

Iteration 1

stretch title across page

place out
of the
way?

UNDERKEEPER

Instructions

Items or
treasures?
consistent
Language

Game Description

Guide your hero through a harrowing dungeon of your own design in this risky game of deceit. Place cards on the map to lay traps, monsters, and treasures to sabotage your enemy and lead your hero to riches! But be careful, your rival dungeon master will try to do the same...

Beginning the Game

1. Both players get one set of three hero cards. (One set: Mac, Martha, Charlie).
2. Players place one of their heroes down on the map in any spot in the row closest to them.
3. Players draw 5 cards each. Each player can look at the cards in their hand.
4. Players take turns creating the dungeon by placing one card face down on the map in the empty spaces until the board is filled.
5. Players then draw 3 cards each. The player who put down the last card when making the dungeon goes second. The other player takes the first turn.

Turn Order

1. Use as many "start of turn" items as you'd like.
2. Either reveal a face-down card that is adjacent to your hero OR choose an adjacent card that is already face-up. See **Reading Cards** for bolded words on cards.
 - a. If that card is a **TRAP**: Subtract the trap's strength (x) value directly from your hero's health (♥).
 - If your health hits 0, you are **dead**.
 - If you survive, discard the trap and **move**.
 - b. If that card is an **ITEM**: Huzzah! Add the item to your **spoils** and **move**.
 - c. If that card is a **MONSTER**: Choose either to **fight** it or **ignore** it. You may not ignore a monster that was face-up when you chose it, you must fight it.
3. Repeat step 2 or move on to step 4. (You may make as many moves as you want on your turn.)
4. Draw a card for each missing space on the map and add them to your hand.
5. Place cards from your hand on the empty spaces until the map is full again.
6. If you have a **token**, you may place it on any face-down card.
7. Your strength (x) is restored to the strength level indicated on your hero card. Your health (♥) is not restored. This concludes your turn. It is now the other player's turn.

put on
playmats - less detailed?
symbols for each turn?

Initial
Setup:
Placing
deck's
(visual
aid)

too complex

Visual Aid

Visual Aid

step 4 Visual Aid

Visual Aid

Visual Aid

Reading Cards

Keywords

- **Battlecry:** Effect occurs when the monster is attacked.
- **Reward:** Effect occurs when the monster is killed.
- **Surprise:** Effect occurs when the card is revealed.

added to your spoils?

Symbols Legend

\$ - loot

✕ - strength

♥ - health



Moving

Move into the space of a card you just removed. You may not move into an empty space that you did not just empty.

Visual Aid

Fighting

Subtract the monster's strength (✕) value from your strength first. When your strength hits 0, the remaining damage goes to your health (♥). If you fight the monster without any strength, all the damage goes to your health.

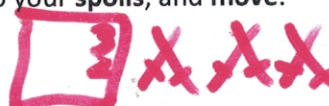
Ex: if you have 5 health, a strength of 2, and are fighting a 3 strength monster, you defeat it by losing 2 strength and 1 health.

- If your health hits 0, you are **dead**.
- If you survive, add the monster to your **spoils**, and **move**.

visual aid

Ignoring

Leave the monster card face-up on the map and do not move your hero. Proceed to step 4 in the **turn order**.



Dying

When you've died, discard your hero, and take a new hero from your set. If a trap killed you, discard the trap and place your new hero in the trap's former space. If a monster killed you, leave the monster face-up on the map, and place your new hero in your old hero's former space. Proceed to step 4 in the **turn order**.

visual aid, or maybe numbered list

Tokens

Tokens can be placed on any card, even those that aren't your own. Tokens double the strength and loot value of the card they are placed on. Once placed, tokens cannot be moved. If the card that a token is on is removed from the map by either player, return the token to its owner. If the player who removed the card is to keep the card in their spoils, they put the card in their double value space.

~~Winna~~ Winning the Game / Game

Spoils

Spoils are cards that are collected from the board. They are kept in the spoils area in front of you and count towards your score at the end. There are spoils spaces for cards worth their regular values and cards worth double.

End of the Game

The game ends if a player reaches 15 loot, if all of a player's heroes die, or if the deck runs out. Then, each player counts their loot. Players gain 5 points for each hero they have alive. The player with the most loot wins.

Card List

Iteration 2

Use to set up expectations

Guide your hero through a harrowing dungeon of your own design. Sabotage your enemy and lead your hero to riches!

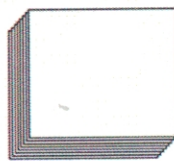
UNDERKEEPER

Instructions

Materials



numbered list



Setup



1. Players draw 5 cards each. & look at their hands. keep your hand secret
2. To create the dungeon, Players take turns placing one card face-down on the map in the empty spaces until the board is filled.
3. After filling the dungeon, players draw 3 cards each. Choose who starts and begin.

not worth teaching
4. choose hero & set stats

pg num

Turn Order



different symbol

tell to try
the first time

remove
altogether?

1. Play items from your spoils (if you wish).

2. Reveal a face-down card adjacent to your hero OR choose an adjacent card that is already face-up.

Choose an adjacent card to
move to, face up or face
down.

a. If that card is a **TRAP**: Subtract the trap's \star directly from your hero's \heartsuit .

Immediately/Instantly



move to
mat

• If your \heartsuit hits 0, you are dead.

• If you survive, discard the trap and move into its space.

b. If that card is an **ITEM**: Huzzah! Add the item to your **spoils** and move into its space.

c. If that card is a **MONSTER**: Choose either to **fight** it or move on to step 4. You may not ignore a monster that was face-up when you chose it, you must fight it.

announce it out loud

3. Repeat step 2 or move on to step 4. (You may make as many moves as you want on your turn.)



empty space

4. Draw a card for each missing space on the map.

combine into one step?

5. Play a card on empty dungeon spaces until the map is full again.

6. If you have a **token**, you may place it on any face-down card.

7. Your \star is restored to the number indicated on your hero card. \heartsuit is not restored (but it can be by health potions). It is now the other player's turn.

put first?
more ritual?

pg num

Reading Cards



needs more emphasis

Keywords

- **Battlecry:** Effect occurs when the monster is attacked.
- **Reward:** Effect occurs when the monster is killed.
- **Surprise:** Effect occurs when the card is revealed.

to who's turn it is

first thing-

before material

Symbols Legend



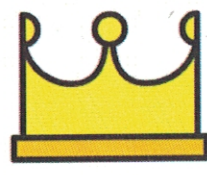
Health

The amount of damage a hero can take before dying.



Strength



A card's damage. Also prevents damage to hero health.



Loot

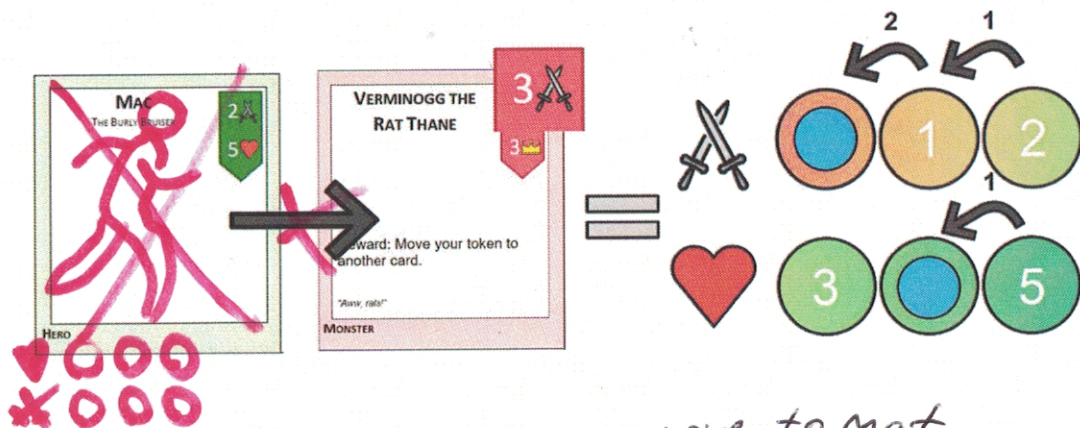
Points that get counted at the end of the game. Get as many as you can!


Fighting

First subtract the monster's  from yours. If the monster has more damage to deal, the remaining damage is subtracted from your .



Ex: If you have 2 , and are fighting a 3  monster, you defeat it by losing 2  and 1 .



- if your  hits 0, you are dead.
- If you survive, add the monster to your **spoils**, and move into its space.


pg num

Dying - somehow this worked really well

When you've died, discard your hero and take a new hero from your set. If a trap killed you, discard the trap and place your new hero in the trap's former space. If a monster killed you, leave the monster face-up on the map, and place your new hero in your old hero's former space. Proceed to step 4 in the turn order.




Tokens

Tokens double the ~~X~~ and  of the card they are placed on. When a card with a token is removed from the map, return the token to its owner. When earning a spoil with a token on it, place it in the "Double Score" space of your spoils.







Spoils

Spoils are cards that are collected from the board. They are kept in the spoils area in front of you and their  counts towards your score at the end. The "Double Score" space is for token-enhanced cards.



End of the Game

The game ends if a player reaches 15 , if all of a player's heroes die, or if the deck runs out. Then, each player counts their . Players gain 5  for each hero they have alive. The player with the most  wins.



put first?

pg num

except this
try to combine

example with all three card types

25..20

Iteration 3

Guide your hero through a harrowing dungeon of your own design. Sabotage your enemy and lead your hero to riches!

UNDERKEEPER

Instructions

Symbols Legend



Health

The amount of damage a hero can take before dying.



Strength

A card's damage. A hero uses this in a fight before losing any health.



Loot

Points that get counted at the end of the game. Get as many as you can!

Materials





Setup



1. Players draw 5 cards each and look at their hands, keeping their cards secret.
2. Choose your first hero and set them on the hero starting space.
3. Set your stats on your playing sheet according to your chosen hero.
4. To create the dungeon, Players take turns placing one card face-down on the map in the empty spaces until the board is filled.
5. Choose who starts and begin.

Turn Order





1. Your  is restored to the number indicated on your hero card.  is not restored (but it can be by health potions).



2. REPEAT STEP 2 AS MANY TIMES AS YOU WISH BEFORE REACHING STEP 3



Choose an adjacent card to move to, face-up or face-down. If it is face-down, reveal it.

- a. If that card is a **TRAP**: Instant damage! Subtract the trap's  directly from your .



- If you survive, discard the trap and move into its former space.

- b. If that card is an **ITEM**: Add the item to your **spoils** and move into its space.

- c. If that card is a **MONSTER**: As long as it was face-down when you chose it, you may ignore the monster and move on to step 3 without fighting. To fight the monster, first subtract the monster's  from yours. If the monster has more damage to deal, the remaining damage is subtracted from your .



Ex: if you have 2 , and are fighting a 3  monster, you defeat it by losing 2  and 1 .



- If you survive, add the monster to your **spoils**, and move into its former space.

3. Draw a card for each empty space on the map and play them on the map until it is full again.



4. If you have a **token**, you may place it on any face-down card. It is now the other player's turn.

Reading Cards



- **Battlecry:** Effect occurs when the monster is attacked.
- **Reward:** Effect occurs when the monster is killed.
- **Surprise:** Effect occurs when the card is revealed.

Dying



Dying occurs when your ❤️ reaches 0. When you've died, discard your hero and take a new hero from your set. If a trap killed you, discard the trap and place your new hero in the trap's former space. If a monster killed you, leave the monster face-up on the map, and place your new hero in your old hero's former space. Proceed to step 3 in the **turn order**.

Tokens



Tokens double the ✂️ and 👑 of the card they are placed on. When a card with a token is removed from the map, return the token to its owner. When earning a spoil with a token on it, place it in the "Double Score" space of your spoils.

Spoils



Spoils are cards that are collected from the board. They are kept in the spoils area on the player sheet and their 👑 counts towards your score at the end. The "Double Score" space is for token-enhanced cards.

End of the Game



The game ends if a player reaches 15 👑, if all of a player's heroes die, or if the deck runs out. Then, each player counts their 👑. Players gain 5 👑 for each hero they have alive. The player with the most 👑 wins.