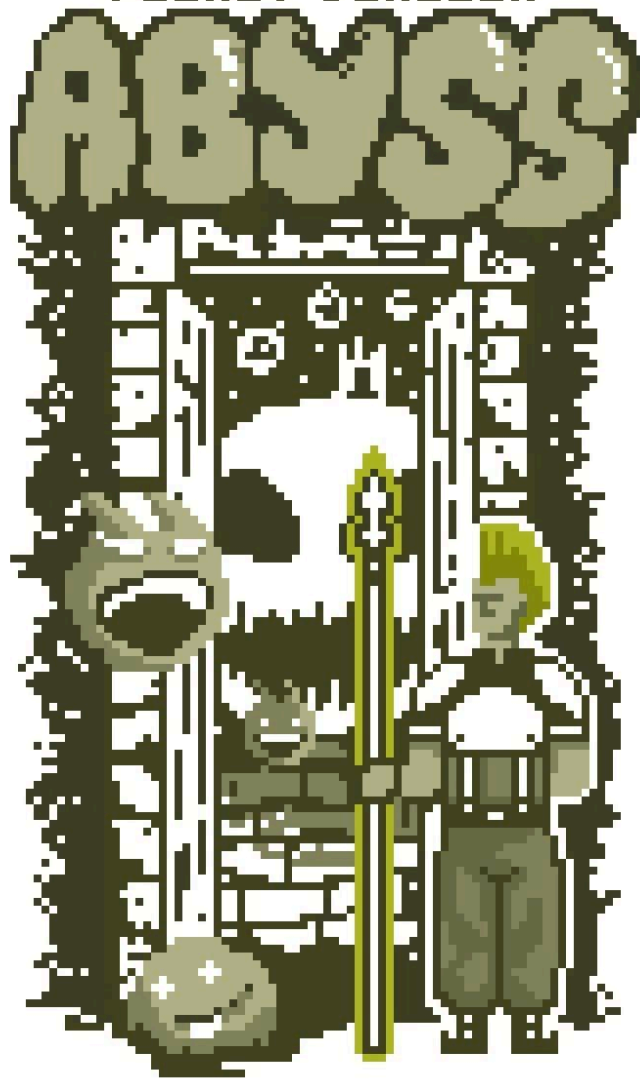


POCKET DUNGEON



You found yourself in a land filled with danger and adventure. With your reputation as a renowned hero, you had traveled far and wide to defeat fearsome beasts and save the innocent. One day, you heard rumors of a mysterious dungeon deep in the forest - a place full of untold treasures and unspeakable horrors.

Without hesitation, you set out to explore the dungeon. As you made your way through the thick forest, the leaves rustled ominously, and the trees seemed to loom over you. When you finally arrived at the entrance to the dungeon, you felt a chill run down your spine. The stone walls were covered in moss and vines, and the air was thick with an ancient musty smell.

But you didn't let the eerie atmosphere deter you. You had faced countless dangers before and knew that this dungeon was just another obstacle to overcome. You stepped inside, and immediately the dim light of your torch illuminated the twisting corridors and dark dungeon rooms.

As you delved deeper, you encountered all manner of monsters and traps. Each step was fraught with danger, and you had to be constantly alert to avoid deadly pitfalls and ambushes. But you pressed on, your heart filled with a fierce determination to uncover the secrets of the dungeon.

Amidst the chaos of battle, you became separated from your companions. The darkness closed in around you, and you were alone with the monsters lurking in the shadows. To make matters worse, you had lost your weapon during the fray. But you refused to give up. With every step, you search for a new weapon to replace your lost one.

The journey was long and treacherous, but you refused to let the dungeon defeat you. You used your strength and cunning to overcome every obstacle in your path. The monsters you faced were terrifying, but you stood tall, using whatever weapons you could find to fend them off.

Finally, after what seemed like an eternity, you reached the end of the dungeon. There, you discovered the powerful weapon, which you had been seeking all along. It was a magnificent sight - a weapon unlike any other you had ever seen.

But your triumph was short-lived. As you made your way towards the exit, you were confronted by a massive boss monster - the guardian of the dungeon. It was a fearsome sight, towering over you with its massive claws and teeth.

In a final, epic battle, you and the boss monster clashed. You dodged and weaved, parrying its attacks with your weapon. The battle was intense, each blow ringing out like thunder in the confined space of the dungeon. You fought with all your might, your heart pounding with adrenaline.

And then, it was over. The boss monster lay defeated at your feet. You were victorious but exhausted and battered. As you made your way back to the surface, you couldn't help but wonder about the mysteries that lay hidden in the dungeon. You wondered if you would ever find your companions, or if they had met a different fate. But for now, you had accomplished what you had set out to do - and that was enough. The future was uncertain, but you were ready for whatever challenges lay ahead.

Pocket Dungeon - Abyss is a fast-paced dungeon-crawling game where you play as a lost hero who needs to find a way out of the dungeon while surviving the swarm of monster attacks. This game is played using numbered d4 dice to determine most of the hero fates, the monster behaviors, and the outcomes of the game.

OBJECTIVE

Find the exit door, retrieve your lost weapon and items, and escape the dungeon while surviving the monster attacks. You win the game if you manage to enter the exit door or slay all monsters.

WHAT YOU NEED TO PLAY THIS GAME:

1. 1x Pocket Dungeon box
2. 1x dungeon board
3. 1x hero piece + corresponding weapon piece
4. 1x hero tag
5. 3x monster pieces + 1 boss monster piece
6. 2x monster tags + 1 boss monster tag
7. Item pieces
8. 3x torn map pieces
9. 1x area tracker + item tray
10. 3x numbered d4 dice (I, II, III)
11. Door pieces
12. Wall pieces

CHARACTER SETUP

Choose a hero class from Moon Hermit to Oni Slayer, each class has different speed and health points and they also wield different types of weapons, which will determine the attack range. You can find all the information about your hero on their hero tags. Your hero can only have a max of 4 HP and 4 SPD, even after using an item, it cannot be raised further than that.



After you choose your hero, it's time to choose 4 items that you brought with you in the bag. After you choose 4 items, put them on the item tray, each slot of the item tray is numbered from 1 -4 to determine in what order you will retrieve your item for every successful search attempt. You can randomize the item order here using dice, or any other means.

DUNGEON SETUP

Place the wall pieces on the 8x12 board to set up the dungeon. There are many ways to decide on the dungeon layout, you can either design the layout yourself to tailor it to the backstory you came up with, or you can randomize it by simply dropping the wall pieces on the board and build the layout based on that!

The number of wall pieces you can use per game can't be more than 25% of the total dungeon space. (With the current size, the walls can only take up 24 out of 96 tiles on the board)

After you have the dungeon layout setup it's time to place your monsters in the room. You can either place them in a place that fits with the story you came up with or determine the location of each monster randomly by throwing 3d4 for its vertical coordinates, and 2d4 for the horizontal coordinates.

You can only put a maximum of 3 monsters (excluding the boss monster) per game, and you cannot place a boss monster right from the beginning of the game.

After you you have your dungeon and monsters all setup, it's time to place your hero randomly in the dungeon (3d4 for vertical coordinates, 2d4 for horizontal) and set the health and speed tracker at the bottom of the box corresponding to your hero's HP and SPD.

The game is now ready to start.

HOW TO PLAY

This is a solo-play game where you are going to take turns to play both as the hero and the monster. You are deciding most of the outcomes by throwing d4 dice. For each situation, your dice result will generate a specific action/outcome, a higher number produces a generally good result and low numbers produce an unfavorable one. The hero always starts first, followed by the monster's turn.

In your hero's turn, you can use any actions from the following list and also twice of the same actions, but **you can only do max two actions per turn**. Below is the list of actions you can take:

1. Move based on your hero's SPD
2. Use item
3. Attack a monster
4. Search the area

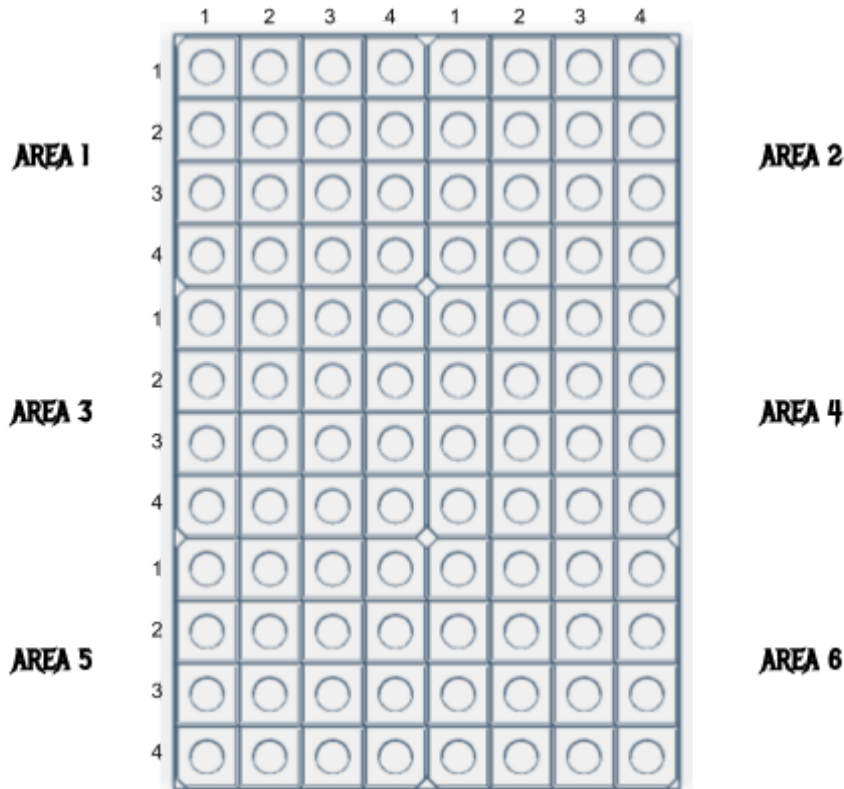
HOW TO MOVE

You move your hero tiles by tiles and your hero's speed determines how many tiles you can traverse in one action (ie Oni Slayer has 2 SPD and can therefore walk up to 2 tiles per action). Your hero **cannot walk diagonally**, and you also **can't walk over the monster's tile**.

You will automatically retrieve any items, which tile you walked over or occupied. Put your retrieved lost item in the inventory slot (3 holes beside your health and speed tracker).

HOW TO USE AN ITEM

Take the intended item piece away from your inventory slot (3 holes beside your health and speed tracker) and apply the effect immediately. There can only be max. 3 items in your inventory, your weapon also occupies one space in your inventory, so you can only hold 2 items in your inventory after retrieving your weapon.



HOW TO SEARCH AN AREA

The dungeon is divided into 6 small 4x4 tiles wide areas (see the chart below) and your hero can search each of the areas to find the lost weapon, item, or some clues about the dungeon.

To search the intended area **your hero needs to be inside of it** and **roll a 3d4** with the following outcomes:

SEARCH AN AREA (3D4)			
DICE I	Determines the object's location in the area (vertical coordinate)		
DICE II	Determines the object's location in the area (horizontal coordinate)		
DICE III	Determines the outcome of your search attempt		
	<table border="1"> <tr> <td>1</td> <td>You found a monster poop, it's useless... (As soon you found 2 monster poops, immediately summon the boss monster)</td> </tr> </table>	1	You found a monster poop, it's useless... (As soon you found 2 monster poops, immediately summon the boss monster)
1	You found a monster poop, it's useless... (As soon you found 2 monster poops, immediately summon the boss monster)		

		randomly in the dungeon)
	2	You found a small piece of torn paper that looks like a part of a bigger map, it's a torn map piece. (As soon you collected 3 torn map pieces, immediately summon the exit door randomly in the dungeon)
	3	You found one of your missing items... Take one item following its order on the item tray, and then place it into the area based on the coordinates from DICE I and DICE II.
	4	You found your lost weapon! Place your weapon piece into the area based on the coordinates from DICE I and DICE II. If you already retrieved your weapon, you found your lost item instead.
Roll 1 1 1		You suddenly heard a scream echoing in the room. You found nothing in the area, and found a trace of the boss monster instead! Immediately summon the boss monster randomly in the dungeon. If the boss monster is already in the dungeon, nothing happens...
Roll 4 4 4		You found a hidden exit door right in front of you. Immediately place the door piece in any free space adjacent to your hero.

You can only search once per area, after you search the area, mark it as done by sliding the corresponding marker on the area tracker.

If there's already another object (a monster/wall) in the corresponding coordinate, place your item in the nearest free space from it. If your hero stands in the same coordinate as your found item, you retrieve the item right away.

If you searched all 6 areas in the dungeon and still haven't found your lost weapon, you sit on the ground in hopelessness, as you sit on the ground you feel something poking your rear, and you realize that your weapon has been dangling behind your cape this whole time! Immediately retrieve your weapon.

HOW TO ATTACK A MONSTER

You can only attack a monster **after you retrieved your weapon back**. You can only attack a monster **if it stands within your attack range**. Each hero has different attack ranges that you can find on the back of each hero tag.

If all the conditions are met, attack a monster by **throwing 1d4** with the following outcomes:

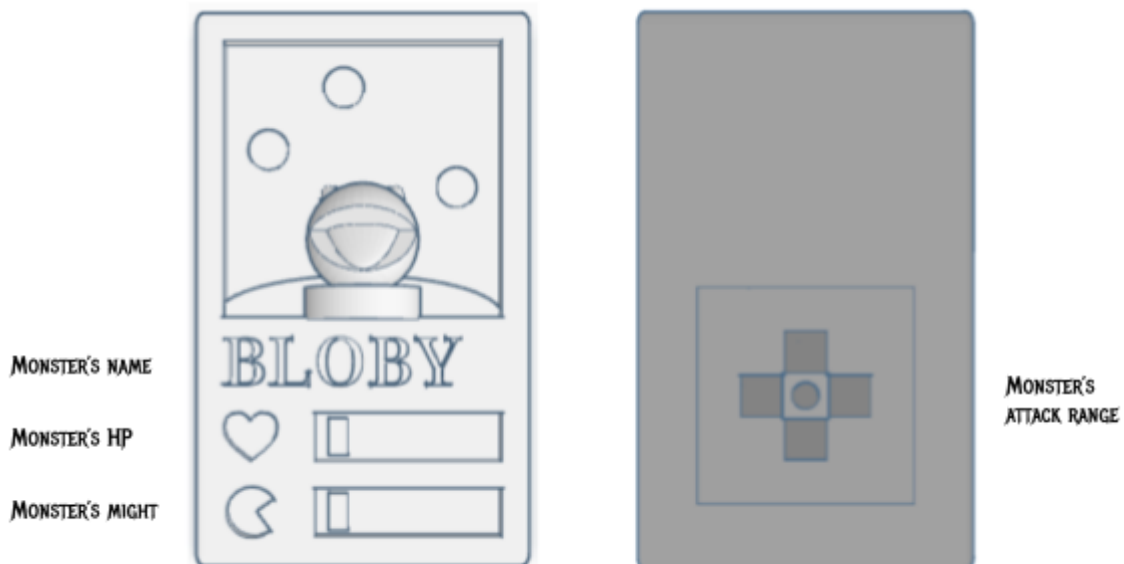
ATTACK A MONSTER (1D4)	
DICE I	Determine the outcome of your attack
1	You missed the target...

	2-3	A glancing blow, you deal 1DMG
	4	A critical hit, you deal 3DMG!

If you manage to kill the monster by depleting its HP, remove the defeated monster from the board, and retrieve a torn map piece found near the monster carcass (As soon you collected 3 torn map pieces, immediately summon the exit door randomly in the dungeon).

CONTROLLING THE MONSTERS

Although your hero is the protagonist in this game, you still need to control the monsters' movement and behavior in their turn. To do so, you are going to throw a series of d4 dice, and each result will produce different outcomes, where higher numbers are generally good, and low numbers are bad.



Each monster has its health and might, a might determines how many DMG a monster deals with for each attack. During the monsters' turn, they can move and/or attack our hero, and this will all be determined by d4 dice.

MONSTER MOVEMENT

Unlike your hero, monsters don't have a fixed amount of SPD, their movement and behavior are determined by a series of d4 dice throws. At the beginning of each monster's turn, **throw 2d4** with the following outcomes:

MONSTER MOVEMENT (2D4)		
DICE I	Determine the monsters' behavior	
1	All monsters are coming towards you	

	2	The nearest monster from you is coming towards you
	3	The furthest monster from you is coming towards you
	4	All monster stay put (disregard the outcome of DICE II)
DICE II	Determine the monster's / monsters' movement speed value	
Roll 1 1	The monsters suddenly got angrier than before. All monsters move 5 tiles toward you!	
Roll 4 4	The monsters suddenly got distracted by something unknown. All monsters move 2 tiles away from you.	

Monsters cannot move diagonally, and unless there's no more space, or the monsters already stand adjacent to your hero, the monsters need to use up all the speed decided by the outcome of DICE II.

To determine the distance between the monsters and your hero, always consider both the number of tiles and the real distance between them. (ie the nearest monster from you would be the one that stands ~3cm away from your hero even though both of them are 4 tiles away)

A Boss Monster is also considered a monster. When the boss monster enters the game, you control it during the monster's turn and all outcomes from the dice throw will also apply. The only difference is as soon as you defeat a boss monster, and there's still no exit door in the dungeon, immediately summon an exit door randomly into the dungeon.

MONSTER COMBAT MECHANICS

Just like our hero, each monster also has an attack range that you can find on the back of their respective monster tag.

At the end of the monsters' turn, if your hero stands within the attack range of one or more monsters, they will attack the hero! And if there is more than one monster attacking at the same time, you can choose which one attacks first.

For each monster attack, **throw a 1d4** with the following outcomes:

MONSTER ATTACK (1D4)		
DICE I	Determine the outcome of your dodging attempt	
	1-2	You failed to dodge and take a full hit
	3	You managed to minimize the damage and only lose 1HP
	4	You completely dodge the attack and remain unharmed

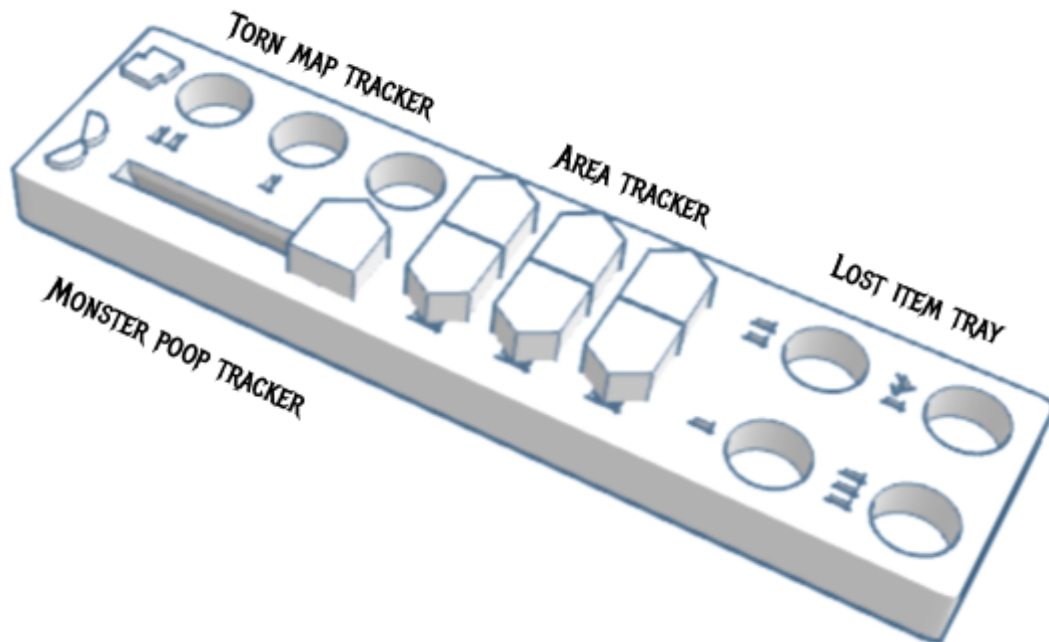
CLUE FOR AN EXIT

Finding a way out of this damned dungeon is your hero's main goal, and we need to find the dungeon map for that.

You can obtain a dungeon map by defeating the boss monster, or by collecting 3 torn map pieces. You can find torn map pieces when you search an area, or as a drop after defeating a non-boss monster. As soon you obtain the dungeon map, immediately summon an exit door randomly in the dungeon.

To enter the exit door, your hero just needs to occupy the tile where the exit door is located.

Dungeon maps and torn map pieces don't count as an item, whenever you retrieve a torn map piece, put it in the area tracker to track how many of them you have collected.



HOW TO USE THE NUMBERED DICE

To play Pocket Dungeon - Abyss we need 3 d4 dice that are numbered from 1 to 3 (referred to in this rule book as DICE I, DICE II, and DICE III). To save some time, you don't need to throw the dice one by one. You can throw them all at once instead, and read the results in an ascending order starting from DICE I.

As an example, to determine a monster's movement, we will throw 2 dice at once (DICE I and DICE II), and then we use the result of DICE I to determine the monsters' behavior, and the result of DICE II to determine the monster's movement speed value.

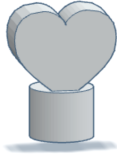

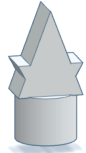

HOW TO SUMMON RANDOMLY IN THE DUNGEON

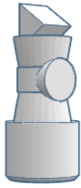

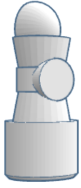
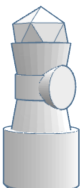
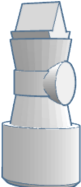

Whenever you read “summon x randomly in the dungeon”, determine the summoning location by throwing a 3d4 for the vertical coordinate, and then a 2d4 for the horizontal coordinate. If there’s already another object in that coordinate, place it in the next free space from the original coordinate. In this game, we use a coordinate system that goes from top to bottom and from left to right.

ITEMS LIST

Items can help you greatly in the game, they can restore some of your health, make you walk faster, and much more. Since your hero lost his satchel, you can bring max 3 items in their inventory slot, and a weapon, although not categorized as an item, will still take up 1 space in your inventory as well, which means you can only keep 2 items after you retrieve your weapon.

Each item also has a price if you want to limit the type of items you want to bring. During the character setup, roll a 2d4 and the result will be the total of your money that you can spend to buy the 4 items. Below you can find the item list, some items will be coming separately as expansions.

ITEM NAME	EFFECT	PRICE	
Small potion	+1 HP (Remove small potion from your inventory after use)	1	
Water flask	+1 SPD (Remove water flask from your inventory after use)	1	
Radiant droplet	+1 HP +1 SPD (Remove radiant droplet from your inventory after use)	2	
Big potion	+2 HP (Remove big potion from your inventory after use)	2	

<p>Scroll of air striding</p>	<p>+1 SPD, your hero can walk diagonally. Remove the scroll of air striding from your inventory after use.</p>	<p>3</p>	
<p>Scroll of earth forming</p>	<p>Create a 1x1 wall on an adjacent tile. The wall stays there permanently. Remove the scroll of earth forming from your inventory after use.</p>	<p>3</p>	
<p>Scroll of martial prowess</p>	<p>Every time you roll a 4 when dodging a monster attack, on top of being unharmed you also deal 1 DMG to the attacking monster. The spell effect is permanent. Remove the scroll of martial prowess from your inventory after use.</p>	<p>3</p>	
<p>Scroll of fire hornets</p>	<p>All adjacent monsters become distracted and move back 2 tiles away from your hero. Remove the scroll of fire hornets from your inventory after use.</p>	<p>4</p>	
<p>Scroll of Z.A.P.</p>	<p>Deal 2DMG to one monster standing 1-2 tiles away from you. Remove the scroll of Z.A.P. from your inventory after use.</p>	<p>4</p>	
<p>Rabbit foot</p>	<p>Re-roll one dice of your choice. Can be used outside of your hero turn. Remove rabbit foot from your inventory after use.</p>	<p>4</p>	

WHEN IN DOUBT, THROW A DIE

Since this is a solo play, there will be a lot of choices you need to take outside what's been outlined above. And generally, you can always use a 1d4 to help with any decision-making processes. Low numbers for harmful/unfavorable outcomes, and high numbers for good/favorable outcomes.

As an example, after a successful area search attempt, you are deciding between 2 tiles next to a wall where an item should be placed onto. You can roll a 1d4 and if you get 1-2, place the item on a tile that's further from your hero, but if you get 3-4 place the item on a tile that's nearer.

ABOUT POCKET DUNGEON

There will be more monsters and heroes coming as an expansion pack, and each will come with different stats and weapons. Some more items, special abilities, and stronger weapons are also in the making.

This project is in constant development and any feedback, ideas, and comments are welcomed for the future improvement of Pocket Dungeon. If you have some questions or are generally interested in the development of Pocket Dungeon, kindly reach out on my [Instagram](#).

Have fun and many thanks!