

ISLAND OF D

A ONE player role playing fantasy adventure card game.
No bookkeeping, no token, just you and the cards and a die and an adventure.

1. Introduction

The Island of D is in great danger. The Black Knight has seized the Dark Castle, and he wants to rule the island by chaos. The Black Knight seals the castle gate with a strong magic so no one can go in, and he prepare the Dark Ritual in the castle's tower to open the portal to the dark world.

Goblins, Orcs, and Goblords slowly spreading in the Island of D. The Black Knight just needs another 4 weeks to complete his ritual, to pour those creatures into the island. The village of Dew, the nearest village to the Dark Castle has call upon all heroes in the Island to defeat the Black Knight, since the Village Elder can help only one person a day to enter the Dark Castle's gate. Many heroes and wanna-be heroes have tried, and so far no one has returned. The Village Elder is worried, is this the end of Dew and D ?

2. The Mission

To impress the Village Elder, you have to complete at least 3 Quests, then the Village Elder will show you the secret way to the Dark Castle (remember, without the Amulet of Dew you can not enter the castle). In the Dark Castle, go through all the rooms, then defeat the Black Knight in the final room in the tower.

3. The Cards (70)

- 18 Character cards
 - 5 Item cards, 4 Training cards
 - 10 Quest cards and 1 Special Quest : the Dark Castle
 - 18 Event cards : 6 Forest, 6 Mountain, 6 Plain
 - 1 Village of Dew card
 - 6 Monster cards
 - 2 Gold Token cards, 1 HP Token card, 1 Day Token card, 1 Week Token card
 - 1 Rule Summary card and 1 Ending card (You Lose / You Win)
- (One six sided die is needed)

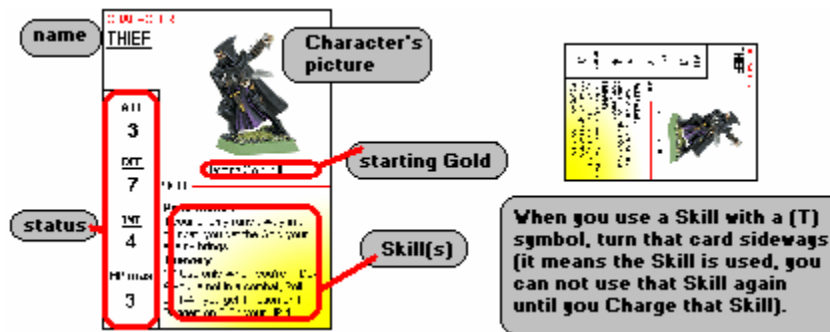
3.1. About the Cards : Character Cards

- The Character Cards are used :
- as a Character (represent your Character and a Character you meet in your journey).
 - as Skill Cards (you will learn Skills throughout your adventure).

At any time, you can have max X Skill, X = your current INT (your original Skill counts as 1 Skill, so if your INT=2, you can have 1 more Skill). A Character who has 2 Skills in his card (like the Thief), his/her 2 Skills is count as 1 Skill for this calculation.

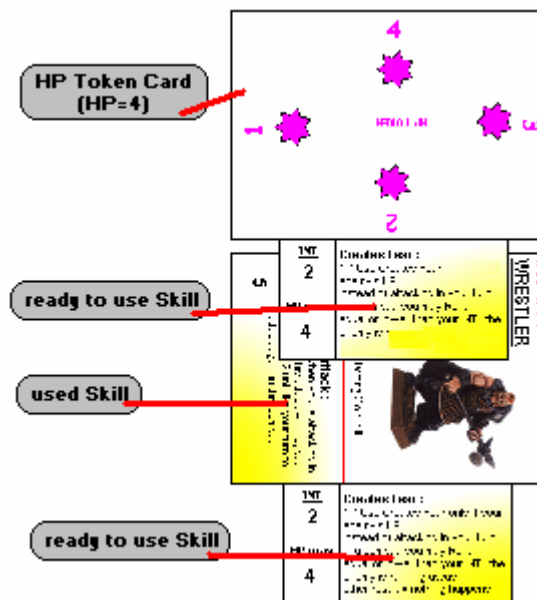
You may discard a Skill anytime (put that discarded Character card face down at the bottom of the Character's deck), but you may not discard your Character's original Skill. When you use a Skill with a (T) symbol, turn that card sideways (it means the Skill is used, you can not use that Skill again until you Charge that Skill).

Charge a Skill = turn that card in normal position (the Skill is ready to use again). You may not Charge a ready to use Skill.



A skill without a (T) symbol is ready all the time, you may use that skill anytime
Example : you may use Thief's Pickpocket Skill even if the Thief's Thievery Skill is used.

If you meet another Character during your journey, draw a card from the top of the Character deck then put it on the 'SCREEN' (see Diagram 1 at the end of this Rules). **A Character you meet in your journey always brings 0 Gold** (the Starting Gold in a Character's Card is used only at the beginning of a game, when you use that Character). After the encounter, (if you don't learn that Character's Skill) put the Character card face down on the bottom of the Character Deck. If you learn a Character's Skill, put the card under the HP Token card, then that Skill is ready to use.

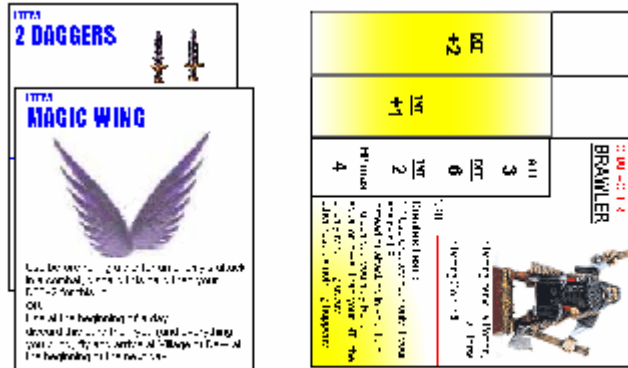


3.2. About the Cards : The Training & Items Cards

Item Cards represents your Character's Items.

Training Cards represent your Character's improved status.

The Trainer in Dew can only help you with the maximum limit written on the Training cards (example : the Trainer in Dew can not train your ATT exceed 5).



the Brawler has 2 Daggers and 1 Magic Wing

The Brawler with +2 DEF and +1 INT Training Cards (so his DEF=8 and INT=3). In this example, his Creates Fear Skill is used.

3.3. About the Cards : The Token Cards

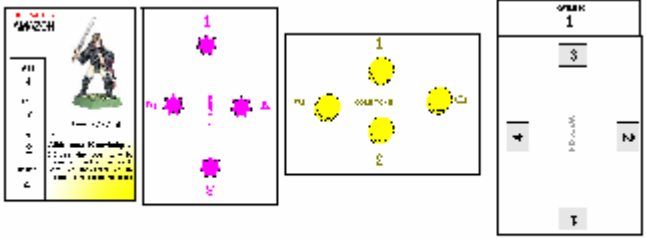
The Token cards are used to mark your Gold/HP/Day/Week.

Token cards has text side on both side (no picture side of the card).

In the Island Of D, 1 week is 8 days (not 7 days).

You can carry at maximum 15 Gold.

At any time, someone's HP can not exceed his/her HP max.



The Amazon Character has HP= 1 and Gold=1. It is Week 1 Day 3

When you get an item / get Gold / heal HP / Charge Skill, it is always optional.

Example : in the Evil Magic Mirror Quest, you heal 2 HP & Charge 2 Skill, but you may choose to just heal 1 HP & Charge no Skill.

3.4. About the Cards : Quest & Special Quest Cards

These cards represent Quests (& Special Quest) you will take in your journey.

You will always have 2 Available Quests and 1 Special Quest to choose from.

Each Quest can only be completed once.

If a Quest is completed (and after you left the target location) put the Quest card on the far left of your Character card (see Diagram 2 at the end of this Rules).

After you leave a target location of a completed Quest, you can not move back there.

Whenever you complete a Quest, draw 1 Quest card from the Quest Deck and put in together with another available Quest card (so you always have 2 available Quests, plus the Special Quest)

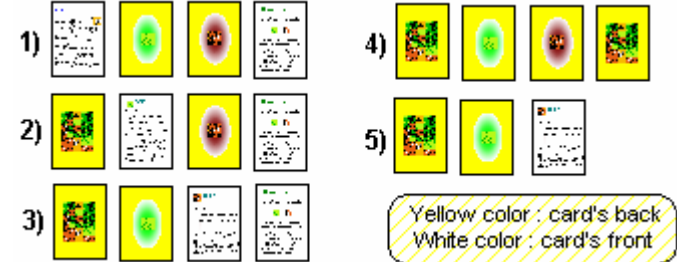
A Quest Card text side up = uncompleted Quest, picture side up = completed Quest.

3.5. About the Cards : Village Of Dew & Event Cards

The Village Of Dew and Event cards represent the Quest path for your Character and the location for your Character (a Dew / Event card text side up means you're there, picture side up means you're not there).

Example :

In the Evil Magic Mirror Quest the path will be : Dew- Plain - Mountain - Target



- 1) Day 1 : you're in Dew
- 2) Day 2 : you're in a Plain
- 3) Day 3 : you're in a Mountain
- 4) Day 4 : you're in the Target location (the Quest is completed)
- 5) Day 5 : you're in a Mountain(the Quest card is put in the completed Quests place)

3.6. About the Cards : The Monster and Rule Summary Card

The Monster cards used to represent the monster you meet in your journey.

If you meet a Monster, put the Monster card on the 'screen' place (see Diagram 1 at the end of this Rules).

When you combat an enemy, use the back of the Monster Card as the HP of your enemy (your enemy can be a Monster or another Character).

The Rules Summary card is placed together with the unused Gold, Items and Training cards(see Diagram 1 at the end of this Rules). Used this card as a reminder for the rules.

4. Setup (see Diagram 1 at the end of this Rule)

1. Shuffle all Character cards, put face down. Shuffle all Quest cards, put face down. Shuffle all Event cards, put face down. The other cards are left text side up in their places, except the Monster cards put face down.
2. Draw 1 Character card, this is your main character. Adjust the Gold Token card, as your 'Starting Gold' in your Character card. Take any Item cards as stated in your 'Starting Item' (if any) in your Character card. Adjust the HP Token cards, your HP is the same as your character's HP max (full health).
3. At this Setup, if you want you may TRADE your starting item(s) with another item(s) with the same or lower price. *Example* : you may trade a Potion with 2 Daggers.
4. Take the Village of Dew card, put it text side, it means you're here.
5. Draw 2 Character cards, put them text side up on the left side of the Village of Dew card, these Characters are in the Tavern.
6. Draw 2 Quest cards, put them text side up on the top side of the Village of Dew card, these are the available Quests. At this Setup, if you want (you may do this only once) you may discard an available Quest (put the card on the bottom of the Quest deck, face down) then draw 1 more available Quest.
7. Adjust your Day and Week Token card to Week=1 and Day=1. This is the first day in the first week, then let the adventure begins !

5. Gameplay

You play the game in days. For each day :

1. Do ONE Action, then the day ends
2. Adjust the time (Day / Week Token) by one day, and begin a new day.

Repeat this process (step 1-2) until you win the game or lose the game.

5.1. Gameplay : Do ONE Action

What Action you can do everyday depends on your location at the beginning of that day.

If you're :

In Village of Dew you may (choose one) :

- a) Rest (gain 1 HP and Charge 1 Skill). Then the day ends.
- b) Start a Quest : Setup Event, move to the first location from the Quest' path, then Check for Event there. Then the day ends.

Note : while in Dew, if you're not in combat, at anytime you may visit the Shop/Trainer/Healer/Tavern/Village Elder (see the Village of Dew card for detail). These visits will NOT end a day.

In a Location (Forest/Mountain/Plain), you may (choose one):

- a) Rest. Roll a die,
if 1-5 : gain 1 HP and Charge 1 Skill,
if 6 : something disturbed you. You can not rest peacefully.
Then the day ends.
- b) Move one location to the left (closer to Dew) or right (further from Dew). If (after you move) you come to :
 - Village of Dew : you may Rest: gain 1 HP or Charge 1 Skill. Then the day ends.
 - Another Location (Forest/Mountain/Plain) : Check for Event there. Then the day ends.
 - Target Location of a Quest: follow what's written on the Quest card. Then the day ends.

In a Target Location of a Quest, you may (choose one) :

- a) Rest. Roll a die,
if 1-5 : gain 1 HP and Charge 1 Skill,
if 6 : something disturbed you. You can not rest peacefully.
Then the day ends.

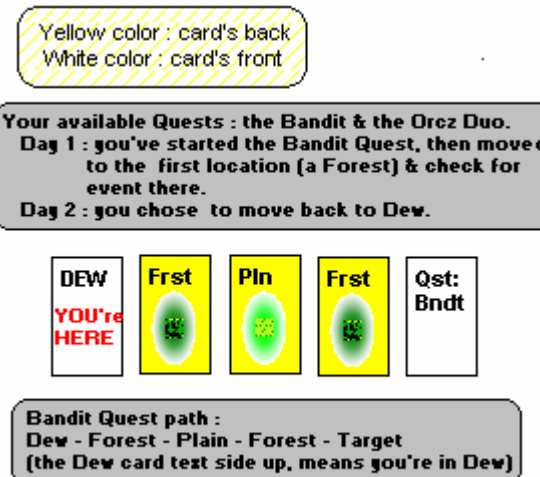
- b) Try to complete the Quest again, follow what is written on the Quest card from the beginning (after the word "Once there..."). Then the day ends.
Note : You can not do this if you have completed that Quest.
Example : your Quest is Goblin Keep. After you defeat 2 Goblins, when combating the third you successfully run away. Then, after resting for 2 days (still) in that target location, the next day you want to complete that Quest again, you must try again from the beginning (you must combat 3 Goblins again).
- c) Move one location to the left (closer to Dew) : Setup Event, Check for Event there. Then the day ends.

5.1.1. Gameplay : Start a Quest, Setup Event & Check for Event

To Start a Quest :

1. If there's already a Quest card on the Quest path, 'clear the quest' first : put it together with the available Quest.
Choose 1 from 2 of your available Quest (or the Special Quest) you want to start then put the chosen Quest card on the right edge of the path (this is the target location for this Quest).
2. **Setup Event** :
If there's a path already, 'clear the path' first : put the Event cards on the bottom of the Event Deck.
Make the path for your (latest) chosen Quest with the top most matching cards from the Event Deck.
3. Then you move to the first location from the Quest' path (turn the first location card text side up, it means you're there). Put the Village of Dew card face down (picture side up, it means you're not there).
4. **Check for Event** in the location :
Roll a die to look what event you encounter in that card. After the encounter, the day ends.

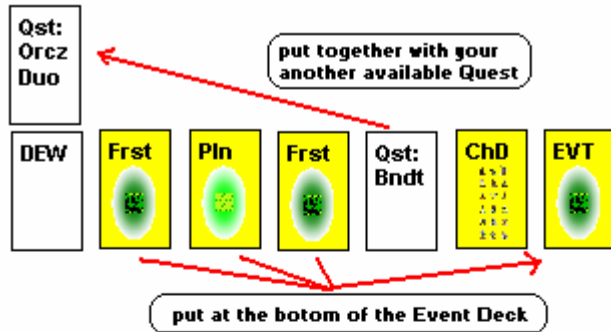
Example :



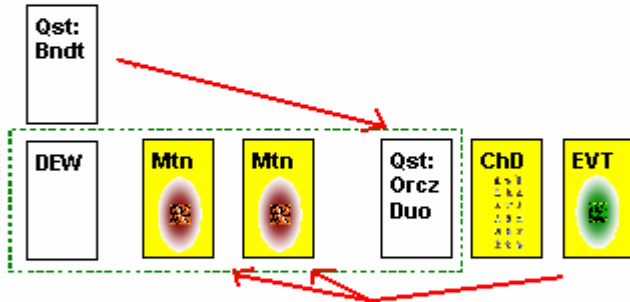
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Day 3 : you choose to start the Orcz Duo Quest.
 'Clear the quest & path' first

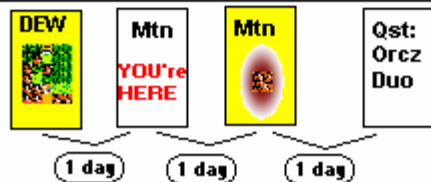


Put the Orcz Duo Quest card as the target location on the far right of the path.
 Orcz Duo Quest path is Mountain-Mountain, so make the quest path using the top most Mountain & (another) Mountain Event cards from the Event Deck.



Move to the first Mountain : turn the Village Of Dew card picture side up (means you're not there), and turn the first Mountain Event Card text side up (means you're there)

Then check for Event in your location (Mountain) : Roll a die to look what event you encounter in that card. After that, the day ends.



Note : in the Orcz Duo Quest above, in a normal condition you need at least 3 days to reach the target location from Dew, and at least 3 more days to return to Dew.

5.1.2. Gameplay : Combat

If you attack or attacked by an enemy, a combat begins. Put the corresponding enemy (a monster / a Character) in the 'screen' (see Diagram 1 at the end of this Rules), and use the back of Monster cards as mark for your enemy's HP (see Diagram 2 at the end of this Rules) .

Unless stated otherwise on the card, your enemy always start the combat with HP = HP max (*note* : in the Evil Magic Mirror Quest, the Image's starting HP = your current HP).

When a combat begins :

1. Decide who will attack first in this combat :
 - a. If A *ambushed* by B, then B will attack first.
 - b. If noone is ambushed, see who has the highest INT, that side attack first. If both side has the same INT, roll a die, on 1-3 you attack first, on 4-6 your enemy attack first.
2. Take turns attacking. When a side is attacking, the other is considered defending. The side who is attacking in combat attacks :
 - Roll a die, add the attacker's ATT. If the result is lower than defender's DEF, the attack miss. If the result is the same or higher than defender's DEF, the attack hits the target, the defender HP-1.
 Then the attacker becomes the defender, and the defender becomes the attacker. Repeat this (step 2) until one side wins the combat.

Winning a Combat

You win a combat if your enemy is unconscious (HP=0) or your enemy runs away. If your enemy is unconscious (your enemy HP=0), you may take the Gold your enemy is carrying (in a normal condition, a monster enemy always brings an amount of Gold, a Character enemy always brings 0 Gold).

You lose the combat if your HP=0 (Game Over !) or you run away.

If your enemy run away, your enemy bring their Gold too (you don't get the Gold).

Note : you don't get any Gold when winning any combats inside the Dark Castle.

Run away

When it's your turn to attack, instead of attacking, you may choose to run away. Roll, if 1-4 you run away successfully, if 5-6 you fail to run away (then it's your enemy's turn to attack, you can try to run away again later in your turn to attack).

If you run away (succesfully), the day ends.

Continuous combat

In a continuous combat, you combat more than 1 enemy. Treat as a normal combat, but after you win a combat, another one immediately begins (check who attack first as normal for each combat).

If you run away from a continuous combat, you lose that combat, and you can not take any Gold (you don't have time, you just run!). You may only take the Gold your enemy(s) bring if you win all combats in a continuous combat.

Example : you combat 3 Goblin in a continuous combat, after defeating 2 Goblins, you run away, you don't get Gold from any of the 2 Goblins you defeat.

Example : you win a continuous combat againts 2 Black Goblins. The 1st Black Goblin runs away and the 2nd Black Goblins is unconscious (HP=0). At the end, you get 1 Gold.

Your Enemy's Skill (in a combat or in an encounter)

Your enemy always use their Skill at anytime they can.

If your enemy's Skill has a (T) symbol, your enemy always use his/her Skill (turn the card sideways because the Skill is used) at the first chance they can use it, but your enemy only use Skill that will help him/her at that situation.

Example :

1. You're in a combat againts the Miner (a Character), there's no need for the Miner to use the Miner's Instinc Skill.

2. You take a test against the Ranger in a training (Mountain Event 4:4-5), the Ranger will use his Skill to +1 his DEF (his DEF is 6+1=7 for this test)

Combat Example :

Your Character : Amazon (ATT 4 DEF 7 INT 2 HP 4)

Skill : Wilderness Knowledge (original Skill) and Agility (learned from the Elf Character), both Skills are ready to use.

Enemy : a Black Goblin (ATT 2 DEF 6 INT 2 HP 2)

Since both sides have INT=2, a roll will determine who will attack first. But the Amazon uses the Agility Skill (turn the Agility Skill sideways), so the Amazon will attack first.

The Amazon attacks : roll, a '2', 4(her ATT)+2(the roll)=6, the same/higher than Black Goblin's DEF (6), so the Black Goblin HP-1, HP=1.

The Black Goblin attacks : since his HP=1, roll first for his Desperate Skill, it's a 5, this turn ATT+1 (ATT=2+1=3), roll, a '5'. It's a hit (3+5=8, the same/higher as Amazon's DEF), the Amazon HP-1, HP=3.

The Amazon attacks : roll, a 1 !! It's a miss (4+1 is lower than 6).

The Black Goblin attacks : roll for Desperate Skill first, a 2 !! The Black Goblin runs away.

The Amazon wins the combat, but gets no Gold, since the Black Goblin runs away.

5.2. Gameplay : Time & Special Events

In the Island of D, 1 week is 8 days (not 7 days).

Special Events (after these combats in these Special Events, you still can do ONE Action that day as normal, it is still the beginning of a day) :

At the beginning of (Week 2 Day 1), you're *ambushed* by an Orc, teleported by the Black Knight.

At the beginning of (Week 3 Day 1), you're *ambushed* by a Black Orc, teleported by the Black Knight.

At the beginning of (Week 4 Day 1), you're attacked by a Goblorc, teleported by the Black Knight.

At the end of (Week 4 Day 8) the Dark Ritual is completed. Begins at the beginning of (Week 5 Day 1), the Black Knight teleports a Goblorc to *ambush* you at the beginning of a day every day (you can not run from these combats, you can not cancel this combat and you get no Gold if you win these combats).

5.3. Gameplay : Losing and Winning

You lose if your HP is 0 (when your HP is 0, you don't have time to drink a Potion !).

If you lose, see the You Lose ! card.

You win the game if you win the combat against the Black Knight.

5.4. Gameplay : Scoring

If you lose = 0 points.

If you win =

100 points for saving the Island of D from a great trouble

+(for each Gold you carry when entering the Dark Castle, 5 points each)

+(for each Item you still carry at the end of the game, X points each,
X=three times the price to buy in Dew's shop)

+(for each day before Week 5 Day 1, 10 points each)

+(Bonus : if you can win the game AFTER Week 4 Day 8,
+20 points for each day after Week 4 Day 8)

Note : you don't get Gold when defeating monster inside the Dark Castle

If you're cheating/ using a 'take-back move' after you roll a die ☹, the 'Training Mode' is activated and your final score will be 0.

If you win the game, see the Epilogue (and download the You Win card)

in www.geocities.com/islandofd/IOD/epilogue.html .Congratulations !

6. Playing Tips

1. Before rolling a die, always make sure what is that roll for.
2. If you want to leave your game to continue later, always leave at the end of a day. So when you start again, adjust the time by one day then it's the beginning of a day. It's easier that way.
3. Practice makes perfect.
4. Happy adventuring !

Everything about The Island Of D : www.geocities.com/islandofd

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Version 1.2 , 28 Feb 2008

PS : Sorry, English is not my main language.

This game is FREE, but if you play this game, please give reviews / session reports / comments / etc (please send via BoardGameGeek or IOD yahoo groups) and rate this game in BGG. I need your feedback to make my next game better. Thanks !!

7. FAQ

1. In the Orcz Duo Quest you combat 2 Orcs at the SAME time. How to determine which side attack first at the beginning of combat ?
Both Orcs count as one side with INT=3. So :
if your INT=4(or more), you will attack first (choose which Orc you will attack),
if your INT=2 both Orcs will attack first (each conscious Orc attacks you once),
if your INT=3 then roll, on 1-3 you will attack first, on 4-6 both Orcs will attack first.
2. If I use a successful Bard's Song Of Joy Skill, do I win the combat ?
No, you don't win or lose that combat, because the combat is cancelled.
3. I combat 2 Black Goblins, the first one combats me but then the Black Goblin runs away, then I use a successful Bard's Song Of Joy on the second. How many Gold I get at the end of this continuous combat ?
At the end you get no gold.
4. Can I use Ninja's Powder ability to run away from Goblorc teleported by the Black Knight at the beginning of a day (everyday after Week 4 Day 8) ?
No, in those special combats, you can not choose to run away so you don't have a chance to use the Ninja's ability.

