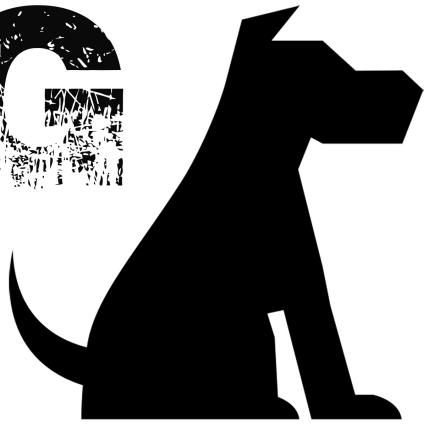
ARMA THE DOG LIVES ON



„ARMADOGON: the dog lives on” is a roll and move roguelike game for a single player, for up to 15 minutes. To play the game, you have to print the component page and prepare:
one deck of classic cards (with two jokers),
one 6-sided dice (described by d6; you always roll only 1 dice),
4 counters of any type and
1 token to represent the player.

Put the player token on the „start” space. Put the counters on first spaces of each bar (10 HP, 6 Gy, 0 boots and armor upgrades). Shuffle the deck and draw 4 cards. If you have drawn a joker card, redraw until you have 4 cards with no jokers (in this case, reshuffle the rest of cards).

I. Purpose in life

This is you. Before the war, you were nobody. Homeless, unemployed, without perspectives nor any purpose in life. The war with its nuclear attacks has changed you. You are still homeless and unemployed (well, at least it is a standard now). Moreover, you are heavily radiated, took 6 Gray units (Gy), which is a lethal dose. Well, it's not 100% lethal, but you would have to receive a solid medical care, and – surprisingly – nobody gives a shit about you. Still no perspectives.

But you have a goal, and this is something new in your miserable life.

This is Jip. Jip is a dog. Your only friend.

Jip is smart and he knows how to take care of himself. But the present world is full of crazy psychos, and you can't leave Jip alone. He has to live on, and you have to find some place for him.

Long before you became nobody, you have lived on a farm with your parents. As bombs have fallen mostly on big cities, you believe that they may still be alive, and this might be the new home for Jip. Your new purpose in your (apparently short) life is to get Jip to your parents farm.

II.Survival on the wastelands

<u>Loot and its usage</u>

During your sacred mission, you will gather loot, which is necessary to survive in those hard times.

You start with 4 random loot cards.

There are five kinds of loot:
♠ - weapon. Usually used to fight, but you can also use it to hunt for food.
♣ - junk. Used to upgrade your gear. It's heavy, so you can drop it to increase your movement.
♥ - medications. Used to prevent the effects of radiation. You can also try to heal yourself.
♦ - food. It is used to be eaten, either by you or Jip.
Joker – radiated item. Obtaining it will increase your radiation level (+1 Gy; please look below at "Radiation" section). After resolving Radiation, discard it (you don't redraw).

Value of the card is described by its number. J, Q, K and A are all worth 10 points and normally does not have any other function (except of "Encounters" phase, as described below).

There is no maximum number of loot that you can carry.

Each time you are "using" a card, discard it. You can freely choose, which cards to use in any given situation, especially you can use multiple cards to increase the used value (e.g. multiple weapons while fighting). If the total value of used card(s) is higher than needed, the excess is lost (you can't use it in future).

If you have to discard a number of loot cards due to the event (it might be described as "- xL"), choose from the cards of the highest value.

Health

You start with 10 health points (HP). Use them wisely.

During your mission, you will lose or gain HP (described as + / - HP). Lower levels of HP will decrease your movement speed, or even make you unable to meet with other people (nobody wants to approach the dying man); it's described on the health bar.

If you have enough medications, you can try to heal yourself. The required number of medications equals 2x your current HP (so the lower current HP, the less medications are required), but one medication card might be used to heal only 1 HP. Roll d6, and you have 50% (on 1-3) chances to heal 1 HP. You can heal between any phases, but not during the phase (therefore, you can't prevent taking damage, but you can heal it after it was taken).

You lose the game when getting your HP to 0.

Radiation

Gray unit (Gy) is used to describe the absorbed dose of radiation. The lethal value is 6, and this is where you start.

During your mission, you will encounter radiated places, items and monsters, and the Gy value of your radiation will increase by 1 (it can be also described as +1 Gy). You can't stop it from increasing, but you can stop its current effect by taking medications with the value equal to your (increased) Gy value. Otherwise, you receive wounds (-1 or -2 HP, depending on the level of Gy). You may receive radiation damage only while its level is increasing (so you don't have to take medications on any other moment).

Day by day

Life on the wastelands goes day by day, repeating the same actions each day:
1) Travel
2) Event
3) Looting
4) Eating
Staying in cities slightly modifies the day schedule (please find below).

Travel phase

You roll 1d6 and move forward by the number of dots. The result might be modified:

1) constantly – your health condition can decrease the result, and the condition of your boots can increase it (only those two modifiers are constant). Please note, that when you heal above the movement penalty level, you regain the previous speed;
2) one time only – some events can increase or decrease the next movement roll.
Such changes are described as + / - MP (movement point).

Before the roll, you can discard any number of junk cards, getting +1 MP for each junk card discarded (for this roll only).

If you reach the city, you have to stay there for the rest of the day (even, if the result of the roll would suggest, that you should move forward). Otherwise, you have to move exactly according to the result.

Event phase

After finishing your travel, each space has some kind of event:

Event described on the space – depending on the space, you get radiated, lose / receive an additional loot (+/- L) or gain / lose HP.

Number (1 to 6) space – roll d6:
For 1-3 – you have reached the radiated place and got radiated (+1 Gy).

For 4-6 – you have encountered an enemy, roll d6 and add the number on the space to determine it (please look at the last page of instruction for detailed list of enemies); please note, that you can meet some enemies only on certain spaces.

Each enemy has 3 values:
Strength – to defeat the enemy, you have to accumulate the fighting power equal to its strength.
Losing penalty – if you can't (or do not want to) defeat the enemy, you get the penalty (you can lose HP or loot, get radiated or decrease the MP for the next roll). If there are more than 1 penalties, resolve them one by one, starting from the leftmost.
Victory reward – if you defeat the enemy, you might receive 1 or 2 loot cards (weaker enemies leaves no loot).

Your fighting power is equal to the value of your armor (starting with level 0, but can be upgraded) and value of weapon card(s) used to fight.

Jip doesn't take part in fights. He is very brave, but he uses cover and strike strategy. At least the cover part.

Looting phase

At each place, you draw 1 loot card during the Looting phase. Drawing J, K, Q or A in this phase (and only in this phase) triggers additional Encounter phase. Treat this card as a normal loot card (add it to your hand) and resolve the encounter:

Encounters

Encounters triggers only during the looting phase, they won't trigger in any other situation, in which you receive a loot card (e.g. Jip won't bring you an encounter, and an encounter won't be left by the beaten enemy). In those other cases, just add this card to the hand and don't resolve the encounter.

J – wanderer, who gives you directions – you get +2 MP for your next roll.
Q – traveling nun, which heals you – you get +1 HP.
K – blacksmith, who upgrades your armor – you receive an armor upgrade (+3 fighting power).
A – rich loot – you receive an additional loot card (this card won't trigger an additional encounter).

All encounters are "free" (you receive this bonus withoug paying anything).
J, Q and K encounters won't trigger if you have 3 or less HP (you look scary, people won't approach you).

Eating phase

Each day you have to eat food with a value at least 5. Otherwise, you lose 1 HP.

You can also feed Jip, he eats food of value 3 (you can do both with a 8+ value food card(s)).

You don't have to feed Jip, he will find some food for himself.
But if you do, there is a high chance (1-4 on d6 roll), that he will find some loot for you.
Moreover, Jip is smart, so he won't bring you radiated loot (if Jip draws a joker, discard it without any consequences. Jip doesn't redraw).

If you have not enough food for yourself, but you can feed Jip and he will find food, then you can eat it on the same day and you don't lose HP.

If you don't have food, you can also try to hunt, by using weapon card (with any value). There are 50% chances (1-3 on d6) to hunt the food for yourself (you don't lose HP).

City

You can enter city only if you have more than 3 HP (if you have 3 HP or less, you look scary and they won't let you in). Otherwise, you still have to stop at the city space, but skip the event phase and go directly to looting and eating phases. If your health drop to 3 or less during the day in the city, it won't affect city phases (but it will affect Encounters during the Looting phase – they won't trigger).

If you enter city, the daily schedule is slightly changed:
Travel phase (already done)
Merchant phase
Free time for sightseeing
Looting phase
Eating phase
Upgrades phase

Merchant phase

Draw 5 cards for merchant. If there is a joker card, discard all of them and finish the Merchant phase (you don't receive radiation).

Otherwise, you can exchange any number of your cards for merchant's cards, although the summed value of your cards must be at least 1 more than the summed value of merchant's cards.

Free time for sightseeing

In the city, you have an additional time to spend. You can chose:
draw 1 loot card (it won't trigger Encounter) or
ask for directions (+2 MP for the next roll).

Looting – standard looting phase.

Eating – standard eating phase, although you can't hunt in the city.

Upgrades phase

You can use the workbench in the city to upgrade your gear (boots to receive permanent +1 MP bonus or armor to receive permanent +3 bonus to attack power; for each level of upgrade). First level of each upgrade costs 8 junk, then 12, 16 and so on. Each level must be obtained consequently (you must have level 1 upgrade to get level 2 upgrade). You can freely assign junk cards to upgrades (e.g. use junk cards with value 10 and 6 with summed value of 16 to upgrade both gears to level 1, or use junk cards with value 10 and 10 with summed value of 20 to upgrade one gear to level 1 and 2 simultaneously). Upgrades received from the blacksmith encounter increase the cost of the further workbench upgrades.

III. Finish of the game

You finish the game by dying on your way (and losing the game), or by reaching the farm (you will still die, but Jip will live on – so you win the game).

IV. Epilogue

You've made it. It was a long journey, but it was worth it. Your parents are safe and sound, and you was able to reconcile with them. Jip loves his new home and your parents have promised to take care of him. You were able to rest in peace, surrounded by the loving family.



Credits

Designed for the 2017 Solitaire Print and Play Contest by Krzysztof Sieja.

Logo by Gosia Nowacka, with font "Schorched Earth" by www.kcfonts.com and "Dog" image by Vladimir Belochkin, downloaded from www.thenounproject.com

Final picture by Wiktor Biedroń

Bestiary

1d6 roll + number on space	Name	Strength	Losing penalty	Victory reward
2	Mutated rat	6	-1 L	-
3	Mad dog	7	-1 L, -1 MP	-
4	Zombie	8	-1 L, +1 Gy	-
5	Ghoul	9	-1 L, +1 Gy, -1 MP	-
6	Marauder	10	-1 HP, -1 MP	1 L
7	Bandit	11	-1 HP, -1 L	1 L
8	Thief	12	-1 HP, -2 L	1 L
9	Psycho	13	-2 HP, -1 L	2 L
10	Biker	14	-2 HP, -1 L, -1 MP	2 L
11	Mutant	15	-2 HP, +1 Gy	2 L
12	Gang	16	-2 HP, - all loot	2 L

Rules summary

Loot
♠ - weapon (used for fighting or hunting)
♣ - junk (used for upgrades, drop to increase the value of the next move)
♥ - medications (prevent radiation damage, heal)
♦ - food (eat / feed Jip)

Turn order
1. Travel phase
Roll a die and move forward.
2. Event phase (only outside of the city)
Follow with the instruction on the space. If there is a 1-6 number, roll a die. For 1-3, you get radiated, for 4-6 you run across an enemy (use the space number + 1d6 roll and check the enemy in the bestiary above).
3. Merchant phase (only in city)
Exchange your loot for up to 5 cards.
4. Free time (only in city)
Choose your bonus.
5. Looting phase
Draw a card. If A, J, Q or K – check an encounter.
6. Eating phase
Use a food card with at least 5 value, 3 for feeding Jip (optional).
7. Upgrade phase (only in city)
Exchange your junk for movement / fighting bonus.