

# DUNGEON SOLITAIRE WALKTHROUGH

## AN EXAMPLE OF A WINNING GAME

The following walkthrough is an example of a winning game of Dungeon Solitaire, Tomb of Four Kings. The rules are available at [matthewlowes.com/games](http://matthewlowes.com/games) as a free pdf download. As you follow the walkthrough, refer to the spread diagram in the Dungeon Solitaire rules as a guide to where to place the cards when played. All cards are played off the top of the deck, unless indicated that they are played from the hand.

If you want to play along, remove the 2-10 of hearts, stack them in order with the 10 on top, face up and put them on the table in front of you. Then stack the deck as follows, top to bottom: 5d, 3s, Qc, Js, 9c, Ad, 3c, 2d, 4d, 8d, 10s, 9s, Ks, Ah, 5s, Jh, 3d, Kd, 4s, Jk, 6d, 5c, Kc, Qs, 7s, 2s, 8s, Jd, Ac, As, 8c, Qd, 6s, 10d, Kh, 6c, 9d, 2c, 7c, 4c, 10c, Jc, 7d, Qh.

### THE GAME

**Turn 1:** Starting the delve, I turn over the 5d and play it in the upper left corner of the dungeon area. The encounter is a treasure trap (2-10d). I must bypass it or take damage. I play the 3s which does not meet or beat the encounter card. Subtracting 3 from 5, I take 2 damage, so I turn over 2 hit point cards. The 8h is now showing on my hit point counter. You only get one chance to bypass a trap, so the turn is over. Since I didn't win the encounter I don't get to collect the 5d as treasure. Instead, I turn both cards face down in a stack to mark the turn.

**Turn 2:** Just to the right of Turn 1, I play the Qc. The goddess has favored me! I know now that I will win this encounter, but I haven't turned up the encounter card yet, so I play more cards on the turn until an encounter appears. The first card to appear is the Js, the Go Berserk skill card. I collect the skill card and place it face up as the first card in my hand. Next I play the 9c. The encounter is a sealed door (2-10c). I already have a di-

vine favor in Turn 2, so I open the door with ease, and the turn is over. If there was any treasure I could collect it, but since there isn't, I turn the Q and the 9 face down to mark Turn 2.

**Turn 3:** At the start of Turn 3 I turn up the Ad. One of my torches has burnt out! I play the Ad face up above the dungeon area and play another card. It's the 3c, another sealed door (2-10c). I try to open it with another card, an action card, but it's the 2d and I'm unable to force the door. I only have one shot to open a sealed door with an action card. I don't have the Pick Lock card (Jc), so I must discard. Subtracting 2 from 3, I must discard one card from the top of the deck. It's the 4d. If it was an Ace, it would still count as my discard, but I would have to play it above the dungeon area as another burnt out torch. Instead, I turn the 4d face down in my discard area. The turn is over. Since I didn't open the door, I don't get to collect the 2d as treasure. I stack the cards face down to mark the turn.

**Turn 4:** I play the 8d, another treasure trap (2-10d). It's a high card but I don't have the Disarm Mechanism skill (Jd), so must hope for a good action card. It's the 10s! I bypass the trap and can collect the treasure. The turn is over. I collect the 8d as treasure and put it face up in my hand. Then I turn the 10s face down to mark the turn.

**Turn 5:** I play the 9s. It's a really tough monster (2-10s)! I don't think many tens have been played, but I don't want to risk taking heavy damage. Since I have Go Berserk (Js) in my hand, I play it on the 9s and defeat the monster in a berserk frenzy. I know now though, I'm in trouble if the 10s comes up as an encounter card. Nevertheless, the turn is over. The monster had no treasure and skill cards can only be played once, so I turn the 9s and the Js face down to mark the turn. Then I move deeper into the dungeon.

**Turn 6:** I play the Ks. I found one of the tomb hoards of the four kings! Hoping for an easy encounter to win, I turn up the Ah. Another torch has burnt out, and I play it face up above the dungeon area. Still hoping for an easy encounter, I play the 5s. It's a monster, but one I think I can beat. I could drop the 8d on the turn and run, escaping the monster with a treasure drop, but I would lose the tomb hoard and the treasure I already have. So I play another card from the deck. It's the Jh, the Dodge Blows skill. I collect it and put it face up in my hand. I play another card, the 3d. The monster hits me and I take damage. Subtracting 3 from 5 I turn over 2 hit point cards. The 6h is now showing on my hit point counter and the fight continues. Next I play the Kd, another tomb hoard! This battle is getting intense! Next I play the 4s. The monster hits me again. I could play my Dodge Blow skill card (Jh) on the discarded hit points pile to dodge the blow, but for only 1 point it's not worth it, so I take 1 damage. The 5h is now showing on hit points, and battle continues. I play the Joker, the Scroll of Light! It stays in the turn as more treasure. Finally I play the 6d, slaying the monster. It was an epic battle and now there's epic treasure for the taking. I collect the 3d, 6d, Jk, Ks, and Kd and place them face up in my hand. I turn the remaining cards face down to mark the turn. With the Scroll of Light, I'm not worried about torches any more, but still, it's worth 6 points if I don't have to use it.

[At this point, I thought about retreating. I'd just been through a hard fight, and I had lots of loot. But my early turns were short, so I still had a fair number of cards in the deck and there were still two tomb hoards to be found somewhere in the dungeon. My lust for adventure and gold won out, and I decided to risk one more turn on the delve before turning around.]

**Turn 7:** I play another delve turn to the right of Turn 6, the first card in the 5c, a stuck door. Next I play the Kc, another tomb hoard! I don't have the Pick Locks skill card (Jc) in my hand, so I have to play from the deck, hoping for a good action card. It's the Qs, the goddess have favored me with fortune again, and a third tomb hoard is mine! I collect the Kc, place it face up in my hand, and turn the remaining cards face down to the mark the turn.

[Now I decided I really had to turn around and try to make it out alive. I had three tomb hoards and I still hoped to find the other one on my retreat out of the labyrinth. I have the Dodge Blow skill should I run into trouble, and I have the Scroll of Light should my two remaining torches burn out.]

**Turn 8:** Starting the retreat, I play the first card of Turn 8 beneath the stack of cards marking Turn 6. It's the 7s, a monster. I play another card, hoping for a high action card or a divine favor. But alas, it's the 2s. With the 5h showing on my hit points, I only have 4 hit point cards left. That blow would kill me and the game would be over. So I play the Dodge Blow card (Jh) from my hand, face down, on my discarded hit point, and thus avoid taking any damage from that blow. The fight continues though and it's still a long journey out of the dungeon. So I drop the 8d from my hand onto the turn. The clatter of gold and the glitter of gems catches the eye of the horrible beast, and in that moment I run! My treasure drop saved me. The turn is over, but I lose the 8d and must turn it face down with the rest of the turn.

**Turn 9:** The 8s appears. This is bad, another tough monster! Hoping, almost beyond hope, I play the card. It's the Jd, the Disarm Mechanism skill card, and I collect it into my hand. Next I play the Ac, another burnt out torch, and play that face up above the dungeon area. Then the As, my last torch goes out right away! Without the Scroll of Light (Jk) I would be lost in the dungeon forever. The game would be over. I would be killed by monsters ... or become one of them. Luckily, I have the scroll, so I play it from my hand face up above the dungeon area and put the As on the bottom of the deck. I still have to deal with this monster though. It's do or die. I can't part with my precious tomb hoards, so I play another card ... the 8c! The monster is slain! The turn is over and I turn the 8s and the 8c face down to mark the turn.

**Turn 10:** I'm still alive! And I play the Qd. At last I see the face of the goddess again, and her favors bless me. Still no encounter though, so I play the 6s. This monster cowers in fear at the face of the goddess, fleeing into the darkness from which it came. I turn both cards face down to mark Turn 10.

**Turn 11:** The first card is the 10d, a wicked treasure trap. I have the Disarm Mechanism skill card (Jd) though, so I play that right away from my hand. Since I won the encounter I collect the 10d as treasure, put it face up in my hand, and turn the Jd face down to mark the turn.

**Turn 12:** I turn up the Kh, the last tomb hoard! I can't yet see the light, but a win suddenly looks possible. Next I play the 6c, a sealed door. I have one chance to beat it with an action card. I play the 9d and open the door. A wealth of treasure lies behind it, and I collect the Kh and the 9d and place them face up in my hand. I turn the 6c face down to mark the turn.

**Turn 13:** I am almost out, but I still have to survive this turn. I play the 2c, what luck! It's a lightly stuck door, and I bash my shoulder against it, playing the 7c and knocking it wide open. Beyond, a short passage at the end of which I see the light of day. I've found my way out of the dark dungeon. And I've won the game!

**Scoring:** I count up the treasure in my hand getting a total score of 68 points with 4 kings. I record my score as 4/68.

## FINAL COMMENTS

Very few situations were not covered in this game. The Pick Lock skill card (Jc) was never gained or used. It can be played to open any sealed door, before or after an attempt to open it with a single action card. If I had won a turn with all treasure cards, I would have had to leave one behind. If I had run out of cards and had to play the 4th ace, I would be lost forever. If I had died or gotten lost in the dark without any source of light, the game would have ended and the score would be zero, regardless of how much treasure was in the hand.

Please contact me at [matthewlowes.com/contact](http://matthewlowes.com/contact) if you have any questions regarding the rules of Dungeon Solitaire, Tomb of Four Kings. I hope you enjoy the game, and good luck on all your adventures!

