

DEALING DUNGEONS



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Your flickering torch barely cuts through the darkness. You used up your last healing potion and you're no longer sure which way you're going.

Did you hear that? There are other adventurers down here, all after the same thing, the great treasure in the heart of the dungeon, guarded by a fearsome monster!

Will you be Victorious?

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Components List

- | | |
|-------------------------------|-----------------------|
| 1 First Player Token | 48 Encounter Cards |
| 30 Life Tokens | 4 Entrance Cards |
| 4 Healing Potion Tokens | 4 Dashboard Cards |
| 24 Secret/Blocked Door Tokens | 4 Treasure Room Cards |
| 18 Hero Tokens (double sided) | 16 End Boss Cards |
| 18 Hero Cards (double sided) | 1 Rule Book |
| 44 Room Cards | 6 Dice |
| 60 Loot Cards | 12 Player Aids |



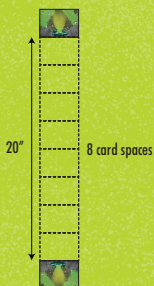
PLAY MODE: STANDARD

OBJECT

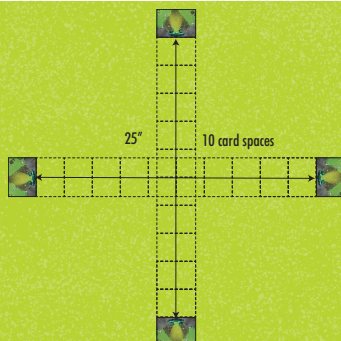
Build your dungeon by using all the cards in your Dungeon Deck and defeat the End Boss. The first player to defeat the End Boss signals the end of the game. All surviving players tally their loot. The player with the highest total wins.

SET UP

1. Deal each player a Dungeon Entrance card.
2. Create the field of play for your Dungeons.



For a 2 player game, place the entrances 8 spaces away (20").



For a 3-4 player, game place them 10 spaces away (25").

3. Shuffle and deal each player a Dashboard Card, Hero Card & matching Token. Place them outside of the dungeon field.

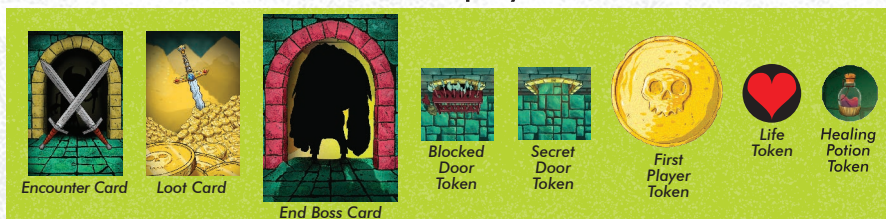


All players start at Level 1 and with 3 Life Tokens. Place your Hero's token on your Dungeon Entrance Card.



Keep in mind the dungeons will meander. You may have to move your Dashboard to accommodate this.

4. Deal each player a Treasure Room card.
5. Shuffle and deal 10 Dungeon Room cards face down on top of each player's Treasure Room card. This makes up your Dungeon Deck. Set it next to your Dashboard.
6. Place the Encounter Deck, Loot Deck, End Boss Deck, Tokens, and Dice within reach of all players.



7. Each player rolls 1D6, highest goes first, then play proceeds clockwise. You are ready to begin.

ACTIONS

Starting with the first player, you may choose **one** of three actions per turn: **Build/Encounter** | **Move** | **Re-Encounter**
Some actions allow you to do more than one thing per turn.

Build/Encounter: Play the top card from your Dungeon Deck and move your token into the new room. Draw an Encounter Card (pg.4), then **Combat** (pg.6).

Re-Encounter: If you lost or tied in combat on your previous turn, you must choose re-encounter as your action this turn and face the monster in combat again.

Move: Move your token to any empty room that you have previously cleared of any monsters. *You cannot move through a room with an undefeated monster (pg.5).*

BUILD ACTION

For your first turn you must choose Build/Encounter.

For your Build Action draw the top card from your Dungeon Deck and place it off an available doorway. You can only build from the room where your token is currently located. New rooms can only be built where doorways line up. If playing a card will cause it to extend off of a table edge and you do not have any other valid placement, your game is over.

Your dungeon cannot connect to other player's dungeons.

Dungeon Cards can be played either landscape or portrait. Cards must not overlap. You may find while building your dungeon that doorways have been blocked by other players. Treat blocked doors as dead ends which cannot be accessed.



**This doorway is blocked and cannot be built upon.
Place a Blocked Door Token over the unusable doorway.*

Some rooms have fewer doorways than others. If you are unable to build from the room you currently occupy, place the card back on the top of your Dungeon Deck. This ends your turn.

On your next turn you may move to a different room OR you can search for a Secret Door.

SECRET DOOR TOKENS

If your pathway is blocked or is a dead end, you can spend a turn searching for a Secret Door. To do so, place a Secret Door Token in the Dungeon Room you wish to build from. This ends your turn.



*4 door locations



**A Secret Door Token can only be placed where a door normally would be located.*

You cannot search for a secret door in a room with a monster unless you successfully **DEFENDED** the previous turn. (pg.6)

TREASURE ROOM CARD

After you have played the 10 cards in your Dungeon Deck, the last room you build is your Treasure Room. Draw an End Boss Card (pg.7).

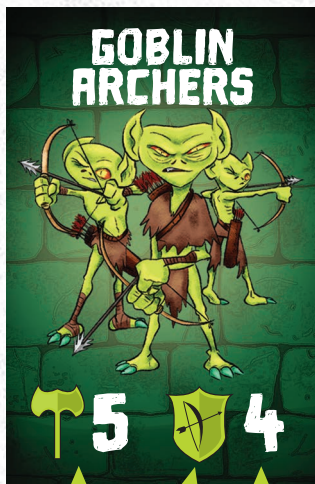
ENCOUNTER

Immediately after placing a room card from your Dungeon Deck, move your token into the new room, draw an Encounter Card and resolve its effects.

When you encounter a monster you must choose to **FIGHT, DEFEND, or RUN** (pg.6)



If you lose or tie in combat, or successfully Defend or Run, place the Encounter Card face up on top of the dungeon room card. It will remain there until defeated.



Attack/XP Value Range Skill Defense Value



When you lose in Combat you take a wound. Discard one Life Token from your Dashboard.



After a monster is defeated, draw a Loot Card (pg.5). Then place the Encounter Card below the XP section on your Dashboard to save up experience points to Level Up or Heal (pg.8).

RE-ENCOUNTER ACTION

If you lost or tied in combat the previous turn, you must face the monster again on your next turn.

If all the Encounter Cards are gone, reshuffle the discard pile into a new deck.

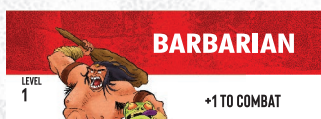
LOOT CARDS

After you defeat a monster in Combat you draw a Loot Card. Loot Cards can be anything from a life saving Healing Potion, a Magical Weapon, or stacks of Gold Coins.



Do not show other players your Loot Cards. Place them face down next to the bag of holding spot on your Dashboard.

Loot Card



In Hand Card



Bag of Holding

In Hand Item

In Hand Loot Cards are marked by this icon.

Players can only have **ONE** In Hand Card equipped at a time unless stated otherwise. When you draw a Loot Card, it can either be equipped or placed in your Bag of Holding. Your bag can hold an infinite number of items. Once placed in your bag, it cannot be removed.



MOVE ACTION

When you choose the **Move Action**, you can freely move to any empty room that you previously cleared of monsters. On your next turn, you are free to build from that room. If your movement causes you to pass through a room that has an undefeated monster, your movement ends. You must face that monster on your next turn. **You can NEVER enter another player's dungeon.**

COMBAT

When faced with a combat situation you have 3 options:
FIGHT / DEFEND / RUN

If you choose to **FIGHT**, roll 2D6. If that roll beats the monster's attack value then they are defeated or take a wound.

If you tie, you are safe. If you roll less than the monster's attack value, you are defeated and lose one life. If you tie, or are defeated you must face the monster again on your next turn.



If you choose to **DEFEND** roll 1D6. If your roll ties or beats the monster's defense value, you successfully Defend. If your roll is less, you fail and lose one life.

If you successfully Defended, keep the monster card on the room card. On your next turn you can do one of two things: **build** to escape OR you can **add +2** to your combat roll. If you choose the +2 option, you may not Run or Defend. You can only choose to Fight.



If you choose to **RUN**, you must go back one space in the direction from which you came, ending your turn. If you run to a space with an Encounter Card you must face them on your next turn. You can *run* out of the dungeon to the entrance.

The **RANGE SKILL** allows you to attack from 1 space away and adds +1 to Combat.

You must draw line of sight.

Monsters block line of sight.

You cannot shoot around corners.



If you attack using your Range Skill and fail, lose one life if the monster has the Range Skill.



Mage with a +2 Range bonus.

You can use the range skill even if you are in the same room.

When attacking with the Range Skill from one or more spaces away, only **In Hand Loot Cards** with +1 **Range** grant the player an additional +1 bonus to Combat and Range. Swords and other melee weapons do not. To retrieve your loot you must move to the room of the defeated monster, then draw a Loot Card.

THE END BOSS

As soon as you play your Treasure Room Card you move in and Draw an End Boss Card. The door slams shut behind you and you can no longer heal *unless* you have a Healing Potion Token or Special Healing Potion.

Each End Boss has their own unique combat skill and number of lives. When facing the End Boss you can only **FIGHT** or **DEFEND**.



ATTACKING THE END BOSS

To attack the End Boss, the player on your left rolls the Boss's 3 attack dice.

That total is the number you need to beat in order to inflict a wound for that round of combat.

Your Hero rolls 2D6 to Fight or 2D6 to Defend. After defeating the End Boss draw 3 Loot Cards.

If you tie you are safe and do not lose a life.

The End Boss's attack dice are rerolled every round until they are defeated.

As soon as the first player defeats their End Boss the game comes to an end.



HEAL ACTION



The heal action is a special action that occurs at the start of your turn. To heal, exchange your Healing Potion Token for one Life Token. **You may never have more than 3 lives. You can only have 1 Healing Potion Token at a time.** If you already have an HP Token, place any additional HP cards you find in your bag of holding. They cannot be removed, but count as 10 gold coins when tallying up treasure.

If you find one of the four special Healing Potions, place the card face up on your Bag of Holding. Discard after use.

When you lose your last life, your time in this realm is over. You are mortally injured and can no longer adventure on.

XP

At the end of your turn you may exchange **7XP** for a Life Token or **15XP** for a new level. The XP Value is equal to the monster's attack value. Only 1 exchange is allowed per turn.

All XP points over the cost of leveling up or restoring a life are lost and cannot be saved. These cards then go to the discard pile.

LEVELING UP

When you Level Up you also heal one life and get to use the bonus skills for that level as noted on your card. Any new unlocked skills are combined with the previous levels skills.



Level 1
+1 to Range
(add +1 to Combat)



Level 2
Now +1 to Range
and +1 to Defend



Level 3
Now +3 to Combat
and +1 to Defend

**To Level Up,
move your
Hero's Card
up one level
from behind
your Hero's
Dashboard.**

HEROES SKILLS

Some Heroes' skills grant them special abilities, but most are:
+1 to Combat, this adds a +1 to your roll when you Fight.
+1 to Defend, this adds a +1 to your roll when you Defend.

TALLYING LOOT

Add up all your Loot Cards in your bag of holding.

All In Hand Loot Cards count as 20 gold coins each.

Unused Healing Potions count as 10 gold coins each.

SPECIAL CIRCUMSTANCE RULES

If for some reason you are unable to defeat the *first* encounter in the *first* room of your dungeon, and after you have lost two lives, you may call upon the Mighty Horn of Kilter. This horn summons, well, Kilter, a rather strange looking fellow, who vanquishes the monster and heals one of your lives before disappearing back into the ether from which he came. You do not get the XP or a Loot Card.

If you come to a point where players cannot agree on a rule, flip the first player token and one player calls Good Heads or Bad Heads. The winner decides.



OPTIONAL RULES

If you die, you may randomly choose one of the remaining Heroes. All dungeon rooms stay as they were, but are reset and you must re-encounter each room. All loot and XP are discarded back into their respective decks and you start at the entrance at level one.

HEROES

Shuffle the Hero Deck and deal out 2 cards for each number of players. Each player rolls 1D6, highest to lowest, players choose from the available cards.

OR

Instead of dealing out random Heroes before each game, roll 1D6, in turn order from highest to lowest, choose from the available cards.

BAG OF HOLDING

At the start of your turn, you may swap out In Hand Loot Cards from your bag of holding. This can only be done if the room is empty.



PLAY MODE: SOLO REGULAR

OBJECT

Survive. Rid the dungeon of all monsters, reach the Treasure Room, defeat the End Boss You must defeat all monsters before the Treasure Room will open.

SET UP

Set up and play are the same as in Standard Mode; however you may chose your Hero.

PLAY MODE: SOLO MODERATE

OBJECT

Survive. Rid the dungeon of all monsters, reach the Treasure Room, defeat the End Boss You must defeat all monsters before the Treasure Room will open.

SET UP

Set up and play are the same as in Standard Mode; however you may chose your Hero.

SPECIAL RULES

After Defeating the End Boss, the door opens and your dungeon resets. You must fight your way back out. If you die your game is over.

After defeating the End Boss, all monsters add +2 to their Attack and +1 to their Lives. Place 2 Life Tokens on top of the Encounter Card after you draw it.



The Werewolf now has a 9 for it's Attack Value and 2 Lives.

OPTIONAL

For a longer/harder game you can build your dungeon with 12 to 15 cards instead of the standard 10.

PLAY MODE: SOLO HARD

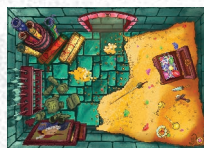
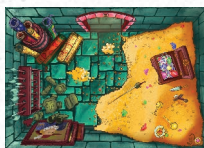
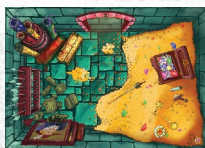
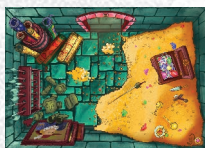
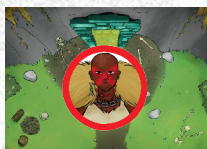
OBJECT

Build your dungeon using all your Dungeon Room Cards and defeat the End Bosses.

SET UP

Chose your Hero and set up your Dashboard.

1. Place 4 Treasure Room cards in a row and place your Dungeon Entrance and Token above them.



2. Deal 10 Dungeon Room cards face down on top of each of the Treasures Room cards
3. Remove all the Darkness, Empty and Nothing Cards from the Encounter Deck and Loot Deck.
4. Play is the same as Standard Mode.

When you reach the end of your Dungeon Deck, place your Treasure Room Card. Enter, the door slams shut. Draw an End Boss Card. After defeating it draw 2 Loot Cards. A magic door opens, place a Secret Door Token (pg.3) and draw a Dungeon Room card from your second stack. This begins the second level of your dungeon. Repeat this for the next two levels.

If you are playing on a smaller table, after defeating the End Boss, remove that dungeon level and place the Treasure Room card on top of the Dungeon Entrance card and start the next level from there instead.

BAG OF HOLDING

At the start of your turn you may swap In Hand Loot Cards.

COMBAT

After defeating the 1st level of your dungeon, add +1 life to all the Encounter Cards and when Fighting do the following:

Level 2 Roll 2D6, this is the monster's new attack value.

Level 3 Roll 2D6, and ADD +2 to their attack.

Level 4 Roll 3D6, and ADD +2 to their attack.

If instructed to MISS A TURN, Lose 1 life instead.

END BOSSES

Attacking the End Boss is the same as in all the other modes. They Roll 3D6, you Roll 2D6.

After level 1, ADD +1 Life for each level of the dungeon.

Level 2, +1 Life, +2 to their attack

Level 3, +2 Lives, +3 to their attack

Level 4, +3 Lives, +4 to their attack



At Level 4 the Troll Mage has 5 lives.

LEVELING UP

After you reach Level 3 you can still continue to level up. Place 1D6 with the 2 on top to remind you that you have that skill level X2. When you Level Up just move it down a level. When you hit Level 7, change it to a 3.



Barbarian Example:

Level 4 +4 to Combat.

Level 5 +5 to Combat.

Level 6 +6 to Combat & +2 to Defend.

Level 7 +7 to Combat.

Level 8 +8 to Combat.

Level 9 +9 to Combat & +3 to Defend.

HEALING

Healing still requires **7XP** to exchange for a Life Token.

Healing or Leveling Up occurs at the end of your turn.

PLAY MODE: CO-OP

OBJECT

Working together, rid the dungeon of all monsters, reach the Treasure Room, and defeat the End Boss.



SET UP

Roll 1D6 to see who goes first. Highest roll wins.

1. Shuffle and deal the following to each player:
1 Hero Card and Hero Token, 1 Dashboard Card,
1 Secret Door Token, and 3 Live Tokens.
2. Shuffle the Dungeon Room Deck.
Deal 8 cards to each player for a 4 player game.
Deal 9 cards to each player for a 3 player game.
Deal 10 cards to each player for a 2 player game.
Players may look at their cards.
3. Give the first player a Dungeon Entrance card.

4. Build the Dungeon:

Starting with the first player, place one of your cards at the entrance. The second player places their card off that card, followed by the third and fourth players. This is done until all cards are placed. All cards must be played off the last card placed. If you run into a dead end, you must use your Secret Door Token. If you have already used your Secret Door Token then you must pass to the next player and sit out until all other players have passed.

5. When the last card is played, place the Treasure Room card.

6. Filling out the Dungeon:

After the last player passes (no valid card placement is possible), you now begin filling out the dungeon with any remaining in hand Dungeon Room Cards. Starting with the first player, continue placing your remaining cards anywhere you can. Once you are no longer able to place any cards, the rest of the unplaced cards are discarded.

If you did not use your Secret Door Token, you can exchange it for an In Hand loot card. Flip the top card in the Loot Deck until you find one. Then reshuffle the deck.

7. Shuffle the Encounter Deck and place 1 card face down in every dungeon room, but not the Treasure Room.
8. Place the Loot Deck, dice, and tokens within reach of all the players.

You are now ready to begin. CO-OP is slightly different than Standard Mode, each round has 4 phases.



Give the first player the First Player Token, then play proceeds clockwise. After each round, pass the First Player Token clockwise. It is now the next player's turn to go first.

Phase 1. Movement

Starting with the first player, they can move up to three spaces. You may also choose to not move. After everyone has moved, go to phase 2.

Phase 2. Encounter

1. For each room that was entered or passed through, flip the Encounter Card face up.

2. Roll 1D6 for each Encounter Card.
Result of 1-3 = 1 Life Token.
Result of 4-6 = 2 Life Tokens.
Add +1 Life Token if 2 or more Heroes are in the room.



2 players move into the dungeon room. They rolled a 4. **The Ghoul now has 3 lives.** 2 lives for the roll and 1 Life Token for 2 or more Heroes.

3. Place that number of Life Tokens on the monster's card. The monster is defeated when the last wound token is removed. *IF* the monster is not defeated and more players move into the room next turn, it heals 1 life. Now you are ready for phase 3.

Phase 3. Combat

Monsters must be defeated to clear a room. **Add +1 to the monster's attack if there is more than one Hero in the room.** Combat is as normal, except if you run away into a space with an unresolved Encounter Card, the monster you are fleeing from inflicts one wound as you run away. The player that delivers the killing blow gets the XP, but all players that inflicted a wound draw a Loot Card.

Defending Attack Bonus

During the same round of combat, players that are in the same room that successfully **DEFEND** can add their +2 attack bonus to the next player. If all players are able to do so, this can add up to a +6 to the last player in a 4 player game.

Phase 4. Heal/Trade

Players that did not move during the movement phase, or did not heal the previous round, may heal 1 life if the room has been cleared. Players who attacked with **RANGE** this turn, count as having moved. Players in the same room, after searching for loot, can trade cards. The round is over. Pass the First Player Token clockwise to begin the next round.

END BOSS

The instant the last Encounter Card is resolved a magical vortex whisks all players to the Treasure Room (regardless of where they are in the dungeon). The door slams shut behind your party and you can no longer heal *unless* you have a Healing Potion Token. Draw an End Boss Card.

The Final End Boss appears, but it is not alone.

Draw 2 Encounter Cards, discarding any non-monster cards. These 2 monsters have 3 lives each. Add +1 to their Attacks. You can choose to attack the End Boss or their Minions. *The player that delivers the killing blow draws a Loot Card.*

ATTACKING THE END BOSS

The player to your left rolls the End Boss's 3 attack dice. That number is the total you need to beat in order to inflict a wound on the End Boss for that round of combat. You reroll this every turn until the End Boss is defeated. *The End Boss's skill only comes into effect if you attack them directly.*

You roll 2 dice when you Fight and 2 dice to Defend. When the first Hero inflicts the last wound on the End Boss this signals the end of the game. The player that delivered the killing blow draws 3 Loot Cards.

EXTRA TOUGH END BOSS

Add +3 Life Tokens to the End Boss for a 4 player game.
+2 Life Tokens for a 3 player game.

BRAGGING RIGHTS

The player with the most loot wins the honor.

PLAY MODE: CHAOS MODE

OBJECT

Build your opponent's dungeon.

Rid your dungeon of all its monsters.

Reach your Treasure Room and slay the End Boss.

The game ends when the first player defeats their End Boss. The player with the most loot wins.

Chaos Mode, like Co-Op mode, has phases and rounds.



Set Up

The Dungeon field is the same as in Standard Mode (pg. 1).

1. Give each player a Dungeon Entrance Card.
2. Shuffle and deal the following to each player: 1 Hero Card and Token, 1 Dashboard Card, and 3 Life Tokens.
3. Give each player 1 Secret Door Token.
4. Shuffle and deal 10 Dungeon Room cards to each player. Players may look at their cards.
5. Roll 1D6 to see who goes first. Highest roll wins.

Phase 1. Building the Dungeon

This phase is played over a series of rounds. Going in turn order, start building the dungeons. For a 4-player game, starting with the first player, players place a card from their hand on the player to their **LEFT'S** Dungeon Entrance Card.

In the next round, each player places a card on the player to their **RIGHT'S** dungeon.

Next round, each player plays a card on the player **ACROSS** from them.

For the last round, players play a card on their **OWN** dungeon.

Repeat this process one more time (Left, Right, Across, Self).

For the last two room cards: the player to your **left** places their card, then the last card of your dungeon is placed by **you**. Then place your Treasure Room card.

Cards do not have to be played off the last card placed.

For a 2-player game the placement of dungeon cards are: **Across**, then **Yourself** (repeat until 10 cards are played), then place the Treasure Room card.

For a 3-player game the placement of dungeon cards are: **Left, Right**, then **Yourself** (repeat until 10 cards are played), then place the Treasure Room card.

Your dungeon cannot connect to other player's dungeons. If someone else's dungeon door lines up with yours, place a blocked door token over the doorway.

SECRET DOOR TOKENS

If you are unable to build you must use a Secret Door Token. For every Secret Door Token you used, you must discard one of your Loot Cards at the end of the game, your choice. You start with one Secret Door Token for free.

Phase 2. Populate the Dungeon

Deal 10 Encounter Cards to each player. Players may look at them. Starting with the first player, play the encounter cards face down, as in the building phase: *Left, Right, Across, Self*. They can be played on any empty Dungeon Room cards you choose.

Repeat (*Left, Right, Across, Self*). For the last two Encounter Cards: the player to your *left* places their card, then the last Encounter Card in your dungeon is placed by you.

For a 2 or 3 player game see above for placement.

Play now begins as normal. <

MOVE

Players move one room at a time. After a room is cleared, you are free to move though it as part of your Move Action (pg.6). You may not move through rooms that have unresolved encounters. If you move to a room that has an unresolved encounter you must stop and encounter it as part of this move action.

COMBAT

Combat is the same as the other modes, you have 3 options. Choose one of the following: **FIGHT** / **DEFEND** / **RUN**

END BOSS

Once you enter your Treasure Room, the door slams shut behind you and you can no longer heal unless you have a Healing Potion Token.

The first player to enter their Treasure Room draws an End Boss Card. This card is used for **ALL** players. Add 1 extra Life Token to the End Boss card.

The player to your left rolls the End Boss's 3 attack dice. That number is the total you need to beat in order to inflict a wound on the End Boss for that round of combat. You reroll this every turn until the End Boss is defeated.

Each turn the End Boss will **TELEPORT** from one Treasure Room to another with a player waiting to face it in combat. If all players have reached their Treasure Room it teleports in turn order.

When the End Boss appears for the first time, in each player's Treasure Room, it is not alone. Draw an Encounter Card (discarding any non-monster cards). Before you can attack the End Boss you must defeat its Minion first. Place the Encounter Card in your Treasure Room. Minions do not teleport, they remain there until defeated.

Every time a Minion is defeated a new one will appear at the start of your next turn. When this happens, draw a new Encounter Card. When the last Minion is defeated, reshuffle the Encounter Deck. **MINIONS DO NOT DROP LOOT.**

The same turn the Minion is defeated, you immediately attack the End Boss.

When another player enters their Treasure Room once combat has started, the End Boss **HEALS** wounds, Roll 1D6:

1-4 = 1 wound

5-6 = 2 wounds

MONSTERS ATTACK BACK

After each player ends their combat round, roll 1D6, on a result of a 1, that player takes a wound. This is in addition to any skills the End Boss might have.

VICTORY

After the End Boss is vanquished, all monsters disappear into thin air. The player who delivered the killing blow draws 3 Loot Cards. Players now discard one loot card for every Secret Door Token they used during set up. Add up your loot, the player with the highest total wins.

Want more of a challenge?

Instead of using the **Attack Value** on the cards, the player to the left rolls two dice for the monster's attack value. Reroll each round until the monster is defeated. Defend as listed on the card.



TERMS

+1 to RANGE: Shoot from 1 space away & add +1 to Combat. Monsters with the range skill cause a wound if you fail.

+1 to COMBAT: When Fighting, Add +1 to your die result.

+1 to DEFEND: When Defending, Add +1 to your die result.



ATTACK Value



DEFEND Value



RANGE Skill

N/A: You cannot **DEFEND**, only **ATTACK** or **RUN**.

Unresolved Encounters: Encounter cards that have not been defeated.

1D6: 1 six-sided die. **2D6:** 2 six-sided dice. **3D6:** 3 six-sided dice.

+1 MODIFIERS

Plus modifiers can stack. If you find a bow that gives you +1 to range, and you have the range skill, you now have a +2, which means you can shoot up to 2 spaces away and add +2 to Combat.

IN HAND CARDS

You only gain the benefit from the In Hand Card that is currently equipped. Some Heroes can equip more than one.

SKILLS

End Boss skills take effect before any Hero's skills when they occur at the beginning of the turn.

HEROES

All Heroes are to be considered pre-equipped with various weapons before entering the dungeon.

DUNGEONS

Your dungeon cannot connect to other player's dungeons. You can never enter another player's dungeon.

Credits

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RULES SUMMARY

MOVE: Move your Hero to any room card that is part of the dungeon and then build next turn as normal. Stop if you pass through a room with an Encounter Card. You must encounter it on your next turn.

BUILD: Draw the top card from your Dungeon Deck and place it off an available doorway in the room you are in. After doing so, move in and draw an Encounter Card.

FIGHT: Roll 2D6 and see if that beats the monster's attack value. If you **TIE** you are safe and can move next turn. **FAIL**, you lose one life.

DEFEND: Roll 1D6 and if that ties or beats the monster's defense value you have successfully defended. If you fail, you lose one life. If you successfully defend, keep the Encounter Card on the room card. You then can do one of two things: **BUILD** on your next turn to escape OR you can add +2 to your combat roll next turn.

RUN: You must go back one space in the direction from which you came.

If you attack using your **RANGE SKILL** and the monster has the **Range Skill** icon  and you fail, lose one life.

Attacking the End Boss

The person to your left rolls the Boss's 3 attack dice. That total is what you need to beat in order to inflict a wound on the Boss for that round of combat. You reroll this every round until the boss is defeated.

You roll 2 dice when you attack and 2 dice to defend.

XP

At the end of your turn you may exchange **7XP** for a Life Token or **15XP** for a new Level. The XP Value is equal to the monster's attack value.

All In Hand Loot Cards count as 20 gold coins each.

Unused Healing Potions count as 10 gold coins each.

