

# *Dungeon Fighter*

Dungeon Fighter is a game of skill, fun and adventure in which each player will take the role of an Hero who will have, along with his Party, to explore the Dungeon and face the hordes of Monsters infesting its rooms. Skill and courage will both be needed, and only then most experienced Party will be able to face the Final Boss.

## **Components:**

1 Target board

1 Monsters Health Points board

4 Adventure maps

4 Boss maps

48 Monster cards

55 Equipment cards

8 Hero sheets

3 Basic Dice

9 Bonus Dice

7 generic tokens

3 Special Skill tokens (Toad, Charm and Track)

1 Party token

1 Leader token

1 Chest token

30 Gold Coin tokens

Age: 7+

N° players: 1-6

Time: 45 min.

## **SETUP:**

Place the Target board at the center of the table so that it is at the same distance from all the players.

Create your dungeon: a Dungeon in DF is composed by two Adventure maps and one Boss map. Every Adventure map represents a part of the Dungeon the Heroes are exploring. On every map there are several rooms, the Heroes will have to cross them to get to the Boss. The Boss map is the final part of the Dungeon. On one side it shows the last rooms before the Boss chamber. On the other side it shows the Boss of the Dungeon and its skills.

Draw one Adventure map and place it on the table. Then draw another one and place it aside the first one, taking care that the entrance and exit corridors from the different maps correctly connect one each other (see Fig. X). Then draw one of the Boss maps and place it with the dungeon side face up and connect it with the last Adventure map you placed.

Place the Party token outside of the Dungeon near the entrance corridor of the first Adventure map (see Fig. XX).

Choose the difficulty level you want to play at. See the Difficulty chart (page XX). The difficulty will affect the number and level of the Monsters you are going to face. The Monster cards are divided in 4 levels. The level indicates the hazard of fighting the Monster: the higher the level, the more difficult it will be to defeat him.

After choosing the difficulty of your game, randomly draw a number of Monster cards of the 1°, 2°, 3° and 4° level as indicated on the chart for the difficulty chosen, and divide them in 4 decks (one for every level of the Monsters). Then place these decks in the Tower, the 1° level Monsters on the first floor, the 2° level Monsters on the second, etc.

Finally, place the Equipment cards deck on the fifth floor of the Tower and the Gold Coins and the Bonus Dice on its roof.

Place on the table the Monsters Health Points board with a generic token placed on the 0 space.

Each player chooses or randomly draws one of the Hero sheets; each sheet shows on one side the 3 skills of a Hero, his HP and the different kinds of items he can equip; the other side is for when the Hero is permanently incapacitated (see page XX).

Place you Hero sheet face up in front of you and place a generic token on the

maximum HP value.

Place the Chest token on the table and put 1 Bonus Die e 2 Gold Coins (GC) on it. The Chest will contain the collective treasure of the Party.

The player who looks more like his Hero is the Leader of the Party for the rest of the game. He receives the Leader token and places it face up in front of him (see image). He will decide (in consultation with the other players) how to move in the Dungeon and what to buy in the Shops.

He is also the First Player and receives the 3 Basic Dice. The First Player will change during the game.

### **THE GAME**

DF is divided in a variable number of rounds. Every round consists in one movement of the Party token in an unexplored room of the Dungeon, and then an Encounter (see below).

### **MOVING IN THE DUNGEON:**

The Dungeon is divided into different rooms. Every room is connected to one or more rooms by corridors. If players fail to agree on the direction, it will always be the Leader of the Party to take the final decision. Move the Party token in the new room. Corridors are one-way (as indicated by arrows): you can't take a corridor in the opposite direction to the one indicated.

During the first round you enter in the Dungeon. Move the Party token in the first room.

Every time the Party enters a room (even in the first one), an Encounter must always take place, i.e., the players must draw a Monster card of the lowest level between those available in the Tower, and face that Monster in combat.

When you reach the exit corridor of an Adventure map, move to the room connected to the entrance corridor of the next map. You can't go back.

If you move into a Special Room, you have to apply its specific rules (see below).

### **SPECIAL ROOMS**

Dangerous rooms: in these rooms you will have to fight the Monsters applying the Special Shot (see page XX) reported on the room. You will have to add up eventual Special Shots given from Monster skills or Weapons (if you choose to use them). If you fail or forget to perform the Special Shot of the Dangerous Room, it

is considered as if you missed the Target.

**Shops:** After reaching a Shop and having faced the Encounter of that room, draw 3 Equipment cards, plus one for each player in the Party. These are the Equipment cards available for purchase. The price is printed on each Equipment card.

In addition to purchasing Equipments, in the Shops you can also buy Bonus Dice (at a cost of 2 GC each) and heal 1 HP to every Hero (at a cost of 1 GC for each HP healed).

Remember: the Leader always takes the final decisions if the Party can't agree on how to spend the GC.

**Healing Fountain:** After the Encounter of this room, each Hero is fully healed.

**Treasure Rooms:** After the Encounter of this room, the Party receives the reward reported on the room. If the reward is an Equipment, draw a random Equipment card from the deck. The Leader will decide who receives it.

## **ENCOUNTERS**

In DF having an Encounter means facing a Monster in combat. There are 48 Monster cards; on every card are reported the statistics of the Monster (HP, damage, Golden Coins and their special abilities, if any).

On entering a room, the First Player must draw 1 Monster card from the the lowest floor of the Tower in which Monster cards are present.

It is not possible to avoid an Encounter.

*Example: the Party decides to play at the easy difficulty level (four 1° level, four 2° level, four 3° level and two 4° level Monsters); on entering the first room, the Heroes will have to face a 1° level Monster, as well as in the three successive rooms. Going into the fifth room, the 1° level Monster cards will be finished, so the players will have to draw a 2° level Monster card.*

Place the Monster card near to the Target board; then place the token on the Monsters Health Points board on the HP value of that Monster (as reported on the Monster card) and read aloud his special skills, if any (see page XX). The Monsters Health Points board is used to keep track of the HP of the Monster during the fight, i.e. the amount of damage the Party must inflict to defeat it.

Now you are ready to fight!

## **FIGHT**

Whenever a Monster is Encountered, a fight begins. Players throw a Die in turn, clockwise. You can't skip your throwing turn.

There are two kind of Dice in DF:

**Basic Dice:** These are the first 3 dice being thrown at every fight. At the beginning of every fight the Heroes get them back for free. Each one of them corresponds to one of the skills of the Heroes.

**Bonus Dice:** These are 9 dice the players can buy or gain during their adventure; they allow to perform additional throws of dice during a fight, in addition to the 3 Basic Dice, but unlike those, they are discarded once used, and they have to be repurchased.

The First Player will begin the fight, throwing one of the three Basic Dice at his choice on the Target.

After his throw, if the Monster has not yet been defeated (see page XX), he passes the two remaining Basic Dice to the player to his left, who will now choose and throw one of the remaining Basic Dice, and so on. Players can throw the Bonus Dice only when all the Basic Dice have been used.

Each Die can be thrown only once per fight. Once a Die has been thrown it must be left where it landed (whether inside or outside the Target) until the end of the fight.

### **How to throw:**

You must take a Die and then throw it on the Target, making it bounce at least once **outside** of the Target board **before** it lands. Once the Die has stopped moving, verify the area of the Target it has landed on.

Similarly to the target of a game of darts, there are 5 concentric zones with increasing numbers from the edge to the center, from 1 to 5, which corresponds to the amount of damage the players will inflict to the Monsters during the fight. There are also 4 Missed Shot zone, which if hit count as having completely missed the Target, 4 Critic Hit zones, which are worth 6 damage, and the Center of the Target, which is worth a whopping 10 damage.

If a Die is entirely contained in one single area, consider it as the result of the throw. You will deal to the Monster an amount of damage equal to the value of the area hit.

If however the Die is on the edge between one or more areas, you'll have to verify how many corners of the Die are present in each of the areas involved. It is considered as valid the area containing the highest number of corners.

Finally, if a Die has the same number of corners in two area of different value, the lowest value shall be deemed as the result of the throw.

After verifying if the Die has hit the Target and the eventual amount of damage dealt, sum to this value all the eventual bonuses given from Hero skills (see page XX) and/or Equipment cards (see page XX).

If the Die doesn't make a bounce outside of the board before hitting the Target, or if it goes out of the Target (this includes the four Missed Shot areas present on the Target board), the player who missed the Target is attacked by the Monster. The damage dealt by the Monster is reported on the Monster card.

Once you have calculated the total amount of damage dealt, these are subtracted to the amount of HP of the Monster. Move the token on the Monster Health Points board on the new amount of HP. If the Monster HP reaches the 0, the fight ends and the Monster is defeated (see page XX). Otherwise the fight goes on.

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## **SPECIAL POWERS**

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Some faces of the Power Dice have the symbol (-power symbol-) on them. If after a throw of a Die it lands with this symbol on the upper face, the player who threw the Die activates one of his special powers, reported on his Hero sheet.

The three Basic Dice activate the power of their color. Activating a Power with a Bonus Die instead allows the player to choose any power among those at his disposal (see Heroes Knocked Out, page XX).

Some powers can be activated even if the Die has missed the Target. The Hero must still have at least 1 HP after suffering the attack of the Monster (due to having missed the Target) and the Die must not be fallen from the table. The powers with a Target in their symbol instead only activate if you hit the Target.

*Example: Lorenzo the Barbarian draws a 2° level Monster with 10 HP. He decides to throw the red Die to try to activate his Burst of Hits skill. The throw hits the Target and Lorenzo deals 4 damage to the Monster, but he doesn't activate his power. Now is up to Alessandro the Thief, who decides to throw the blue Die to leave the green one to Aureliano the Cleric, who could heal 1 HP to every player should he activate his Heal All Heroes skill. Alessandro throws and deals 3 damage to the Monster, but he fails to activate his power too. Now it's Aureliano's turn, he throws and misses, is attacked by the Monster, but activates his green power healing his fellow Heroes (and himself). The fight goes on with Lorenzo the Barbarian, who must however throw a Bonus Die since the Basic Dice have all been already used. Lorenzo throws and deals 5 damage to the Monster, defeating*

*him. The players add to their Chest their reward in GC and can continue with their adventure.*

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**The Party is defeated (remaining without dice during a fight)**

If the Party uses all the Dice at his disposal before being able to bring the Monster's HP to 0, the players are all attacked by the Monster, and lose an amount of HP equal to the level of the Monster (for example, the attack of a 2° level Monster makes all the players lose 2 HP). The Leader turns the Leader token on the “Defeated” side.

The players then take back the three Basic Dice and continue the fight. If they run out of dice again, repeat the process. This process can be repeated until all players are knocked out.

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**Heroes Knocked Out:** If a player during a fight ends up with 0 HP, he is knocked out, and can not act anymore during that fight.

A knocked out Hero can start to play again at the beginning of the next fight after placing on his Hero sheet a Scar token on a power of his choice. A power covered by a Scar can never be used again for the rest of the game. In addition, since the Scar token covers also the 3 HP spaces beneath the power space, for every Scar a player loses also the HP from the total amount at his disposal.

If a player accumulates 3 Scars he is permanently incapacitated and can no longer participate to the game. Put the Scar tokens back in the box and turn the Hero sheet on the “Eternal Glory” side.

When the last player left in game is permanently incapacitated, or if all the players are knocked out during the same fight (even if non permanently), the game is lost.

**The Monster is defeated**

If the HP of the Monster drops to 0 or less, the Monster is defeated and the fight ends. The players then obtain their rewards.

Add to your Chest the amount of GC reported on the Monster card.

If one or more Basic Dice have not been used during the fight and the Leader token is not on the “Defeated” side, the players gain one Bonus Die for each Basic Die spared during combat.

*Example:*

The Party encounters a Skeleton with 6 HP, Lorenzo the Barbarian throws the red Basic Die and deals 6 damage. The Monster is defeated and the Party gains, in addition to the 2 GC indicated on the Monster card, 2 Bonus Dice and adds them

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to the Chest (since the green and blue Basic Dice have not been used).

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### **End of fight**

If needed put the Leader token on the normal side.

The player to the left of the one who threw the last die during the last fight is the new First Player and takes back the Basic Dice. Any Bonus Die used in combat instead is discarded.

The card of the defeated Monster is placed in the discard pile, near the Monsters Health Points board, which will contain all the Monsters you'll defeat.

### **END OF THE GAME:**

#### **Final Boss**

Once reached the last room of the Boss map, the players can finally face the Final Boss. The Boss Map is turned on the Boss side, the special skills of the Final Boss are read aloud and the token on the Monsters Health Points board is placed at the appropriate level.

The fight against the Final Boss follows the normal rules of fighting, except that if you run out of Dice without defeating the Boss, you don't get them back and the game is immediately lost.

After having defeated the Final Boss, the players calculate their score for the game according to the following chart:

- + X points based on the difficulty level chosen at the beginning of the game
- + 1 point for every player
- + 2 points for every Bonus Die not used
- + 1 point for every 2 Golden Coins not spent
- + 5 points if no hero has ever been knocked out (nobody has Scars)
- 1 point for every Scar suffered by the Heroes
- 5 points for every Hero permanently incapacitated (Hero sheet on the "Eternal Glory" side)

Once calculated, compare your score with the Hero Glory chart:

0 or less: Loser

From 1 to 5: Inept

From 6 to 10: Baby Fighter

From 11 to 15: Rookie

From 16 to 20: Hero Wannabe  
From 21 to 25: Common Hero  
From 26 to 30: 20<sup>th</sup> level Hero  
From 31 to 35: Epic Level Manual Reader  
From 36 to 39: Epic Level Manual Writer  
40 or more: There is Still No Word to Describe Your Awesomeness

### **SPECIAL POWERS**

**Theft:** if activated, makes your character perform a spectacular stealing action against the Monster you're fighting. The Party gains an Equipment randomly drawn from the Equipment cards deck at the end of the fight.

**Metamorphosis:** if activated, transforms the Monster you're fighting into a Toad. The player places the Toad token on the Monster. The damage dealt from the Monster is reduced by 4 until the end of the fight. Take the token back at the end of the fight.

**Burst of Hits:** if activated, it temporarily doubles the attacking speed of the hero. The player can immediately take back the Die just thrown and throw it again (following the normal rules of combat).

**Seduction:** if activated, at the end of the fight the Monster will madly fall in love with the Character who seduced him. The player places the Charm token on the Monster. When the Monster is defeated, the seducing player takes the Monster card and adds it to his equipment (it doesn't count towards the number of Equipment cards the character can equip). In any moment during a fight, a seduced Monster can be discarded to avoid taking damage from a single attack of a Monster. Take the token back at the end of the fight.

**Divine Help:** if activated makes the character an instrument of his God. In addition to normally dealing a certain amount of damage to the Monster, the player who activated this power can heal any player an equal amount of HP.

**Blind Fury:** if activated transforms the character into a death machine, oblivious to the damage he takes from the attacks received. The player can choose to lose 1 HP to double the damage dealt with his Die throw.

**Tracking Strike:** if activated makes the Monster a light in the dark for all the Heroes. The player places the Track token on the Monster. All the players deal +1 damage to the Monster until the end of the fight. Take the token back at the end of the fight.

**Sworn Enemy:** if activated allows to have a bonus against certain types of

Monsters (as reported on the Hero sheet). Each time he will activate this power while facing a Monster of the corresponding kind, he will deal +4 damage.

Reroll: The player can immediately take back the Die just thrown and throw it again. The first Die result is not considered.

Heal one Hero: Heal the amount of HP indicated to one Hero of your choice (yourself included).

Heal all Heroes: Heal the amount of HP indicated to all Heroes.

Extra Damage: If you hit the Target add the amount indicated to the damage.

Focused Damage: If you hit the Target, you deal 5 damage regardless of the Die result.

No Damage: If you miss the Target, you receive no damage.

Pickpocket: Take 2 GC and add them to the Chest.

### **Types of Equipment:**

In DF there are 55 Equipment cards divided in 3 categories: Weapons (-weapons symbol-), Armors (-armor symbol-) e Items (-item symbol-). Each player can carry a maximum of 3 Equipments. The number of Equipments for each kind a Hero can equip is shown on the Hero sheet. The Equipments can grant a bonus in fight or have other useful effects.

#### Weapons (-weapons symbol-):

Weapons allow to perform special die rolls to obtain a bonus on the damage dealt to the Monsters. Even while performing these special shots, the Die must bounce at least once outside of the Target. The special shots of two or more weapons can be combined to sum up their bonuses and deal a massive amount of damage. Weapons are never discarded after use.

#### Armors (-armor symbol-):

Armors reduce the amount of damage taken by the players when attacked by a Monster; some of them require to be discarded to activate their effect.

Note: Armors can't defend you when you are defeated by a Monster.

#### Items (-item symbol-)

To use the power of an Item you must discard it.

### **Special shots**

Remember: the Die must **always** bounce at least once outside of the Target before hitting.

Under the Leg shot: the player throws the die with the shooting hand under one of his legs.

Blind shot: throw the Die with your eyes closed.

2 Bounces shot: the thrown Die **MUST** bounce at least twice outside of the Target.

Jump shot: the player jumps and throws the Die before landing back on the ground.

Under the Table shot: the player throws the Die while keeping his shooting hand under the surface line of the table.

Blowing shot: throw the Die blowing at it while it is on your hand.

Bank shot: the player places on the table the box of the game in a position of his choice, then throws the Die. The Die has to hit the box before landing on the Target. (Note: the Die still has to bounce at least once outside of the Target; it can do so before and/or after hitting the box).

Slam shot: the player throws the Die in the air, then slams it on the table with his hand

Top shot: the player throws the Die making it turn around itself like a top.

Head shot: the player throws the Die in the air, then hits it with his head.

Crossbow shot: the player puts the Die on the back of a hand, then throws it snapping a finger with the other hand.

Far shot: the player stands up, moves away from the table by two steps, then throws the Die as usual.

Catapult shot: the player places a card on the edge of the table making it partially protrude, puts on it the Die, and hitting the card from below, he throws the Die.

Card Jump shot: the player places a card vertically on the table, making it rest on its longer side with one hand, then with the other hand he throws the Die making it

bounce between himself and the card. The Die must then pass over the card and hit the Target.

Sitting shot: the player sits on the ground and throws the Die. Regardless of his height, he must keep his eyes under the surface line of the table.

Joined Hands shot: the player keeps the Die between his two hands, in a prayer-like gesture, then throws the Die by simultaneously opening both his hands.

Trick shot: the player throws the Die with his weak hand (the one he doesn't use to write).

Another One's Hand shot: the player places the Die on the hand of one of his fellows and throws the Die by moving it.

Nose shot: the player places the Die on his nose, then throws it.

From Behind shot: the player puts his back to the table and throws the Die (he can still look at the Target)

Elbow shot: the player places the Die on one of his elbows, then throws it.

Note: the special shots available to the player can be combined to sum up the resulting bonuses.

*Example: Giuseppe has only the last Die of his Party to defeat the Boss. He has 3 Equipments which grant him the Blind shot (+2 damage), the Sitting shot (+3 damage) and the Another One's Hand shot (+3 damage). He decides to combine all of them. He throws the Die and obtains a 3; his total damage will then be 3 +2 +3 +3: 11 damage, nice shot!*