

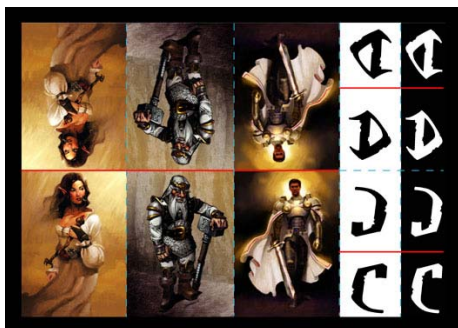
DUNGEONEER

How to Play

In addition to a Dungeoneer set, you will need some six-sided dice, and some small objects to use as tokens. Pennies and dimes work well. We suggest several red and green glass beads, readily available at most game and hobby stores.

Throughout this example we will use black dice for attacking, white dice for defending, and red dice for life.

There are 2 resources in the game: Glory (good) and Peril (bad). As tokens we will use green beads for Glory, and also as general positive tokens. We will use red beads for Peril, and also as general negative tokens.



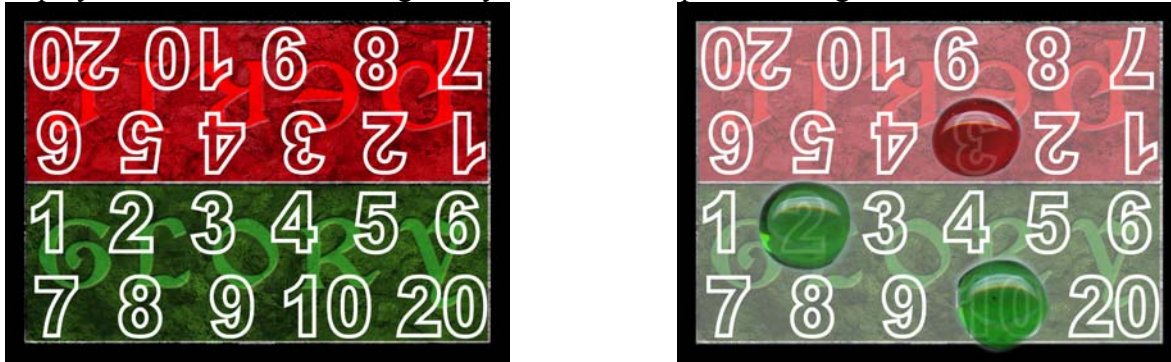
First take out the 2 cut-outs cards that look like this (the heroes on each cut-out card will be different). Cut along the blue dotted lines, and fold them on the red lines. This will create hero tokens you can use to indicate the location of heroes on the map, and marker tokens you can use to indicate the location of things on the map (for example place one "C" on a card and the corresponding "C" on the map space its item is in).



Dungeoneer comes with 110 cards. These cards come with 5 different backs. Separate the decks according to their backs.

Tracker

You can keep track of your Glory and Peril resources throughout the game on your tracker. Face the green (Glory) side toward you. You spend your Glory to play cards from your hand. Opponents spend your Peril to play cards from their hand against you. The example on the right tallies 3 Peril and 12 Glory.



Note that the backs of the trackers have useful game summary information. Each set comes with 6 Trackers, so you'll be able to use the backs of the extra ones during play as reference cards.

Hero

Each player gets 1 Hero card. Distribute these randomly.

You can place a small die over the current level of your hero that indicates how much remaining life your hero has. All heroes start at first level with 6 life as indicated here. Each level a hero gains, he or she becomes more powerful, gaining higher melee, magic, and speed values.



Note that each hero has a unique special ability. Don't forget to use this; it may save your hero! For example, the Sorceress can pay 1 Glory to re-roll a die in a Magic combat. She can even use this ability once each magic attack she's involved in.

Quest


Each player is dealt 2 personal Quest cards face-up, and then 1 global Quest is left face up by the remaining Quest deck. Completing Quests is how your hero gains levels. Each Quest you complete gives your hero a level. Completing a Quest ends your turn, so you may not complete more than 1 Quest in a turn. When you complete 3 Quests, you win the game.

Each Quest has a different requirement to complete it. You must go to the Map space indicated on the Quest, and do what the Quest requires while in that space. If you succeed, you complete the Quest. For example the Quest “Smoov’s Riddle” is a Chance-type quest. It requires you to go to the Mirror Chamber and solve the riddle. The riddle is to call out a number and roll 2 dice; if the number you called comes up, you succeed and complete the Quest. Each attempt uses 1 movement.



Note that in the bottom right corner each Quest lists the reward you get for completing the Quest.

Map

The Map cards create the adventure area for your hero to explore. There are 2 kinds of maps; Rooms and Passages. Each time your hero enters a *new* space on your turn, you collect the Glory and Peril listed in the top corners of the space. If you do not move at all on your turn, collect the Peril and Glory for the space you are in at the end of your turn. When placing map cards during the Build phase you may only place them parallel to one another, as shown here. They may be upside down, but not sideways. Take out the entrance space right now, and any four passages. Place the entrance in the center of the play area and connect a passage to each side of the entrance. (The entrance space is the one with this  symbol)



Room (this is also an entrance)

Passage

Note you must make sure a map space connects to another map space when placing it. There must always be a way in and out of the space to the rest of the map. This is a universal rule.

Adventure

Adventure cards represent the bone-chilling things your hero will encounter in the game. There are four kinds of Adventure cards: Boons and Treasures, which your hero benefits from and are paid with your Glory; and Encounters and Banes, which are played against your opponents with their Peril. The Glory or Peril cost of each of these cards is listed in the top left corner.



Boon (blue)



Treasure (gold)



Encounter (red)



Bane (gray)

Okay, now that you're familiar with the game components, let's start playing!

Each player rolls 1 die for initiative, the highest die roller becoming player 1; ties are re-rolled, and play revolves clockwise from player 1. Each player places a hero token on the entrance map space and collects 1 Glory and 1 Peril for that space. Play begins with player 1.



Note what the text on the space you are in says. The entrance says you may not initiate a challenge (attack a hero with your hero) here. And you may pay 2 Glory to discard an uncompleted personal Quest you don't like and draw 1 new one.

Each player takes a turn after the previous player finishes his or her turn.

Turn Order

1. **Reset** – this just means all the doors, traps, and room elements are reset, so you don't have to memorize anything that may have happened from a previous turn. Doors are locked, traps are trapped, etc.
2. **Dungeonlord** – this means you can spend other player's Peril to play Encounters and Banes from your hand against the player who's Peril you spend. You may never spend your own Peril.

For example player 1 is the Sorceress, player 2 is the Paladin. Player 1 is acting as the Dungeonlord, not the Sorceress during her Dungeonlord phase. So she spends player 2's Peril to play Crypt Bat on the Paladin. This is called an attack. Each monster is allowed to *initiate* 1, and only 1, attack per turn (so you cannot replay the same monster by spending more Peril in the same turn). The easiest way to handle this is to play all the monsters you intend to play that turn at the same time.

Player 2 has an opportunity to play Response cards immediately after an attack is initiated. There are a variety of Boons and Treasures that are labeled as a Response. Some of them force monsters to be discarded before they attack, or have other game effects. In this example, player 2 does not have any Response cards to play, so we commence to the next step of combat, called Resolution.

During resolution, each side rolls 1 die for each attack and adds all the appropriate modifiers for a total result. The totals are compared; the side with the highest result wins and inflicts 1 wound on the other side. Note the stat column on the left hand side of the Crypt Bat card. It lists 1 Life, 0 Melee counter-attack, 2 Magic standard attack, and 1 Speed counter-attack (diamond shape indicates counter-attack, circular shape indicates standard attack). The Crypt Bat may only initiate an attack form in which it has a standard attack available. In this case it's Magic. Let's resolve this attack.

Crypt Bat rolls 4 + 2 (Magic) total = 6

Paladin rolls 5 + 0 (Magic) total = 5

The Crypt Bat wins and inflicts 1 wound on the Paladin. If it had been a tie, neither side would inflict a wound on the other. Resolution is done, so we move to the Pack step.



During the Pack step, player 1 has to decide what to do with her monster. Since it's still alive, she may return it to her hand or she may choose to put it in her Pack. This is the area to the left of your hero on the table. The entire area in which you keep your cards on the table is called the Inventory. She decides to put it in her Pack so she'll have more room in her hand for more cards during the Discard/Draw phase. If the Crypt Bat

had been defeated, it would go to the discard pile. If it had more than 1 Life, she could place a wound token (use a red Peril token) on the Crypt Bat, then put it in her Pack or discard it.

The last thing to take care of in combat is called the Reward step. Each 1 wound your monster inflicts on a hero gives you 1 Peril to assign to any player of your choice. Player 1 assigns the 1 Peril to the Paladin's player. Each wound a hero inflicts on a monster gives the hero's player 1 Glory. If the Paladin's player had won the combat, he'd have gotten 1 Glory.

3. **Build** – you may draw and place 1 Map card.

Player 1 draws the Crypt room and places it.

4. **Hero** – this means you can spend your Glory to play Boons and Treasures; you can also move around the map. You get 1 movement for every point of Speed your hero has (that's 2 at 1st level) each turn. The order you play Boons and Treasures and move around doesn't matter. Move a space or two to collect the Glory you need to buy the cards you want to play. You may also complete a Quest during your Hero phase.

Now player 1 shifts from her role as Dungeonlord and plays her hero, the Sorceress. One of her Quests is Impale Vladimir, which requires her to be in the Crypt, so she moves to the Crypt. She has a Speed score of 2, which gives her 2 movements to spend. Each space she moves uses a movement.



The Sorceress accumulates 3 Glory for moving into the Turn and Crypt spaces, but she also collects 5 Peril. Looks like she'll have some trouble coming her way when Player 2 is the Dungeonlord!

The Sorceress is now in the Crypt, ready to Impale Vladimir. Since he attacks with Magic, she decides to get buff and spends 2 Glory to play Spell Focus. This is a permanent Boon that gives her a +1 bonus to her Magic attacks. Since the Sorceress already has a 1 Magic, this brings her total to 2. This will give her an even chance against Vladimir's Magic standard attack score of 2.

Remember every monster gets to *initiate* 1 attack per turn? Well, Vladimir initiates an attack on the Sorceress; it doesn't require the hero to expend a movement, unless she wanted to attack the monster back afterwards. Player 2 acts as the Dungeonlord momentarily to use Vladimir to his best effect against the Sorceress. But, player 2 has a surprise ... he spends 3 of player 1's Peril to play a Bane that says it may be played Anytime from his hand. Greater Arcane Energy gives Vladimir another +2 to his Magic score for a total +4. Let combat begin!



Vladimir rolls 3 + 2 (Magic) + 2 (Greater Arcane Energy) total = 7
Sorceress rolls 6 + 1 (Magic) + 1 (Spell Focus) total = 8

The Sorceress wins! Vladimir only has 1 Life, so he's defeated. Since this is a Quest monster, the Reward listed on the bottom right corner of the Quest card is the reward the hero gets, rather than the standard 1 Glory per wound. She gets 1 level, 2 Glory, and recovers 1 Life. (The Life doesn't matter since she hasn't lost any yet.) Completing a Quest ends a player's turn, so Player 1 must go to Discard/Draw phase.

- Discard/Draw** – you must discard 1 card from your hand. Sometimes it's hard to decide what to discard, but that's a good thing. Then fill your hand from the Adventure deck back up to 5 cards. This lets everyone know your turn is over.

Now the Paladin player takes his turn.

So these are the basics of playing Dungeoneer. There will be a lot more going on in your game, and each time you play it will be different. The rulebook will answer your questions. There are also online discussion groups of Dungeoneer players, happy to welcome you into the conversation!

For more info, go to www.atlas-games.com and check out the Dungeoneer section.