

DUNGEON CODE: A FANTASY TABLETOP ROLE-PLAYING GAME BY BRAD ASHLOCK



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"Dungeon Code" is a retro-style role playing game (RPG) set in a gritty fantasy setting. The mechanics of the game are fast and simple, with a strong emphasis on narrative. Unique combat and magic systems. This book includes a readymade adventure module so the reader can start an adventure straightaway with a group of friends. Six-sided dice are required for play.

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Most helpful customer reviews

0 of 0 people found the following review helpful.

Unique Take on a Crowded Category

By Ophelious

I can't speak with too much authority, as my experience with role playing games is mostly limited to good ol' D+D, but Dungeon Code seems to me to be a unique take on the genera; in fact, it solves a lot of the things I didn't like about D+D.

First, Dungeon Code doesn't get bogged down in minutia. It's not about players and GM's citing rules. The system is based around FUN. The player and GM have a fair amount of latitude to make sure the game is fun and that the rules don't drag things down. This is done more by creating a game framework to play from rather than an endless pool or regulations based on every possible situation.

Second, the combat system is something I've never seen before, but is kind of cool. You roll a lot more dice hoping to get certain numbers that "unlock" your opponent. This is more interesting than the "You miss." "You hit for 10 pts damage." "You miss." kind of thing you find in a lot of roll playing. I don't want to say it's like Farkle or Yahtzee, because it's not, but it has that thrill because lots of dice can be involved and you're looking to get certain numbers. It also has a kind of Risk thing going, whereby as you lose power you get less dice. Overall, I think it's a lot more thrilling system than what I'm used to. It's fast and fluid.

I'm not usually into magic user types, but the magic system is better in this game, too. Rather than have a "book of spells" to pick from, characters have a lot more flexibility to come up with unique spells that fall into broad categories. This way, rather than being limited, the wizard is limited only by his/her imagination. Of course, it gets harder to pull of some spells than others (which allows the GM to keep things in check,) and some spells even come with risk.

Overall, this is a good system for anyone who wants to quickly learn a great role-playing system and get playing right away. It favors people with imagination and the ability to tell a good story. It wouldn't be as interesting to someone who is really into having everything spelled out for them, or having a bible of rules to

refer to. Of course, I'm glad, because those aren't the kind of people I'd want to play with anyway!

Ashlock remembers that gaming is supposed to be inexpensive, fun, and favoring good storytellers.

1 of 1 people found the following review helpful.

better game play

By Daniel Fleeger

Great for Dungeons and Dragon fans that would enjoy a more realistic and fair battling system. Easy to play rules, speeds up game play.

Awesome, thanks.

Dan

1 of 1 people found the following review helpful.

Fresh Take on Paper & Pen RPG

By Budd Wright

Easy to understand and not just about the number mechanics, Ashlock has come up with a fun variant on the old Dungeon & Dragons type game. Well worth the price.

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