

Dungeon Solitaire
Tomb of Four Kings

FAQ

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Q) What happens with your skill cards after you use them? Do they go to the "discards" pile or to the "turn" pile? I ask this because of the "only treasure" rule for traps: if you are allowed to mark the completed turn with the diamond skill card, then you can collect all the treasure before leaving.

A) Skill cards stay with the turn you played them on, and are turned down with the turn pile. Except Dodge Blows (Jh) which is played face down on the lost hit points pile to avoid one instance of damage. Regarding the only treasure rule for traps, the jack of diamonds counts as a skill card, not a treasure card, so you definitely leave that and collect all the treasure. If a turn had, say, the 3d as a trap and then the 5d as an action to win, you would leave behind the lowest treasure card, the 3d, to mark the turn, and collect the 5d.

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Q) What about the Scroll of Light? Does it lose its value (6 points) after you use it to light the final torch? Does it go to the discards pile or do you keep it? Can you still drop it to escape from a monster after it's been used?

A) Yes, the Scroll of Light is only worth 6 points if it is in your hand. If you play it to light the final torch, you play it face up above the dungeon area, and you put the final torch on the bottom of the deck. If you run out of cards while still in dungeon and have to play that last ace, the torch burns out again and you're lost in the dark. Once the scroll has been played in the torch area, you can't use it as a treasure drop. The scroll disintegrates when you cast the spell.

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