



1-6 players • 8 and up • 30 minutes

It's the Abyss of the Demon King's Domain. Players take on the role of commanders, constructing a dungeon to repel adventurers.

The dungeon is rumored among adventurers to "change shape every time you explore it."

The truth behind the rumors lies in the efforts of the monsters working night after night.

Who will ultimately contribute the most to the dungeon's glory?

Game Overview

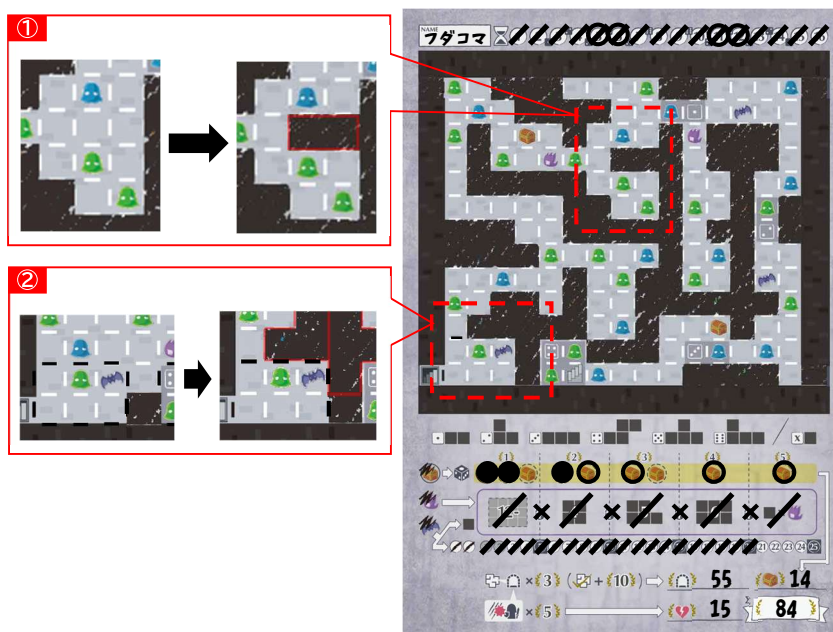
Roguewrite is a roll-and-write game where players draw shapes directly onto the map with a pen.

The game is divided into the 〈Construction Stage〉 and 〈Interception Stage〉.

In the Construction Stage, you draw wall blocks on the map and fill in squares (①). Unfilled squares become passages or rooms. By designing rooms with dotted lines around multiple squares, you can easily create rooms by drawing blocks along the dotted lines (②).

In the Interception Stage, you lure adventurers into the floor you built and have them battle monsters. You score points each time an adventurer takes damage.

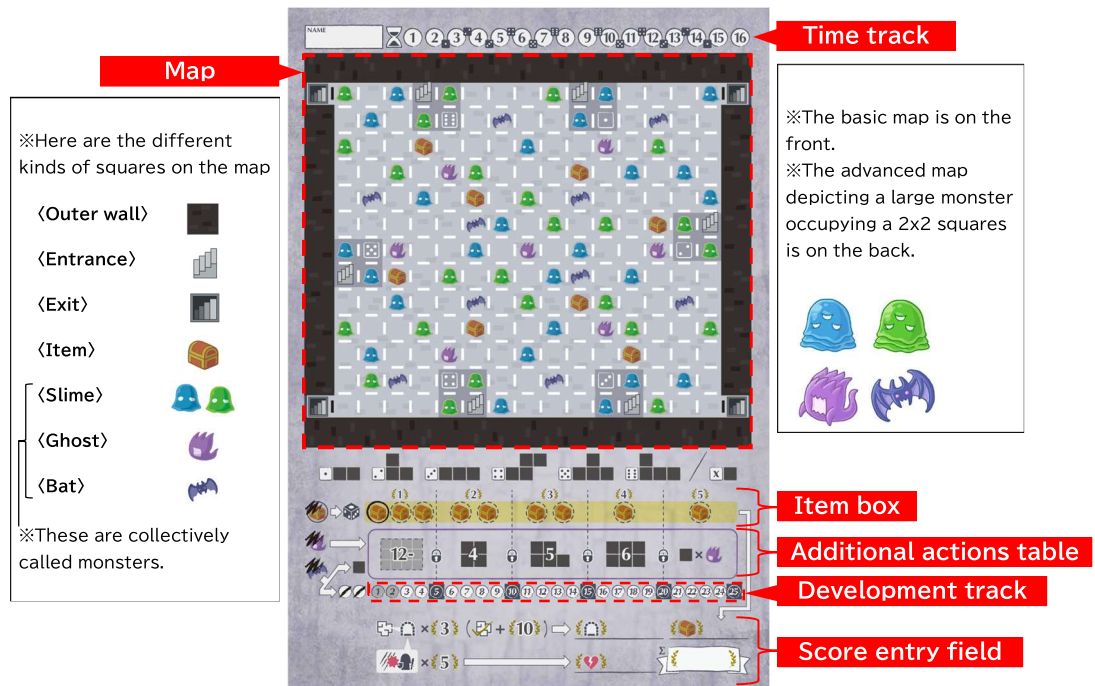
The player with the highest total score wins.



Contents

6 game sheets

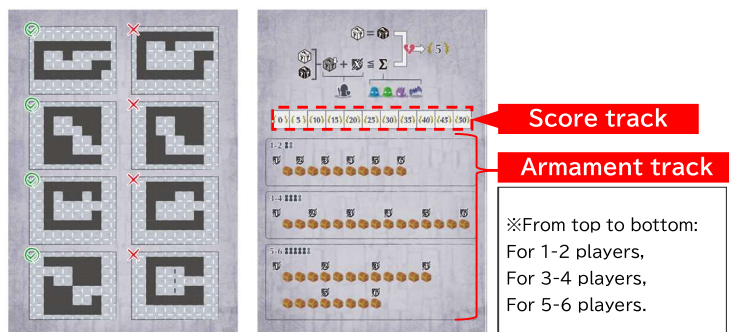
Front side (※Back side omitted)



1 summary sheet

Front:

Back:



2 dice (white and black)

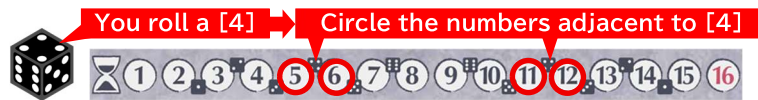
2 tokens

6 markers

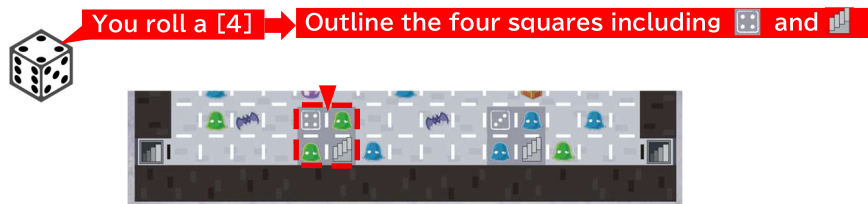
1 rulebook

Game Setup

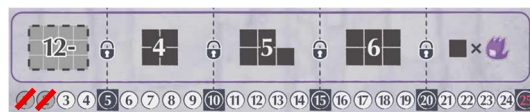
- I. Place the summary sheet face up in the center of the table.
- II. Each player receives one game sheet and one marker.
- III. All players choose the same map (either basic or advanced) and place their sheets face up on the table.
 - (※For the first time, it is strongly recommended to choose the basic map.)
- IV. Each player rolls one white and one black die once, then does the following:
 - Circle the four numbers on the Time track corresponding to the black die roll.
 - (※Each time track has two die symbols for each roll [1] to [6])
 - (※The numbers adjacent to each die roll are "corresponding" numbers)



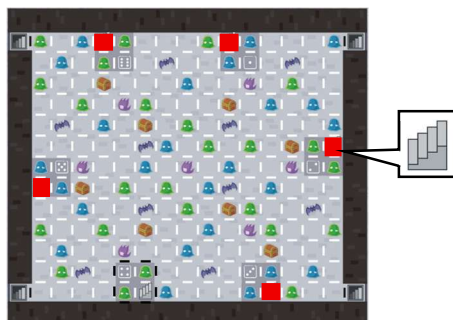
- On the map, outline the four squares corresponding to the white die roll with dotted lines around each entrance.
 - (※The map shows one die symbol for each roll [1] to [6].)
 - (※The four squares that are darker than the surrounding area, including the symbol and the entrance, are the "corresponding" four squares)



- V. Cross out numbers ① and ② on the Development track with a check mark.
 - (※This process is linked to the dotted line marking in IV; details will be explained later)



- VI. Fill in all five entrances not enclosed by dotted lines.



How to play

The game is divided into the first half, the Construction Stage, and the second half, the Interception Stage.

First, we will explain the rules common to both maps.

(※Rules specific to the advanced map will be explained at the end.)

First Half: Construction Stage

In the Construction Stage, you build the floors that form the dungeon's layers.

The more walls you place to create rooms within a floor, the higher your score.

The Construction Stage takes place over multiple rounds.

In each round, all players simultaneously follow the three steps: **[①: Determining the Roll]**, **[②: Filling in the Map]**, and **[③: Round Update]**.

During the game, players must not look at other players' sheets.

[① Determining the Roll]

One player rolls both the white and black dice to determine the roll. All players share this roll.

[② Filling in the Map]

Each player performs either **[Action A: Wall Placement]** or **[Action B: Room Planning]**.

Action A: Wall Placement

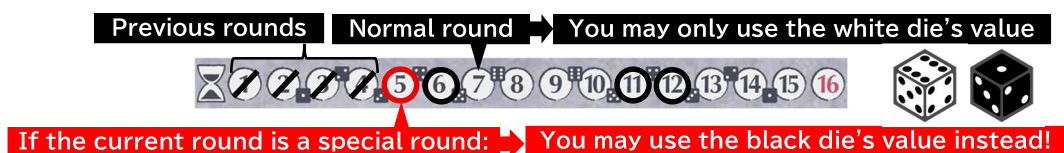
For this action, you may use the value of either the white die or the black die.

In a normal round, you use the white die's value.

In special rounds, you may opt to use the black die's value instead.

The current round is determined by the smallest number on the time track that has not been crossed out (as described later in [Round Update]).

If that number has been circled, it is a special round.



Even in a normal round, you can spend an Item in order to use the black die's value. To do so, fill in a circled Item icon to mark it as used.

(※One Item is already circled at the start of the game and can be spent from Round 1.)



After choosing which die to use, each player fills in one block on the map corresponding to the die's value.

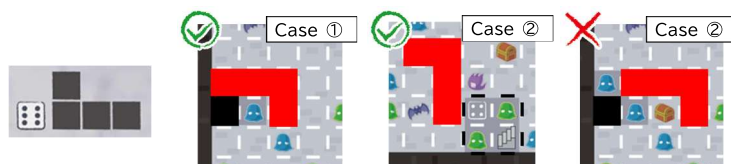
Regardless of the die's value, you may instead opt to fill in a single 1x1 block.



Follow these rules when filling in blocks:

Rules for Filling in Blocks:

- ① Blocks may be rotated or flipped freely.
- ② Blocks must share an edge with either a wall (a filled square) or a planned room (a rectangle marked with a dotted line).
(They cannot connect only at corners.)
(Filled squares include the entrances that were filled in during the Game Setup.)



- ③ Blocks must not be placed inside planned rooms (dotted lines).
- ④ Blocks must not touch only the outer wall.



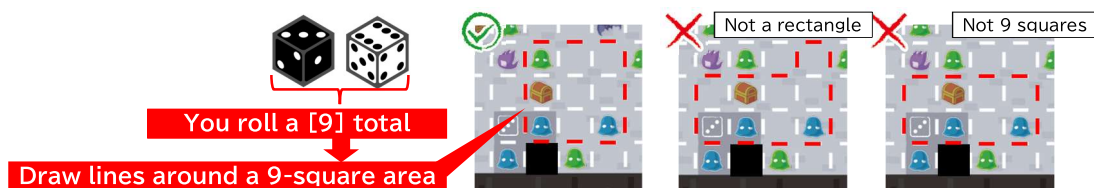
- ⑤ Blocks must not overlap existing walls or cross dotted lines.

Action B: Room Planning

This action uses both the white and black dice.

Draw a dotted line around an area containing exactly the same number of squares as the sum of the two dice.

The area must be a rectangle that is at least two squares high and two squares wide.



Follow these rules when drawing dotted lines:

Rules for Drawing Dotted Lines

- ① Dotted lines must share an edge with a filled square. (※ They cannot connect only at corners.)
- ② Dotted lines must not share an edge with another dotted line. (※ They may connect at corners.)
- ③ Dotted lines must not touch only the outer wall.



After drawing the dotted lines, advance exactly the same number of spaces on the Development track as the number of monsters you just enclosed with it. Cross out the empty numbers in order from the leftmost one.

Numbers 5, 10, 15, and 20 on the track have locks. Erasing these numbers breaks the corresponding lock. Mark the key symbol with an X.

(※ Breaking locks increases the options for effects from special squares, as will be described later.)



Effects of Special Squares

The Items, Ghosts and Bats on the map are special squares.

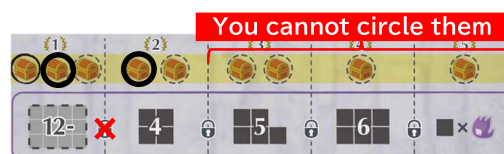
When you fill in one of these squares with a wall, you immediately gain the corresponding effect.

Items:

When you cover an Item on the map with a wall, select one unobtained Item from this row and circle it. (※ You do not need to circle them in order from left to right.)

Items can be spent to make the current round a special round, enabling the use of the black die during [Action A].

You cannot circle an Item located to the right of an unbroken lock.



Ghosts:

When you cover a Ghost, you may choose one effect from the Bonus Actions row.

Each effect can only be chosen once per game. (Please cross out the chosen effect.)

You cannot select an effect located to the right of an unbroken lock.



Draw a dotted rectangle on the map following the same rules as [Action B].

You may freely choose the size of the area, up to a maximum of 12 squares.



Draw blocks on the map following the same rules as [Action A].

The number of squares forming a block must exactly match the number written.

The shape of the block is free as long as all squares are connected vertically or horizontally.



Follow the same rules as [Action A] to fill in a 1x1 block on the map for each ghost that has not been covered yet.

(※There are 7 ghosts on the basic map and 8 ghosts on the advanced map in total.)

The blocks may be connected or separate.

Bats:

When you cover a Bat, you may immediately choose one of the following effects:

Effect ①: Fill in a 1x1 block on the map following the rules of [Action A].

Effect ②: Advance the Development track by 2 spaces (cross out 2 numbers).

The effects of these special squares are optional, and may be ignored if you wish. If you fill multiple special squares simultaneously or chain multiple fills, resolve their effects in any order you choose. Do not interrupt one effect with another effect.

[③ Round Update]

Cross out the number matching the current round on the time track to end the round.

After the round ends, return to [①: Determining the Roll].

(※Repeat steps 1-3 until the end of game conditions for the Construction Stage described later are met.)

Example: Round 5 has ended



End of the Construction Stage

A player who crosses out all numbers on either the Time track or Development track ends their Construction Stage at the end of the current round.

Players who cross out all numbers on the Development track will end the Construction Stage earlier than others. Please wait for all others to finish.



OR

Construction Stage is over

Once the Construction Stage ends, each player chooses one of the four exits on the map and fills in all other exits, which will not be used.

(It's best to choose the exit that will yield the highest score in the scoring calculation explained later.)



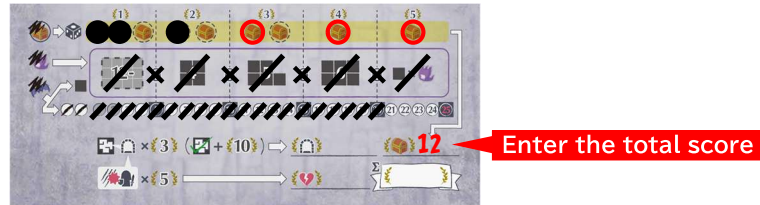
Next, each player calculates their points from the items and rooms in their dungeon.

《Item Scoring》

Look at the Item box.

For each Item that is circled but not filled in (used), you receive the score written above it.

Enter the total score in the corresponding Score entry field.



《Room Scoring》

Earn 3 points for each suitable room.

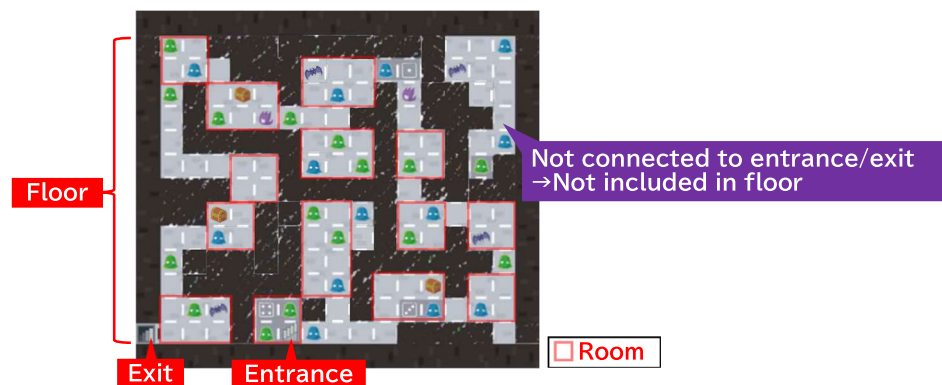
Rooms are determined using the following steps:

1. Check the <floor> on the map.

The floor consists of a group of squares connected to both the entrance and the exit.

2. Identify the <rooms> within the floor.

Any rectangle of at least 2 squares in both width and height constitutes a room.



A room is bounded on all four sides by at least one filled-in square or outer wall. A dotted line alone does not constitute a boundary.



3. Confirm the <Passages> within the floor and select rooms suitable for scoring. All remaining squares that are not rooms are considered passages.

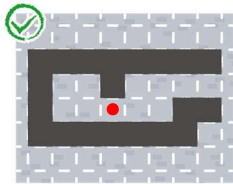
The following rooms are not suitable for scoring:

- ① Rooms connected to a passage for two or more squares in width

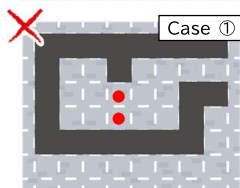
② Rooms directly connected to each other

③ Rooms containing dotted lines

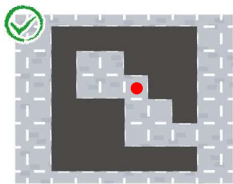
Examples of rooms that are and are not scored are as follows.



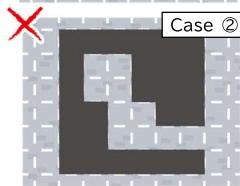
Two 2x2 rooms are connected by a passage with a width of one square.



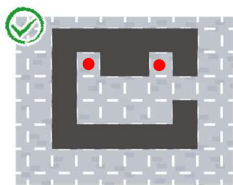
Two 2x3 rooms are connected by a passage that is two squares tall, which is not allowed.



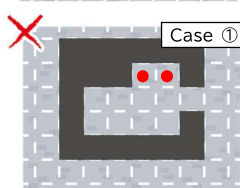
Two 2x2 rooms are connected by a passage with a width of one square.



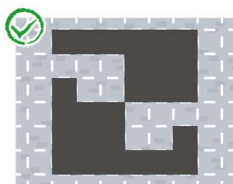
Two 2x2 rooms are directly connected with no passage, which is not allowed.



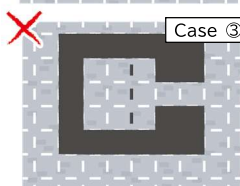
A 4x2 room is connected to two passages, each one square wide.



A 4x2 room is connected to a passage that is two squares wide, which is not allowed.



Rooms may connect at corners.



Dotted lines may not be included within rooms.

If all rooms on the floor are suitable for scoring, you earn an additional 10 points.

(※ Rooms outside the floor are not relevant.)

Enter the score in the corresponding Score entry field.

There are 14 rooms in the Floor

+

5 rooms are not suitable for scoring

↓

9 rooms are suitable for scoring
→ Multiply by 3 and get 27 points

※Examples of earning the additional 10 points are listed in the Game Overview

Second Half: Interception Stage

Once all players have finished the Construction Stage, the game transitions to the Interception Stage. In the Interception Stage, adventurers will explore the dungeons you constructed and battle monsters. The more damage your monsters inflict on adventurers, the higher you score.

I. Flip the summary sheet over and place a token on the 0 point space of the Score track. Circle the [1] mark on the Armament track corresponding to the number of players.

II. Stack all players' game sheets to form the dungeon.

Exclude any sheets where the entrance and the exit are not connected; these are invalid, and the owner of such sheets cannot participate in the Interception Stage.

Stack the sheets so that those with less progress on the Development track are on top.

If the tracks have the same progress, place the sheet with the lower score from Items on top.

(※If those are also the same, decide the order at random.)

III. Place the remaining piece in the room with the entrance on the topmost sheet.
From this point on, this token is called the Adventurer.



After completing steps I through III, the adventurer explores the dungeon starting from the entrance.

Dungeon exploration progresses by repeating three steps:

[①: Combat], [②: Equipment], and [③: Movement].

If the adventurer reaches the exit as a result of [③: Movement], proceed to [④: Descent].

[① Combat]

In this step, the adventurer engages in combat with monsters present in the same room.

Combat compares the strength of the adventurer against the monsters.

The monster's strength equals the number of monsters present in the room.

The adventurer's strength is determined as follows:

I. Roll the white and black dice, then use the lower of the two rolls.

II. Check the current 〈Armament level〉 on the Armament track.

III. Add the lower roll to the Armament level.

(※The Armament level will be explained later.)

If the monster's strength is equal to or greater than the adventurer's strength, you earn 5 points as a reward for dealing damage. Move the token on the Score track to the next space.

Regardless of both parties' strength, if the white and black dice show the same number (a double), the adventurer suffers a critical miss (a fumble). Similarly, earn 5 points.

(※These points do not stack; even if both conditions are met, you do not earn 10 points.)

Note: If a room is not suitable for scoring, or no monsters are present, do not carry out this step.

[② Equipment]

In this step, the adventurer equips items.

If Items are present in the room, advance the Armament track one step per item by

crossing out that many item icons on the track.

If an Armament level is depicted above the crossed out item, circle it.

The adventurer's Armament level is the highest value among those circled.

Note: If a room is not suitable for scoring, or if a room contains no items, do not carry out this step.

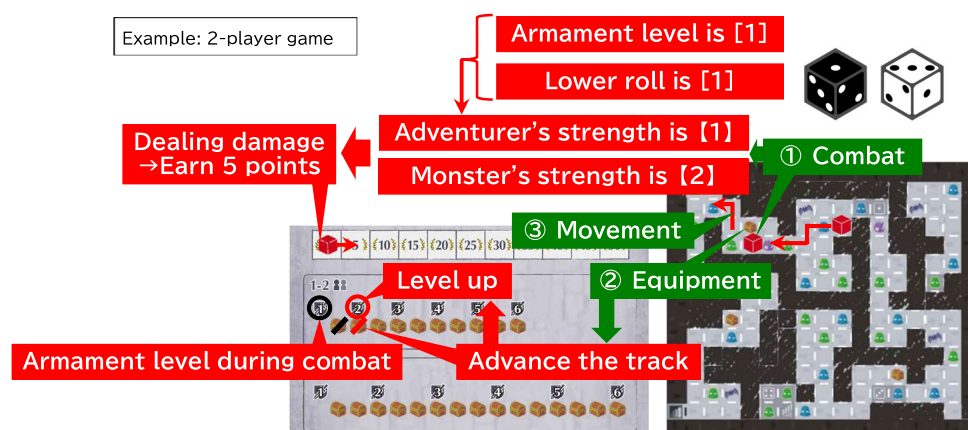
[③ Movement]

Move the adventurer according to the following rules.

- ① Move from the current room to the next room or the exit.
- ② Move along the path with the fewest rooms passed through, from the entrance to the exit.
- ③ If multiple such paths exist, the player may choose one.

Note: Monsters or Items on the path will not trigger any events.

Note: The adventurer may pass through rooms even if they are not suitable for scoring; however they will not perform the Combat or Equipment steps.



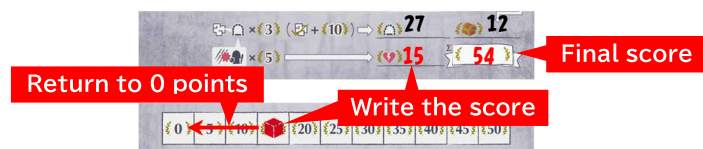
Continue movement, repeating from step 1 until the adventurer arrives at the exit. When this happens, proceed to [④ Descent].

[④ Descent]

The adventurer advances to the next layer. Remove the current sheet and give it to its owner.

The owner writes the points shown on the Score track into the corresponding Score entry field.

Additionally, calculate the final total score and enter it in the corresponding field. After recording, return the token on the Score track to the 0 points space.



Place the adventurer back in the room with the entrance on the topmost sheet.

Do not reset the progress on the Armament track. (※It carries over to the next floor as is.)

Once these preparations are complete, return to [①: Combat].

Once all sheets have been removed, the Interception Stage ends.

Game End

The game ends once the Interception Stage concludes.

The player with the highest final score wins. In case of a tie, the tied players share the victory.

Additional Rules for Advanced Maps

In addition to the common rules, the following rules apply:

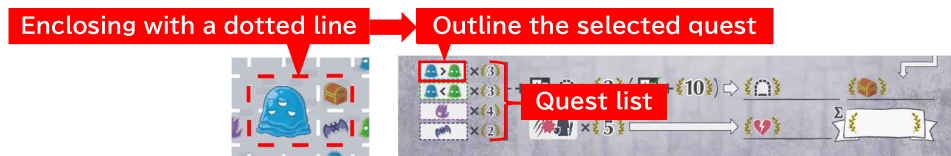
Action A: Wall Placement

- If you cover part of a large monster, you must cover the entire monster.



Action B: Room Planning

- You cannot enclose only part of a large monster with a dotted line. Enclose the entire monster with a rectangle that is 2x2 or larger.
- After enclosing a large monster with dotted lines, select the corresponding quest from the <Quest list> at the bottom of the sheet. Outline the selected target.



- Each large monster has an associated quest.



- Multiple quests can be selected by enclosing multiple monsters with dotted lines.

Effects of Special Squares

- Covering the large Ghost or Bat grants the same effect as covering a regular Ghost or Bat.
- The large Ghost (when not covered) counts as a Ghost for the purposes of this action:



End of Construction Stage

- You score points for each room where you achieve your selected quests.
- The quests and corresponding points are as follows:



Score 3 points for each room containing more blue slimes than green slimes.

Rooms with zero green slimes also count.

The score remains the same regardless of how many blue slimes are in the room.



Score 3 points for each room containing more green slimes than blue slimes.

Rooms with zero blue slimes also count.

The score remains the same regardless of how many green slimes are in the room.



Score 4 points for each room containing a Ghost.

The score remains the same regardless of how many ghosts are in the same room.



Score 2 points for each room containing a Bat.

The score remains the same regardless of how many bats are in the same room.

- If a room containing a large monster is not suitable for scoring (see [End of Construction Stage]), the selected quest becomes invalid.
- Even if a room with a large monster is suitable for scoring, the selected quest is invalid if it was not enclosed by a dotted line during the Construction Stage.
- Even if the selected quest is valid, if the room where the quest was achieved is not suitable for scoring, no points will be awarded for achieving that quest in that room.
- Scoring from multiple quests for the same room is cumulative.
- You can earn points for achieving quests even in rooms containing large monsters.
- Add the points earned from achieving quests to the points earned from the room (under the common rules).

① Combat

- Large monsters count as one monster, just like regular monsters.

Additional Rules for Single-Player

When playing solo, aim for the highest possible final score.

After the game ends, you will receive one of the following titles based on your final score.

< Basic Map >

0–39 points	Demon Familiar	80–99 points	Demon General
40–59 points	Demon Soldier	100–109 points	Demon Duke
60–79 points	Demon Knight	110 points and up	Demon King

< Advanced Map >

0–49 points	Demon Familiar	100–119 points	Demon General
50–79 points	Demon Soldier	120–129 points	Demon Duke
80–99 points	Demon Knight	130 points and up	Demon King

Detailed Rules

Action A: Wall Placement

- You may choose the white die roll even during special rounds.
- You may cover an exit before the end of the Construction Stage.

Action B: Room Planning

- If the Development track progress exceeds number ㉔, cross out it up to ㉔.

Effects of Special Squares

- Slimes are not special squares; nothing happens when you cover a slime.
- Covering an Item on the map when you have no available Item icons to circle will have no effect.
- Covering a ghost when no additional actions can be selected will have no effect.

End of Construction Stage

- You will receive points for a room even if there are no monsters inside.
- You cannot earn points from the rooms outside the floor.
- If the entrance and exit are not connected, no points will be scored from any room (since there is no floor).

① Combat

- If your score exceeds 50 points, record the points on something else.

② Equipment

- The maximum Armament level is [6]. The Armament track will not advance beyond this point.

If you have any questions or comments about the game, please contact us at info@fudacoma.jp

Game design: Yusuke Sawaguchi Artwork: Makoto Takami