

# DUNGEON FIGHTER



## Rules of Play

*Once upon a time, there were no genuine heroes anymore. Only toothless thugs and uneducated phonies roamed the desolate lands, recounting false tales of their heroic deeds and deceiving humble citizens into contributing to their less-than-noble causes. When the king learned this, he became exceedingly wroth and nearly shook the jewels from his crown! This embarrassing deheroization of the land was intolerable. And so he decided to dispatch his trusty scouts to seek out the most dangerous dungeons in the realm. He then ordered the arrest of every self-proclaimed hero and cast them into dungeons in small groups. There, they would be forced to either prove their mettle or litter the dimly lit caverns with their rotting corpses. You are none other than one of these heroes. So, for you this means fight or... litter.*

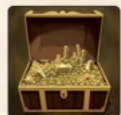
***Dungeon Fighter** is a game that combines dexterity, adventure, and a good dose of humor. Players take on the roles of self-proclaimed heroes, and they venture forth together as a party. Along their way, they will explore the dungeon, search its many rooms, and face endless hordes of vicious monsters. Forged in the fires of desperation, the hero party will need to bring the right mix of skill and courage to bear in order to fight their way through the dungeon and ultimately defeat the Final Boss.*



# Game Components



1 FOUR-PART  
TARGET BOARD



1 CHEST TOKEN



PIECES FOR THE TOWER  
WITH 6 LEVELS



PIECES FOR THE  
PARTY TOKEN



3 COLORED  
HERO DICE



9 WHITE  
BONUS DICE



1 LEADER TOKEN



30 GOLD COINS



12 SCAR TOKENS



5 SPECIAL POWER TOKENS  
(TOAD, BEER, TRACKING,  
CHARM, AND SONG)



6 RED  
HEALTH TRACKERS



1 BLACK  
HEALTH TRACKER



53 EQUIPMENT  
CARDS



53 MONSTER CARDS



4 FINAL BOSS  
CARDS



9 HERO  
SHEETS



1 MONSTER HIT  
POINT SHEET

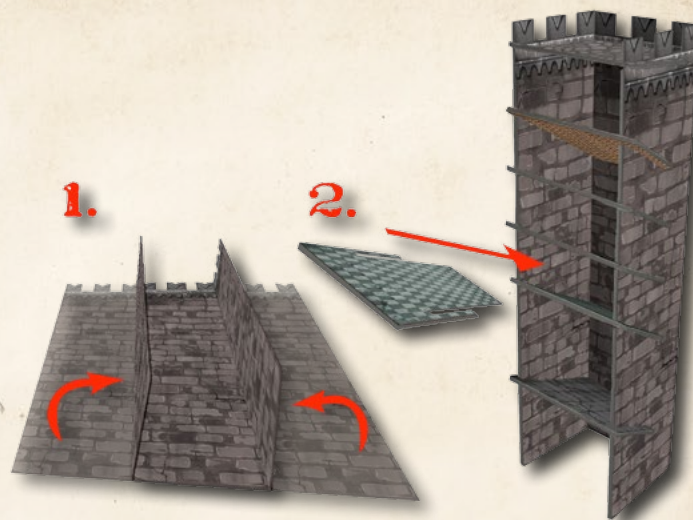


4 DUNGEON  
SHEETS



2 FINAL BOSS  
SHEETS

## BEFORE THE FIRST GAME



When playing *Dungeon Fighter* for the very first time, players should do the following:

1. Carefully punch out all cardboard components (the tower pieces and the tokens).
2. Assemble the tower based on the diagram above.
3. Assemble the Party token

**Note:** Once assembled, the tower fits inside the game box. Thus, players are not required to disassemble the tower after each play.

## Object of the Game

In *Dungeon Fighter* a party of dimwitted Heroes rushes into the next best dungeon to pilfer great riches and fabled artifacts. With their innate grace, they throw themselves at the horrid creatures inhabiting these places, hoping to overcome them and take down the Final Boss at the end. If they manage to defeat this monstrosity, they win the game. So enter, you fools... and abandon all hope.

## Setup

Before playing, set up the game as follows:

1. **Assemble the Board:** Fit the four board pieces together to form one large Target board. Use the letters at the edge of the each piece to line up the correct pieces. Then place the board in the central play area.
2. **Locate the Final Boss:** Shuffle the Final Boss cards and randomly choose one. Without looking at it, place it face-down near the Target board.



3. **Mapping the Dungeon:** Place the third (and final) floor of the dungeon first. Randomly draw a **Final Boss sheet**, randomly choose **one of its sides**, and place it on the Final Boss card, so that it completely covers it.

Next is the second floor of the dungeon. Randomly draw a **dungeon sheet**, randomly choose **one of its sides**, and place it on the Final Boss sheet so that it completely covers it (when you do, make sure **the shop rooms are on the same edge**).

Last but not least, the first floor of the dungeon (**the one you'll start in**). Randomly draw another **dungeon sheet**, randomly choose **one of its sides** and place it on the stack formed by the other two (again, make sure **the shop rooms are on the same edge**).

4. **Choose Heroes:** Each player chooses one Hero sheet and places it face-up in front of himself. If players cannot decide or agree on which Heroes to use, then randomly assign one Hero to each player. Each player takes one red health tracker and places it on the "IX" space of his own Hero sheet.
5. **Choose a Difficulty Level:** Separate the Monster cards into piles according to card back. Choose one of the three difficulty levels (Easy, Normal, or Insane). Then, referring to the table below, draw the number of cards from each pile to prepare the monsters. Place each card deck in a different tier of the tower (i.e., place the green cards in the top tier of the tower, the yellow cards in the next lower tier, etc.). The points in the last column are for totaling the party's score at the end of the game (see "Endgame Scoring" on page 9).

### SETTING THE DIFFICULTY LEVEL

	I	II	III	IV	Points
Easy	4	4	4	2	5
Normal	3	3	3	5	10
Insane	2	2	2	8	15



**Example:** The party chooses the Easy difficulty level. One player prepares the monsters by drawing four green cards, four yellow cards, four blue cards, and two red cards.

**Note:** New or inexperienced Heroes should use the Easy difficulty level.

### CREATING THE DUNGEON



**FIRST FLOOR**      **SECOND FLOOR**      **THIRD FLOOR**      **FINAL BOSS ROOM**

This dungeon layout was conceived with two goals in mind:

- to occupy the least possible space on your table, and give you maximum freedom of movement while *dungeon fighting* like the pros
- to better convey the thrill of exploration as you delve deep down towards the room of the Final Boss

However, if you prefer, you may also place the dungeon sheets, the Final Boss sheet, and the Final Boss card side by side, to always have a full view of the whole dungeon.

6. **Appointing a Leader:** A party without a leader is just asking for trouble! Players choose one player to be the party leader. If players cannot decide, randomly appoint one player to be the leader. He places the Leader token and the three colored Hero dice in front of himself.

**Note:** The leader and the first player are not the same. The leader is also the first player during the first turn, but while that Hero remains the leader for the whole game, the first player changes every turn (see "Maintenance phase", page 8).

7. **Give Party Starting Luggage:** Place the Chest token in easy reach of all players. Then place two gold coins and one white Bonus die on the Chest token, which represents the party's luggage.
8. **Prepare Other Components:** Create a supply by placing the gold coins, Scar tokens, Equipment cards, the Monster Hit Point sheet, the Special Ability tokens, and the remaining Bonus dice as shown in the Setup Diagram on page 4.
9. **Enter the Dungeon:** Place the Party token at the entrance of the dungeon, near the first floor dungeon sheet as shown in the Setup Diagram on page 4.



# Setup Diagram



PARTY  
TOKEN



THE DUNGEON



FINAL  
BOSS



HERO DICE



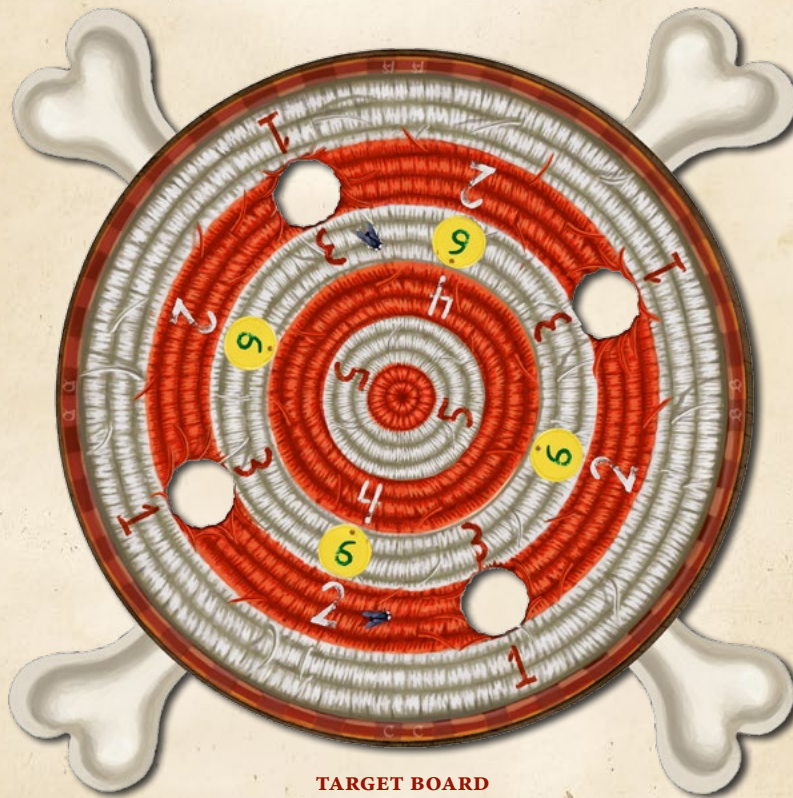
LEADER  
(AND FIRST PLAYER  
FOR THE FIRST TURN)



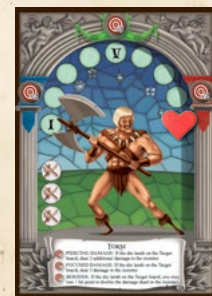
LEADER TOKEN



MONSTER  
HIT POINT SHEET



TARGET BOARD



SECOND PLAYER



GOLD

MONSTER  
DECKS



EQUIPMENT  
DECK



TOWER



SCAR TOKENS

TOKENS FOR  
SPECIAL ABILITIES



BONUS DICE



CHEST TOKEN



THIRD PLAYER

SUPPLY AREA



# The Game Round

A game of *Dungeon Fighter* is played over several rounds, each consisting of three phases:

- 1) Movement phase
- 2) Encounter phase
- 3) Maintenance phase

## 1) Movement Phase

The dungeon consists of rooms connected by corridors. During this phase, the party moves to a new room in the dungeon. To move, follow these steps:

1. Choose one corridor that leads from the party's current room (indicated by the Party token). That corridor must show an arrow pointing **away from** the party's current room.
2. Move the Party token along that corridor and place it in the next room. This room is now the party's current room.

**Note:** At the beginning of the first round of the game, **skip the Movement phase** and move the Party token onto the first room of the dungeon, instead.



The party travels along corridors, but must end its movement in a room. When the party leaves the last room of a dungeon sheet, it moves to the first room of the next sheet. Remove the previous dungeon sheet from the table to reveal the next one. When the party leaves the third floor's last room, it moves to the Final Boss card (see page 9).

**Note:** If the party cannot agree on which room to move to next, the party leader chooses.

## 2) Encounter Phase

During this phase, the players **face the monster** and **fight the monster** (until it is **defeated**).

**FACE THE MONSTER:** The first player draws one Monster card from the topmost tier of the tower that contains at least one card (at the start of the game, this is a Level I monster with a green card back). Reveal the Monster card and place it near the Monster Hit Point sheet. Place the black health tracker on the space of the Monster Hit Point sheet that matches the monster's hit points shown on the card. If the Monster card shows gold coins, place that many gold coins on the card.

**FIGHT THE MONSTER:** To fight, players throw dice at the Target board attempting to deal enough damage to the monster to defeat it. Starting with the **first player** (the one with the **colored Hero dice** in front of him), each player takes a turn "swinging" at the monster by following these steps:

1. **Choose One Die:** The player chooses one of the colored dice available to throw at the Target board. If the party has no **colored Hero dice** left, he must either take one Bonus die from the Chest token or retrieve the colored dice (see "**Running Out of Colored Dice**" on page 6).
2. **Throw the Die:** The player throws the die at the Target board, following the rules for throwing dice (see page 7).
3. **Check If the Hero Hit or Missed:** Sometimes Heroes swing at the monsters and hit, while other times they miss! Check the conditions to see if the Hero missed (see "**Swing and a Miss!**" on page 7). If the Hero did not fulfill a condition that would consider his throw a "miss," then he hit the monster.

## SPECIAL ROOMS

### Shop



During the Maintenance phase, the party may spend gold to buy equipment, healing, or Bonus dice at the shop.

- **Buying Equipment:** First, the leader draws cards from the Equipment deck to display the shop's wares. He draws three cards, plus one for each Hero, and places them face-up. The party can now buy as many of these face-up Equipment cards as they wish. To buy a card, pay gold coins equal to the gold value shown on the card.
- **Buying Healing:** For each gold coin you spend to buy healing, heal one hit point to each player.
- **Buying Bonus Dice:** Pay two gold coins for each Bonus die you wish to buy.

### Healing Fountain



During the Maintenance phase, fully heal all Heroes. (However, Scar tokens cannot be healed).

### Treasure Chambers



During the Maintenance phase, the party receives the reward indicated on the room. If the reward is an Equipment card, the leader draws the top card from the Equipment deck and gives it to the Hero of his choice.

### Dangerous Rooms



During the Encounter phase, the party must fight the monster under the adverse conditions indicated by the room's icon. For details on these icons, see page 10.



If the Hero hit, he deals damage to the monster equal to the number of the Target board section the die lands in (plus bonuses from equipment, if any). Reduce the monster's hit points on the hit point sheet by the amount of damage dealt.

**Note:** If the monster's hit points are reduced to "0", the party has defeated the monster. Hooray! See "Ending a fight", below.

**Note:** When a die is on the bullseye of the Target board, the hit deals 10 damage. (Even though the bullseye has no number there, it does it. Trust me. I wrote the rules! Why would I lie?) If a die lands showing its special icon in the bullseye section, the monster is **immediately defeated**. This also applies while fighting the **Final Boss**! However, if you use this "instant kill power", the special icon is considered **used** and you **cannot activate another special ability** (see "Dice Color & Hero Sheets" sidebar to the right).

If the Hero missed, he suffers damage equal to the monster's damage value. Reduce the Hero's hit points on its Hero sheet by the amount of damage suffered.

**Note:** Any time a Hero has less than 1 hit point of health, he **faints** to feign death, and cannot act again during that encounter.

4. **Pass the Dice:** The player passes the remaining colored dice to the player on his left. That player takes a turn swinging at the monster by resolving these same four steps; and then the next player, and so on until the monster is **defeated** (see "Ending a Fight", below).

**Note:** All dice thrown at the Target board remain where they land until the party is defeated (suffers damage). Watch out for dice obstacles that might interfere with a throw!

**RUNNING OUT OF COLORED DICE:** If the party throws all three colored dice without defeating the monster, then the next Hero must choose **one of two options**:

- A) Take one Bonus die from the Chest token (See the "White Bonus Dice" sidebar here on the right for important details on Bonus dice) and swing at the monster following the "Fight the Monster" steps, or
- B) The entire party suffers damage equal to the **monster's level** shown on the card back (instead of the monster's damage stat like you do when a Hero swings and misses). Then he retrieves all three Hero dice from the Target board. The party (starting with him) may now continue swinging at the monster, following the "Fight the Monster" steps.

**Note:** When the party suffers damage to retrieve the colored dice, **each Hero** must suffer that amount of damage. **Special abilities cannot prevent Heroes from suffering this damage.**

**Note:** Hero dice can be recovered this way multiple times during the same fight, unless you are facing the **Final Boss** (see "Final Boss Fight" on page 9).

**ENDING A FIGHT:** A fight can end in one of two ways:

- The Heroes defeat the monster
- All Heroes have fainted

The Heroes **defeat the monster** if they have collectively dealt enough damage to reduce the monster's hit points to "0" or less. The party proceeds to the **Maintenance phase**.

If **all Heroes have fainted**, the party **loses the game**. Perhaps next time the party should play at a lower difficulty level to improve their chances of survival.

## MONSTER CARD ANATOMY



MONSTER TYPE

NAME

HEALTH

DAMAGE

GOLD

SPECIAL ABILITY

## DICE COLOR & HERO SHEETS



The color of each Hero die is very important. Each color corresponds to one of the special abilities shown on the Hero sheet (from left to right: blue, green, and red). If the die lands showing its special icon, the Hero's special ability of that color activates (see "Hero and Equipment Special Abilities" on page 11).

Players should **discuss** and **carefully choose** which player will throw which die in order to benefit the most from **each Hero's special abilities** during the current encounter.

## WHITE BONUS DICE

Bonus dice are thrown only once. When removing dice from the Target board, players must return white Bonus dice to the supply. Thus, it is important that the party **buy sufficient Bonus dice to use for future encounters**. If a Bonus die lands showing its special icon, that player may activate **any one of his Hero's available special abilities**.



## RULES FOR THROWING DICE

- The throwing player may stand or sit, and he may throw from anywhere around the table—except when some room or card icon has a specific throw requirement (see “**Specific Throw Requirements**” on page 10).
- The player throws the die with his **dominant hand** (i.e., the hand he writes with) **unless** instructed otherwise by a specific throw requirement (see “**Specific Throw Requirements**” on page 10).
- Other players **may stand up or move away from the table** to make room for the throwing player.
- The die **must bounce at least once** on the play surface **outside** the Target board before touching the board. The die may bounce more than once outside the Target board without penalty.
- If the die lands on the Target board after bouncing **at least once** outside the board, the Hero deals damage to the monster equal to the number of the Target board section the die lands in.
- If the die lands **on the border between two sections**, consider the die to be in the section containing the **largest portion of the die**. When in doubt, consider the die to be in the **lower-value section**.
- If the die lands showing its special icon, activate the Hero’s ability related to that die’s color (see “**Hero and Equipment Special Abilities**” on page 11).

## SWING AND A MISS!

Sometimes a Hero swings at the monster and hits, dealing it damage. Other times, the Hero misses. The throw counts as a miss in the following situations:

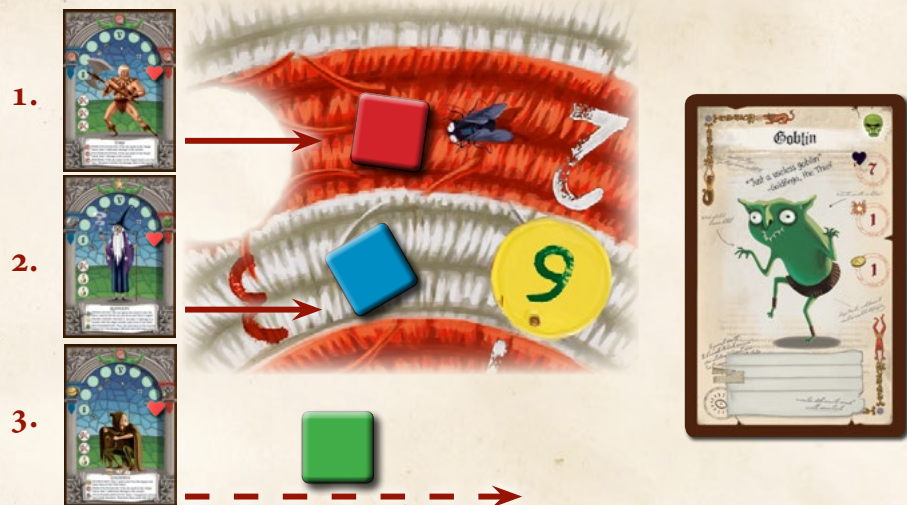
- If the die **does not bounce at least once outside the Target board** before touching the board.
- If the die **touches the table through the holes in the Target board** (however slightly).
- If the die **lands on one of the bones** on the Target board.
- If the die **lands outside the Target board**.

**SPECIAL ABILITIES:** Each Hero sheet shows three special abilities—one associated with each color. A Hero’s special ability is activated when the thrown die lands showing its special icon. The Hero activates the special ability that corresponds to the color of the die. Some special abilities only activate when the die lands on the Target board (see “**Hero and Equipment Special Abilities**” on page 11).

**Note:** Hero special abilities activate as normal during the Final Boss fight.

Some Monster cards and Equipment cards also show special ability icons similar to the ones on Hero sheets. These special abilities are not associated with a certain die color. The abilities occur when certain conditions are fulfilled, such as missing the Target board or the Hero taking damage. For full explanations of each ability, see “**Monster Special Abilities**” and “**Hero and Equipment Special Abilities**” on pages 10-11.

## FIGHT EXAMPLE



*Example:* Torm, Randolph, and Goldfinga are fighting their way through the dungeon. They just encountered a Goblin, who has 7 hit points, deals 1 damage, and is carrying 1 gold coin.

1. Torm is currently the first player, so he swings first. He chooses the red die from his play area and throws it at the Target board. The die bounces once on the table before touching the Target board and lands in the “2” section with a blank side showing. Torm deals two damage to the monster. Then he passes the remaining two colored dice to Randolph, the Hero on his left.
2. Randolph chooses the blue die and throws it at the Target board. The die lands in the “3” section with a blank side showing, however the die did not bounce once outside the Target board. As such, Randolph’s throw is considered a miss. The Goblin deals one damage, so Randolph reduces his hit points by one. Then he passes the green die to Goldfinga.
3. Goldfinga throws the green die at the Target board hoping to land in a high-value section. The die bounces once on the table before touching the Target board, but unfortunately Goldfinga’s throw is too powerful and the die lands outside the Target board. As such, Goldfinga’s throw is considered a miss. The Goblin deals one damage, so Goldfinga reduces his hit points by one.

*The party has already used all three Hero dice, so Torm must choose to either use the one Bonus die from the Chest token or let the party suffer damage. He chooses to throw the Bonus die at the Target board. The die bounces once on the table before touching the Target board and lands in the “4” section with a blank side showing. Torm deals four damage to the monster.*

*It’s Randolph’s turn. Unfortunately, the Heroes did not manage to defeat the monster and there are no more Bonus dice on the Chest token. This means that the party must retrieve the colored dice. Each Hero suffers one damage (the Goblin is Level 1) and reduces his hit points by one. Then Randolph retrieves all three Hero dice. He can now continue fighting the monster.*



**SPECIFIC THROW REQUIREMENTS ON WEAPONS:** All weapons, some monsters, and a few rooms show black and white icons depicting some unique physical way that the player must throw the die. These icons are called “specific throw requirements”. For a full list of icons and what they represent, see page 10.

Weapons (red Equipment cards) provide their owner the chance to deal more damage by performing a specific type of throw. Heroes **may choose** which weapon(s) to use each time they throw a die. If a player chooses to use multiple weapons, he must combine all of the specific throw requirements. Weapons remain in the player’s possession and are not discarded after use.

After a Hero acquires a weapon, he is not required to use it for each throw. He may choose not to use it in order to play conservatively and make a normal throw that should deal the monster some damage.

**Note:** When using a weapon, the general rule that requires the die to bounce at least once on the table still applies.

**Note:** If a Hero attempts to use more than one weapon and fails to fulfill the requirements for any one of them, the throw counts as a miss even if the die landed on the target. Using weapons is risky!

### SPECIFIC THROW REQUIREMENTS ON MONSTERS AND ROOMS:

Specific throw requirements are also found on certain types of monsters or rooms. When a Monster card or room shows a specific throw requirement, the Heroes **must follow** the icon’s requirements during each throw of that encounter.

If, during an encounter, both the monster and the room each require a specific throw, the Heroes **must combine** those throws so that the attack is a hit. If a Hero does not fulfill all of the specific throw requirements, then the throw counts as a miss.

If two specific throw icons are the same (e.g., a weapon and a room show the same icon), the requirement is not doubled. The Hero just needs to perform the specific throw as normal.

**Note:** When combining damage bonuses from weapons or other effects, follow the standard mathematical order of operations (i.e., multiply first, then add or subtract).

**Example:** Torm the Barbarian uses the red die ( $\times 2$  damage if his ability activates) and the “Helm of Bravery” (+3 with a blind shot) to fight a Goblin. The die lands in the “3” section of the Target board with the special icon showing. Torm deals the Goblin ( $[3 \times 2] + 3 =$ ) 9 damage. This magnificent throw defeats the Goblin in a single blow!

## 3) Maintenance Phase

After the party defeats a monster, they can bask in their glory for a brief moment.

Then they must clean up the mess and **prepare to move to the next room** by following these steps:

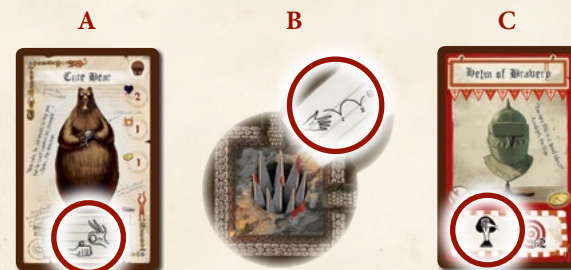
- If the party managed to defeat the monster with **one single shot**, they receive **two Bonus dice from the supply**. If they did it with **two shots**, they receive **one Bonus die from the supply**. If they defeated the monster with **three or more shots**, they receive **no Bonus dice**.
- The player who threw the last die retrieves all three Hero dice from the Target board and hands them to the player on his left. That player is the **new first player**.
- Return all Bonus dice used during the Encounter phase to the supply.
- Take the gold coins from the defeated monster’s card and place them on the Chest token.
- Resolve Maintenance phase special abilities (such as “**Seduction**”).
- Place the defeated monster’s card in the discard pile (unless a special ability states otherwise).
- Each fainted Hero takes one Scar token from the supply and places it over one of his special abilities that does not already have a Scar token (See “**Reviving a Hero**” on page 9). That Hero is restored to **full health** but has now **three fewer hit points** and **cannot activate that covered special ability** for the rest of the game. If a Hero receives his third Scar token, he cannot be revived. Flip his Hero sheet over to show that he has “**leveled up**” to an “**Angelic Hero**” and he is eliminated from the game.
- The Heroes may pass Equipment cards among themselves at this time.
- If the party is in a room that contains a **shop**, a **healing fountain**, or a **treasure chamber**, they may now resolve its effect (see “**Special Rooms**” on page 5).

### FIGHTING WITH WEAPONS EXAMPLE



**Example:** Torm has two weapons equipped: the “Helm of Bravery” (blind shot) and the “Dragon’s Breath” (spin shot). He chooses to use both weapons during this throw. He closes his eyes and spins the die towards the Target board, hoping it lands in a high-value section. If he hits, he deals 5 additional damage to the monster.

### COMBINING SPECIFIC THROWS



The party is fighting a A) **Cute Bear (crossbow shot)** in a B) **Dangerous Room (two-bounce shot)**. The current first player wants to use his C) **Helm of Bravery (blind shot)**. For this throw, the player must combine all three specific throw requirements. So the player must perform a crossbow shot with his eyes closed and the die must bounce at least twice before touching the Target board. A very difficult throw, but not impossible!



## REVIVING A HERO



Goldfinga fainted during the encounter this round, so he is revived during the Maintenance phase. He takes one Scar token from the supply and chooses to place it over his green

ability. Goldfinga has three fewer hit points and cannot activate his green special ability for the rest of the game.

## EQUIPMENT ICONS



Goldfinga's equipment icons allow him to carry up to two weapons and one item at the same time. If Goldfinga is already carrying one item and wants to buy another item from

the shop, he must give his current item to another Hero (or use a "Discard after use" item, or simply discard one) in order to free up his one item slot and buy the item from the shop.

## ENDGAME SCORING

If the Heroes wish to express their joy in numbers, total their points for the following things:

- +1 point per player
- +1 per set of two gold coins still on the Chest token
- +2 points per Bonus die still on the Chest token
- +5 if the Heroes did not receive a single Scar token
- +X (based on the difficulty level, see page 3)
- 1 point per Scar token
- 5 points per eliminated Hero (flipped Hero sheet)

After calculating the points, compare the party's score to the rating system below:

0 or less	Lame Ducks
1-5	Inept Optimists
6-10	Insubordinate Rascals
11-15	Rookie Adventurers
16-20	Wannabe Heroes
21-25	Average Warriors
26-30	Skilled Champions
31-35	Epic Sourcebook Readers
36-40	Epic Sourcebook Writers
40+	Heroic Awesomeness Beyond Human Comprehension

**EQUIPMENT:** The party can buy all sorts of shiny equipment from shops. There are three types of equipment (see box to the right).

Each Hero sheet shows three equipment icons to the left of the Hero's artwork (See "Equipment Icons" sidebar to the left). These icons indicate how many of which type of equipment that Hero can carry. A Hero cannot carry more equipment than his equipment icons allow, which might mean a Hero cannot carry certain types of equipment at all. If a Hero already has three pieces of equipment, he must give one piece to another Hero or discard it in order to accept a new piece of equipment.



WEAPONS



ARMOR



ITEMS

**Note:** The special abilities of "Discard after use" Equipment cards may be used at any time.

## Final Boss Fight

If the Heroes manage to successfully fight their way through the dungeon and defeat the monster in the last room of the Final Boss sheet, their next encounter is the Final Boss!

After resolving the **Maintenance phase** in the last room of the Final Boss sheet, move the Party token to the Final Boss card. To prepare the encounter with the Final Boss, flip the Final Boss card face-up and place it near the Monster Hit Point sheet. Place the black health tracker on the space of the Monster Hit Point sheet that matches the monster's hit points shown on the card.

The Final Boss fight follows all of the standard fighting rules with the following exceptions:

- After all Hero dice have been thrown, the next player's only option is to throw a Bonus die. In other words, during the Final Boss fight the party cannot retrieve colored dice by taking damage, because they will not survive a full-on attack from the fierce Boss.. If the Heroes run out of Bonus dice before defeating the Final Boss, they **lose the game**.
- If the party manages to reduce the Final Boss' hit points to "0" or less, they **win the game** and head to the local tavern to celebrate the victory. Dramatic and ridiculous victory poses are encouraged.

## Impossible Situations

Occasionally, there may be situations when the players may be faced with specific throw requirements that make the throw virtually impossible. When these situations arise, the Heroes can choose (as a group) to back down.

If the party backs down, follow these steps:

- Each Hero loses one hit point out of shame.
- Place the current Monster card at the bottom of the pile it came from.
- Draw a new Monster card for the current room.

**Note:** If the "impossible" Monster card was the last card in its pile, simply draw the new Monster card from the pile in the next tier down.

**Example:** The Heroes are confronted with specific throw requirements to throw the die with their head under one leg. All player agree that no one could possibly make that throw, so they choose to back down. Each Hero loses one hit point, they return the Monster card to the bottom of its pile, and they draw a new Monster card for this encounter.

Of course, *Dungeon Fighter* is all about overcoming ridiculous challenges, so players should only use this rule in extreme cases. The gods of Dungeon Fighting always watch upon you; they **don't like the coward** but **reward the creative!**



# Icon Descriptions

## Specific Throw Requirements (weapons, rooms, or monsters)

Standard rules for throwing a die apply unless specified otherwise.



**Dancing Shot:** The player spins on his feet, turning around 360° so that he ends facing the Target board. He must quickly throw the die while ending his spinning motion.



**Backward shot:** The player stands with his back to the table and throws the die (he can twist from his waist and/or neck to look at the Target board).



**Pious Shot:** The player holds the die between the two palms of his hands, as if praying. He then separates his palms and flings the die towards the Target board.



**Catapult shot:** The player places a card on the edge of the table, letting it extend over the edge. He places the die on the overhanging part of the card and flicks it from under the card, to fling the die at the Target board.



**Slam Shot:** The player throws the die into the air, then slams it towards the table with his hand.



**Under-the-table Shot:** The player throws the die with his hand below the table level.



**Crossbow Shot:** The player places the die on the back of his hand. Then he uses his other hand to flick the die toward the Target board.



**Blind Shot:** The player throws the die with his eyes closed.



**Weak-hand Shot:** The player throws the die with his weak hand (the hand the player does not write with).



**Head Shot:** The player places the die on his forehead, then he thrusts his head forward to throw it toward the target.



**Spin Shot:** The player throws the die, making it spin like a top before touching the Target board.



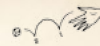
**Jump Shot:** The player jumps into the air. Then he throws the die while still in the air, before touching the floor again.



**Far Shot:** The player stands up and takes one step away from the table. Then he throws the die normally.



**Blow Shot:** The player places the die on his hand and blows the die toward the Target board.



**Two-bounce Shot:** The die must bounce at least twice outside the Target board before touching it.



**Borrowed-hand Shot:** The player takes one hand from the player to his left and holds that hand by the wrist. Then he places the die in the palm of that player's hand and throws the die by flinging that player's wrist.



**Nose Shot:** The player places the die on his nose. Then he angles his head downward so that the die rolls towards the Target board.



**Sitting Shot:** The player sits down on the floor, below the table level, and throws the die. Regardless of the player's height, he must keep his eyes below the table level.



**Under-the-Leg Shot:** The player throws the die under one of his legs.



**Elbow Shot:** The player places the die on his elbow. Then he angles his elbow downward so that the die rolls towards the Target board.



**Card-jump Shot:** The player takes one Monster card from the discard pile (or another unused card) and with one hand holds it upright in a horizontal position, with the bottom side touching the table. With his other hand he throws the die, making it bounce once on the table between himself and the card. The die must bounce over the card before touching the Target board.



**Bank Shot:** The player places the game box or an upright Hero sheet on the table in the position of his choice. He then throws the die, which must touch the placed object before touching the Target board.

**Note:** The die must still bounce at least once outside the Target board, either before or after touching the object.

## Monster Special Abilities

Although some monsters impose specific **throw requirements** (see above), other monsters have other special abilities. This section explains those special abilities.



**Kleptomaniac:** If the player misses during his turn, he must discard one Equipment card of his choice. If the player does not have any Equipment cards, ignore this ability.



**Leeching:** If the player misses during his turn, the monster recovers "X" hit points.

**Note:** The Monster can never have more hit points than those written on its card.



**Greedy:** If the player misses during his turn, he must discard one gold coin from the Chest token. If there are no coins on the Chest token, ignore this ability.



**Tricky:** If the die lands in the "1" section of the Target board, the throw is considered a miss.



**Rabid:** If the player misses during his turn, **each Hero** suffers damage equal to the monster's damage value.



**Resistant:** During this encounter, the Heroes cannot throw the Hero die matching the crossed-out color (green, red, or blue).



## Hero and Equipment Special Abilities

This section explains each special ability in greater detail. Unless an ability specifically states that it “is only activated if the die lands on the Target board,” the ability activates when the die lands **anywhere (even if you miss)**.



**Double Swing:** If activated, temporarily double the Hero's attack speed. The player deals damage to the monster according to the section of the target the die landed on, then retrieves that same die and performs a second throw with it. This ability is only activated if the die lands on the Target board and can only be activated once per turn.



**Berserk:** If activated, this ability transforms the Hero into a fighting machine, oblivious to his own safety. The player may lose 1 hit point to double the damage dealt by this throw. This ability is only activated if the die lands on the Target board.



**Heal Hero:** The player chooses one Hero to recover hit points equal to the printed number on the card (“X”).



**Heal Party:** If activated, the Hero casts a healing spell on the entire party. All Heroes recover hit points equal to the printed number on the card (“X”).



**Pickpocket:** The Hero steals two gold from the monster. Take two gold coins from the supply and place them on the Chest token.



**Reduced Damage:** When he misses, the Hero suffers less damage. Subtract the printed number on the card (“X”) from the monster's damage value and reduce the Hero's hit points by that amount. **Damage taken to retrieve Hero dice cannot be reduced this way.**



**Piercing Damage:** If activated, the Hero manages to hit the monster's weak point. Add the printed number on the card (“X”) to the section number the die lands in. Then deal damage to the monster equal to the total. This ability is only activated if the die lands on the Target board.



**Tracking Strike:** If activated, the monster glows in the dark for all Heroes to see. Place the Tracking token on the Monster card. During this encounter, all Heroes deal +1 damage to the glowing monster. During the Maintenance phase, return the Tracking token to the supply.



**Swing Again:** If activated, the Hero may swing again at the monster. The player retrieves the die he just threw and throws it again. Ignore the result from the first throw.



**Beer:** If activated, the Hero's resilience increases exponentially. Place the Beer token on any Hero sheet. During the rest of this encounter, the Hero with the Beer token does not suffer any damage when he misses. If activated again during the same encounter, the player may move the Beer token to a different Hero sheet. **Damage taken to retrieve Hero dice cannot be avoided this way.**



**Agile Instincts:** If activated, the Hero dodges the monster's attack. The Hero does not suffer damage when he misses. **Damage taken to retrieve Hero dice cannot be avoided this way.**



**Focused Damage:** If activated, the monster fails to block the Hero's blow. Ignore the section the die lands in and deal 5 damage to the monster. Other bonuses can then be added, if applicable. This ability is only activated if the die lands on the Target board.



**Five-finger Discount:** If activated, the Hero manages to steal an item from the monster in this room. For each activation, the player draws one Equipment card from the deck and places it face-down in front of himself. During the Maintenance phase, flip all stolen Equipment cards face-up and distribute them among the party as the group sees fit.



**Enchanting Melody:** If activated, the Hero distracts the monster with a captivating tune. If the party spends one gold, place the Song token on the monster; the monster loses all special abilities during this encounter.



**Sworn Enemy:** If activated, this ability empowers the Hero against certain types of monsters (specifically, the monster icon on the Hero's sheet). Each time the Hero activates this ability during an encounter with a monster of this type, he deals additional damage as indicated by the printed number.



**Counterblow:** When a Hero suffers damage from a monster's attack, deal the same amount of damage to the monster. **Damage taken to retrieve Hero dice cannot be dealt back this way.**



**Divine Intervention:** If activated, this ability turns the Hero into an instrument from the gods. The party chooses any one player; that player recovers one hit point for each point of damage dealt to the monster. This ability is only activated if the die lands on the Target board.



**Metamorphosis:** If activated, this ability transforms the monster into a toad. Place the Toad token on the Monster card. During the rest of this encounter, reduce the damage suffered for missing by 2.



**Seduction:** If activated, the monster falls madly in love with this Hero! Place the Charm token on the Monster card. After defeating the monster, return the Charm token to the supply and place the Monster card face-up in front of the seducing player. At any time during a future encounter, the player may discard one or more seduced monsters in his possession to add the discarded monsters' damage values to the damage dealt by his throw (even if it was a miss). A player may charm more than one monster.

**Note:** Seduced monsters do not count as Equipment cards and, as such, equipment icons do not affect seduced monsters.



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# DUNGEON FIGHTING FOR DUMMIES

## PREPARE TO ADVENTURE

- Randomly select a **Final Boss card** without looking, and place it **face-down** near the Target board.
- Randomly select a **Final Boss sheet** and place it on the **Final Boss card**.
- Randomly select **2 dungeon sheets** and place them on the Final Boss sheet, to form a **stack of dungeon maps**.
- Choose a **difficulty level** and randomly select the appropriate number of each level of **monster cards** (see “**Setting the Difficulty Level**”, page 3).
- Place the **level 1 Monster cards** in the top slot of the tower, the **level 2 cards** below that, etc.
- Select your **Heroes** and mark their health at IX.
- Appoint a **leader** and give her the Leader token and the **3 Hero dice**.
- Place **2 gold coins** and **1 white die** on the **Chest token**.
- Keep the **other white dice**, the **gold coins** and the **Scar tokens** in a supply near the tower.

## LEARN HOW TO MOVE

- At the beginning of the first round of the game, move the Party token onto the **first room of the dungeon**.
- At the beginning of each round, choose one corridor starting from your current room and move to the next. **Always follow the direction of the arrows**.
- When you leave the **last room** of a **dungeon sheet**, remove the current sheet to reveal the **next one** and place the Party token on **its first room**.
- When you leave the **last room** of the **Final Boss sheet**, remove the current sheet to reveal the **Final Boss card** and place the Party token on it.

## CLOSE ENCOUNTERS OF THE MONSTER KIND

- You'll have an encounter in **every room of the dungeon**.
- Draw the **topmost card in the tower**, starting with level 1. When there are no more Monster cards of a specific level, draw the first card of the next level.
- After an encounter in the **final room** of the **Final Boss dungeon sheet**, you'll face the **Final Boss** (see “**Meet the Final Boss**”).

## FIGHT FOR YOUR LIVES

- Some **special rooms** may ask you to perform **special throws** during the subsequent fight. Check the rules.
- You have to use the **three colored dice** first to attack the monster. **The die must hit the table at least once before landing on the target**. If any part of the die is touching the table, or if it lands on the bones, it is a **miss**.
- All dice throwing modifiers on Monster cards and room icons **must be obeyed**. You may choose not to **use items** you are carrying.
- **Leave the dice you have thrown where they landed**. They cannot be used again (unless you recover colored dice by the whole party taking damage, see

“**Recovering Colored Dice**”).

- Check if your die has landed with a **special icon face-up**. You may have the chance to activate a **special ability**.
- Whether a throw is a **hit** or **miss**, play passes to the **next Hero** (in clockwise order).
- If **all colored dice are used** and the monster is not yet **defeated**, the next player must either:
  1. Use **one white Bonus die** from the Chest token to continue fighting the monster (return Bonus dice to the supply after use).
  2. **Recover colored dice** (see below), even if **unused white Bonus dice remain** on the Chest token.

## HOORAY! IT'S A HIT!

- Hits do damage to the monster equal to the number of the Target board section the die lands in, plus/minus modifiers, using **normal mathematical order of operations (multiply first, then add/subtract)**.
- The **bullseye** section of the board counts as **10 damage**. If the **special icon** is face-up in the bullseye, any monster you're fighting is **immediately killed** (this includes the **Final Boss**).
- If the **special icon** is face-up, the **special ability** of the **corresponding color** takes effect.
- The special icon on **white dice** can be used to activate **any ability** of your Hero sheet.

## OH, NO! IT'S A MISS!

- The monster takes **no damage**.
- Some **special abilities** trigger if the die shows the special icon **even if you missed**. Check the rules.
- The player that missed **takes damage from the monster** as indicated on its card, plus/minus modifiers using **normal mathematical order of operations**.
- Heroes with less than 1 hit point **faint** and cannot continue in the **current fight**. Play moves in clockwise order.

## RECOVERING COLORED DICE

- **All Heroes** receive damage equal to the **current monster's level**. This damage **cannot be avoided**. If a Hero ends up with less than 1 hit point, he **faints** and cannot continue in the **current fight**.
- You retrieve the **three colored dice** to continue fighting the monster. All the used white dice **return to the supply**.
- The **player to the left of the one who threw a die last** continues the fight using **one of the colored dice**.
- You can recover colored dice this way **multiple times** in a single fight (but never against the Final Boss, see “**Meet the Final Boss**”).

## END OF FIGHT

- Fights end when either the players defeat the monster by reducing its hit points to 0, or all Heroes have **fainted**.
- If all Heroes have **fainted**, the players **lose the game**. You are now a permanent part of the dungeon ecosystem.

- After the monster is **defeated**, the Heroes receive the number of **gold coins** reported on the **monster's card**.
- Any **fainted Heroes** are **revived**, but have to place a **Scar token** over one of their available **special abilities**, losing that ability **for the rest of the game**. They also return to **full health**, but they now have **3 fewer hit points in total**, due to the scar.
- If you defeated the monster with **one single shot**, you receive **two Bonus dice** from the supply. If you needed **two shots**, you receive **one Bonus die** from the supply. If you needed **three or more**, you receive **no Bonus dice**. *No prize for losers.*
- The player **clockwise** from the last player to throw a die is the **new first player** and will begin the next fight. **The party leader never changes**.
- You may now **redistribute any equipment** you are carrying among yourselves.
- If you are in a special room, its ability can be used, i.e. **Shops, Healing Fountains, Treasure Chambers**, etc.
- **Repeat the Encounter phase** by moving your Party token onto the **next room of the dungeon**, etc. If you are in the final room of the **Final Boss dungeon sheet**, your **next** encounter is with the **Final Boss**. *Good luck.*

## LET'S GO SHOPPING!

- After an encounter in a **Shop room**, you may visit the **Shop**.
- Draw **3 Item cards**, plus **1 for each Hero**. These items are available for purchase. Pay their cost in **gold coins**.
- **Gold coins** and **equipment** are communal. However, equipment must be **carried by a Hero** who has space for that **equipment type**.
- You can choose to spend **gold coins** to **heal your party**. For each gold coin spent on healing you heal **1 hit point of damage on each Hero**.
- You can also purchase more **white dice** for **2 gold coins each**.

## MEET THE FINAL BOSS

- After you defeat the monster in the **final room** on the **Final Boss sheet** (and you visit the **last Shop room**, if you so desire), you are ready to encounter the **Final Boss**.
- **You cannot recover colored dice by taking damage when fighting the Final Boss**; the Final Boss is too fierce. Heroes use each colored die only once.
- If you **run out of white dice** before the Final Boss is defeated, **you lose the game**. *Sorry.*



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