# SOLO DUNGEON CRAWL
How to Play

Game Components

☐ 1 d20 Health Countdown Dice: Tracks your current health points

☐ 8 Dragon Tokens: (XP Pile) Dragons grant experinece points

☐ 38 Dungeon Tokens: weapons, monsters, and health tokens shuffled to build your dungeon

Setup

☐ Prepare Your Health: Set your d20 health die to 20 to represent your starting health

☐ Separate all Dragon Tokens into a pile called the Experience Pile (XP Pile) and place it face down

☐ Shuffle all other tokens thoroughly to form the "Dungeon Deck"

☐ Draw your First Room: Draw 4 tokens from the Dungeon Deck and place them face up in front of you to create the starting dungeon layout

☐ Use the box as your Graveyard / Discard pile

☐ Combat (See combat)

First Hand
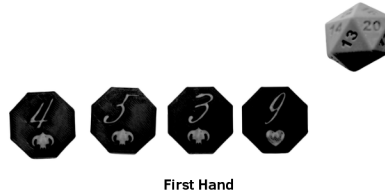
Combat: Fight or Flight

☐ Each turn represents your exploration and combat actions as you crawl deeper. Follow these phases:

☐ Draw: 4 tokens from your dungeon pile, 3 if you are carrying health from a previous room

☐ Fight: with the tokens you selected from your dungeon pile.

☐ If you don't draw a weapon token or your not carrying one. Add up all the monsters damage and subtract that from your health dice.

☐ When you draw a weapon token you can pick it up and carry it from room to room. Place it to the side under your dice face up, until your ready to use it.

☐ When ready to use a weapon token, you can attack a monster or a dragon. Start your weapon stack

☐ The dragon or monster must be of eaqual or lesser value to attack and slay

☐ If the monster or dragon is equal to your weapon value you discard the entire weapon stack

☐ The weapon and all slain monsters are exhausted to the graveyard when used against a monster or dragon token, with the same value. Discard hand, health, weapons to the graveyard

☐ When you slay a monster, your weapon's value drops to match that monster's strength. You can keep attacking and stacking monsters with equal or lower strength using that weapon.

☐ Stack slain monsters or dragons on top of your weapon. The weapon's new value is the value of the monster

☐ Weapons work like solitaire: each time you slay a monster or dragon, count down the weapon's value until it's used up

☐ If your weapon strength is less than the monsters' total, take damage equal to the difference and subtract it from your health dice.
(Example: Monsters = 8, Weapons = 5 → Take 3 damage)

☐ Flight: If things get to hard you can run away from one room per dungeon, return the tokens to your dungeon pile, you can't out run them forever.
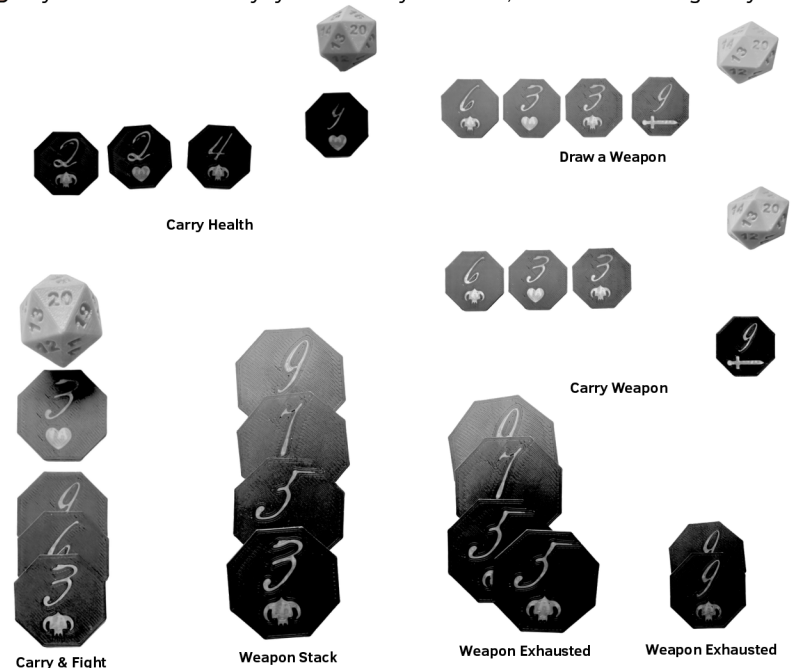
Dice Token

When you draw a dice token:

☐ Draw one dragon token from the eXPerience Pile and place the token in your discard pile. "Graveyard." The dragons are played on the next re-shuffle of the "Dungeon Tokens"

☐ Remove all dungeon tokens from the board to the Graveyard

☐ Roll your countdown dice for your new health points

Health Token

When you draw a health token:

☐ You can choose to use it or carry health from room to room

☐ If you use the health token, you need to be able to afford it on your health dice. ex. (Health Tokens = 5, Health Dice < 15)

☐ You can carry health tokens from room to room, however you can only draw 3 tokens per hand or room when carrying health

☐ When you use a health tokens, you add the total value of your health tokens to the value to your health dice

☐ If you cant use or carry your health you lose it, discard it to the graveyard

Carry Health

Draw a Weapon

Carry Weapon

Carry & Fight

Weapon Stack

Weapon Exhausted

Weapon Exhausted

Thank you for your purchase

Solo Dungeon Crawl was created as a personal quest to enable me to play even when no one else was around to do so. It's a fun and quick game to play over and over and for whatever duration I want and, of course, for each crawl to be different.

I love D&D and MtG, I imagined playing when and where I wanted, without a long setup or deep roleplay. I was seeking fast, gritty combat I could dive into anytime my brain needed a challenge or a change of pace.

Initially, I built it for myself and shared it with friends. After a year of feedback, testing, and crawling, I decided to share it with the world.

This isn't a flashy board game. It's inspired by the old TSR classics - simple, sharp, and built to last, to be portable, and fun. Every piece is designed in-house, 3D printed, inspected, and packed by hand. It's unique and designed to feel handmade, though it's difficult to achieve with a 3D printer. Each one takes 10 hours to manufacture. This is a labor of love for the game and a creator mindset.

Thank you for giving it a place at your table, wherever that may be.

I hope you love crawling the dungeon as much as I do. Feedback is always welcome; send an email.

shawn@solodungeoncrawl.game

Watch gameplay video

https://solodungeoncrawl.game/how-to-play/

Thank you for your support!

Welcome Adventurer

You step into the Green Dragon Inn, bone-weary from the road. As a fresh mug hits your hand, a strange box catches your eye. *"What's this?"* you ask. *"That?"* says the barkeep. *"That's Solo Dungeon Crawl. A game of grit, fate, and survival."*

The elves dreamed it. The dwarves forged it. The paladins blessed it. The wizards cursed the dice. Played in every inn from Greyhawk to the Ghost Marshes — sometimes for fun, sometimes for gold, and sometimes… for blood.

Objective

Survive a gauntlet of combat by clearing every token in your hand one room at a time.

You're armed with limited weapons and health determined by your dice. Each room brings new monsters, dragons, and danger. Win by clearing your hand. Lose when your health hits zero.

Side quest:** Keep playing until you collect all your XP tokens and can defeat every dragon in one round of Solo Dungeon Crawl.

Forget about role-playing, parties, and second chances.
Just you, your weapons, and your skills.