

Mercenary : Start the game with 25 additional ⛃ in your Purse.

FACE VALUES

	⚔	◎	⛃
⚀	I	I	II
⚁	II	II	
⚂	III	I	I
⚃	IIII		II
⚄	IIII	I	
⚅	IIII I		I

COMBINATION VALUES

	⚔	◎	⛃
PAIR ⚀⚀		III	
TWO PAIR ⚁⚁		III	
THREE OF A KIND ⚂⚂⚂		III	
PARITY ⚀⚂⚄		III	
FULL HOUSE ⚂⚂⚂⚁⚁		III	
FOUR OF A KIND ⚃⚃⚃⚃		III	
FIVE OF A KIND ⚄⚄⚄⚄⚄		III	

ACT 1 ; MUSHROOM FARM ESCAPE



25+ : ⚔ x ◎ = ⛃
Add +1 ⛃ to one Face of your choice.

50+ : ⚔ x ◎ = ⛃
Add +2 ⛃ to two different Combinations with no ⛃.

75+ : ⚔ x ◎ = ⛃
Roll 1 die: add that much ⚔ to one Combination of your choice.

Without a Critical Victory, cross out 1 icon on each Apothecary item.

150+ : ⚔ x ◎ = ⛃
Obtain the contents of an Act 1 Minion's Chest.

ACT 2 ; SIREN'S IRRESISTIBLE SONG



200+ : ⚔ x ◎ = ⛃
Roll 2 dice: gain ⛃ equal to their total.

300+ : ⚔ x ◎ = ⛃
Add +3 ⚔ to Faces 2, 4, and 6.

Even Faces provide no ⚔.

600+ : ⚔ x ◎ = ⛃
Obtain the contents of an Act 2 Minion's Chest.

400+ : ⚔ x ◎ = ⛃
Add +1 ⛃ to Faces 2, 4, and 6.

ACT 3 ; GREEDY DRAGON'S COVETOUSNESS



800+ : ⚔ x ◎ = ⛃
Add 3 Rerolls to your next fight.

1100+ : ⚔ x ◎ = ⛃
Each unused Reroll from this fight grants +5 ⛃.

Ignore all your Equipment during this fight OR pay 40 ⛃.

1400+ : ⚔ x ◎ = ⛃
Each value absent from your final Combination gains +1 ◎ on its Face.

2000+ : ⚔ x ◎ = ⛃
Obtain the contents of an Act 3 Minion's Chest.

MY PURSE



FACELESS SCRIBE



ONE	TWO	THREE	FOUR	FIVE	SIX
6 ⛃	13 ⛃	16 ⛃	5 ⛃	15 ⛃	11 ⛃
ANCIENT FRAGMENT	FORBIDDEN ENCHANTMENT	ULTIMATE SCROLL	FORGOTTEN VELLUM	PRIMORDIAL ROLL	OCCULT SEAL
⚔ ◎	⚔ ◎ ⛃	⚔ ⚔ ◎ ◎	◎	◎ ◎	◎ ⛃ ⛃

APOTHECARY



PAIR	TWO PAIR	THREE OF A KIND	PARITY	FULL HOUSE	4 OR 5 OF A KIND
9 ⛃	6 ⛃	3 ⛃	7 ⛃	8 ⛃	1 ⛃
AMPLIFIED VIAL	RADIANT BREW	CLOUDY MIXTURE	SUPERIOR PHILTER	POTENT POTION	FLEETING ELIXIR
⚔ ◎ ◎	⚔ ⚔ ◎	⛃	⚔ ⚔ ⛃	⚔ ◎ ◎	⚔ ◎

MARIE-AGNÈS, THE WANDERING TRADER



2 ∞ 15 ⛃	3 + 12 ⛃	4 ✿ 10 ⛃	5 + 8 ⛃	6 ✿ 6 ⛃
ANCIENT RING	BOAR CLOAK	VULTURE HEADDRESS	RAVEN GLOVES	TIGER BREASTPLATE
Double the effect of your Equipment with Cumulative abilities.	At the end of the fight, add +2 ⚔ and +1 ⛃ to your final Combination.	Gain 4 ⛃ for each die showing 6 outside your final Combination.	Each Faceless Scribe visit, add +1 ⛃ to the first item you buy.	Gain +15 ⚔ if all dice in your final Combination show 1, 3, or 5.

7 ∞ 6 ⛃	8 + 6 ⛃	9 ✿ 8 ⛃	10 ✿ 10 ⛃	11 + 12 ⛃	12 ✿ 15 ⛃
SERPENT GREAVES	BOAR BOOTS	VULTURE BRACERS	BEAR BELT	BOAR PAULDRONS	SYLVAN PENDANT
Whenever a die shows 5, you may change its result by +1.	With Full House as your final Combination, add +1 ◎ to it.	Gain +1 ◎ for each die outside your final Combination.	Gain 4 additional ⛃ if all dice in your final Combination show 2, 4, or 6.	With Pair as your final Combination, add +1 ◎ to it.	Gain +10 ◎ if at least 3 Faces have more than 5 ◎.

ONE PAGE QUEST !

REQUIRED MATERIALS

A PENCIL AND FIVE SIX-SIDED DICE

Game Code: 17XRWYJMHUB03TAB7NH3TX9RNSQKLF2Y

Level: **Adventurer**

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ILLUSTRATION OLEKZANDER ZAHORULKO
GRAPHIC DESIGN CLÉMENT PROUST

Solo 10+ 45'

grammes ÉDITION

ONE PAGE QUEST

v1.2

ONE PAGE QUEST is a solo fantasy roguelike played with five six-sided dice, a game sheet, and a pencil. You play as a Hero with a special ability. Build dice Combinations, upgrade your Hero, and try to defeat all 3 Bosses. Each Act consists of 3 Minions followed by a Boss. Within each Act, enemies are fought in ascending order of Power. Bosses have a special ability 💀. To defeat an enemy, your Power must meet or exceed its Power threshold.

25+

HOW TO PLAY

At the start of the game, roll 5 dice. Assign +1 ⚔ to 3 dice, +1 🪙 to 1 die, and +1 ◎ to 1 die. For each die, draw a line in the Face Values table at the intersection of its value and the assigned upgrade.

1. Fight Roll 5 dice and use your Rerolls to create the best possible Combination. Each time you use a Reroll, mark off one Reroll box ⟳. A Reroll allows you to reroll one, several, or all of your dice. Once you have used all your Rerolls, you may not reroll any more dice. Once you are done rerolling, choose one valid Combination: Pair (2 dice showing the same value), Two Pair (2 Pairs showing different values), Three of a Kind (3 dice showing the same value), Parity (5 dice that are all even or all odd, with all 3 different values represented), Full House (1 Three of a Kind and 1 Pair of a different value), Four of a Kind (4 dice showing the same value), or Five of a Kind (5 dice showing the same value). You may freely choose any valid Combination among your dice. Only the dice used in your Combination count; all other dice are ignored.

Each Die Face and Combination has its own Strength ⚔, Accuracy ◎, and Gold 🪙 values, shown on the *Face Values* and *Combination Values* tables. After choosing your Combination, calculate your total Strength and total Accuracy by adding:

- the Strength ⚔ provided by the Faces of the dice used in your Combination and the Strength ⚔ provided by the Combination itself;
- the Accuracy ◎ provided by the Faces of the dice used in your Combination and the Accuracy ◎ provided by the Combination itself.

Your Power is equal to your total Strength multiplied by your total Accuracy.

25+ | 6 ⚔ × 9 ◎ = 54

Example of the first turn: after several Rerolls, you end up with: 2 / 2 / 2 / 3 / 6. You choose a Three of a Kind of 2s. The 3 and 6 are ignored. Each 2 Face provides +2 Strength and +2 Accuracy. The Three of a Kind provides +3 Accuracy. You therefore have 6 Strength (3 × 2) and 9 Accuracy (3 × 2 + 3). Your final Power is 6 × 9 = 54. You therefore exceed the Power threshold of the first fight.

Once Strength reaches 20 or more, always round it down to the nearest multiple of 10 before multiplying it by Accuracy (26 → 20, 39 → 30). The values of any single Face or Combination can never exceed 20 Strength ⚔, 20 Accuracy ◎, or 20 Gold 🪙. These limits are shown by the gray lines in the upgrade boxes. All gray elements on the game sheet can be unlocked during the game. Once you unlock one, trace over it to show that you have obtained it.

2. Combat Result

25+ / 18 **Defeat (against a Minion)** If your Power is below the required threshold, gain the Gold provided by the Faces and Combination you used. After each fight, whether you win or lose, move on to the next enemy. Then roll 3 dice to determine which items are available from the Merchants.

25+ / 30 **Victory** If your Power meets or exceeds the required threshold, gain 3 🪙 for each unused Reroll AND the Gold provided by the Faces and Combination you used. Then roll 4 dice to determine which items are available from the Merchants.

25+ / 65 **Critical Victory** If your Power is at least twice the required threshold, gain 3 🪙 for each unused Reroll AND the Gold provided by the Faces and Combination you used AND the contents of the Chest 🧰. Then roll 5 dice to determine which items are available from the Merchants.

Whenever you gain Gold, draw one circle in your Purse for each Gold gained. Whenever you spend Gold, cross out that many circles in your Purse. As a general rule, whenever an element is crossed out, it becomes unavailable for the rest of the game.

🪙🪙 = ○○○ / 🪙🪙 = ⊘⊘○

3. Visit the Merchants After a fight, roll 3 dice after a Defeat, 4 dice after a Victory, or 5 dice after a Critical Victory. Any Rerolls you did not use during the fight may now be used to reroll one or more of these dice. Then freely assign these dice to items and Equipment offered by the different Merchants to determine what is available.

At the Apothecary and the Faceless Scribe, place 1 die on an item matching its value. At Marie-Agnès, pair 2 dice together and place them on the Equipment whose value matches their total.

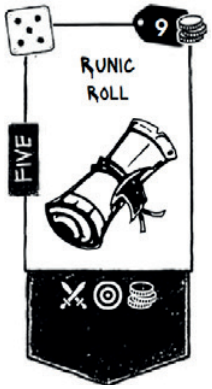
To purchase an item or piece of Equipment, spend the amount of Gold shown on its price tag, then remove the die or dice used for that purchase. During the same Merchant phase, an item may be purchased multiple times: each die placed on that item allows you to purchase it once by paying its cost each time.

FACELESS SCRIBE

The Faceless Scribe sells items that permanently upgrade your Die Faces.

APOTHECARY

The Apothecary sells items that permanently upgrade your Combinations.

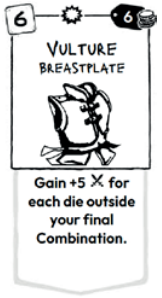


On each Apothecary and Faceless Scribe item, the required die result is shown in the top-left corner, its Gold cost in the top-right corner, the target of the upgrade on the left-hand side, and the upgrade you receive on the banner.

After making a purchase, record the upgrades you gain by drawing lines in the corresponding boxes of the Face Values and Combination Values tables. These upgrades remain permanent until the end of the game.

MARIE-AGNÈS, THE WANDERING MERCHANT

Marie-Agnès, the Wandering Merchant, sells Equipment with Immediate ϟ, Combat ✸, Permanent ∞, or Cumulative ✚ abilities.



To determine which Equipment is available, pair 2 dice and add their values together. The required total for each piece of Equipment is shown in its top-left corner. When you purchase a piece of Equipment, circle its gray banner to show that you own it. Each piece of Equipment may only be obtained once per game.

Immediate ϟ abilities provide a benefit that applies once, as soon as you obtain the Equipment. Combat ✸ abilities provide bonuses when calculating your Power during fights. Permanent ∞ abilities remain active for as long as you own the Equipment. Cumulative ✚ abilities grant a permanent upgrade each time their listed condition is met. Record these upgrades by drawing lines in the Face Values and Combination Values tables. Upgrades gained this way remain in effect even if you later lose the Equipment.

GAME END & VICTORY

The game ends immediately if you lose against a Boss 💀. After a defeat, if you want to try again, keep one piece of Equipment of your choice for your next game with the same Hero and the same Adventure Sheet. You win the game when you defeat the third Boss.

ENDLESS MODE

After defeating the 3rd Boss, you can continue your adventure by erasing the results of previous battles. Skip Act 1 and start again from Act 2, multiplying all Power thresholds by 10.

200+ ×10 2000+