

# OBSCURUM

## ADVENTURE GUIDE



## SUMMARY

Obscurum is a turn-based dungeon crawl experience for two to four players. Grab your sword and shield and brave the perilous darkness!

## OBJECTIVE

Utilize Weapons, Armor, Items and a little bit of luck to make it through the Obscurum Dungeons. Can you survive?

## CONTENTS

- ✧ GAME BOARD
- ✧ MONSTER DECK (Red, 15 Cards)
- ✧ LOOT DECK (Blue, 15 Cards)
- ✧ COLORED ADVENTURER TOKENS (4)
- ✧ 4-Sided Dice (2)
- ✧ 6-Sided Dice (4)
- ✧ 8-Sided Dice (2)
- ✧ 10-Sided Dice (2)
- ✧ 12-Sided Dice (1)
- ✧ 20-Sided Dice (1)

## SETUP

- ✧ Unfold the GAME BOARD and place each ADVENTURER TOKEN on the “ENTER” text.
- ✧ Shuffle the MONSTER and LOOT Decks separately and place them in two piles adjacent to the board, these are the Draw Piles.
- ✧ Each player takes turns rolling a 6-Sided Die to determine TURN ORDER; TURN ORDER rotates clockwise from the highest roller. In the event of a tie, the highest rollers will roll off until a winner is determined.
- ✧ The starting player distributes 3 LOOT Cards to each player, dealing one-at-a-time in clockwise order. These cards make up each player's starting HAND.
- ✧ Players may view their HANDS and EQUIP up to two ARMOR Cards and one WEAPON before the start of the game. ITEM Cards may be retained for future use.



# TERMS

## DUNGEON

A DUNGEON is the section of the board indicated by its NAME and distinct TILES. The three DUNGEONS, in order from first to last, are: Sand, Ice and Fire. When landing on ENCOUNTER TILES within these DUNGEONS, players must draw one, two or three MONSTER Cards respectively. This simulates the increasing difficulty in BATTLES as the ADVENTURER progresses from the entrance to the exit.

## HAND

Any unequipped LOOT Cards currently held by a player, the maximum hand size is four and these cards are retained through DEATH.

## DEATH

When an ADVENTURER is killed, all of their currently equipped LOOT is discarded and the ADVENTURER TOKEN is returned to the first TILE of the DUNGEON they are currently located in.

## DISCARD

When DISCARDING, place the cards face up adjacent to their respective deck. When a Draw Pile has been depleted, reshuffle the Discard Pile and place it face down to refresh the Draw Pile.

## POWER

POWER values are listed on each ARMOR, WEAPON and MONSTER Card. The current POWER of an ADVENTURER is indicated by the combined value of all currently equipped LOOT. However, for the purposes of BATTLES, an ADVENTURER with no currently equipped LOOT is considered to have a base POWER of 1D4. The POWER of a MONSTER determines the number that the ADVENTURER must tie or surpass to win the BATTLE.

## WEAPON

During a BATTLE, an equipped WEAPON allows the player to roll one die equal to the value on the card and add it to their POWER. Equipped WEAPONS replace the base 1D4, the effect is not cumulative.



## ARMOR

During a BATTLE, equipped ARMOR allows the player to add the combined value of the cards to their POWER.

## ITEM

ITEM Cards may be played during a player's turn during the EVENT specified in the card text, after using an ITEM it is DISCARDED.

# HOW TO PLAY

## TURN SEQUENCE

1. MOVEMENT
2. RESOLVE EVENT
3. EQUIP LOOT
4. END TURN

## MOVEMENT

Players take turns rolling two 6-Sided Dice, moving their TOKEN a number of TILES determined by the combined value of the dice.

## RESOLVE EVENT

When landing on a TILE, the player must RESOLVE any event that occurs, these EVENTS are not optional. Events include: ENCOUNTER, LOOT, TRAP, EMPTY ROOM and PASSAGE. (See: EVENT TILES Section for details.)

## EQUIP LOOT

Players may now EQUIP LOOT on their ADVENTURER, taking ARMOR and WEAPON Cards from their hand and placing them face up in front of themselves. At any given point, an ADVENTURER can only have one WEAPON and up to two ARMOR Cards equipped. If a player wishes to replace any equipped items, they must first DISCARD the LOOT they wish to change.

## END TURN

At this point, if a player currently holds five or more cards in their hand they must choose and DISCARD down to the maximum hand size of four before the following player begins their turn.





## EVENT TILES

### ENCOUNTER

ENCOUNTER TILES engage the player in BATTLE, requiring the player to draw a number of cards from the MONSTER DECK, placing them face up on the GAME BOARD. The number of MONSTER Cards drawn depends on the section of the board the player's TOKEN is currently located in. (See: DUNGEON)

The player must overcome the total combined POWER of all MONSTERS in the BATTLE, utilizing their WEAPON, ARMOR and ITEMS to achieve a value that is least equal to the BATTLE. If multiple players are engaged in the same BATTLE, their combined total POWER is used to defeat the MONSTERS. This is determined by rolling any dice indicated by currently equipped WEAPONS and adding any bonuses provided by ARMOR or ITEMS. ITEM Cards may only be played by the player who is currently taking their turn.

If player(s) are victorious, LOOT Cards equal to the combined LOOT number on all MONSTERS defeated are drawn and distributed, one-at-a-time in clockwise order among all of the BATTLE participants.

Otherwise, if the participants cannot at least tie or surpass the POWER of the BATTLE, the ADVENTURER of the currently active player is killed and the MONSTER Cards are DISCARDED. (See: DEATH)



### LOOT

LOOT TILES allow the player to draw one card from the LOOT Deck and add it to their hand.



### TRAP

TRAP TILES force the player to roll one 20-Sided Die. If the player rolls a 10 or greater, they are able to circumvent the TRAP. Otherwise, their ADVENTURER is killed.

### EMPTY ROOM

EMPTY ROOM TILES allow the player to roll one 20-Sided Die to search for LOOT. If a player rolls a 17 or higher, they draw one LOOT Card from the Deck, otherwise they may end their turn.



## PASSAGE

There are two types of PASSAGE TILES, an ENTRANCE and EXIT. If a player has landed on an ENTRANCE, the ARROWS on the GAME BOARD point towards the EXIT. ENTRANCE TILES transport the player's TOKEN to the EXIT TILE. If landing on an EMPTY ROOM, the player does not roll to search for LOOT, but may RESOLVE any other additional EVENTS that occur on the EXIT TILE before ending their turn.



## RANDOM EVENTS

### LANDING ON/NEAR ANOTHER PLAYER

When landing on or adjacent to another player, it is possible to request assistance during if a BATTLE is faced during that turn. Otherwise, simply nod and wave as you pass each other by!

### ROLLING DOUBLES

Take one extra turn, rolling doubles again does not grant a third turn.

## VICTORY

The first player to successfully navigate past the final TILE on the board and into the EXIT is the WINNER! Players may end the game here or can continued to play to determine victory order if desired.



# CREDITS

**President:** Claude Comair

**Instructor:** Bill Morrison

**Designer:** Chris Morris

**Art & Illustration:** Carol Choto

## **Board Textures:**

Lava Texture Stock: <http://mavrosh-stock.deviantart.com/art/Lava-Texture-Stock-197645173>

Like Ice Texture: <http://she-sinsstock.deviantart.com/art/Like-Ice-TEXTURE-127770729>

Seamless Stone Texture: <http://hhh316.deviantart.com/art/Seamless-stone-texture-163563625>

Grungy & Rotten Cardboard:

<http://grungetextures.com/photos/1037/grungy-old-cardboard.html>



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