

DARK SOULS BOARD GAME

1 SPARK VARIANT FOR SHORTER PLAY TIMES

(FOR 1-4 PLAYERS)

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INSPIRED BY DUNGEON CRAWL VARIANT PUBLISHED BY STEAMFORGED GAMES, GUARDIAN DRAGON CAMPAIGN RULES, DOUBLE SOULS/HALF SPARKS COMMUNITY VARIANT AND OTHER COMMUNITY VARIANTS

- ❖ **FASTER PLAY THAN CORE RULES**
- ❖ **1 SPARK PROVIDES CHANCE FOR A RE-DO OR TO GAIN A FEW MORE STAT UPGRADES TO BE READY FOR THAT BOSS IF REQUIRED (BUT NOT ALWAYS NECESSARY AS ALL POSSIBLE TREASURE AVAILABLE ON THE FLOOR CAN BE RECEIVED ON YOUR FIRST RUN)**
- ❖ **ATTEMPTS TO ADDRESS SOME OF THE STRANGE BALANCING ISSUES WITH LOWER PLAYER COUNTS**
- ❖ **FASTER PROGRESSION BUT STILL REQUIRES STRATEGY TO MAKE DO WITH WHAT TREASURE YOU HAVE**
- ❖ **HARDER ENCOUNTERS PROVIDE MORE REWARDS (MORE SATISFYING)**
- ❖ **UNLINKS TREASURE CARDS EARNED FROM SOULS WHICH ALLOWS FOR 2 THINGS:**
 - **ENSURES STAT UPGRADE PROGRESS IS BALANCED REGARDLESS OF PLAYER COUNT**
 - **ENSURES % OF TREASURE DECK REVEALED IS BALANCED REGARDLESS OF PLAYER COUNT**

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(1 SPARK VARIANT)

SPARKS:

Start with 1 spark regardless of number of players. Spark is consumed upon death or resting.

TREASURE CARDS (choose level of difficulty Normal vs Challenging):

Treasure cannot be purchased - treasure cards are earned by clearing a room (see table below). After a room is cleared, **cannot earn treasure cards from it again**. Treasure chests function as per core rules. 1 player game starts with 2 free treasure cards.

SOULS EARNED:

See table below (also see tier 3 stat upgrade conditions re: stat upgrade costs). 1 player game starts with 2 souls.

TOKENS:

Replenish when resting or upon death. Can replenish luck token between encounters without resting (1 soul). Replenish after boss defeated (don't need to use a rest).

GRAVESTONES:

After selecting and shuffling the initial boss behaviour deck reveal the same number of boss behaviour cards as gravestones cleared starting from the top of the behaviour deck. After revealing, turn all the revealed cards face down but do not shuffle, the order therefore should remain as revealed.

REWARDS TABLES:

Encounter Level	Number of treasure cards <u>per room</u>				Number of souls <u>per player</u>
	3-4 player		1-2 player		
	<u>Normal</u>	<u>Challenging</u>	<u>Normal</u>	<u>Challenging</u>	
Lvl 1	5	4	4	3	1+sparks remaining
Lvl 2	6	5	5	4	2+sparks remaining
Lvl 3	7	6	6	5	3+sparks remaining
Lvl 4	9	8	8	7	8 (encounter does not reset)
Mini-boss	Boss treasure cards only				4 per player times number of sparks remaining (then reset sparks to 1)
Main boss	Boss treasure cards only				8 per player times number of sparks remaining (then reset sparks to 1)
Mega boss	Boss treasure cards only				Win condition met :)

Floor Clear Bonus Reward: Awarded if all rooms are cleared (excludes level 4 encounter)	3-4 player: Any combination of souls / treasure cards that total 6 (normal) or 4 (challenging) 1-2 player: Any combination of souls / treasure cards that total 4 (normal) or 3 (challenging)
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Souls required for upgrading a stat tier same as core rules:

Tier 1 - 2 souls

Tier 2 - 4 souls

Tier 3 - 8 souls

Conditions for upgrading to tier 3 stats:

- ❖ **Tier 3 Condition (first tier 3 per player):** All players must have 2 x # of players tier 2 purchased before upgrading to tier 3 (i.e. 4 players need 8 tier 2 upgrades purchased between them, 3 players need 6, 2 players need 4)
- ❖ **Tier 3 Condition (last 3 tier 3's per player):** All players must have all remaining tier 2's purchased