

True Dungeon Quick Start Sheet

This sheet is for brand new players who want a brief overview of TD's most basic mechanics. If you'd like more info, you can read the Player's Handbook at truedungeon.com/files/PHB.pdf or just scan this:



Arrival

Sign your waiver and turn in/scan your ticket to receive your wristband and token bag. Then proceed to the coaching room that corresponds to the last two digits on your wristband, e.g., :00, :13, :51, etc. As long as it's no more than 30 minutes prior to your official start time, have a seat—unless you need to use the facilities, which you should do before playing.

Look over the available classes, then pick one you like:

Combat-Oriented Classes (hand/eye coordination needed): barbarian, dwarf fighter, fighter, monk, paladin, ranger, rogue

Spellcasting Classes (memorization skills needed): bard, cleric, druid, elf wizard, wizard

Prep Your Card & Tokens

After picking a class, note your starting Hit Points (HP) shown in the upper right, and highlighted on the sides of the card. This is how much damage you can take. Take two of the provided paper clips. Place one clip on the 10s digits column on the left side of the card and one on the 1s digits column on the right. E.g., if your starting HP is 26, put one clip on the “20” and one on the “06”. Inside the adventure, you track your current HP by moving the clips down when you take damage or up when you get healed.

Place the ends of the provided lanyard into the holes at the top of the class card, then place the card around your neck, with the red text side facing out.

Take one of the provided lights and clip that to your class card.

Talk to your teammates. Trade tokens to better equip everyone in your group. TD is a team game. You do yourself a favor by ensuring everyone has the best chance for success. Determine what you can and cannot use. The classes that can use a token are listed at the bottom of the token. If no classes are listed, anyone can use it. Place the tokens you're using on the proper spots on the mat. You won't cover every spot.

If you have a question about how a token works, look it up on the Token Database (TDb) at tokendb.com.

Coaching

Your coach arrives at the time on your wristband. Try to have all class selections and token trading done by

this time. Your coach records your stats on the party card and can answer token functionality questions.

Combat & Skill Test Training

After spending 24 minutes with your coach, head to the training room. You get 12 minutes of immersive training with combat and skill tests in this room, but here are the bare-bones basics.



Combat Sliding

The long combat table has a silhouette of the monster you're fighting. There are 20 sections in the silhouette, numbered 1 to 20. Place your weapon token (it has a picture of a weapon and a ring of numbers around the perimeter; see example above) label-side up in the puck that corresponds to your class. Stand at the far side of the combat table opposite the monster and slide your puck toward the monster's silhouette. Aim for the highest numbers. Pucks will get bumped; their final resting spot is what counts. Once everyone has slid their puck, the Dungeon Master (DM) determines which attacks hit the monster, based on the stats recorded by the coach on the party card.

Skill Tests

Instead of sliding a puck in combat, some classes cast spells. The spells you can cast are listed on the bottom of your class card. Tell the DM which spell you want to cast. The DM marks it off your card and administers the skill test, if applicable. Any spell you cast always goes off. Passing a spell's skill test only means your spell does three extra points of healing/damage, so don't sweat it if you flub a skill test.

- Bard: Identify a rune to get valuable monster info
- Cleric: Identify a bead to boost your healing spell
- Druid: Identify a leaf to boost your healing and/or damage spell
- Elf Wizard & Wizard: Identify a plane to boost your damage spell
- Rogue: Navigate the stylus along the path without touching the sides to get a clue or treasure

Finally

As mentioned previously, this is a highly abridged version of the rules. Your trainer goes over what to do in the dungeon and can answer any questions you may have. But always remember the two most important rules:

- Work as a team
- Have fun!