

DUNGEON!®

BASIC GAME for 2 to 4 players

The DUNGEON! Basic Game, Elves and Heroes, is for two to four players. The Basic Game is complete by itself and can be played in under an hour.

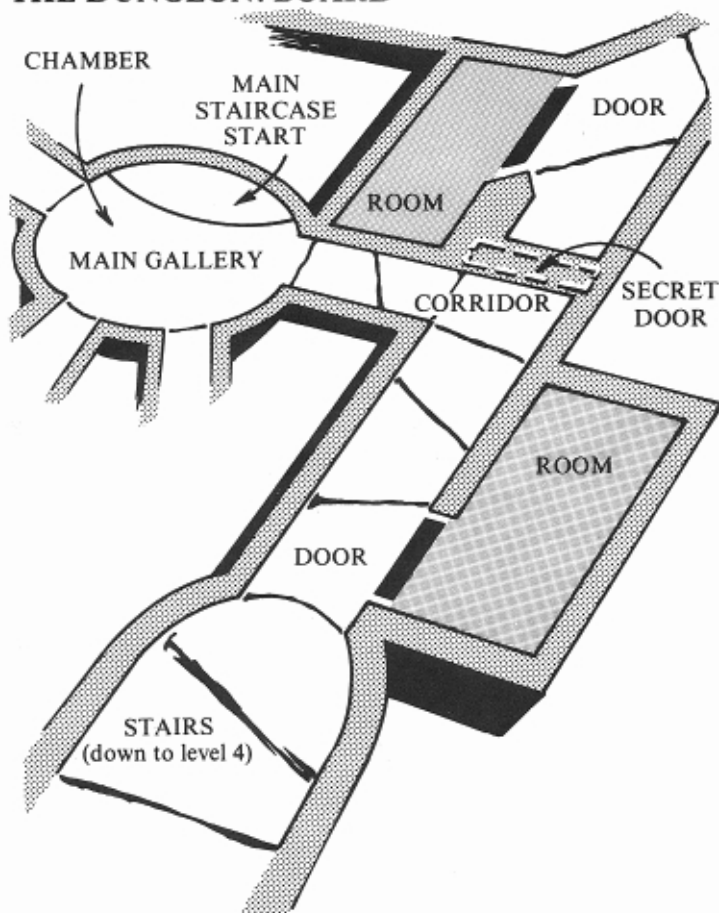
OBJECT OF THE GAME

To fight monsters, collect treasure cards and be the first to return to Start with at least 10,000 gold pieces worth of treasure.

PREPARATION

1. Open the board flat on a table.
2. Separate all the cards by color into 7 piles.
3. Set the white "Spell Cards" aside. They are not used in the Basic Game.
4. Separate each color of cards into a monster pile and a treasure pile. Place these 12 piles near the board.
5. Separate the small square markers and stack them in two piles near the board; one pile of white number markers and one pile of brown grave markers.

THE DUNGEON! BOARD



Rooms are rectangular and colored by level. There are 6 levels. Chambers are large yellow areas with names (Kitchen, Armory, etc.). Corridors are small yellow spaces. Stairs are rounded corridor spaces. Doors are thick black lines. Secret doors are thin white dashed lines.

Note that levels 3 (orange), 4 (purple) and 5 (red) are split into two parts.

CHOOSING AN ADVENTURER

In the Basic Game you may choose to be an Elf (green pawn) or a Hero (blue pawn). There are two pawns of each color, so there can be only two players of each type. Read the descriptions below before deciding which type of adventurer you want to be. After choosing one, place the pawn at Start on the Main Staircase at the center of the board.

ELVES: Elves are the weakest fighters in the game but they are better than everyone else at finding secret doors. Elves find secret doors on a roll of 1 through 4 on one die.

HEROES: Heroes are slightly better fighters than elves but are not as good at finding secret doors. Heroes find secret doors on a roll of 1 or 2 on one die.

HOW TO MOVE

1. Each player rolls both dice. The highest roller moves first, the player to his left moves second, and so on clockwise around the board.
2. On your turn you may move 1, 2, 3, 4 or 5 spaces. It's up to you! Or you may decide not to move at all, in order to stay and fight a monster or search again for a secret door. The dice are not used to see how far you move.
3. Corridors, stairs, rooms and chambers count as one space when moving. Doors and secret doors do not count as a space.
4. Secret Doors must be "found" before you can move through them (See **DOORS AND SECRET DOORS**).
5. You may pass over other pawns but you may not land on them anywhere except at Start or in chambers.
6. There are never any monsters in the Main Gallery. They've all been scared away! But when you enter any other chamber (Kitchen, Armory, etc.), you must stop and fight a monster from the level that chamber is on (See **FIGHTING MONSTERS**). You can tell which level a chamber is on by the color of the rooms around it.
7. When a room is entered for the first time, you will have to fight the monster who lives there (See **FIGHTING MONSTERS**).
8. If a room has been "cleaned out" there will be a brown grave marker in it. Treat these rooms as empty corridors.

DOORS AND SECRET DOORS

1. You may move through a normal door whenever you have enough movement left to move into the space past it.
2. Secret doors are hidden and must be found before you can pass through them.
3. To find a secret door, you must end your turn next to one and then roll a die. Elves need to roll a 1 through 4, other adventurers need a 1 or 2 to find the door.
4. If you do not find the secret door, you can try again on your next turn.
5. If you do find the secret door, then you can move through it on your next turn. For the rest of the game you may move through it as if it were a normal door.
6. If you are in a chamber, have killed the monster and tried and failed to find a secret door (for example, in the Torture Chamber), you can try again on your next turn without having to fight another chamber monster.

FIGHTING MONSTERS

1. You must fight monsters in rooms and chambers. Room monsters have treasures; chamber monsters do not.
2. When you must fight a monster, draw the top card from the pile that matches color with the level you are on. Chambers are on the same level as the colored rooms around them.
3. Flip the Monster Card over so everyone can see it. Then roll both dice. If your roll **equals** or is **higher than** the number on the Monster Card next to your adventurer type, then you have killed the monster! In the Basic Game you cannot kill a monster with a dash "-" next to your adventurer type.

4. If you kill the monster, put the card back on the bottom of its pile. If you are in a **room**, draw a treasure card from the treasure pile for the level you are on (remember, chamber monsters have no treasure). Place a brown grave marker in the room to show that the room has been "cleaned out."
EXAMPLE: An elf enters a room on Level 2 and finds a giant spider. The elf needs a 6 or better to kill it. He rolls an 8, so he puts the spider on the bottom of the Level 2 monster pile, draws the top Level 2 treasure card and puts a brown grave marker in the room. Grave markers are never put into chambers.
5. If you beat a monster that was guarding treasure it took from other players, then you get to keep that treasure too.
6. If you enter a chamber that contains another player and a monster that he or she has just attacked, you must draw another monster to fight yourself. In this case, there could be several monsters in the same chamber.
7. If you roll lower than the number your adventurer needs to kill the monster, then the monster is not dead and gets to attack you! Roll both dice again and check the **MONSTER ATTACK TABLE**.



MONSTER ATTACK TABLE

DIE ROLL	RESULT	EFFECT
2	ADVENTURER KILLED!	Drop all treasures. Go back to Start. Pick any pawn and start again.
3	SERIOUS WOUND!	Drop half your treasure cards. Go back to Start.
4-5-6	LIGHT WOUND!	Drop any 1 treasure card. Retreat back to the nearest empty corridor space. Lose one turn.
7-8	STUNNED!	Drop any 1 treasure card.
9+	MISSED!	No effect.

MONSTER ATTACKS

1. If you roll 2 through 8 on the **MONSTER ATTACK TABLE**, mark the room or chamber with a white number marker. Then find the other marker with the same number on it, place it on the face-up Monster Card, put the lost treasure face-down under the monster card and put the whole pile next to the board.
2. If you roll a 3 and must drop half your treasure, divide your treasure however you want into two face down piles. The player on your left chooses which pile you get to keep and which pile is dropped in the room.
3. If you have to place your pawn on Start or retreat and lose a turn, someone else may kill the monster and steal your treasure before you can get it yourself.
4. If you rolled 7 or higher, on your next turn you can stay and fight the monster again or leave. If you leave, be sure the monster, treasure and room or chamber are marked with a number marker.
5. If a monster that is left behind is not guarding any treasures taken from players, discard the monster to the bottom of the monster pile as soon as it is left alone.
6. Players who don't have any treasure may ignore instructions to drop treasures, but must do anything else stated on the **MONSTER ATTACK TABLE**.
7. Players who start over after being killed don't remember where any secret doors are that they found earlier.

SPECIAL MONSTER CARDS

1. **Cage! Lose 1-6 Turns:** Instead of fighting a monster, roll one die; you lose that many turns. After losing these turns, take one treasure if you were in a Room.
2. **Slide! Dropped to a Chamber One Level Deeper:** If you are in a Room, draw a treasure. Then move your pawn to any chamber one Level deeper than the level the slide was on. You must now fight a monster!

TREASURES

1. When a player slays a monster in a room, that player may draw one treasure card from the treasure pile for that dungeon level. The player may also pick up any treasures dropped by other players that the monster was guarding.
2. Most treasure has its value in gold pieces printed on it. Every time a player draws a new treasure, he or she should add up the value of all their adventurer's treasures. If the total value is 10,000 gold pieces or more, then the player should head back to start to win the game.



SPECIAL TREASURE CARDS

Some treasures have special powers.

SECRET DOOR CARD: If you hold this card, you don't have to roll to find secret doors, but may move right through them as normal doors. If this treasure is lost, all the secret doors that you moved through before it was lost can still be used as normal doors.

MAGIC SWORD: If you find one of these, you may add +1 to all dice rolls when trying to kill monsters. A player may use one Magic Sword at a time.

ESP MEDALLION: If you hold one of these, you can look at the monster in a room before you enter the room. If you do not attack it, discard the monster card and do not enter the room.

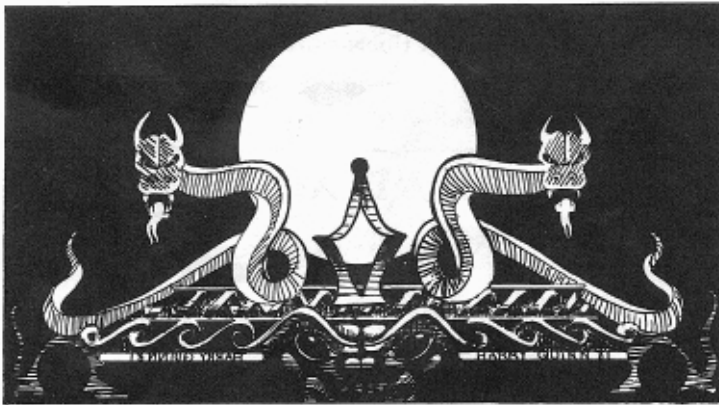
CRYSTAL BALL: If you hold one of these, you may look into any room on the board and see the monster and the treasure. Draw the monster and treasure cards from the right level for the "looked at" room and mark them and the room with number markers. These cards stay there until the player holding the Crystal Ball tries to "see" into another room (at which time they are discarded) or an adventurer enters the room and fights the monster.

NUMBER MARKERS

1. Number markers are used when a monster gets a player's treasure without getting killed. Monsters are marked so that the same player or an opponent will fight the same monster in order to get the treasure back!
2. When a monster in a marked Room is finally killed, the victor gets all of the monster's treasure and a treasure from this level's treasure pile because the adventurer "cleaned out" the room.

WINNING THE GAME

The first player to return to Start, the Main Staircase, with treasure worth 10,000 gold pieces or more wins the game.



DUNGEON! EXPERT GAME for 2 to 8 players

The DUNGEON! Expert Game uses all of the Basic rules but adds new rules for Super Heroes, Wizards and Magic Swords. The Spell Cards can be used by Wizards in the Expert Game.

OBJECT OF THE GAME

To fight monsters, collect treasure cards and be the first to return to Start with enough treasure to win. The total number of gold pieces needed to win depends on the type of adventurer.

Dungeon Adventurer	Gold Needed to Win
ELF or HERO	10,000
SUPERHERO	20,000
WIZARD	30,000

PREPARATION

1. Prepare the game the same way as in the Basic Game.
2. Place the Spell Cards near the board. Wizards are allowed to choose the Spells they want.

CHOOSING AN ADVENTURER

The Expert Game introduces two new adventurers to choose from: the Superhero (red pawn) and the Wizard (white pawn). After choosing one of the four adventurer types, place the pawns at Start.

SUPERHERO: Superheroes are the most powerful fighters in the game. They can fight the monsters on the deeper levels where there are larger treasures. These larger treasures help Superheroes collect the total of 20,000 gold pieces they need to win.

WIZARD: Wizards are not as good at fighting as Superheroes, and they cannot use Magic Swords. A wizard's real strength is the ability to use Spells, which make it easier to kill monsters. Wizards are very powerful, so they need 30,000 gold pieces worth of treasure to win. Because of this, wizards usually search for large treasures on levels 4 through 6.

HOW TO PLAY

The game is played exactly like the Basic Game with the addition of the Spell rules and new Magic Sword rules.

WIZARD SPELLS

1. Wizards can use one Magic spell per turn. A wizard can fight a monster without using a spell, but must decide whether to fight or use a spell, and which spell to use, **before** drawing the monster card.
2. Because wizards use spells, they may not use Magic Swords. If a wizard draws a Magic Sword, he or she must return it to its pile, reshuffle the pile and draw again.
3. Each wizard (there can be only two) can carry 10 spell cards at a time — no more.
4. If there are two wizards in the game, each one rolls two dice. The highest roller gets to choose his or her first spell, then the other wizard chooses one. Wizards then alternate choosing spells until each has ten. Extra cards are left in a pile off the board.
5. When a wizard wants to use a spell, the wizard chooses one of the spells in his or her hand and places the spell card face-up on the table. After the monster card is turned up, the dice are rolled. If the number rolled is **equal to or higher than** the spell number on the monster card, then the spell has killed the monster!
6. To attack a monster with a spell, the wizard must be able to move into the room or chamber on his or her turn, just as if the wizard was going in to fight the monster. However, the wizard can stop outside the door of a room or one space outside a chamber and then use the spell.
7. If the monster is not killed by a spell, it cannot attack the wizard if the wizard is outside the monster's room or chamber.
8. A wizard inside a room or chamber with a monster may cast a spell, but if the spell doesn't kill the monster it can attack the wizard using the **MONSTER ATTACK TABLE**.
9. If the player kills the monster with a spell from outside the room or chamber, then the wizard may move into the monster's space and pick up any treasure the monster was guarding. If the monster was in a room, the wizard draws a treasure card from this level's pile.
10. At the end of the turn, the wizard must discard the used spell card. Put it on the pile with the extra Spells off the board.

SPELL TYPES

1. **FIRE BALL:** A fireball spell causes a large ball of fire to fly at the monster and burn it. Some monsters are more easily killed by a fireball than by a lightning bolt. Some monsters such as Red Dragons, are not harmed at all by fire balls. These monster cards have a dash " — " instead of a number next to "Fire Ball."

2. **LIGHTNING BOLT:** A lightning bolt spell causes a powerful bolt of lightning to shoot from the wizard's hands and attack a monster. Some monsters are more easily killed by a lightning bolt than by a fire ball. Some monsters, such as a Black Pudding, are not harmed at all by lightning bolts. These monster cards have a dash "—" instead of a number next to "Lightning Bolt."

3. **TELEPORT:** This Spell lets a wizard disappear from one chamber and reappear in another chamber. A wizard can teleport to another chamber on the same level or to a chamber one level above or below the level he or she was on. A wizard cannot use this spell on other players or monsters. The spell can be used only in chambers. It is used **before** combat. To use a teleport spell, the wizard moves into a chamber, plays a teleport card and moves to a new chamber according to the rule above. The wizard does not have to fight a monster in the first chamber, but the wizard **must** fight a monster in the new chamber and may not use a spell to fight it on this turn.

EXAMPLE #1: A wizard moves 5 spaces and is standing in front of a room. He cannot attack a monster in the room with a Spell because he does not have enough movement left to enter the room.

EXAMPLE #2: A wizard moves 3 spaces, stops in front of a room and throws a fireball into the room. The monster in the room is a vampire. The wizard rolls a 10 and kills the vampire, moves in, and collects a treasure.

EXAMPLE #3: A wizard moves 4 spaces, stops in front of a room and throws a lightning bolt into the room. The monster turned up is a Blue Dragon. Blue Dragons are immune to lightning bolts, so the Dragon is not harmed and the spell is lost. The Dragon cannot attack the wizard because the wizard is still outside the room.

EXAMPLE #4: A wizard moves 2 spaces into the armory, a chamber on the third level, and uses a Teleport spell. There is a giant snake in the armory but the wizard does not have to fight it because he teleports away before it gets a chance to attack. The wizard may move his pawn to any chamber on levels 2, 3 or 4. When he gets there he will have to fight a monster.

MAGIC SWORDS

1. A Magic Sword is an enchanted weapon. In the Expert Game a Magic Sword adds +1 or +2 to all dice rolls when an adventurer attacks a monster. A player can use only one Magic Sword at a time. Wizards cannot use Magic Swords at all.
2. When a player finds a Magic Sword, he or she rolls two dice to find out how powerful its magic is.

Level where Found	+1 Sword	+2 Sword
1st	Roll of 2-11	12
2nd	Roll of 2-9	10-12
4th	Roll of 2-8	9-12
6th	Roll of 2-6	7-12

3. When a Magic Sword is used to attack a monster, the +1 or +2 is added to the player's dice roll. For example, an elf needs to roll 7 or higher to kill a certain monster. If the elf has a +1 Magic Sword, a roll of 6 or higher will kill the monster (6+1=7).
4. Magic Swords allow players to fight monsters that usually are too strong for them to kill. These are the monsters on lower levels with a dash "—" next to the adventurer's type. An adventurer with a +1 sword can kill one of these monsters with a dice roll of 12; an adventurer with a +2 sword can kill one with a dice roll of 11 or 12.

WINNING THE GAME

The winner is the first player to return to Start, the Main Staircase, with enough treasure for his or her adventurer to win.



Credits

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