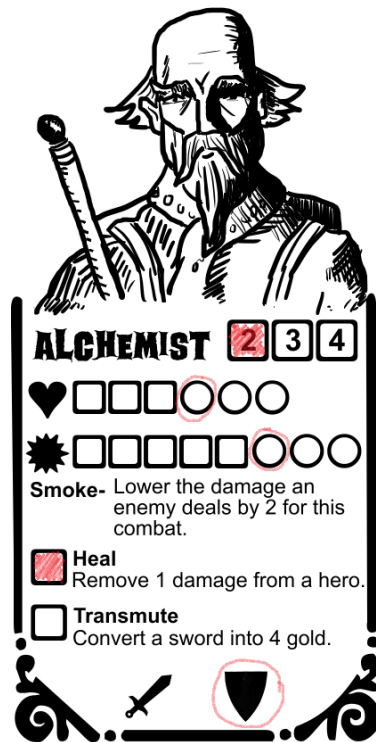
You may allocate the damage any way you see fit to any number of your heroes. You subtract damage from the total dealt by 1 for each shield you own in total (max of 3) and you may also use special powers to mitigate damage further.

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 basis (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.

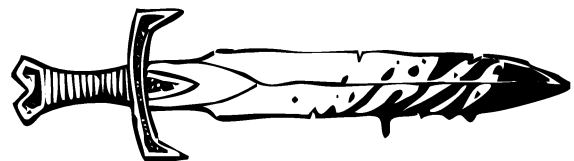
2 points for each random encounter completed on the map.

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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