HOW TO PLAY

Locate the smiley face. ☺
This represents your starting position.

Roll

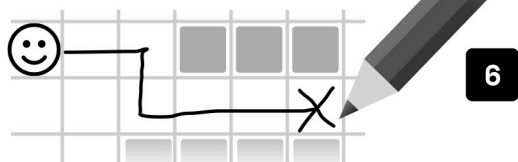| 1	3	5	=	↖ ↗ / ☺ / ↙ ↘

Choose a direction based on your roll.

2	4	6	=	↑ / ←☺→ / ↓
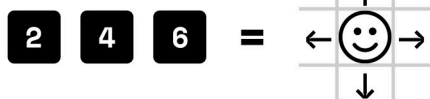
Move

Draw a straight line in the chosen direction. Must move **all** spaces, turning **only** if you hit a wall.

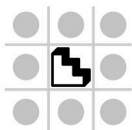If possible, avoid backtracking over spaces moved through on your last turn.

Interact

Interact, in order, with any ▲ *Objects* in your path. Objects are only used once.

NOTE: There is no sudden death. You tally up your health at the end of the floor.

Exit

You may decide to **EXIT** if you land on 🪜 or any adjacent square ⬤. You may also exit if you cross 🪜 at any time during a move.

If you decide to leave, sum up your HP and ¢. Turn the sheet over and start the next level with these values.

Exit (cont.)

If **HP** < 1, tally a death on the final page. Start the next floor with 10 **HP** & 0 ¢. ¢ cannot go below 0.

10 is the max amount of **HP**.

▲ Objects

- ◎ For each coin that you cross, add 1 to your + ¢ quadrant.

- 🔒 Roll your p6 to determine how many coins it contains. Write this number in the + ¢ quadrant.

- 🐛 (3 etc) Enemy strength. Write shown number in the - HP quadrant.

- 🐛 (?) Roll your p6 to determine its strength. Write this number in the - HP quadrant.

- ♡ (3 etc) Gain HP. Write shown number in your + HP quadrant.

- ♡ (?) Roll your p6 to determine how many HP you recover. Write this number in the + HP quadrant.

- ◎ Jump to other ◎ & continue. Only this object may be used more than once.

- ⬡ Stop your movement. Roll your p6 to determine how many coins you lose. Write this number in the - ¢ quadrant.

- 🚪🗝 In order to pass through a locked door, you must have already picked up the key on that same floor.
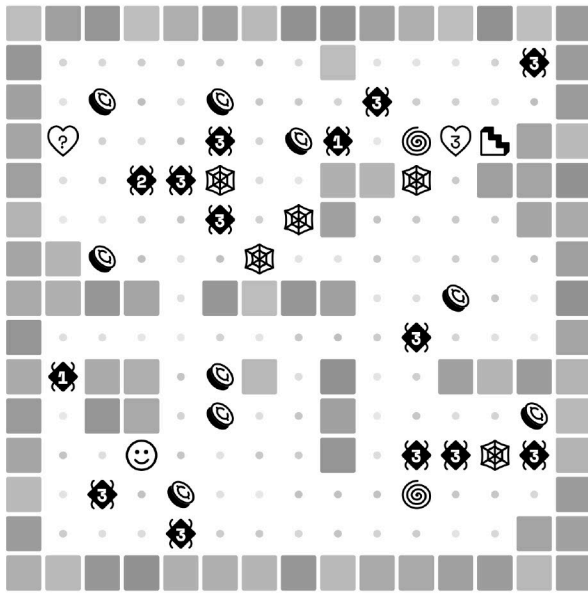
PAPER·APP DUNGEON

Floor 1

Starting   +   –   Ending

__10__ HP   ___/10 HP

__0__ ¢   ___ ¢

Floor 2
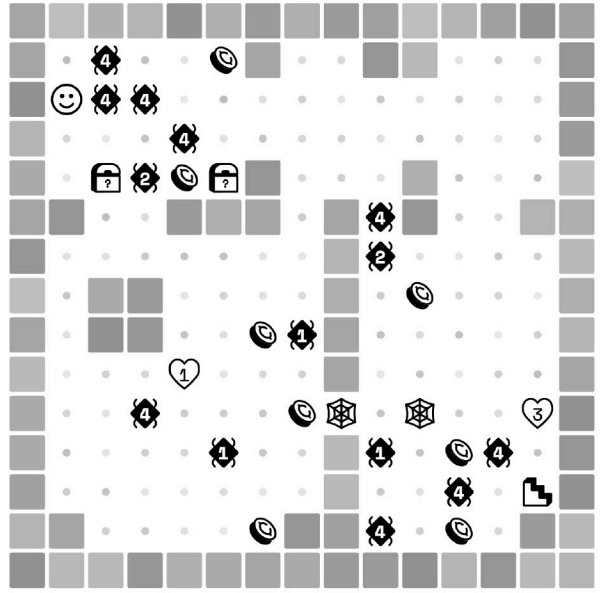
Starting   +   –   Ending

_____ HP   __/__ HP

_____ ¢   ___ ¢

Floor 3
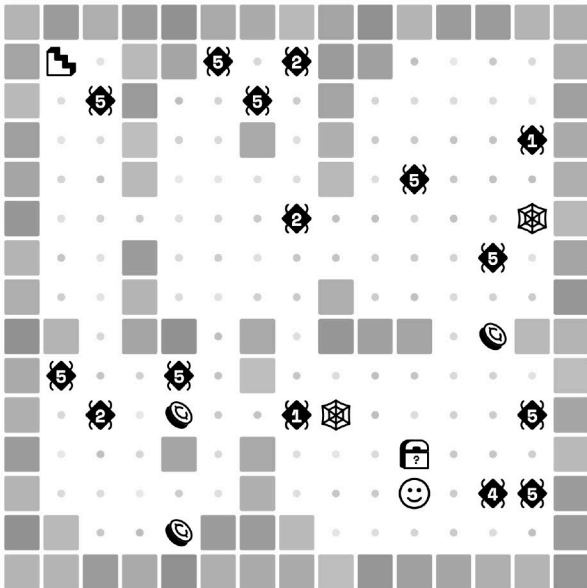
Starting   +   –   Ending

_____ HP   __/__ HP

_____ ¢   ___ ¢

Floor 4

Starting   +   –   Ending

_____ HP   __/__ HP

_____ ¢   ___ ¢