

# DUNGEONEER

Version 2.1

## INTRODUCTION

In Dungeoneer, you take on the role of a hero attempting to complete a series of quests in a deadly realm, going up in level with each success. You and the other players create the map of this realm by placing Map cards during your turns. As your hero explores the map, you collect Glory and Peril resources that you then use to play cards and to fund the special effects on some of your cards already in play.

**Glory:** You spend Glory to play beneficial Adventure cards for your hero, called Boons and Treasures, during the Hero Phase of your turn. They're played into your Inventory — the area on the table in front of you — and are considered *readied* once placed there. Glory tokens are also used to indicate positive effects on cards, such as charges for a magic item.

**Peril:** Opponents spend your Peril against you to play detrimental Adventure cards on your hero, called Banes and Encounters, during the Dungeonlord Phase of their turns. Peril tokens are also used to indicate negative effects on cards, such as wounds on a monster.

*You win as a hero when you complete 3 quests, or as the Dungeonlord when all the other heroes are defeated except yours.*

Each Dungeoneer set is a stand-alone card game for ages 12 and up, which can also be mixed together with other sets. The game takes about 20 to 30 minutes per player.

**Parts:** In addition to this rulebook, each Dungeoneer set includes at least one deck of 55 cards: 31 Adventure cards, 10 Map cards, 7 Quest cards, 3 Hero cards, 3 Tracker cards, and 1 Cut-out card. You'll also need some 6-sided dice (2 per player is best), and 2 small objects per player to use as tokens to track Glory and Peril (coins or red and green glass beads work well). **Extra tokens are useful for keeping track of special conditions, as well.**



**Set-Up:** Assign a dealer to perform the steps below before beginning play.

**Assemble Tokens:** Cut out the hero and marker tokens on the Cut-out cards along the dotted lines. Fold them at the red line, so they stand up. Hero tokens represent the characters on the map, while a marker token can be placed on a map space and its corresponding marker token on a card to show the location of an item.

**Assemble Decks:** Separate the cards into decks according to their different backs, and shuffle each deck.

**Roll Initiative:** Determine initiative (which player goes first) by having everyone roll 1 die; the player with the highest result is the first to take his turn (re-roll ties).

**Assign Heroes:** Distribute 1 Hero card face up to each player. When you get a Hero card, put it in your Inventory — this is the area on the table directly in front of you where you keep the cards you play. Then take a die and place it with the number 6 face up over the words “Level: 1” on your Hero card. This indicates that your character has 6 Life points and is 1<sup>st</sup> Level.

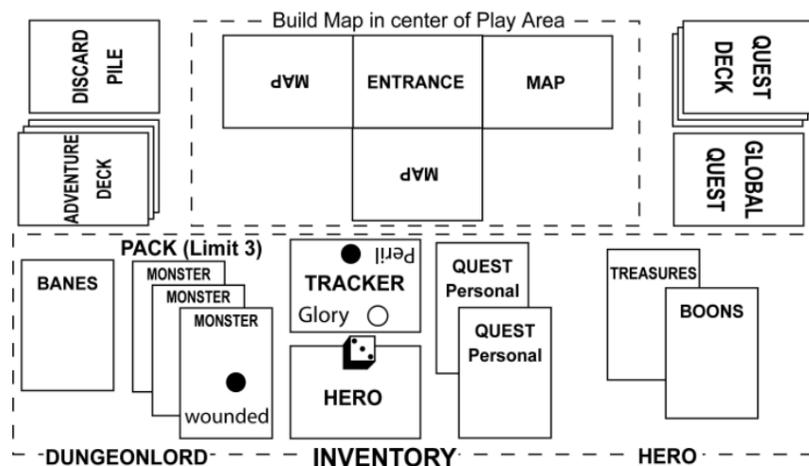
**Assign Quests:** Deal 2 Quest cards face up to each player; these are their Personal Quests. Next, leave a Quest card face up next to the Quest deck; this is a Global Quest that anyone may attempt to complete.

**Start Map:** Take the Entrance card from the Map deck; the Entrance is marked with a tower-shaped icon. Place it face up in the center of the play area. Take 4 random passages/roads from the Map deck and place 1 on each side of the Entrance, connected legally. Each player places his hero token on the Entrance card. Shuffle the Map deck and set it aside. (See the Map Placement Diagram for more details on connecting map cards.)

**Track Glory/Peril:** Each player takes a Tracker card and places a small token on the number 1 on the Peril side, and another on the number 1 on the Glory side, for starting at the Entrance. As these resources pile up during play, move your tokens to indicate higher values.

**Draw Adventure Cards:** Finally, each player draws 5 Adventure cards into his hand, keeping these hidden from the other players. These Adventure cards contain the Encounters, Treasures, Boons, and Banes that the heroes discover during the game.

Now you're ready to start playing!



## TURN CYCLE

Dungeoneer is played in a sequence of turns that make up a round. Each player takes a turn, then the player to the left takes a turn, and so on clockwise around the table until a player wins the game. A turn has 5 phases: Reset, Dungeonlord, Build, Hero, and Discard/Draw.

**1. Reset Phase:** Exits are reset, cards that can only be used once per turn may be used again, and card effects that only last a turn are no longer in effect from the previous turn. Cards you've played that have an upkeep cost must be paid for or they return to your hand. Your Movements are reset to equal your hero's Speed; these Movements are used to move around the map and perform other actions during your Hero Phase.

**2. Dungeonlord Phase:** During your Dungeonlord Phase, you manage the malevolent forces in the game. You use your *opponents'* Peril against them to play negative Adventure cards from your hand or Pack. Negative adventure cards include Banes and Encounters targeted at the player whose Peril you spend. Banes that don't target a specific player may be bought with any other player's Peril. You can't combine Peril from different players to play one card, and you may never spend your own Peril. All Encounter cards must be played at the same time so your opponent can prepare a strategic response, while Bane cards can be played at any time during your Dungeonlord Phase, before or after Encounters are resolved.

The steps involved in playing Encounters are Attack, Response, and Resolution.

*a. Attack:* Play all the Encounter cards that your opponents have enough Peril to fund, in the order in which they'll be engaged, and choose an attack form to use in resolving each combat attack: Melee, Magic, or Speed.

**Melee:** An orange fist represents the strength of a hero or monster. The melee form is used in physical combat attacks, and usually inflicts 1 or more wounds when it hits.

**Magic:** A purple palm represents the magical power of a hero or monster. The magic form is used in mystical combat attacks, and often creates unusual special effects when it hits, as well as inflicting wounds.

**Speed:** A blue boot represents the agility of a hero or monster. Speed determines Movement points, the ability to navigate Map exits, and is used to avoid most Threats, like Traps and Obstacles. The speed form is also used, rarely, in combat attacks.

For combat attacks, an attacking card must use an attack form that has the standard attack type, as opposed to the counter-attack type. It may not *initiate* an attack in an attack form for which it has only a counter-attack type.

**Standard Attack:** A circular attack symbol indicates a standard attack — the card's player may *initiate* or *counter* an attack with an attack form of this type, and inflict wounds if it wins the attack roll.

**Counter-attack:** A diamond-shaped counter-attack symbol indicates a counter-attack only — the card's player may not *initiate* an attack with an attack form of this type, but if attacked the card can inflict 1 wound on a hit with a counter-attack in the same attack form.

Use the best attack type when adding scores together from various cards for your attack roll. For example:  $\diamond 2 + \circ 1 = \circ 3$ .

During the Dungeonlord Phase, each monster is able to *initiate* 1 standard attack per turn against the hero whose Peril was spent to activate it, as a free Movement. Any time during the turn cycle, a hero is able to *initiate* 1 standard attack per turn as a challenge, at a cost of 1 Movement (see Special Actions).

*b. Response:* Your opponents may play Response cards and assign other defenses.

*c. Resolution:* The method used to resolve an Encounter depends on whether it's a combat attack or Threat, as described below.

## RESOLVING COMBAT ATTACKS

**Roll & Apply Hit Effect:** For each combat, you roll 1 die to attack, and your opponent rolls 1 die in defense. Each player adds his attack score for the chosen form (Melee, Magic, or Speed) to his roll. The attack results are compared, and the player with the highest result scores a hit that inflicts 1 wound on the other player, unless the card's hit effect indicates otherwise. A tie result means that each hero or monster defends himself successfully, so that neither side inflicts a wound. All die rolls for the same attack are resolved at one time.

**Hit Effect:** A starburst symbol indicates that on a hit an effect other than the default “inflict 1 wound” occurs, as described on the card. The total hit effect is given here; the default wound isn't added to it.

**Pack:** After hit effects are determined, surviving *unwounded* monsters go back in your hand or may go into your Pack (a part of your Inventory) at your option. Wounded monsters *always* go into your Pack with wound tokens on them, or are discarded if they're defeated (0 Life remains). You may keep up to 3 monsters in your Pack; *unwanted* monsters are discarded (you choose which to discard). You play monsters from your Pack in the same way as those from your hand (by spending an opponent's Peril), but they're not part of your hand count. A defeated hero, and his player, is taken out of the game.

**Reward:** For each wound your monster inflicts on a hero, you assign 1 Peril to any player. For each wound your hero inflicts on a monster, you collect 1 Glory. Glory/Peril awards may not exceed the remaining Life points of the hero or monster on whom the wounds are inflicted.

Note that for monsters on Quest and Map cards, the player seated to your left acts as the Dungeonlord. These monsters don't go into your hand or pack, and they aren't worth Glory/Peril since they have their own special reward.

## RESOLVING THREATS

A Threat supplies a target number you must match or beat, rather than requiring an opposed roll as in combat attacks; a Threat isn't considered to be an attack. Threats are used for Traps and Obstacles; unless stated otherwise, Traps affect all heroes in the same space. Roll 1 die and add your appropriate score (as indicated on the Threat card). If your total equals the Threat number or higher you receive the Succeed effect on the card, otherwise you suffer the Fail effect. Threats can use any score: Melee, Magic, Speed, even Life or your hero's current Level. For example:

**Threat 4+, Succeed: get 1 Glory, Fail: take 1 wound.**

This card requires you to roll 1 die and add your Magic score. If you get a total of 4 or higher you receive 1 Glory, otherwise you suffer 1 wound.

**3. Build Phase:** Draw and place 1 Map card in any valid location (see Map Placement Diagram).

**4. Hero Phase:** During your Hero Phase, you manage your hero. You may spend your Glory to use the positive Adventure cards called Boons and Treasures. These are played from your hand into your Inventory at any time during your Hero Phase; when this happens, these cards are called “readied.” You may also spend your Movements during your Hero Phase to perform the following actions in any order: **move, explore, and attempt a quest; you may also take Special Actions now.**

**Move:** Move your hero in any available direction; each space you move costs 1 Movement. Each Map card is a space. You generate Glory and Peril as listed on the Map card for each space you enter on your turn that's new for this turn. This means you don't have to remember which spaces you were in on your previous turns, and you don't collect resources for spaces you've already been in this turn, even if you enter them a second time. You collect Glory and Peril and activate any special effects or Obstacles given on the Map card as your hero enters each new space. You don't collect Glory and Peril or activate effects and Obstacles if you enter a space while it's not your turn (as when compelled to by a card effect), unless it's specifically stated otherwise on a card.

**Explore:** You may spend 1 Movement to draw and place another Map card. You may do this as often as you choose.

**Attempt Quest:** You may attempt to finish a Quest at any time during your Hero Phase, if you're in the space required by the Quest. Each Quest has different criteria to complete it, as described on the Quest card. When you complete a Quest, turn the Quest card over, collect the Quest completion reward, and go immediately to your Discard/Draw Phase; the completed Quest is no longer in play and now counts toward your win goal. If the Quest was Global, turn over a new Global Quest. You may not complete more than 1 Quest on your turn. The first attempt each turn to complete a Quest is a free Movement, unless the Quest states otherwise. Each additional attempt uses 1 Movement. If you discard a Quest, place it at the bottom of the Quest deck, which should thus never become depleted.

**5. Discard/Draw Phase:** If you don't move on your turn, you collect Peril and Glory for the space in which you remain, but you don't activate the space's effect or Obstacle. If you have any remaining Movements, you may save 1 to use off turn (to take a Special Action, for example). Place 1 token on your Hero card to indicate the available Movement, and remove it when used. This point isn't cumulative; it resets on your next Reset Phase.

If you have any cards in hand you must discard 1 card (and only 1 card). This can be 1 card from your hand, 1 Treasure card from your Inventory, or 1 Encounter card from your Pack. (You may still end up with more than 5 cards.) If you have no cards, you don't discard. If you're under 5 cards, fill your hand back to 5 from the Adventure deck. This ends your turn. If the Adventure deck is depleted, reshuffle it. Now the next player begins his turn.

**Special Actions:** Some actions may be taken either on or off turn, if you're able to pay the cost in resources or Movements.

- Play an Anytime card. (Some Boons and Banes are categorized as Anytime cards.)
- Play a Boon Response card, if you are engaged by another player with an Encounter or Bane.
- Activate the effect of a *readied* card in your Inventory, if you have the resources available (such as Glory or Movements).
- Untip your hero. A tipped hero is unable to move until you pay 1 Movement to untip him.
- Challenge a monster or hero. You can initiate a standard attack only once per turn for 1 Movement. You choose the attack form, in which you must have the standard attack type. You must be in the same space as the hero or monster you're challenging. A challenge is resolved as a combat attack (see Dungeonlord Phase). A challenge may be used to attack a monster after it has attacked you, take an Escort Quest in progress from another hero (see Escort under Quest Cards), or attack another hero with your hero (resolve combat normally; the hero who hits successfully gets 1 Glory for each wound inflicted).

## MAP CARDS

These cards create the game board your hero explores, provide Glory and Peril resources as heroes move into them, and may also have a special effect. Your Dungeoneer set has either Dungeon Map cards (black border) or Wilderness Map cards (white border). The map created from Dungeon cards can be thought of as the “downstairs” of the realm, and that from the Wilderness Map cards as the “upstairs”; they're built separately and don't normally touch, but are connected through a Portal.

**Placing Map Cards:** The following placement rules apply to all Map cards.

- Each Map card must be placed parallel to or in line with the Entrance card.
- Only passages/roads can be connected to the Entrance card, unless it's impossible to place a Map card otherwise.
- Each Map card must create a continual connection back to the Entrance card; creating a stranded space or stranded section of the map is always an illegal placement.
- You may never create a closed map that has no connections available for more Map cards to be played.

**Exits:** Each Map card has four possible exits (one on each side) that may connect to other Map cards; these may be open, Locked/Lost, Trapped/Treacherous, or a Wall/Impassable exit. When moving from one space to an adjoining space, your hero confronts the exit of the space he's leaving, not the space he's moving into, so an exit may be Locked one way and open the other direction. Exits are resolved like Threats. Once opened, exits are open for the rest of that turn, until they're reset at the beginning of the next player's turn.

**Open:** You can move through an open exit freely.

**Trapped/Treacherous:** To move through a Trapped/Treacherous exit, you must overcome the Threat. If you succeed, the exit is opened for the duration of your turn. If you fail, the exit is still opened for your turn, but you also take 1 wound. It's important to note that Trapped/Treacherous exits are categorized as Obstacles, not Traps.

**Locked/Lost:** Locked/Lost exits work identically to Trapped/Treacherous exits, but on a failure you lose 1 Movement instead of taking 1 wound. If you use your last Movement to open the exit, so that you have none left to move into the new space, place your hero token on the exit (you're still in the previous space); you're now on the “cusp,” which means that the exit is treated as open in both directions for everyone until you can spend 1 Movement to move into the next space on your next turn.

**Wall/Impassable:** You may not pass through a Wall/Impassable exit from either side.

**Obstacles:** Once through the exit, you may encounter a further Obstacle described in the center of the Map card, which is activated as you enter on your turn; Obstacles aren't activated if you enter a space while it's not your turn. Obstacles include Pits, Spikes, Hazards, Sewers, Terrain, Portals, and Entrances.

**Pits:** When you enter a space with a Pit in it on your turn, you must overcome the Threat or “fall in.” Tip your hero to signify having fallen in, and untip your hero when you spend 1 Movement to get out.

**Spikes:** Anytime you enter a space with Spikes in it on your turn, you must overcome the Threat or “fall on them.” Your hero takes 1 wound to signify having fallen on them.

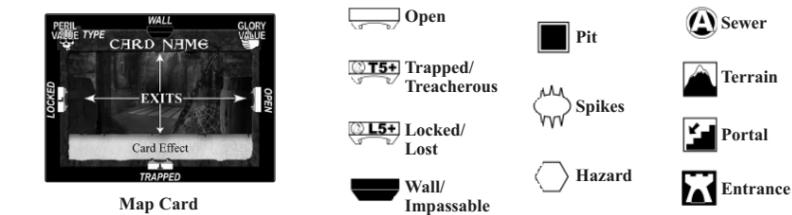
**Hazards:** A Hazard adds a modifier to all Traps played in this space, as indicated on the Map card.

**Sewer:** If you're in a Wilderness space with a Sewer, you may spend 1 Movement on your turn to relocate your hero to a space with a corresponding Sewer (A:A, B:B, etc.).

**Terrain:** Wilderness Map cards all have a terrain symbol, such as Arctic, Desert, Forest, Mountains, Plains, Swamp, Urban, or Water. Rather than being assigned rules, terrain is used as a trigger for the special effects of other cards.

*Portal*: The Portal on a Wilderness Map card may be linked to a Dungeon Entrance if you combine Dungeoneer sets. Your hero can move from Wilderness to Dungeon, or vice versa, at the cost of 1 Movement here.

*Entrance*: The Entrance is the space on which your hero starts the game.



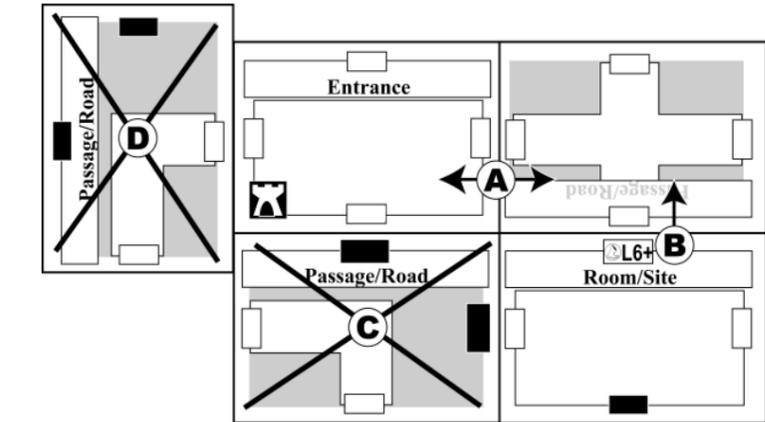
**Map Placement Diagram:** This diagram shows how to place your Map cards.

*Example A:* The exit is open both ways. You may move freely through at the cost of 1 Movement each way.

*Example B:* The exit from the Room/Site to the Passage/Road is Locked, but open from the Passage/Road to the Room/Site.

*Example C:* This Map card is placed illegally since it’s stranded. There’s no way in or out to the rest of the map. The Walls/Impassable exits block both exits.

*Example D:* This Map card is placed illegally since it’s at a right angle to the Entrance. All maps must be placed parallel to the Entrance, even if they’re upside down.



## HERO CARDS

Your Hero card represents your character in the game, listing his scores, level, and other info.

**Special Ability:** A hero’s special ability is resolved as a Boon that may be used at any time. This doesn’t count against the hero’s Boon limit.

**Boon & Treasure Limits:** This is how many permanent Boons and permanent Treasures a hero may have readied at any time.

**Life:** When a hero has 0 Life, he is defeated. His player discards all his cards and is out of the game.

## ADVENTURE CARDS

Each Adventure card gives its cost to play in Glory or Peril at the top, and lists playtime, duration, category, stat banner, card effect, and hit effect.

**Playtime:** Adventure cards may be played during the Dungeonlord Phase, Hero Phase, as a Response, or as an Anytime card.

**Duration:** Adventure cards have various durations that define how long a card stays in play. These are Permanent, Instant, monster, and Attachment.

*Permanent:* Permanent Adventure cards stay in play permanently in your Inventory.

*Instant:* Instant cards are discarded after being played, since their effects only last during the turn in which they’re played.

*Monster:* A monster attacks once per turn with a standard attack, then goes in your Pack if wounded, or if unwounded back in your hand or Pack (your choice). It’s discarded if defeated.

*Attachment:* Some Adventure cards can be attached to another card to modify its effects. An Attachment card is discarded if the card it’s attached to is ever discarded or returned to a player’s hand. An Attachment doesn’t count against a hero’s Boon, Treasure, or Pack limit, and doesn’t affect the cost of playing a monster from a Pack.

**Category:** The ways a card may be grouped are called categories; for example, Undead, Spell, and Weapon are all categories.

**Stat Banner:** The area on the left side is a quick reference to the effects of the card.

**Card Effect:** This text describes what the card does in play.

**Hit Effect:** This tells what the card’s effect is on a hit with the attack form indicated.



Adventure Card



Hero Card



Quest Card

Adventure cards come in 4 kinds: Boons, Treasures, Banes, and Encounters.

**Boon Cards:** These blue-bordered cards describe abilities that can be applied to your hero, like skills or spells your hero has learned. Each hero has a limit to the number of Boons he can have readied in his Inventory, but he can have multiple copies of the same Boon readied. Boons may not be voluntarily discarded from your hero’s Inventory, but if you’re forced to discard one by another card effect, the Boon immediately loses its effect. A Boon Instant is not kept in the Inventory; once played it’s discarded and never counts against a hero’s Boon limit.

**Treasure Cards:** These gold-bordered cards are items your hero possesses. Each hero has a limit to the number of Treasures he can have readied. You may discard 1 Treasure card from your Inventory during your Discard/Draw Phase.

You may not have duplicate Treasures of the same category readied; for example, you can’t have 2 shields in your Inventory. A Treasure card that’s “used up” (one that no longer has a game effect) should be discarded the moment it loses its effect. A Treasure that’s immediately discarded once used (like a potion) doesn’t count against your hero’s Treasure limit if you use it the moment you play it.

Storage Item Treasure cards use 1 of your hero’s Treasure slots. They give a hero the ability to have more Treasures readied, since additional Treasures may use the Storage Item’s Treasure slots. Cards take effect the moment they’re played, so Storage Items may be played even when a hero’s Treasure slots are full. If the Storage Item is ever discarded, the hero may only keep as many Treasures as he has slots remaining to accommodate (his player’s choice), so all the Treasures in the Storage Item are not necessarily discarded.

**Bane Cards:** These gray-bordered cards present various negative things that can happen to a hero. You spend other players’ Peril to play Banes against them. If a Bane doesn’t target a specific hero, you may spend any one other player’s Peril to play it, but you can never spend your own Peril or split a card’s cost between more than one player. It’s possible to include your hero in the effect of certain Banes you play, as long as you never spend your own Peril. Bane cards may be played at any time during your Dungeonlord Phase, before or after playing Encounters.

**Encounter Cards:** These red-bordered cards are malevolent forces, like monsters and Traps, bent on destroying the annoying heroes intruding in their realm. An Encounter card is played into the map space of the hero it’s attacking and, unless otherwise noted on the card, may only affect heroes in that space. Monster Encounters attack a single hero, while Trap Encounters affect all heroes in the space they’re played into. If the hero somehow moves out of the space before the Resolution step, the Encounter card may not attack or otherwise affect that hero. An Encounter card remains in the space it’s played for the duration of the Dungeonlord Phase, but isn’t otherwise tracked on the map; this means that a hero may initiate a challenge against it after it attacks, if the hero has 1 Movement available to pay for that action.

## QUEST CARDS

You may attempt to complete your own Personal Quests and the Global Quest available to all players. When you finish a Quest, you get the prize listed in the quest reward section of the Quest card; the reward varies for each Quest. Rewards may include the chance to do the following:

- Gain 1 Level.
- Recover or gain 1 Life.
- Collect Glory.
- Collect Peril (for “dark” Quests).

Quests may fall into one of the following modifier categories: Effect, Artifact, or Search.

**Effect:** Some Quests have an effect on your hero while in play. This is indicated in bold after the completion criteria. The effect of a Global Quest applies to all heroes, while its reward goes only to the hero who completes it.

**Artifact:** Some Quests grant an Artifact instead of a completion reward; this type of Quest card is rotated 180 degrees on completion, gives your hero a permanent ability, and changes from an uncompleted quest to an Artifact, but usually doesn’t give a Level. Artifacts aren’t Treasure cards; they’re completed Quests.

**Search:** For Search Quests, you must overcome a Threat target number in order to find the objective. Once you find the objective, you can attempt to complete the criteria required by the Quest, which usually means fighting a monster. If you fail to complete the Quest on your turn, you will need to search for the objective again on your next turn.

The completion criteria of a Quest include Chance, Escort, Sacrifice, Slay, and Threat types.

**Chance:** These Quests require a special die roll to complete. Each attempt to succeed at the roll uses 1 Movement; you may make as many attempts per turn as you have available Movements. If there is a cost to increase your chances, you may pay for and stack as many bonuses as you can afford, but each bonus only affects 1 attempt.

**Escort:** Escort Quests require you to go to a specific map space to pick up a component, and then carry it to another specific space and discard it. If this is a Global Quest, it becomes a Personal Quest when you get the component; turn over a new Global Quest at this point. It’s a free Movement to pick up the component and to set it down; use a marker token to indicate this component. Anyone in the same space as a discarded component can take it as a free Movement. Another hero in the same space as you may also challenge you on his turn to take the component from you; if he makes a successful standard attack against you, he deals no wounds but takes the Escort Quest and places it in his own Inventory as his Personal Quest, even if he already has 2 others.

**Sacrifice:** These are the easiest Quests, and the most painful. This Quest type is often associated with “dark” or un-heroic themes, and generally rewards the player with Peril as well as with a Level. The hero simply goes to the space required by the Quest and pays the price on the card to complete it.

**Slay:** For Quests that require you to slay a monster, you must first go to the space where the monster is located. When you attempt to complete the quest, the monster initiates the first attack as a free Movement; the player to your left can roll for the monster. The monster can only initiate 1 standard attack per turn, and should have tokens placed on it to mark wounds if it has more than 1 Life. After the Quest monster attacks, you may expend 1 Movement to initiate a challenge against the Quest monster if you haven’t already used your 1 standard attack this turn. (See more about challenges under the Hero Phase section.)

**Threat:** Threat Quests are similar to Slay Quests, but the hero attempts to overcome a Threat when he reaches a certain space, rather than defeating a monster. The first attempt to overcome the Threat is a free Movement. Additional attempts cost 1 Movement each. These additional attempts aren’t challenges, so you can make as many attempts as you have Movements available to pay. Failed attempts affect everyone in the same space, like a Trap, but only the hero whose turn it is can complete the Quest.

## UNIVERSAL RULES

Also remember the following.

- Specific card effects may over-ride any rule in this rules sheet, since cards are often designed to “break” the rules.
- Dice modifiers must always be specified before dice are rolled.
- The following priority order should be followed if a conflict arises:
  - Boon, hero special ability, Treasure, Bane, exit, Movement spent, hero enters space, Peril and Glory generated, Map space effects like Obstacles, Encounter, attack roll, defense roll, Quest, player whose turn it is, player whose turn is next, and so on in turn order.

## OPTIONAL ADVANCED RULES

If you want to use these advanced rules, decide with the other players before play begins. More variants, including Campaign Adventures, are available at [www.atlas-games.com](http://www.atlas-games.com).

**Revealed Map:** Build-as-you-go is a good way to learn the game, but after you’re more familiar with the cards and mechanics, you may want to make the game more strategic, fair, and faster using the Revealed Map rule. With this rule, there is no Build Phase; instead, the entire map is built before playing to eliminate lucky wins by players whose Quests’ required Map cards come out early. After distributing Quests, deal out all the Map cards face down, one at a time, to each player. Pass Map cards specifically required by your Personal Quests to the player to your left. The player who gets the Entrance card wins initiative. (If you’re combining Dungeoneer sets, specify one Entrance as the initiative winner before dealing, and each player chooses one on which his hero starts play.) That player sets the Entrance in the center of the play area; then, moving clockwise, each player places a Map card in a legal location until all the cards are placed. The game then begins with the player who won initiative. This balances the game and improves some strategic aspects, but it does lose the feeling of “exploring” as you play.

**Combining Sets:** The easiest way to combine Dungeoneer sets is to mix all the cards together, and follow the set-up directions as usual. (Note that each card has a set symbol in the bottom left corner so they can be separated again later.) When combining a Dungeon and a Wilderness set, place a separate Entrance on the table for each set; each player chooses which Entrance his hero starts play on. Deal 1 Quest from the wilderness set and 1 Quest from the dungeon set to each player as Personal Quests, before shuffling all the Quests into the Quest deck and revealing the Global Quest. You may also want to customize your play experience by picking and choosing your selection of cards; in particular, be sure to include the Map cards necessary for the Quests you’ve chosen.

## GLOSSARY

**#:** The “number” symbol is used to indicate a variable, the exact value of which is 0 plus the number of additional Glory or Peril spent at the moment the card effect is activated, as required by the card.

**Adjacent:** A space connected to another space by any exit, even a Wall/Impassable exit, but not diagonal to that space, is said to be adjacent to it.

**Anytime:** An Anytime card may be played on or off anyone’s turn if the resources are available to fund it. If an Anytime card modifies a die roll, it must be played before the roll.

**Counter-Attack:** A card’s player can’t initiate an attack in an attack form marked with a diamond counter-attack type symbol, but if attacked in this form he can inflict 1 wound on a successful hit.

**Forced Discard:** When a card effect compels you to discard a card, it’s a forced discard.

**Hit:** In a combat, the side that has the highest total is said to have hit, or made a successful attack. If a tie occurs, then neither side inflicts a wound. The default total hit effect is “inflicts 1 wound.”

**Instant:** A card that comes into play and is then discarded is said to have an instant effect. It does not stay in play permanently.

**Inventory:** An Inventory is made up of the Hero card, Tracker card, Quests, Boons, permanent Banes, Treasures, and Pack monsters a player has in play in front of him.

**Marker Token:** Made from the Cut-out cards, these are used to indicate the locations of card items on the map. Place a token on the card, and its corresponding token (A:A, B:B, etc.) on the space in which it’s located. They are also useful in linking Wilderness and Dungeon maps through a Portal.

**Once Per Turn:** Some effects may only be used once on a player’s turn. If it’s used on a player’s turn, it may not be used again until the beginning of the next player’s turn.

**Pack:** The monsters in your Inventory are said to be in your Pack. To attack with these monsters, you must spend an opponent’s Peril. You may only keep 3 monsters in your Pack at a time. You can discard 1 card from your Pack during your Discard/Draw Phase, though.

**Readied:** During your Hero Phase, you spend your Glory to play Boons and Treasures from your hand into your Inventory. When this happens, these cards are called “readied” because their effects are active.

**Space:** A space equals 1 Map card. The area between map cards is never counted as a space.

**Standard Attack:** Heroes and monsters can initiate 1 attack per turn in an attack form with a circular standard attack type symbol, and can also use a standard attack to counter attacks.

**Target:** The target is the recipient of a card’s effect. The card’s controller chooses the target.

**Tipped/Untipped:** Certain card effects may cause your hero to become immobilized. Tip your hero token on its side to indicate this. While tipped, heroes aren’t able to expend Movements except to untip themselves. Untipping your hero costs 1 Movement, and you may also be required to overcome the Threat that caused your hero to become immobilized.

**Token:** Any small object used to represent an element in the game is called a token. Hero tokens mark the positions of the characters on the map, a marker token can be placed on a map space and its corresponding marker token on a card to show the location of an item, and general tokens track Glory and Peril, signify wounds, and indicate unused Movements. If a general token’s effect is beneficial to the controlling player, use a token of the same type as that used to track Glory, while if it’s negative use a Peril token.

**Viable Exit:** A viable exit is one that’s connected to an adjoining Map card exit and not blocked by a Wall/Impassable exit.

**You:** When a card states “you” or “your,” it refers to the player who controls the card.

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