

GAME RULES

Setup

- Decide on a play mode or win condition
- Determine starting order through a coin toss or something, and then move clockwise around the table if there are more than two players.
- Separate the cards into decks by type if they aren't already; the Hero stack will be known as the "Tavern", the Monster pile the "Bestiary," the item cards the "Loot," and the room cards the "Dungeon." (Wound markers, Power point markers, maybe little punch out cardboard coins are needed? We'll see how hard the numbers are to track.)
- Players take turns drawing four Heroes from the Tavern and make their first Formation by selecting a Leader and placing the other three in a row behind them as Support characters. Players will also need a colored Compass chit to mark their location in the dungeon.
- The standard play field will have room for 5x5 Rooms. Players may uncover their first room and lay it in any of spaces in the row closest to their side of the table.

Turn Flow

- Movement & Formation Phase
- Action Phase
- Resolution & Draw Phase

Movement & Formation- Exploring the Dungeon

The basic elements of play are forming strong parties, exploring the dungeon, conquering traps and monsters (and/or other players), and gathering items. The first thing that happens in a turn are Movements, setting the stage for what Actions can take place.

Generally speaking, a player party may move to any adjacent space per turn. If a Room has not already been placed where they're going, draw one Room and place it face up in that space. The player must then deal with whatever conditions the room carries- if the room is "clearable," flip it face down so the "empty room" shows. Some rooms like Healing Springs may be persistent for the rest of the game. A cleared room nets the player 1 Loot.

Instead of moving, a party can also take this time to rearrange the party to suit the situation before moving on. Take note of the order of the party from left to right as some situations may affect say, the last character in line. Take note of whose skills work in Leader and Support positions and total up the Support Bonuses the back row characters add to the Leader's top numbers. A magic user may be weak in the front of the party but be more effective from Support.

Action Phase- Test Your Might!

Here's where we get to that "conquering" part. Your character cards have varying special talents and abilities, but all possess Attack and Defense power ratings, and a Life Meter. Beneath the large Attack

and Defense numbers are the Attack and Defense Support Bonuses. The Leader will be the character actively engaging with traps, monsters and other parties, so their skills and ratings are very important! When taking Action, if there is no special ability for the situation (say, a Thief's Disarm Trap skill), the sum of the Leader's relevant stat rating with the Support Bonuses of the Support Characters added to it is applied against a target number.

For example, If Blue Fighter steps into a room, revealing an Arrow Trap, the Room is considered to automatically make an attack against the party. If the trap has an Attack of 6, the player needs to have a total Defense of 6 or greater to avoid being wounded. If the Thief had been leading the party, however, he could have simply detected the trap and gone around.

Battle will be explained further in its own section, as will monsters.

Notes on Actions:

- Traps are technically a Room's "Action" and happen in this phase, so there is time to escape from a persisting hazard.
- Actions are considered to happen at the same time, so if a character is defeated, their last action still takes place before they are discarded.
- Monster spawns therefore occur in the Action phase so that there's a chance to prepare for them. (Monsters will rarely get an attack the same turn they appear.)

Resolution & Draw Phase- Get Ready For Round 2!

After Actions have taken place, the Resolution Phase is when defeated characters and monsters are moved to the appropriate discard pile, cleared rooms are flipped over, and Loot is drawn. If a player has used up all the Items in their hand, they may reshuffle their Item Discard and draw up to five items from the pile. (You may discard from your current hand to leave space in your hand in case you get something you want to use immediately.) If a character needs to be replaced, Items can be "sold" to the Tavern to draw as many characters as needed to fill the formation back in.

On the final round of the game (when win conditions are met, everyone has died, or the 5x5 grid is fully "mapped", players can total up the price of their remaining loot cards to see their total score. This can be used for bragging rights, as a tie breaker, or a goal in itself.

Hero Cards

These are the heroes you'll be banding together to tackle the challenges of the ancient dungeon. Get to know the people you meet on your journey well, even if you have your favorites, sometimes you may find unlikely heroes just as useful in the right spot!

As mentioned in the game overview, a character card features first and foremost, the amount of Attack and Defense power they possess on their own, and the bonuses to each they can provide in Support position. Along the sides of the card are the icons for the types of item cards they are able to use, offensively and defensively on the according sides. The hearts in the Life Meter show the number of

action failures a character can sustain before being defeated. When a character suffers defeat, they are discarded to the side of the Tavern and added back into it once the Tavern is emptied and reshuffled.

At the bottom of the card are the character's Skills- the Leader Skill can only be used when the character is leading the party, and the Support Skill is usable only when the character is in Support. The effects of these can vary.

Sometimes, a Support Character can be targeted by an attack or effect, or the whole party is affected- in these cases just use the base defense number of the character without any bonuses.

Monster Cards

Much like Hero Cards, Monsters feature Attack and Defense statistics along with the amount of Life Points they possess. However, Monsters behave much differently than Heroes. When a room calls for a monster or monsters to appear, the Monster "sticks" to the party and dogs them with its attack automatically each turn. The Monster and its effect will persist until defeated. Players can also attack a monster attached to another party if they are in the same room and wish to. If multiple monsters target a party, the first monster continues to attack while receiving a +1 boost to all its stats but HP until defeated, then the next monster moves into its place and affects the party. No more than 3 monsters can be 'stacked' in this way at a time; if a card calls for more to spawn or be summoned, no cards are to be drawn. A party under monster attack can also still be targeted by opposing parties.

Boss Encounters are considered Room cards. [\(or will be, lawl\)](#)

Item Cards

Item Cards are fairly simple, when used, they offer a special effect to boost the action being performed. An Item Card features a Type if it's equipment, the Leading Hero needs the corresponding symbol in order to use the card's ability. Unmarked Items can be used by anybody.

Items marked Expendable are discarded next to the Loot pile to be reshuffled in when it runs out.

The player's held items are kept in a hand of 5 with the extras in their Inventory stack. When a non-expendable Item is used, it's discarded next to the Item Bag to be shuffled back in when it runs out. Unwanted items can be Sold (discarded back into Loot) to draw a new Hero, free up space, or traded with other players in cooperative play.

Some Heroes have especially potent skills that call for Power Points. To use these, you'll need to discard an item to your used items stack. Power Points do not carry over between turns, so someone who needs two Points to activate an ability needs at least two available cards in their hand.

While keeping surplus cards just in case can be useful, purposely keeping your Inventory small will "refresh" your favorite Item Cards sooner! See what suits your strategy best!

Room Cards

The Dungeon playfield is made up of interconnected Rooms. The basics are covered in the Turn Flow section, but there are some other considerations about Rooms and navigating the dungeon.

A room whose trap has been disarmed or otherwise cleared of hazards or items is flipped over and can be freely traversed. Some rooms, however are unclearable and will continue to affect parties entering them.

Traps are considered to be a room's Attack, so they trigger in that phase.