



A ONE player Fantasy Adventure Card Game  
No bookkeeping, NO DICE, just you and the cards and a token and an adventure !  
(ver 1.1, Jul 09)

### 1. Introduction

One year after the Black Knight's defeat ... The Village of Dawn is in grave danger. Not only were two of the village's special items stolen, but the great and wise Village Elder of Dawn has been missing for months without a trace. Soon afterwards, Goblins and Orcs appeared and began terrorizing the village, and even worse, there are the bandits, for it is said that their mysterious leader is invincible! He can heal his wounds in seconds!

A brave local spy was able to return with vital, yet horrifying, information that in two weeks the bandits will attack with full force to take over the Village Of Dawn! In these desperate hours the Guildmaster of Dawn has no choice but to send a messenger for help to the nearby village of Dew.

They suffered and they prayed.... and now in their most critical moment, YOU are their answer, the hero who saved the island by defeating the Black Knight a year before.

By the time you arrive at the Village of Dawn, you have only 8 days left until the bandits invade. After gathering some information while eating breakfast with the Guildmaster, you start your adventure to save Dawn....

### 2. The Mission

Find the High Priest in the **Temple** and have him create a **Dispel Potion**. Then find the **Bandit Lair** and defeat the mysterious Bandit Leader in his own turf. But you must hurry; time is running out!!!




### 3. The Cards (60 cards)

32 Power Cards  
13 Location Cards  
7 Item Cards & 3 Special Item Cards  
2 Gold Token Cards & 1 Day Token Card  
1 Rules Summary Card and 1 Ending Card (You Lose)

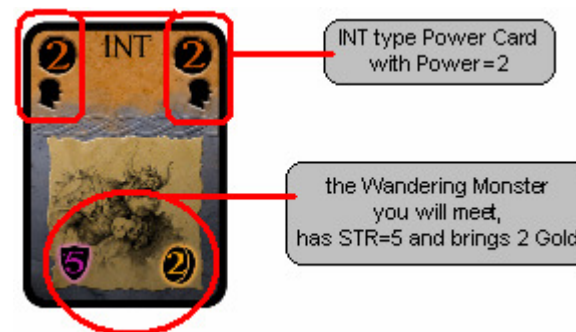
*Note:* After you win the game you will receive a replacement Ending Card with the You Win side on the back of the You Lose side.

Plus, you need to provide 1Token for your Character.

#### 3.1. About the Cards : Power Cards

There are 4 types of Power Card : STR ( , INT ( , AGL ( ) and NoType (no symbol). Each type has a Power of 1,2,3 and 4.

There are 2 sets of Power Cards, so there are 4 types x 4 Powers x 2 sets, equaling 32 Power Cards.



The main use for Power Cards is to represent your Health Points (HP). Your HP equal the number of Power Cards in your hand. *Example:* If you have 4 cards in your hand, your HP=4. Your HP maximum is 8. You can never have more than 8 cards in your hand. If you do, immediately discard any cards from your hand until your HP=8. If at any time (and *by any means*), your HP=0 (you have no Power Cards in your hand), you immediately lose the game.

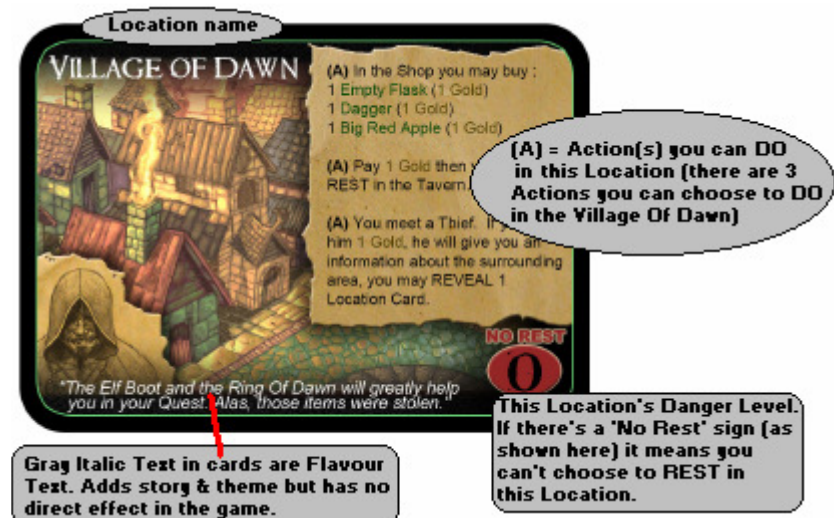
There are 2 parts to a Power Card: the Power and the Wandering Monster.

The Power, or number in the top left/top right, is used when this card is played as an Effort Card, in a Test or Fight, and when you are checking for a Wandering Monster when you MOVE.

The Wandering Monster (lower part of a Power Card, with the STR and Gold status of the Monster) is used only when this card is played as a Wandering Monster when you MOVE.

### 3.2. About the Cards : Location Cards

Your Character will move around and meet other Characters in revealed (picture-side up) Location cards:



### 3.3. About the Cards : Item, Special Items & Tokens Cards

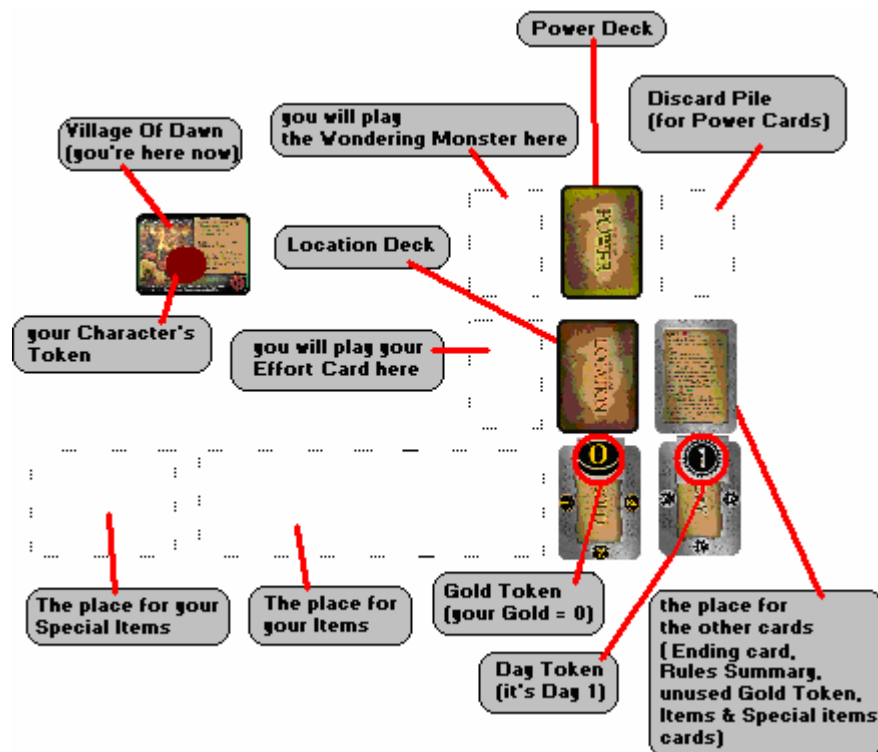
Item cards, Special Item cards and Gold Token cards will be used to keep track of which Items, Special Items and Gold you have (and how many of each). You may bring only the number of Items/ Special Items/ Gold given on the cards. For example, you may bring a maximum of 2 Daggers, 1 Dwarf Axe, and 15 Gold tokens at a time.

The Day Token card is used to keep track of what day it is.



### 4. Setup

1. Shuffle all Location Cards, except the Village Of Dawn card, and put them face down. This is your Location Deck. Put the Village Of Dawn card face up, and then put your Character Token in the Village Of Dawn.
2. Shuffle all Power Cards, and put them face down (this is the Power Deck). Then draw 8 cards, which are now your hand (your HP=8).
3. The Day Token card should be "Day 1," and the Gold Token card should show 0 Gold.
4. Put the other cards (Ending card, Rules Summary, unused Gold Token, Item and Special Item cards) in their place (see the Diagram below).
5. *You eat breakfast with the Guildmaster.* In this move, you may discard any number (X) of cards from your hand and draw the same number of cards from the deck. You are only allowed to make this move once.
6. Your HP=8, you have 0 Gold, and this is Day 1. Let's begin your adventure!



## 5. Gameplay

This game is played in Turns. You take Turns until you win or lose the game.

There are 3 things you can do for each Turn: **REST** / **DO ACTION** / **MOVE**. Choose one for each Turn, then begin another Turn.

### 5.1. Gameplay : REST

You may not choose to REST if there's a "NO REST" symbol in the Location Card above the Danger Level symbol.

To REST:

1. You may discard any number of Power Cards from your hand, but *remember*: always leave at least 1 card in your hand.
2. You may draw Power Cards until your HP = 8 minus that Location's Danger Level.
3. Shuffle the Discard Pile, and put it face down under the Power Deck.
4. Add a Day Token. If it is Day 9, you automatically lose the game.

*Example:* Your HP= 3 in a Location with a Danger Level of 2. If you choose to REST here, you can draw until your HP=8-2, or 6. You choose to REST here and then discard 2 cards from your hand. Now your HP=1, which means you may draw 5 more cards, so your HP=6.

*Example:* Your HP=6 in a Location with a 3 Danger Level. If you REST here, you may draw until your HP= 8-3, or 5. If you choose to REST here and discard no cards, you may not draw any cards. If you want to draw card(s), you must first discard 2 or more cards and then draw until your HP=5.

### 5.2. Gameplay : DO ACTION

If your Location has one or more Action "(A)" symbols, you may choose to DO one of the available Action(s). Follow the instructions for that chosen Action. Usually an Action involves a Fight or a Test (INT or SPD). See 5.4. A Fight and 5.5 A Test.

Some Locations (Cliff, Dark Cave, Baga Hut, & Bandit Lair Locations), show **continuous Actions** (there's a '+' symbol for each Action following the first Action). Unless stated otherwise, you must continue taking those Actions until the last '+' Action. The only way you can 'abort' in the middle of a continuous Action (and, thereby, end your Turn) occurs when there's a Fight and you successfully Run Away from that Fight.

*Remember:* whenever you DO a continuous Action, always start with the beginning Action!

*Example:*

In the **Baga's Hut** Location, you choose to DO Action (assume you have 1 **Fairy Dust**):

You choose not to discard a **Fairy Dust**. Then it's an INT 8 Test 8. You **L** (lose) the Test, so you can't go in the hut and your Turn ends.

In the next Turn, you choose to DO the Action again:

You use (discard) your **Fairy Dust**, and then you have an INT 5 Test 5. This time you **W** (win) the Test, so you're allowed to go inside the Hut and continue to the next '+' Action.

+ Inside the Hut, Baga casts a Spell on you, an AGL 7 Test 7. You lose ( **L** ) the Test and LOSE 2 HP. Continue to the next '+' Action.

+ You attack Baga, a STR 7 Fight 7. You lose the Fight and LOSE 1 HP. Then you choose to Fight again. You lose the Fight again and LOSE 1 HP. Then you choose to Run Away from that Fight. This ends your Turn.

In the next Turn, you REST. Then the next Turn you choose to DO Action again:

You have no **Fairy Dust** left, so then you have an INT 8 Test 8... and so on.

### 5.3. Gameplay : MOVE

1. Choose 1 Power Card from your hand, and put that card on the Wandering Monster place (see Diagram in 4. Setup). If you meet a Wandering Monster, this will be the Wandering Monster.
2. Choose which direction you want to move (no diagonal moves). If your chosen direction has no Location Card (called an unrevealed Location), draw 1 Location Card from the Location Deck, and put that card face up, so you can read the text for that direction.



1,2,3,4 are your legal directions to MOVE.  
1 is a revealed Location.  
2,3,4 are unrevealed Locations.  
If you choose to MOVE to 2/3/4, draw 1 Location Card then put it face up in that direction.

You may not choose to move to an unrevealed Location if there's no card left in the Location Deck.

3. Move your Character Token to the new Location in your chosen direction as above.
4. **Check for Wandering Monster:** draw 1 card from the Power Deck and put it if face up on the Discard Pile. Look at the number on the top left / top right for the Power:  
If the number is higher than the Danger Level of your new Location, you meet no Wandering Monster.  
If the number is the same or lower than the Danger Level of your new Location, you meet and Fight a Wandering Monster (see 5.4. A Fight).
5. Put the Wandering Monster Card on the Discard Pile.

*Hint: as in real life, you will lose HP constantly as you travel from one location to another, so it is important to keep looking at your HP and choose the best Location to REST.*

#### 5.4. A Fight (STR )

At the beginning of a Fight, you may choose to Run Away or to Attack:

- A. Run Away: discard 1 Power Card with the highest Power from your hand. This ends the Fight and ends the Turn.

*Example:* HP=5 and the cards in your hand are STR 3, INT 3, AGL 2, No Type 3, and No Type 1.

To Run Away, choose one card to discard (your choice): STR 3, INT 3 or No Type 3.

- B. Attack:

1. Put 1 Power Card from your hand in the Effort Card place. This card is called your first Effort Card (see Diagram in 4. Setup).
2. *Bonus card:* If your first Effort Card is a STR Power Card, draw 1 card from the Power Deck, and add it to your hand.
3. Draw 1 card from the Power Deck (this is your second Effort Card). Then put it together with your first Effort Card, and add the Powers together.
4. If your Effort Cards' total Power is the same or higher than the enemy STR:
  - You win this Fight.
  - If your Enemy is a Wandering Monster and the monster brings any Gold (see the Wandering Monster card), you get the Gold, so adjust your Gold Token.
  - Put the Effort Cards face up in the Discard Pile.

If your Effort Cards total power is lower than the enemy STR:

- you lose this Fight and LOSE 1 HP, so discard 1 card from your hand
- Put the Effort Cards face up in the Discard Pile.
- After this, you may choose to Run Away or to Attack again.

*Example:*

You Fight a Wandering Monster whose STR=6 and Gold=2, and you choose to Attack.

1. You play an Effort Card, a STR 4 card.
2. You get a bonus card, draw 1 Power Card, and put it in your hand.
3. You draw 1 Power Card, your second Effort card, and it is a 2.
4. Result:  $4+2 = 6$ , the same/higher as your enemy's STR. You win the Fight, and get 2 Golds.

*Example:*

In the **Baga's Hut** Location, you Fight Baga (STR=7 / ) , and you choose to Attack.

1. You play an Effort Card, a No Type 4 card.
  2. You get no bonus card.
  3. You draw 1 Power Card, your second Effort card, and it is a 3.
  4. Result:  $4+2 = 6$ , lower than your enemy's STR. You lose this Fight and LOSE 1 HP.
- Then, after discarding the Effort Cards to the Discard Pile, you choose to Attack again.
1. You play an Effort Card, an INT 3 card.
  2. You get no bonus card.
  3. You draw 1 Power Card for your second Effort, and it is a 3.
  4. Result:  $3+3 = 6$ , lower than your enemy's STR. You lose the Fight again and LOSE 1 HP.

Then, after discarding the Effort Cards to the Discard Pile, you choose to Run Away. So discard 1 card from your hand with the highest Power, and the Turn ends.

#### 5.5. A Test (INT / AGL )

In a Test, there's usually a win (W) result and a lose (L) result, but sometimes there's only a W result because an L result cannot occur (*example:* in the **Hungry Hermit** Location).

A Test works similar to a Fight, but you cannot choose to Run Away from a Test:

1. Put 1 Power Card from your hand in the Effort Card place, your first Effort Card (see Diagram in 4. Setup).
2. *Bonus card:* If your first Effort Card is the same type as the Test, for example, an INT Effort Card for an INT Test, or an AGL Effort Card for an AGL Test, draw 1 card from the Power Deck, and add it to your hand.
3. Draw 1 card from the Power Deck, your second Effort card, and put it with your first Effort Card. Add the Powers together.
4. If the Effort Cards' total Power is the same or higher than the Test difficulty, you W (win) this Test.  
If the Effort Cards' total Power is lower than the Test difficulty, you L (lose) this Test.
5. Put the Effort Cards face up in the Discard pile.

*Example:* In the **Baga's Hut** Location, you challenge an INT 5 Test  :

1. You play an Effort Card, an AGL 3 card.
2. You get no bonus card.
3. You draw 1 Power Card for your second Effort, and it is a 4.
4. Result:  $3+4 = 7$ , which is higher than the Test difficulty of 5, so you W (win) this Test.



### 5.6. Special Phrases on Location Cards

**LOSE X HP** means you discard X number of Power Cards from your hand.

*Example:* LOSE 2 HP = choose 2 Power Cards to discard from your hand.

**REVEAL 1 Location Card** means to draw 1 Location Card from the Location Deck and put it face up on any unrevealed and legal (not diagonal) space near an already revealed Location Card. You may not REVEAL any Location card if the Location Deck is empty.



**You're in the Village Of Dawn, then you Do an Action there :**  
**pay 1 Gold to REVEAL 1 Location Card.**  
**Draw 1 Location Card from the Location Deck then place it face up**  
**in a legal place you choose (1,2,3,4,5,6,7,8,9 are the legal places)**

**EXHAUST a Location** means to turn the Location Card 180 degree, and treat an Exhausted Location as a normal Location but which has NO Actions of any kind.



**treat an Exhausted Location**  
**as if this area has no text at all**

### 5.7. Special Action on Graveyard Location

The **Graveyard** Location has a special Action, an Action without an (A) symbol:

Right after you enter the **Graveyard** Location, if you don't have the **Green Plant** / the **Red Plant**, you immediately challenge the AGL 5 Test. You don't have a chance to choose REST/DO ACTION/MOVE. You're forced to take this Test. If you **W** (win) this Test, you're forced to MOVE to a nearby Location and treat it as a normal MOVE.

### 6. Winning and Losing

You lose the game if you lose your last card in your hand *by any means*, so you must always have at least 1 card in your hand.

You also lose the game if it is Day 8 and you choose to REST. If you lose, see the Ending card (the You Lose side).

You win the game if you defeat the Bandit Leader in a Fight in the **Bandit Lair** Location and throw the **Dispel Potion** at the Bandit Leader.

#### 6.1. Scoring

Losing = 0 points.

Winning = 50 points for saving the Village Of Dawn from a great trouble

+For each Gold you have at the end of the game, you get 1 point .

+For each Item you have at the end of the game, you get 2 points.

+For each Special Item you have at the end of the game, you get 3 points.

+For each day you spend before Day 8, you get 10 points each.

If you're cheating by using the "take-back move," 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 side)

in [www.hullahop.biz/jackdarwid/IOD2/epilogue.html](http://www.hullahop.biz/jackdarwid/IOD2/epilogue.html) . Congratulations !

### 7. Playing Tips

- 1.If at any time you must draw a card from the Power Deck and there's no card left in the Power Deck, shuffle the Discard Pile and put it in the Power Deck place.
2. Don't forget to use the Special Items if you have them. If you forget to use them, what has happened cannot be re-done (you can't take use a "take-back" move).
3. If you want to leave your game to continue later, always leave at the end of a Turn so when you start your game again, it's the beginning of a Turn. It's easier that way.
4. Practice makes perfect. Happy adventuring !

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Version 1.1, May 2009

PS: Sorry, English is not my main language. Corrections are welcome.

**This game is FREE, but please give reviews / comments and rate IoD2 via BoardGameGeek IoD2 page: [www.boardgamegeek.com/game/19212](http://www.boardgamegeek.com/game/19212) . I need your feedback to make my next game better. Thanks!!**

## 8. FAQ

1. Should I discard Special Items when I use any of them?  
*No, Special Items are re-usable; that's why there're special.*
2. I have 2 cards in hand (HP=2). Then I choose to MOVE. I put 1 card on the Wandering Monster place, and (alas !) I meet the monster. I have only 1 card left, a STR 4 card. Can I use the last card I have to Attack the Wandering Monster and get a bonus card?  
*No. You lose the game if you lose the last card in your hand **by any means**. In your case, if you choose to Attack, you lose, but if you choose to Run Away, you lose too, unless you can play a **Fairy Dust**.*
3. I meet and Attack a Wandering Monster with STR=6. I have 2 cards in hand. Then I play an INT 3 card, and have only 1 card left. Then I draw a card for the Fight, a 2!! I will lose the Fight since  $3+2 < 6$ , but I have 1 **Big Red Apple** and 1 **Flask Of Pure Water**. Can I eat the apple and drink the water so I can survive this Fight and Run Away after this?  
*No, it's too late. As both the **Big Red Apple** card and the **Flask Of Pure Water** card say: "You can not discard this Item as a reaction to prevent the loss of your last HP."*  
  
In the same situation as in the above example, can I use a **Dagger** so I can win that Fight?  
*No, it's too late. You can use the Dagger right after you play your first Effort Card but before drawing your second Effort Card.*
4. When I teleported by the High Priest in the **Temple** Location, after paying 1 Gold and discarding 1 Power Card from my hand, should I check for Wandering Monster in the new Location?  
*No, you immediately 'come' to that Location.*
5. In the **Training House** Location, what is "discard X card and draw X card"?  
*Both X's are the same number. So, if your HP=3, you can discard 2 cards and draw 2 cards, or you can discard 1 card and draw 1 card. But you can't discard 3 cards to draw 3 cards because when you discard 3 cards, your HP=0, so you lose the game immediately!*
6. I'm in a Location diagonal from the **Fountain** Location. Can I pay 1 Gold to MOVE diagonally to the **Fountain** Location?  
*Yes, after paying 1 Gold you can MOVE diagonally **from** and **to** the **Fountain** Location. This MOVE is the same as a normal move (see **5.3 Gameplay: MOVE**). The only difference is that you can move diagonally and you have to pay 1 Gold first.*
7. In the **Dark Cave** Location, I defeat the Goblorc, then (ouch!) spring the trap on the door (LOSE 2 HP). Then I meet the Ape. But I don't have a **Big Red Apple**. Then what?  
*You're teleported outside the **Dark Cave** by the Ape, your Turn ends. If later you DO the Action in the **Dark Cave** Location again, follow the Action from the beginning (you Fight the Goblorc again, and so on).*
8. In the Bandit Leader Room in the **Bandit Lair** Location, I don't have the **Ring Of Dawn** and the **Elf Boots**. Do I LOSE 2 HP?  
*Yes, the spell strikes you twice. You LOSE 1 HP for not having the **Ring Of Dawn** to act quickly and LOSE 1 HP for not having the **Elf Boots** to run quickly.*

## 9. Version 1.1, May 09 Information

**From ver 1.0 to ver 1.1** : changed the **Bandit Lair** and **Trapped Gnome** Location cards (see? I heard you ! ☺ )

Special thanks to Andrea Tran / matildadad on [www.boardgamegeek.com](http://www.boardgamegeek.com) (<http://www.boardgamegeek.com/user/matildadad>) for graphic re-designing IOD2 components. Thanks for the great work !

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Thanks to Bruce LeCompte & his mother-in-law for editing IOD2 Manual.

And thanks to all of you: the players of IOD2 !!

**Disclaimer:** The pictures used in this game are taken from many sources (yes, without permissions, hey ! this is a FREE game). Any complains made (please, please don't), and we will change the pictures.

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