

Dunginoes - a PVE crawler

A light dungeon crawler where players fight only the environment, but don't have to cooperate!

Can be played with 1-4 players.

It plays like a roguelike computer game; it can be brutal and hard, but you can reset and play again in seconds.

No print; just play! *Dunginoes* needs only a set of double-six dominoes and a six-sided die.

Original idea by Chris from Love and Loss Games

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What you need

- Set of double-six dominoes or dungeon-themed dominoes from loveandlossgames.com
- One D6

Setup

Shuffle the dominoes and place them in a heap face-down in reach of all players.

Each player takes two random dominoes and places them *face up* in front of them. This is their *hand* and represents their exploration skills, their health and also their loot.

Starting the game

Start with the player who has the highest double. If nobody has a double, then everybody should redraw.

The starting player must play their double then draw another domino and play a normal turn as below.

Taking a turn

Players take turns to explore and either place a domino or fight a monster.

Exploring the dungeon

- Play one face-up domino from your hand so that one side matches a free end of any domino on the table. You have explored a new room!
- Only one domino can be attached to each free end. Normal dominoes have one free end only.
- Doubles must be played crosswise. They have *three* free ends.
- You can play the domino straight or at an angle, but you cannot make the dungeon loop back onto itself.
- If you cannot or *choose not to* play a domino from your hand, you must search as below
- If you did play from you hand, draw a new domino from the pile and end your turn.

Searching

If you do not have a domino in-hand that matches a free end, *or* you choose not to play a domino; you must search for secret passages.

- Draw a domino from the pile. If you can match that to a free end on the table, then do so - you found a secret passage!
- If you cannot place the drawn domino, then your search has *attracted a monster* and you must fight it as below.

Fighting monsters

To win the fight, roll a number that is *between or equal to* the two domino ends.

Blank ends count as equal to 1.

- With a double-one, only a roll of one will win.
- With a domino ending in three and five, any roll three, four or five will win.
- A domino ending in one and six is an automatic win.

Success: add the drawn domino to your hand face-up. Discard any one face-up domino that you now have.

Failure: discard the drawn domino back to the pile. Also flip one domino from your hand face down. This now cannot be used and your hand is reduced.

If you flipped your last domino then you are stunned and out of the game.

Turn end

Once you have placed a domino or fought a monster, it is the next player's turn.

Drawing the last domino will trigger the endgame. Start the boss fight on the *next* player's turn.

The endgame will also trigger if it ever happens that the last dominos in the pile cannot be played **and** no player can or will play from their hand.

The Endgame - Boss Fight

The dungeon boss is on the rampage! Every active player must now escape with their loot.

Each player who is not already stunned must perform a monster fight against *each* face-up domino in their hand.

Success: Keep that domino – you escape with some loot.

Failure: Discard that domino – you lost this loot in the fight.

If you lost both your dominoes; you escaped with nothing.

Scoring

Each players' final score is the total of all pips on any dominoes left in their hand.

The highest score wins, but anyone who survived to the end deserves an ale at the nearest tavern! Why not set up for another game once you get there?

Strategies

Players will want to keep the highest-scoring, yet easiest to beat dominoes in their hand. However, choosing to not play a domino comes with a risk.

Playing with open hands means that every player knows what score they may have to beat. Keep an eye on the other adventurers and don't take risks if you don't have to.

The single-player experience is to escape with a score above 14. You will explore more of the dungeon yourself and will face more monsters than in multiplayer.

Ideas for using dominoes in an RPG

A Dungeon Master can use regular or themed dominoes to generate maps for traditional RPGS. You will need some kind of miniatures or tokens to mark location of players as they explore and move.

Using dominoes to generate a map before the game

1. Turn all the dominoes face down.
2. Take three dominos in-hand and choose one to start with.
3. Start laying the dominoes.
 - a. Numbers must match.
 - b. Normal dominoes can only have one domino played on each free end.
 - c. Doubles should be played crossways and have three free ends.
4. If you can't place a domino
 - a. Put a marker in the last room played - this room has a special encounter; maybe quest-related.
 - b. Discard one domino from your hand and draw a new one - repeat until you can play a domino.
5. Draw back up to three in-hand after placing one.
6. Keep going until the dungeon is your required size.
7. From here, you can
 - a. Hide the map behind a screen and move dominoes into the main playing areas as players move around.
 - b. OR Take a photo from above and use that as a reference on how to place the dominoes during the game.

Using dominoes to generate a random map on-the-fly during the game

1. Put the dominoes into a single stack.
2. Secretly place the double six as far down the stack as you feel is appropriate for the 'final encounter' in this dungeon. Or reserve it and play it when you are ready.
3. Place the starting domino in the middle of the table.
4. When players explore/enter a new room; draw a new domino and place it next to the appropriate exit. Don't worry about the numbers.
5. Roll a D8 - this many of the exits are *blocked* - DM can decide which ones. DM can also decide whether there are *secret* exits.
6. (Optional) pre-draw the domino for any exit that the players try to use; if the domino number matches, then the door is *not* locked, otherwise it is locked.
7. Pay attention to the numbers when you reveal the domino.
 - a. Number on the left side is the magnitude of apparent *risk* in this room.
 - b. Number on the right side is the magnitude of apparent *reward* in this room.
8. *Note that all may not be as it appears; risks and rewards may be illusory or hidden.*
9. When the double six is drawn, then players have found the room with the final encounter.