



Speed: For each 1  spent, subtract 1 page from your **move**.

Strength: For each 1  spent, add 2 words to your **attack**.

Stealth: For each 3  spent, add 1 missing letter to your **attack**.



Log your play sessions at
<https://bravethebook.com>

BRAVE THE BOOK



100+ PAGE BOOK REQUIRED




Turn any big book into a small solo dungeon-delving game!

This bookmark is being held captive by monsters from inside the book! Defeat those monsters with (s)words from the book's text to set the bookmark free!

SETUP

Tuck this bookmark between the last page and back cover of the book so only the top dungeon room is visible. Always keep track of your place in the book, starting on page 1.

TURN SEQUENCE

- 1) Choose a monster to fight from the lowest visible dungeon room.
- 2) Spend your visible **skill points**  on bonuses since they reset after every turn. *Note: You start out with 1 visible .*
- 3) Choose **one number** to be used for **both** moving and attacking this turn.
 - 3a) **Moving:** Move your place **that many** pages forward in the book.
 - 3b) **Attacking:** Starting from the first word of the current page, use any letters (*each only once*) from **that many** words to spell out the monster's name and defeat it.
 - If successful, pull the bookmark up until another **skill point**  and the next dungeon room below is revealed.
 - If unsuccessful, try the same dungeon room again next turn. You may fight the same monster or a different one.

END OF GAME

The game ends once any of the following events occur:

- You fail against the same monster twice and **lose!**
- You reach the end of the book before pulling the bookmark out of it and **lose!**
- You set this bookmark free by pulling it out of the book and **win!** The current page number is your score; the lower it is (*faster*) the better.