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Dungeons

Dungeons - Shane Garvey Dungeoneer Games & Simulations/ Land of The Papered Manual Games 60 pages, €15 Choose your hero, go deep into the earth and face the dangers of a familiar world. Dungeons is a fantasy old school solo game where you are a hero! Dungeons is an old-school fantasy game for solo play, all you need is just a nut, a pencil and your hero's card. In Dungeons, you'll play the role of one of four heroes who will have to take off at resolution 6 of this base included in the manual. You can play as a barbarian, elf, wizard or dwarf and try to survive the dangers of dungeons in a familiar world. Dungeon rules are learned in a very short time and arranging the game will be instantaneous! Based on the simple mechanics of d6, you can fight, explore, cast spells and make other decisions with simple dice shots. However, it will be difficult to survive and develop your hero, which can be moved between different tasks. Dungeons comes with moody soundtracks that will make your solo sessions unique. Advanced Dungeons Antonello Molella and Shane Garvey Expansion Dungeons - Fantasy Old School Solo Game 10 € Paper, 5 € PDF, 60 pages. After an excellent sales review of Dungeons, Old School Fantasy Game solo, is Advanced Dungeons, which expands the base game, making it more complete and deeper. Now the player will have many more options to play, and above all can decide to play with multiple characters, instead of having only one, and even engage other players, without having to have a master to direct the game session. The new 60-page manual includes: Multi-Hero Mode Two new heroes to use dungeon equipment management lighting rules search for secret pass new spells New Monsters Dragon Tusk Mountains 6 new quests and much more ... Advanced Dungeons is the ultimate addition for Dungeons, which designs the game into a new dimension of solo play, now more addictive and complete. Advanced Dungeons require basic hand-held dungeons. The manual is equipped with pocket game tables, useful to reduce the time of consultation with the instruction during the gaming session. Dungeons Companion - Dark Journeys Simone Anselmi and Antonello Molella Expansion dungeons - Fantasy Old School Solo Game 10 € Paper, 5 € PDF, 62 pages. An amazing new chapter for Dungeons - Old School Fantasy Game in Solitaire. Dungeons Companion - Dark Journeys Journeys will allow you to play Dungeons differently, allowing you to travel between task and explore cities, villages and many other places, search for new fortunes and opportunities. Search for new quests in the inn, chase monstrous creatures and collect rewards, discover new events, fight new creatures. Earn the reputation of your heroes and use dungeon hexplore system to visit the world Em: Travel the world Em Visit cities and villages Search for new quests in the inn Chase monstrous creatures and collect the reward Discover new events Fight for new creatures Get the reputation of your heroes Use dungeon system Hexpl Demons Nargoth by Antonello Molella Expansion dungeons - Old School Fantasy Game in solitaire 2 € PDF format, 12 pages. Nargoth's Demons is the first dungeon expansion to include a mini 3 quest campaign, new monsters, magical items, and specific events to use in new quests. This new challenge will put you before nargoth archmage, who during one of his solitary experiments, summoned powers that were too powerful for him. Can you free the Umyurd Valley from the demonic forces awakened by the old sorcerer? Dark on Ruud-Mazar by Simone Anselmi Quest for Dungeons - Fantasy Old School Solo Game 2 € PDF format, 9 pages. Ancient whispers from the depths can still be heard between the howling wolves and the heavy traces of the Frozen Trolls. What secrets lurk beneath the Ruud-Mazar Tundra? Dark on Ruud-Mazar is a new quest for Dungeons and Advanced Dungeons, playable in all modes in official rules. 3 quest to play one by one, alone or in the company of friends, as well as wanting a master's degree. Lost Temple Quetzxohat simone anselmi quest for dungeons - Fantasy Old School Solo Game 9 € Paper, 4€ PDF, 40 pages. Quetzxohat Lost Temple is a new old school for Dungeons and Advanced Dungeons that will take you to explore an exotic and deadly island populated by suffocating plants, dinosaurs, traps of all kinds and huge treasures. You will go in search of an ancient lost treasure stumbling into a mysterious and ancient cult that has inhabited the island for centuries. The Lost Temple of Quetzxohat is the first quest in the Jungles & Catacombs series created for advanced heroes who will now face a dangerous and fascinating challenge. New monsters, events, equipment and more are waiting for you in this new module. The Lost Temple of Quetzxohat is our personal tribute to the classic D&D adventure Isle of Dread, now playable from Dungeons. Fantasy Old School Solo Game. What is Dungeons? Many have asked us how Dungeons, our new Solo Fantasy game, works. Here is some information on the basic mechanisms Solo, but in what sense? In Dungeons, you choose only one hero from the four available (Barbarian, Elf, Wizard, or Dwarf), fill out the character card with four basic features, and you're ready to play. Each hero has different characteristics: Barbarian will be stronger in battle, but weak in armor and magic, wizard skilled with spells, Elf skilled in combat and magic, and a solid dwarf with a high armor ratio. You decide on the character of your choice, following your play style. Dungeon missions are always played by a single character who is commanded by you. So there will be no one with you, you will be alone to juggle the dangers of dungeons. What do I need to play? 6-sided nut, pencil and character card. Ach, don't forget the soundtracks you can download and listen to while playing in low light at home. We studied the soundtracks so they could create a unique and very old atmosphere in the school. In addition, you can use the convenient Quest Journal provided in the basic guide to track progress and meetings. How to play? Simple. You can choose from 6 tasks in the basic manual and immediately read its specifications (specific monsters, special rules or others). Each task consists of 12 areas to explore and the final area. Before you reach the final, you'll need to explore all 12 areas unless something happens that shortens your route. Any area, with a simple roll of the dice, can contain a meeting, event, or simply empty. You will continue to solve each area and earn treasures, items and of course suffer the consequences of fights or traps (damage, poisoning or others). Since the areas are determined by peanut shots, potentially the same task can be played several times with different results. What monsters and events are there in the areas? You may come across a dangerous troll, fall into a deadly trap, or make specific decisions in the face of all sorts of events. In Dungeons you will have a table of random events and bestialy monsters of classic fantasy imagination to face during quests. Are there spells and rules of battle? Al! Your hero can cast spells, fight, and make many other decisions that will affect the continuation of the quest. Elves and Wizards will be able to cast deadly spells, but be woe that they will be weaker than barbarians and dwarves. Choose carefully. What mechanics does the game use? Everything is regulated by tables and 6-sided roll of dice. The same thing for combat, magic and more. A convenient table summary booklet is provided with the But when it comes to roll-ins, what decisions do I have? You can give up the fight, avoid the fight and use items and skills to survive. In dungeons, only events are random, the rest will be in your hands. Can I keep a hero between quests? Absolutely yes. Only through survival will you become stronger. Each end of your character will have acquired money that they can spend on equipment and can take advances that will make you stronger. Remember that heroes tend to die in their first missions, sometimes from mistakes made by you, at other times out of sheer bad luck, or because they are weakened by previous areas. An example of a game. Gormak the Barbarian throws and draws Quest 2: Idol from Darkstone. Gormak will have to enter the dungeon and look for Darkstone's idol to destroy him and stop the goblin plan. The barbarian enters the first area of the dungeon and finds a meeting (launch 1 in 1d6). He then throws 2d6 to set up the encounter and, with a score of 11, finds the terrifying Ogre immediately attacking him. Gormak fights to the death and, despite defeating Ogre, loses 3 resistance points. This is not a good start, as there are still many areas to explore. However, after defeating Ogre, the hero can search the area and body of the monster to see if there are any treasures. Pulling behind the Treasure Table, the hero finds a power elixir that will give him 2 more cubes for the entire fight. Gormak puts the elixir in his backpack and falls into the second zone, unfortunately finding another meeting: giant spider. This time he decides to escape the fight, leaving a spider with a bonus attack that hits him, causing another 2 damage. Gormak now has only 1 resistance point. When you leave the area without a fight, the same will count as unexplored. Time to advance again and this time the hero finds an empty area, breathe a sigh of relief. Gormak then moves to the next area and this time finds an event: the ceiling of this room collapses and the barbarian will have to try to save himself. This time the barbarian will have to use his Agility, adding it to the premiere. With a score of 1 (+2 Agility) and a table consultation the fall unfortunately can not save himself by losing 3 resistance points, dying from injuries. Gormak not in his mission this time, you will be able to lead another hero and complete the task and destroy the idol? Watch the Land of the Games video review. Games.