

JOURNEY IN THE



UNDERWORLD

In your hubris you boasted that Death could never separate you and your beloved, just let him, Thanatos, try! That you would be ready come what may! That you held no fear!

You awake the next morning to an empty bed. Your first thought - Thanatos!

You grab sword and shield, give a brief prayer to Zeus, Ares and Athena, and begin the Journey in the Underworld of Hades swearing before the gods that you shall not rest until you find Thanatos and bring your beloved home!

Journey in the Underworld is a solo adventuring game which takes about 20 minutes to play.

To Win:

You must make your way through nine different locations in Hades, combatting a variety of encountered creatures and, in the final location, fight Thanatos - God of Death, to rescue your beloved.

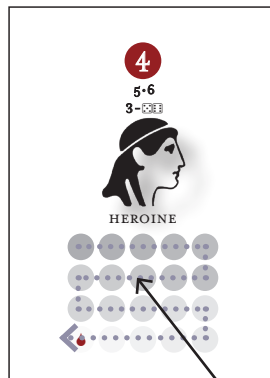
Game Setup:

The 54 game cards divided into separate decks
15-20 six-sided dice
1 eurocube to track your health or one 20-sided die

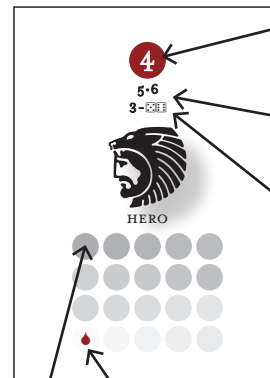
You may also wish to sacrifice a goat to provide some needed luck, but I will leave that up to your local community's rites and rituals!

Place the Adventurer card in front of you, choosing either the **Hero** or the **Heroine** as your adventurer and place the eurocube marker on the upper left-most circle representing your beginning with a full 20 health points (HP). If your health ever goes past the red tear you have lost and are dead. (alternately you can track your health with a 20-sided die, beginning on the '20' side, and increasing/decreasing the die value as needed.

You may never heal yourself beyond your initial 20 health points.



THE HEALTH TRACK PATH STARTING SPACE FOR HEALTH TRACKING
IF YOUR HEALTH PASSES HERE YOU HAVE DIED AND YOUR BELOVED IS LOST



INITIAL NUMBER OF DICE YOU WILL ROLL DURING COMBAT

YOU MAY "HIT" ON A ROLL OF A 5 OR 6

ADDITIONALLY, ANY COMBINATION OF THREE DICE SHOWING A 5 OR A 6 IS A CRITICAL HIT AND ADDS +1 TO THE TOTAL DAMAGE COUNT

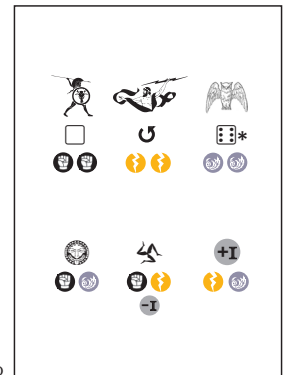
MORE ON THIS IN THE **GAME PHASES** SECTION OF THE RULES

Next, place these two cards next to your adventurer. The Encounter and Favor charts are explained in the **Game Phases** section of the rules:

	☀	☀	☀	☀
0-3	I	I	I	2
4	I	I	2	2
5	I	2	2	3
6	2	2	3	4
7	2	3	4	5
8+	2	4	5	6

ENCOUNTER

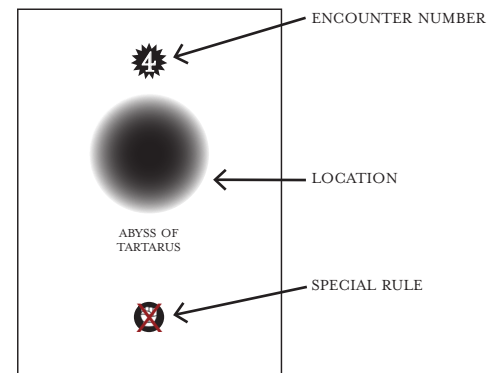
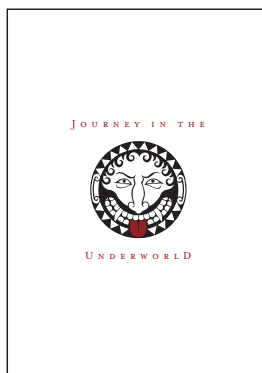
THE ENCOUNTER CARD



THE FAVOR OF THE GODS CARD

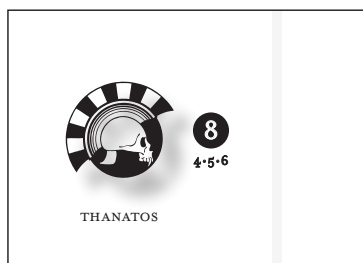
Lastly divide the remaining 4 types of cards into separate decks:

1. The **Location Cards** show the nine locations in Hades. Each Location Card shows an **Encounter Number** and the name, and an image, of the location. A number of cards also show a special rule symbol at the bottom. Refer to the **Journey Index** for a complete glossary of all these special rule symbols.



The **Encounter Number** will be used during **Combat** to determine the number of creatures encountered.

Separate the **Thanatos** card from the others Location Cards, shuffle the remaining deck, and place them face down next to you, placing Thanatos on the bottom of the deck face up. At the beginning of each game phase you will turn one card face up and journey to that location to combat the creatures there. Thanatos will be encountered, as well as other creatures, in the final location.



2. The **Resources of the Gods Cards** are your initial hand of resources you may draw upon during the game. As you defeat creatures you will gain additional resources. Your three Patron God resources are:

The Glory of Zeus



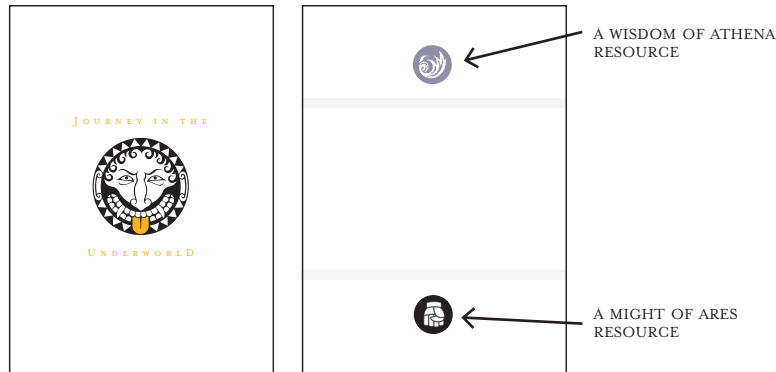
The Might of Ares



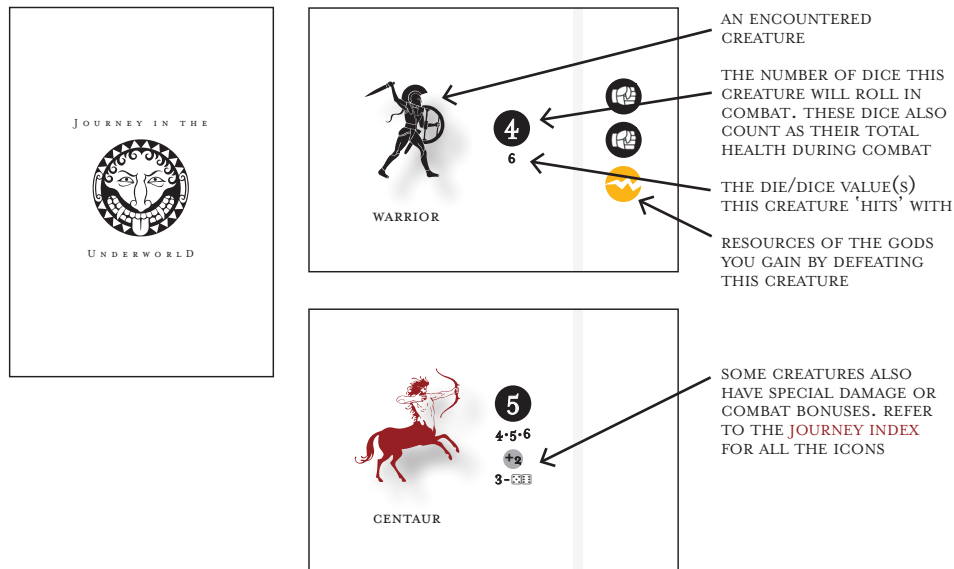
The Wisdom of Athena




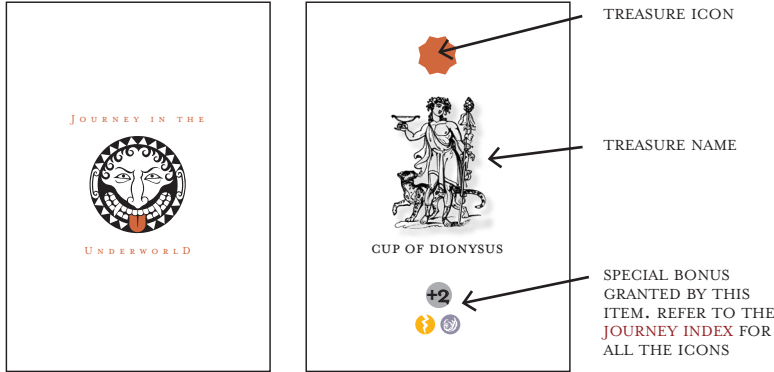
These resources are used in combination to grant you extra dice during combat, heal you, and provide different bonuses you can utilize during your journey. You begin with six double-sided resource cards in your hand and after defeating creatures you gain additional resources which are sometimes mixed on a card. These are also placed in your hand. For each card you discard, you may only use **one type** of resource on that card. One of the **Creature Cards** below (the Warrior) shows one Glory of Zeus and two Might of Ares resources on it. If you were to discard that card from your hand you could use it either for the Ares resources or the Zeus resource but not both together from the same card.



3. There are two types **Creature Cards** in the game. Those with images of creatures in black are used in the Basic Game. Those with images of creatures in red are for the Advanced Game. Divide the creatures into two separate decks (Basic and Advanced), shuffle the Basic **Creature Cards** and place them face down next to the **Location Cards**. If you desire to play the Advanced game, shuffle the Advanced **Creature Cards** into the Basic deck as well. The Advanced **Creature Cards** provide no **Resources of the Gods** to aid you in your journey and the creatures are much harder to defeat in combat.



4. The final deck of cards to be shuffled and placed face down next to you are the **Sacred Treasure Cards**. These cards are won by defeating certain creatures or being victorious in locations which show a  icon. You may use these treasures at anytime during combat. Some treasures are free to use, others cost the discard of one or more resources,



You are now ready to begin your Journey in the Underworld.

Game Phases

During each Game Phase you will do the following:

1. Locations:

Turn over the next **Location Card** and consult the **Encounter Number** at the top.

Count the number of **Resource of the Gods** and defeated **Creature Cards** in your hand and cross-reference with the **Encounter Card** to determine the number of Creatures you will combat in this location. As an example, you have journeyed to the Abyss of Tartarus which has an **Encounter Number** of 4. You currently have 4 **Resources of the Gods** Cards and 3 additional defeated Creature Cards in your hand, for a total of 7 cards.

Cross-referencing the **Encounter Card** shows you must encounter 5 Creatures at this location and try to defeat them.



0-3	I	I	I	2	
4	I	I	2	2	
5	I	2	2	3	
6	2	2	3	4	
7	2	3	4	5	
8+	2	4	5	6	

ENCOUNTER

Consult the bottom of the location card to determine if there are any special rules to apply during combat in this location. Our example location, Tartarus, will not allow you to use any Might of Ares resources during combat.

Turn face up the number of creatures to be encountered at this location and begin **Combat**.

2. Combat:

A. **Strike** - You will roll your 4 initial combat dice (as well as any additional dice you have gained with resources) separately for each creature as well as rolling their own combat dice as marked on the **Creature Card** (Their dice also count as their health (HP) in the game. Removing all of their dice defeats them). Each single combat strike is simultaneous. Count up the number of 'hits' you have given to the creature as well as the number they have give to you and consult the **Damage Chart** on the back of the **Encounter Card**.

B. **Damage** - The total number of hits you have made (and each Critical Hit counts as 1 extra in this count) are listed on the right-most column of the chart. The column to the left of this shows the number of dice to remove from that creature's future rolls.

The creature's hit column is on the left of the card and the number of health points (HP) of damage you receive is to the right of this column. Some creature will do additional HP damage if they make a Critical Hit.

All damage is simultaneous during any one Strike.

	PLAYER HP		CREATURE DICE	
I-2				
3-4	2	2	2	2
5	3	2	2-4	
6	4			
7+	5	3	5+	

DAMAGE

JOURNEY INDEX

	The Might of Ares resource	Add one extra die to the total number of player's dice during this entire Combat Phase at a cost of 2 Ares resources Player may make cumulative purchases of additional dice	
	The Glory of Zeus resource	Re-roll any one die, once per each Combat Strike roll, during this entire Combat Phase at a cost of 2 Zeus resources Player may make cumulative purchases	
	The Wisdom of Athena resource	Player may 'cascade' any single roll of a "6", thereby rolling the die again (each 6 rolled by this die may be rolled again and used as a "hit"), during this entire Combat Phase at a cost of 2 Athena resources Player may make cumulative purchases	
	Encounter number at this Location		
	If player prevails in Combat they may draw a Treasure	Block - Player may disregard all "hits" by a single Encounter Creature after a single Combat Strike roll at a cost of 1 Ares and 1 Athena resource Player may make cumulative purchases	
	Player may not use any Might of Ares resources during this combat	Flee - Player may flee from Combat at this Location at a cost of 1 Ares, 1 Zeus resource, and 1 health point of damage Player may not receive any further treasure or other bonus at this Location	
	Player may not use any Wisdom of Athena resources during this combat		
	Player may not use any Glory of Zeus resources during this combat	Heal 1 health point of damage at any time during combat at a cost of 1 Zeus and 1 Athena resource Player may never heal beyond their initial 20 health points	
	If player prevails in Combat at Acheron they may skip the next Location if they choose to do so		
	Any resource may be used as any other resource during Combat in this Location	Before Combat begins: roll 3 dice and use any 'hits' to add pre-Combat damage to any one Encounter Creature of your choice	
	Number of dice this Encounter Creature rolls during combat, also functions as Creature's total health point value. The smaller number is this Creature's "hit" number	Heal 2 health points of damage at any time during combat at a cost of 1 Zeus and 1 Athena resource Player may never heal beyond their initial 20 health points	
	Add one extra die to any "2" Warrior's dice count during this Combat	Player may "hit" on a roll of a 5 or 6. Additionally any combination of three dice showing a 5 or a 6 is a critical hit and adds +1 to the total damage count	
	Add one extra die to any "2" or "3" Warrior's dice count during this Combat	Remove one rolled "6" die from an Encounter Creature's Combat die roll at a cost of 1 Ares resource Player may make cumulative purchases	
	Add one extra die for each additional Harpy's dice count during this Combat	Re-roll one rolled "6" die from an Encounter Creature's Combat die roll at a cost of 1 Zeus resource Player may make cumulative purchases	
	Critical Hit - after total health point damage is calculated add an additional +2 HP of damage for each combination of three '5' or '6' rolled	Remove one rolled "6" die from an Encounter Creature's Combat die roll and add it to your Combat die roll at a cost of 1 Athena resource	