

# Dungeon Dwellers

## The Card Game

Dungeon Dwellers is a fantasy adventure card game that requires strategy, cooperation, and cunning. This game is recommended for 2 or more players. Each player will take on the role of an adventurer seeking gold. Along the way, adventurers will gain treasure, magic items, abilities, and level increases; these are achieved by defeating monsters within the dungeon. The winner will be the player who collects the most gold at the end of the game, while making sure the entire party survives.

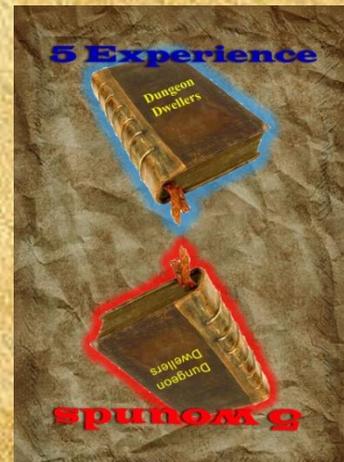
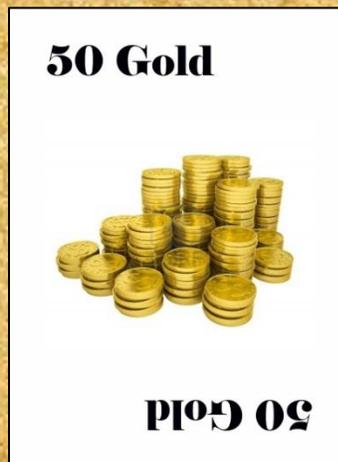
Each player, in turn, tries to defeat 3 levels of monsters in the game. Once all the monsters are destroyed, a final Boss Monster will be turned over, and players must defeat this final enemy.

### Components:

49 Monster Cards	4 Character Cards:	236 Energy Cards:
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16 Room Cards	75 Gold Cards:	52 Experience /Wound Cards:
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## Setup:

**Player Area:** Each player starts by selecting a Character Card and the Character's corresponding starting Item Card. Players will then create a deck that will include 30 Energy cards. Player's decks will consist of cards from their class, and from the generic cards available to all players. These cards will be used to perform incredible feats, by discarding them from the deck; or will represent Magic Items, Abilities, and Increased stats, by keeping them in the Player Area when gaining treasure. Players will start with 10 Hit Points which can be represented by a die or tokens.



Character Card:

- Character Name
- Special Defense versus Monster Attack
- Ranged Defense versus Monster Attack
- Physical Defense versus Monster Attack
- Character Class
- Description, Melee/Ranged Weapons, Ability and starting item
- Energy cards required to use player ability



**Energy Deck:** This deck contains 30 cards selected by the player from cards assigned to their class.

**First time playing:** Find the Starting Item card for the selected character, and set it alongside the Character Card. Next, take all remaining cards for the selected character, shuffle them and deal 30 cards for the Energy Deck.

Set Starting Item card alongside the Character Card. Select 30 cards from the character cards to create an Energy Deck.

Any of the ALL Players cards can be included in the Energy Deck, but no more than 2 of the same card. The Energy Deck remains a maximum of 30 cards.

Once all cards are selected for the deck, shuffle them and place them facedown near the player. Set the remaining cards aside;

they will not be used for the rest of the game.

**Game Area:** This is the common area, where the players will be interacting with the board.



**Monster Deck:** Collect all Monsters and separate them by Level . At the beginning of the game, randomly select Level 1 cards equal to the number of players, and place them in a row in the game area. If there are only 2 players, place 3 Monster cards down. (see diagram below)

Monster Card will have the following information:

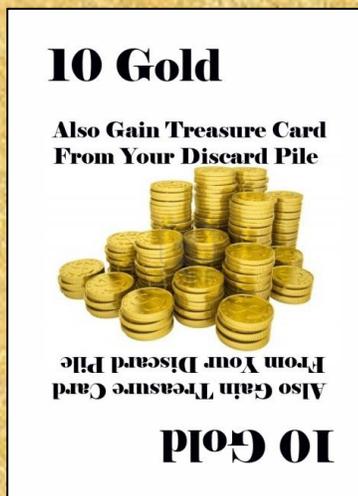
- a) Monster Name
- b) Monster Health
- c) Special Damage caused to player
- d) Ranged Damage caused to player
- e) Physical Damage caused to player
- f) Monster Class
- g) Description, Abilities
- h) Monster Level

Monster cards will be divided into 4 categories: Level 1, Level 2, Level 3, and Boss.

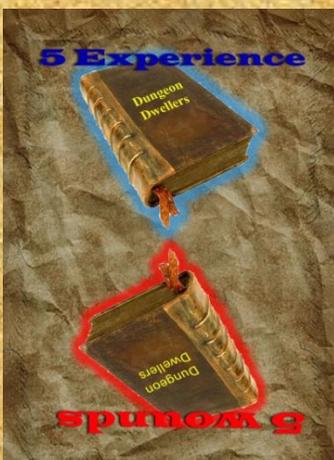
The remaining Monsters should be set aside, and will be brought in when necessary.

**Room Deck:** All Room cards should be shuffled together and placed next to the monster deck. (see diagram below)

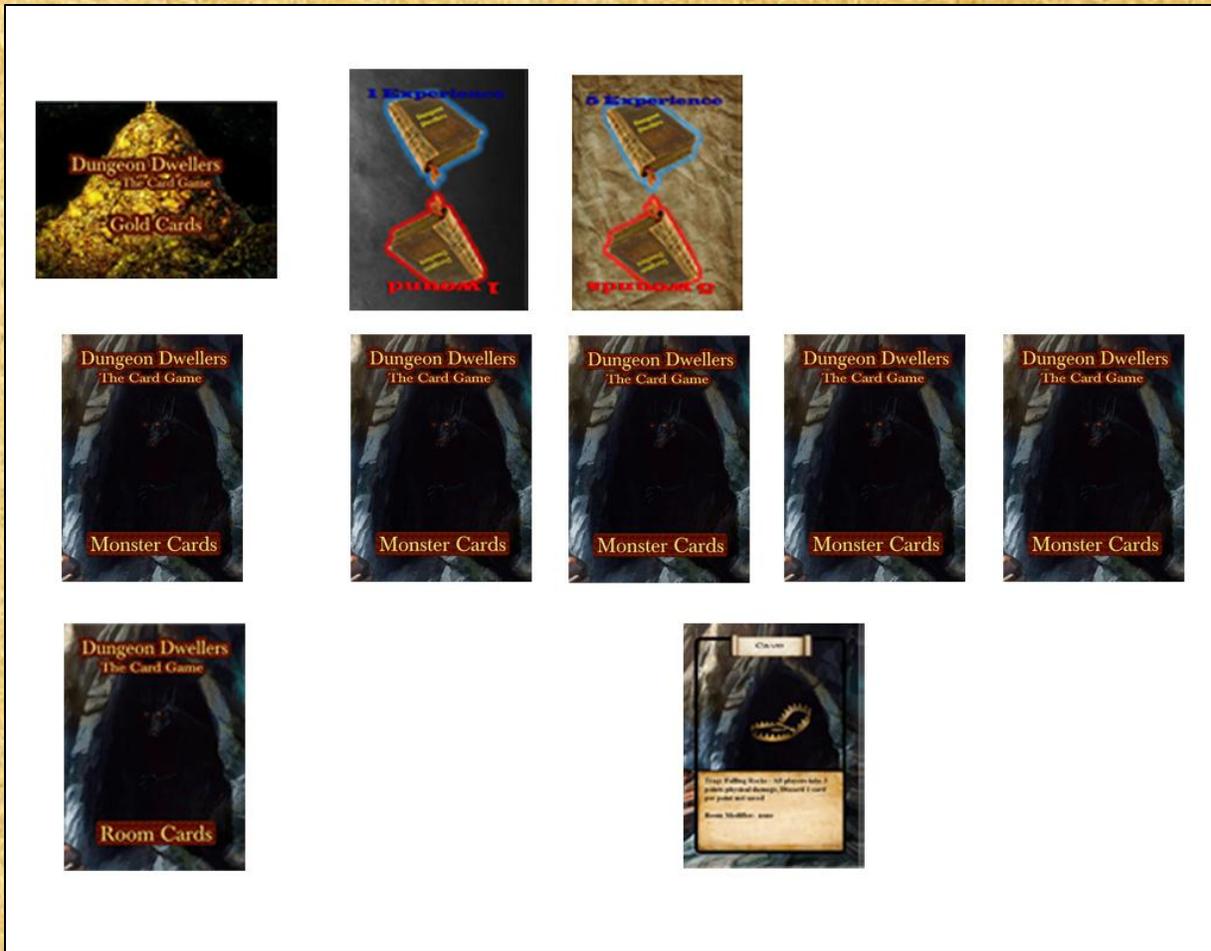
**Gold Deck:** All gold cards should be shuffled together and placed where all players can retrieve them.



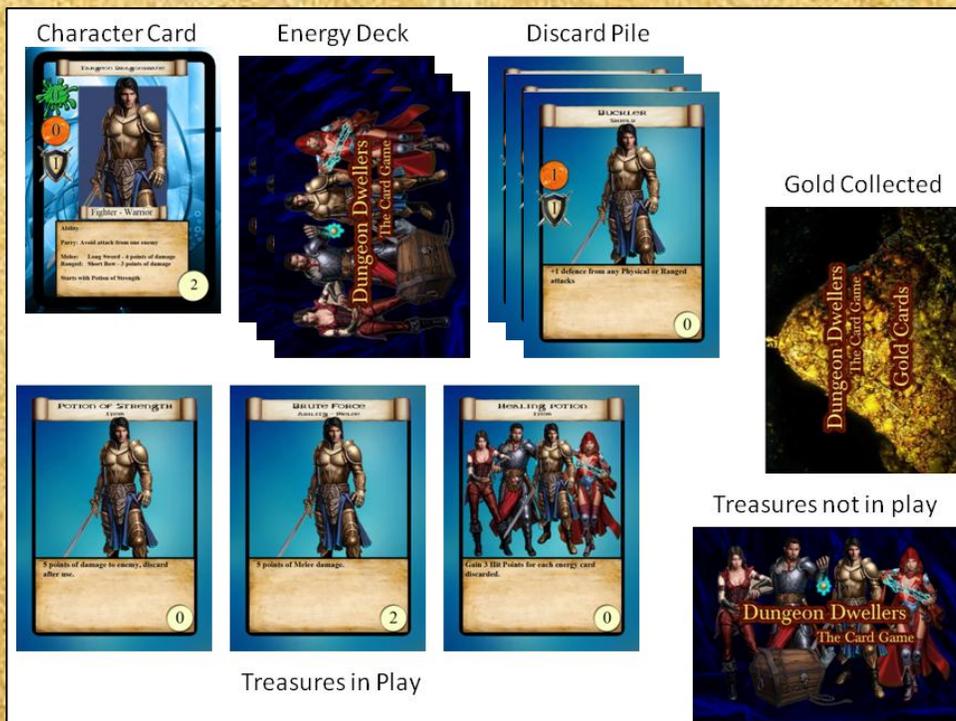
**Wound Deck:** The Experience/Wound Deck should be placed near the monsters.



## Common Game Area Diagram



## Player Area



## Game Play:

Each player, in turn, will explore the dungeon, fight Monsters and gain Treasure. Players begin the game with a Character Card (representing their character type, weapons, and ability), and one Item Card (associated with the selected character type). Additionally, they will create a 30 card deck containing: treasure, abilities, magic items, and leveling up skills. This deck will also be used to power-up various abilities and magic items, and it can also be used to avoid damage from monsters and traps. To use abilities, the player will discard the appropriate amount of Energy cards from their deck, placing it in their discard pile.

**All players will start with 10 hit points. This can be represented by a die or tokens placed on or near the character card.**

Game play proceeds clockwise. Each player has their own Energy Deck, working as a team to defeat monsters.

### Turn Summary:

- 1) Start of Turn
- 2) Player Phase
  - a. Weapon (basic melee or ranged attack)
  - b. Abilities (additional attacks granted by Character abilities or Ability cards)
  - c. Energy (discard Energy cards to do additional damage)
- 3) Monster Phase
- 4) Treasure Phase

### Turn Sequence:

**Start of Turn:** This is the beginning of each player's turn. All "Start of Turn" actions happen at this time.

If no enemies present:

- Once the room is cleared of monsters, the next player will turn over a new Room Card and follow instructions.
- Place the next higher level Monster Cards face down on the board, one for each player. (ex. In a 4 player game, after finishing the first round, randomly select 4 second level Monsters. Place them in a row, facedown, in the Game Area)
- "Attack First" abilities are resolved.

### Player Phase:

- Players may put into active play any Treasure that they have collected during the Treasure Phase and have not turned over.
- Players may only use ONE of any type of card at a time. (i.e. Armor, Shield, specific ability, etc.) Cards that replace armor and shields can be played at this time by discarding the current item, and replacing it with the new one.
- All cards that have not been put into active play should remain facedown, representing 2 points of energy instead of the normal 1 point, until put into active play at a later time.

### **Monster Selection:**

- Player must choose to attack a revealed monster, or turn over a facedown Monster Card.
- Player must attack a monster on their turn, and must declare which monster(s) they intend to attack. [Either a revealed monster card, or by turning over a facedown Monster Card.]
- When a player turns over a monster they **MUST** attack that monster with a weapon attack.

### **Attack Phase:**

- Player attacks a monster with either Melee or Ranged weapon, and applies weapon abilities to the attack.
- Players can only make ONE weapon attack per turn (unless otherwise stated). Ability cards that affect weapon attacks should be played at this time. (e.g. Sword Attack does 4 points damage. Sharp Weapons ability adds +2 to damage to attacks. These would be played simultaneously for combined damage of 6 points.)
- All wounds caused by the player are taken and placed into the player's pile. These will be used to gain treasure or gold in the Treasure phase.
- Each monster attacked should be turned sideways to indicate that it had been attacked by the player. This helps indicate which monsters will have a return attack against the player, and facilitates when calculating damage.

### **Ability cards:**

- Player can use any ability that causes damage, either to attack the same monster OR another monster already turned face up.
- Player can only use an ability ONCE per turn. (Unless otherwise stated)
- Players can play all remaining ability cards during the remainder of their turn. Note: Ability cards that affect other cards should be played at the same time. (e.g. Magic Missile does 2 points damage to all monsters. Overcharged ability does X2 damage to attack. These would be played simultaneously for combined damage of 4 points damage to each monster.)

### **Item cards:**

- Players can play Item Cards anytime during their turn.

### **Expend Energy:**

The player's Energy Deck is used for many things in Dungeon Dwellers. Listed below are ways to spend energy to help win the game.

- **Additional Damage:** After all weapons and abilities have been played, the player may now inflict additional damage on any monster to which they have caused damage. Add an additional point of damage by discarding one energy card for each point of damage.
- **Healing:** The active Player may expend 1 point of energy to raise their hit points by 1 point per card discarded, up to their maximum.
- **Treasures gained that are not in active play may be discarded as 2 points of energy instead of the usual 1 point.** This allows the player to benefit by discarding cards that are no longer useful in active play.
- **Player may discard 2 Treasure cards gained that are NOT in active play for ANY treasure card in their Energy discard pile.**

## Monster Phase:

- Even if a Monster has no remaining health, Monsters begin their turn. Any Monster that was damaged by the player will now attack back. (unless they have the "Attack First" modifier)
- Monsters have 3 types of damage: Special , Ranged , and Physical .
- The number inside each damage icon represents the amount of damage done for each attack of that type.
- Players may reduce damage received by using abilities, items, and armor. Each card has rules to determine how much damage can be blocked by that card or ability.
- Players may also have innate damage reduction, based on their Character, which reduces the damage taken.
- Players can use all defenses available to them as they are cumulative.
- **Players that attack with ONLY ranged attacks will not take Physical damage from that monster (Special and Ranged damage still apply).**
- Total the damage for each attack, after applying reductions, and apply it to the player. Once the total damage remaining is determined, either subtract from the player's HP's, or reduce by discarding Energy Cards. If the HP's will be reduced to 0 or below, player must discard 1 Energy card per point less than 1.
- If any player runs out of energy cards and has 0 hits points, the party is defeated and the game ends.

## Treasure phase:

- After the Monster Phase is completed, if any monsters were defeated, there is a Treasure Phase.
- Player who defeated the monster will collect the Monster Card and place it in their gold pile, it is worth 10x (level of monster) in gold.
- All players, starting with the active player, may then exchange Wound/XP cards for either a Treasure or Gold cards. Every 5 Wound/XP cards exchanges for 1 Treasure or Gold card.

Gold Cards: These cards are taken from the Gold deck. This represents gold found in the dungeon, valuing between 10-50 gold pieces. The total amount of gold will determine the winner at the end of the game.

Treasure: Instead of taking gold, players can take the top card from their Energy Deck; this becomes a Treasure.

- Players may turn these cards over at the end of the Treasure Phase or at the Start of their turn; they will be active in their play area.
  - Players can leave them facedown to be brought into play later.
  - Players can use them as 2 points of energy by discarding it to the energy discard pile, instead of discarding cards from their energy deck
  - Players may discard 2 treasure cards and select 1 of ANY card from their energy discard pile.
- Any abilities that trigger during the Treasure phase are now resolved, starting with the active player.
  - Players may put any Treasure Cards into active play, leaving the remainder facedown.

## Boss Battle:

Boss battles are the final fight against the forces of evil.

- Turn over the top Room Card, and follow the instructions.
- Bosses are considered Level 4 Monsters. They are worth 40 gold when totaling points for defeated monsters.
- After the boss is defeated there will be a final treasure phase. Players can trade any remaining 5 Wounds/XP cards for 1 Gold card (following the rules for Treasure).

## Winning the Game:

After the final Boss battle, and treasure is rewarded; total each player's gold. Since Characters may be injured after their dungeon adventure, they will need to heal. Subtract 10 gold for each wound the player has received that is below their starting base HP's. (i.e. If a player has taken 4 points of damage and only has 6 hit points left, they must subtract 40 gold from their total)

The winner is the player with the most gold. If there is a tie, players will count the number of gold cards, and the player with the most gold cards will be the winner. If there is still a tie, whoever has the most remaining hit points will be the winner. If it is still tied, the game will end and both players will be named winners.

# Reference Sheets

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- Start of Turn
- Player Phase
  - Weapon (basic melee or ranged attack)
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  - Energy (discard Energy cards to do additional damage)
- Monster Phase
- Treasure Phase

## Expend Energy:

Listed below are ways to spend energy:

- Additional Damage
- Healing
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