

REGLOOME

THE CARD GAME

Created by:
A. J. Bruner

INSTRUCTION BOOKLET

Table of Contents

Begloomed, the Card Game - Overview	3
Game Contents.....	4
Setup	4
The Cards.....	5
Game Play	10
Combat - Player	12
Combat - Monster	13
Combat - Boss.....	14
Levels.....	15
Rooms.....	16
Rooms (cont)	17
Credits	18

BEGLOOMED, THE CARD GAME - OVERVIEW

REQUIREMENTS – **Number of Players (1+), Playing Time (Approximately 20 minutes), Age (12+)**

Begloomed the Card Game, is inspired by iD Software's popular First Person Shooter from 1993. 1 or more players is charged with saving their Mainframe from Glooms. Players use cards to create level maps, rooms, as well as positions for Items and Enemies.

Playing is an exciting adventure of exploration, combat, and survival as you try to eliminate the viruses that are invading the Mainframe from another dimension and collect the key codes to unlock the Firewalls.

1-PLAYER

Attempt to clear each level alone.

2+ PLAYERS

Players work together to clear each level.



GAME CONTENTS

STANDARD

- 1 deck, 120 cards
- Instructions

SETUP

Shuffle Map, Item, Monster, and Room Cards.

Beginning of a Level, draw *sixteen(16)* Map Cards and connect them together.

Each Map Card contains a Room. When a player moves to a new Map Card, shuffle and draw *ten(10)* Room Cards and place them in around the Room mat or other preconfigured space. Then draw *three(3)* Items/Weapons Cards and *three(3)* Monsters Cards and add these to the Room as well.



THE CARDS



WEAPON/ITEM CARDS

There are *eight(8)* different weapons that can be found in the game. As they can appear randomly on any level, once picked up the player keeps them. Item cards leftover are reshuffled.

Draw *three(3)* Item/Weapon Cards per Room. Add *one(1)* card every *three(3)* Levels, up to *five(5)* total. These must be more than *three(3)* squares from the Hero's starting position.

1. Outside border: Color indicates the type of card.
2. Targets: The number of targets the card affects.
3. Card Name: The name of the card.
4. Card Text: These can be instructions about the card.



5. Range & Damage/Health: These numbers indicate how far away the target must be in order to use the card.
- a. If the card is a weapon and the player uses it closer than the Range number, they will receive equal damage as the target(s).
 - i. If the target(s) is/are outside the Range number, the Damage is cut in half with each increase in Range.
 - b. If the card is a Hero or Enemy, this number is the maximum Health.
 - i. There are items that can increase this value for the Hero.
 - c. Multipliers
 - i. If the card is an Enemy and has a Multiplier in front of the Range & Damage, it represents the number of attacks they have.



HERO/ENEMY CARDS



These cards represent either the Hero, or various enemies.

Enemy Cards have specific abilities, or attacks. Watch for these, you are meant to avoid them!

Draw *three(3)* Enemy Cards for each Room. Add *one(1)* card every *three(3)* Levels, up to *five(5)* total.

These cannot be closer than *three(3)* squares from the Hero's start point and must move towards the player *one(1)* space every Round or Attack if in range. They cannot occupy the same space as any other card, but if blocked by an Item card, they can move over it to the next open space.



MAP CARDS



These cards are pieces of the map for the entire level.

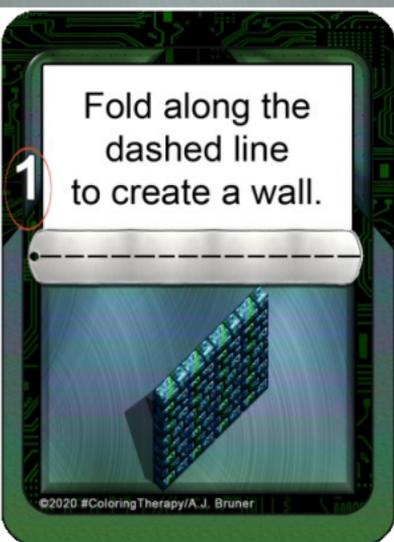
They must be shuffled before each Level, thus creating a new layout each time.

Draw *sixteen*(16) Map Cards and arrange them so they are all connected, without having more than *one*(1) card remaining. No hidden doors or secret walls. A dead end must connect to another hallway on *one*(1) end. If a map cannot be created, the cards may be reshuffled.

The player's token always starts at the lowest left corner of the Map after it has been assembled.



ROOM CARDS



These cards are used to fill an area that represents a room and they are shuffled after each room is completed. They can be walls or storage containers. The Room is complete when the player has collected the Item(s) they want.

Draw *ten(10)* Room Cards and place them in any configuration around the Room Mat. Walls and Storage Containers may not be closer than *three(3)* squares to the Hero's starting position.

The player's token always starts at the lowest left corner of the Room, after all the cards have been placed. The Level is complete when a player collects all *three(3)* key codes.



GAME PLAY

The game is broken down into **Rounds**. Combat and moving are contained within a **Round**.

A **Round** may start with the **Player** moving into, out of, or inside, a room.

*Once inside a room, they must draw cards from the three(3) pile and add **Items/Weapons, Walls, and Monsters** into the room.*

Combat happens once a player is inside of a room, if there are Monsters present.

*If there are no **Monsters**, but the room contains **Items**, the player may move to them one(1) space at a time. As the player moves to every other space, they must draw 1 **Monster** card and add it to the room.*

(cont)



If a player is defeated the room resets, their health is restored, and they may try again. The same is true in the case of multiple players. Do not shuffle the room cards, but restore them to their original positions before the player(s) was/were defeated.



COMBAT - PLAYER

Players have two(2) Actions per Combat Round, in any order.

- ❖ *Attack/Attack*
- ❖ *Attack/Heal*
- ❖ *Attack/Move*
- ❖ *Move/Heal*

During at Attack, players must decide which Monster they are Attacking and then draw a Damage card.

Some weapons will damage all targets within the player's line of sight, as long as they are within the Range of the weapon.

If a player uses a weapon on a target that is closer than the minimum Range, they will take damage equal to whatever the target is hit for.

(cont)



COMBAT - MONSTER

Monsters have *one(1)* Action per Combat Round, in any order.

- ❖ Attack
- ❖ Move

During at Attack, players receive damage equal to the Damage number on the Enemy card.

During Move, Monsters move *one(1)* position, in any direction, but always towards the player(s). The Player(s) must move the Monsters and they may not occupy the same space more than *one(1)* time for every *two(2)* Combat Rounds. They may not occupy the same space as another Monster, Boss, or Item.

(Cont)



COMBAT - BOSS

Bosses have two(2) Actions per Combat Round, in any order.

- ❖ *Attack/Heal*
- ❖ *Heal/Move*

During at Attack, players receive damage equal to the Damage number on the Enemy card.

During Heal, the Boss receives healing equal to the Damage number.

During Move, the Boss moves one position, in any direction. Players must move the Boss and they may not occupy the same space more than *one(1)* time for every *two(2)* Combat Rounds. They may occupy the same space as another Monster, Boss, or Item though.



LEVELS

Before the game begins, a player draws sixteen(16) Map cards, and places them face up, one at a time. These must be connected together, end to end.

In the event one of the Map cards is a dead end, it must be connected to an existing pathway.

If a Map cannot be created, the cards may be reshuffled.

In order to complete the Level, players must obtain all *three(3)* key codes to unlock the Firewalls to move forward.



ROOMS

Before a player moves into a Room, the Room cards must be shuffled. The player then draws *ten(10)* cards and places them around the Room area. Any Walls are considered the same height of the Room. This means whatever is behind the Wall cannot be targeted (or seen, even though you can see it). This is called Line Of Sight.

Storage containers, stacked, are *one half (1/2)* the height of the room. Players may target enemies on the other side of the storage containers, but they receive half of the damage.

If the target is outside of the Range and behind storage containers, they receive half the damage (reduced by the containers), and then minus one(-1) point per space outside of the Range.



(cont)

ROOMS (CONT)

Storage containers that are not stacked, are *one quarter (1/4)* the height of a room. Players may target enemies on the other side of the storage container, but they receive *minus one(-1)* point of damage.

If the target is outside of the Range and behind a storage container, they receive minus one(-1) point less of damage, and then minus one(-1) point per space outside of the Range.

Enemies can see players over stacked Storage Containers and single Storage Containers, but not Walls. The same rules applies to players.



CREDITS

Created by: A. J. Bruner

Artist: A. J. Bruner

www.ajbruner.com/begloomed

Begloomed, the Card Game

©copyright 2019-2020, #ColoringTherapy/A. J. Bruner

