

# DUNGEONS



## The Card Game -2nd Edition Rules-

### Objective:

There are 3 ways to play this game:

- 1) Get to the end of the game with as many gems as possible (teams of 2 or 3, or free for all, no player killing).
- 2) Free for all battle royale (free for all gem game, player killing allowed)
- 3) Be the first to beat the dungeons boss

### Setup:

- 1) Organize cards into four decks: Room Cards, Item Cards, Creature Cards, and Puzzle Cards organizing by backing colour.
- 2) Find a non boss/miniboss room card in the room deck that has three or more arrows (or exits); place it in the center of the playing area.
- 3) Shuffle the 4 decks, and place them to the side.
- 4) On the first room card, place the entrance marker on one arrow on the card to indicate that this path is the dungeon entrance. The entrance room becomes a safe room (see rooms below). Do not place puzzles or creatures on this room.
- 5) Players must choose a marker as their game piece, and all players will set their piece on the first room. Each player will also take three heart markers and place them full-heart-up near themselves, as well as one 6-sided die (these can be shared, but each player must keep track of how many he or she has been allotted).

### Rules:

On each player's turn, they may perform three main actions- move, attack, and "solve puzzles". Each turn the player can move into one adjacent room, or stay in the room he or she was already in. Each player can only move one room, fight one monster, and solve one puzzle in each turn. The turn must

also be taken in this order, meaning you cannot solve a puzzle before choosing to fight a monster.

If the card shows that there are more exits to the room than there are adjacent cards, players can enter a new room by pulling a new room card from the room deck and placing it next to their room card, next to a side with an arrow on it. Once a room has been drawn, the player should draw all the necessary cards to go along with it (if the room says two creatures, draw two creature cards face up. Puzzle cards are drawn face down). After his or her turn, the player should stack these underneath the room card. The player who first enters the room gets the gem value of that room, as indicated at the bottom of the card.

### ROOM CARDS:

- Room cards should form a sort of grid, where rooms all line up on horizontally and vertically (you may rotate cards to line up at least one pair of arrows). When the room you lay lines up with an older room in the dungeon, but only one room has an arrow indicating to the other, that arrow is void.
- With the exception of Boss/Miniboss rooms, players can travel between rooms without defeating the enemies in them. But cannot solve puzzles while enemies are present in the room.
- One room in the dungeon will be a “Boss Room” (if more than one is drawn, discard the extra). This room will require a Boss Key to enter (only the first time, then anyone can enter the room), and will consist of one very difficult enemy (designated a creature-boss). Once this enemy is defeated, the boss’ rewards are given and the game ends.

### **Grace Rooms:**

If there are no more unsolved puzzles or unentered rooms, and the players may elect to add more rooms to rooms that do not have any more exits. These rooms must be solved completely before moving on to another grace room, and can be used until players have found all necessary equipment to continue. Boss rooms cannot be grace rooms, unless a Boss Key has been obtained and fighting the boss is the final objective.

### **Safe Rooms:**

If a room is designated a safe room a player may end their turn here to recover their hearts to full. The player can make no other actions in the turn they choose to rest.

**Shops:**

Some rooms are designated shops, and will say the items they sell. For example a 2 item shop will display two items for purchase. Item's are purchased at their gem value, but can only be sold at a shop at 50% value, unless specified on the card. When entering this room players may use their combat phase to shop. To shop draw the indicated number of items from the item deck face up. Any cards with no gem value are immediately returned to the bottom of the item deck, and a new card is drawn. Players may purchase one item/turn, but can sell any amount. The rest then get placed on the bottom of the item deck. Adjust gem value accordingly.

**CREATURE CARDS:**

- Enemies in the same room as the player can be fought by that player as long as he or she wishes until either the enemy is defeated, or the player loses all of his or her hearts.

**Combat:**

Each round of battle consists of players rolling their number of allotted dice (this can be increased by some items but starts as 1 die), and determining if their dice total will surpass the CL of the enemy. If so, that enemy is defeated and placed back into the enemy deck, and the player may flip the indicated amount of his or her empty heart tokens over, if he or she has any. If the roll was unsuccessful, the player must flip over one of their "full" heart tokens. The player may try again if he or she chooses, unless he or she has no more full hearts, in which that player must return to the start of the dungeon with only three full heart tokens (if the player has received more, he or she may keep them, but they will start off empty), as well as roll a dice to determine dropped loot. On an even roll the player drops  $\frac{1}{2}$  their gems rounded up into the room, on odd instead they drop their most valuable item in the room. Any player who enters the room may pick up the items instead of solving a puzzle. Dropped items (like puzzles) cannot be obtained while creatures still exist in the room.

Multiple people can attack the same monster at the same time, their accumulated dice are rolled, and if the total of the dice overcomes the CL of the monster, it is defeated. If not, each player rolls one die, and the

lowest roller loses one heart. Players will split the gem count evenly for each assisted victory; uneven amounts are rounded down.

### **Monster Types:**

Monster Types are shown by their icon in the upper left corner of their card. These types can be ruled upon by items, such as deals double damage to weak monsters. Monsters also have a super-type of their element, boss, miniboss, or just creature; and a sub-type of their creature category. For instance a Spirit - Wolf.

The super-types are Creature (Generic), Shadow (Element), Spirit (Element), Fire (Element), Water (Element), Forest (Element), Miniboss (Special), and Boss (Special).

The sub-types are too numerous to list here, but are rarely used for rule purposes.

The monster type symbols are:



- Designates a Boss creature. Only appears in the boss room. If drawn at any other time it is placed on the bottom of the creature deck. These creatures can deal more than 1 heart of damage and take more than 1 hit. They cannot be attacked more than once per player turn.



- Designates a Miniboss creature. When drawn the boss key is taken out of the item deck and given as one of the prizes for defeating the miniboss. This miniboss becomes the “Miniboss” of the dungeon and any further miniboss creatures drawn are just Strong monsters.



- Designates Fast creatures. These creatures are fast and harder to hit without using specialised weapons.



- Designates Flying creatures. These creatures can only be hit by weapons with a ranged attack.



- Designates a Strong creature. These creatures are tougher and require bigger slower weapons to damage them effectively.



- Designates a Weak creature. These creatures are pretty fragile and certain weapons make it even easier to beat them.

### PUZZLE CARDS:

- If any of the puzzle cards revealed say “Door Card”, that card should be immediately assigned to an exit of the room that has not been passed though yet (it is okay if that exit leads to an already discovered room, however). That puzzle must be solved before the door can be passed through. Door puzzles can be solved before all of the enemies in the room have been defeated, unless specified on the door puzzle.
- Puzzles, except for door puzzles, in a room cannot be attempted unless there are no more enemies in the room.

### **Solving Puzzles:**

Puzzles work much like creatures; however most puzzles will result in a treasure or new area. Creatures and puzzles can also require certain items to be overcome, which will then have to be found elsewhere. Players cannot team up on puzzles, unless specified (Ex. 2 player puzzle).

Players roll 1 dice for puzzles unless adjusted by an item.

### **Types of Puzzles:**

Puzzles have a symbol in their upper left corner designating their type. These types are:



- A generic puzzle, meant to be solved with little to no consequence.



- A trap. These puzzles trigger immediately when revealed and the player must perform the action stated or solve the CL of the trap.

### ITEM CARDS:

- A player has 2 hands, and full armor slots (head, body, legs). They can only equip as many items as allowed by this value. Shields count as 1 hand slot to hold, and only one can be used. Additional items can be carried, used, and exchanged instead of your movement phase for your turn.
- Items come in many types: accessory, weapon (slicing, piercing, ranged, or blunt), armour/shield, curses, and other.

- Accessories can be limited by 1 handed, 2 handed, or armor slot, but some don't require any space at all to carry, they usually carry special benefits written on the card.
- Weapons either come in 1 handed, or 2 handed. They always alter dice rolls in some way, but some have additional benefits on the card.
- Armour/shields help by lowering the CL of monsters or by reducing damage taken, some have additional benefits on the card.
- Curses are rare and attach themselves to the player immediately adding their effects. Curses cannot be removed except by items that remove curses specifically.

### Types of Items:

Items have varying types shown by a symbol in the upper left hand corner of the card.

These types are:



- An axe weapon.



- A bow weapon.



- A type of fire weapon.



- A blunt weapon.



- The boss key item.



- A Shield.



- A blade weapon.



- A magical consumable.



- Armor Helmet



- Armor Chest piece



- Armor Legs/Feet



- Mystical Item

## ADDITIONAL RULES:

### **Scoring and Winning:**

Players may opt to play with one of two objectives: “Most Gems” or “First to Kill Boss”.

If the first is chosen, players must keep tally of all gems acquired, and once the game is completed, the person with the most gems plus the gem value of their loot wins.

If killing the boss is the objective, only one person will be able to enter the boss room at a time in this rule set, if a hit is taken from the boss that player's turn ends and they are thrown from the boss room. If 4 or more players are in the game players may opt to play on teams of two or 3 (if 6 players). Whomever kills the boss first wins, gems are meaningless for victory, but can still buy you good gear at the shop.

### **Player Killing:**

The players may decide beforehand if they wish to allow player killing. With this, players may attack other players as they would creatures, however both players will roll their dice, and the person with the highest roll will win the round and deal one heart's worth of damage. Defeating another player sends them back to a dungeon entrance and the victor claims either  $\frac{1}{2}$  their gems, or one item of choice the losing player retains the rest and resets their health. Use the same rolls as in combat with a monster to determine what loot is dropped. (players count as bosses in terms of enemies type)

### **The Final Sprint:**

When the boss room is revealed and all players agree they are headed to the boss room, a final sprint can occur. This reduces the amount of turns stuck in travel to the boss room. As a final sprint each player counts how far they are from the boss room, then every player moves their pawn there. The amount counted is the amount of turns you must wait before your character physically arrives at the boss room. This means that a player who counted 2 will get two turns to attack the boss before a player who counted 4, and they would both get to attack before a player who counted 5. The player with the lowest count starts attacking the boss first. The other players remove his count from theirs ( $4-2=2$ ) and wait that many turns before they can start attacking. These turns usually go a lot faster in multiplayer games because of only one or two players initially making any moves in the round.



By Adam Sippel © 2013



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