DUNGEONEER

Welcome to the grim fantasy world of Dungeoneer! In Dungeoneer you take the role of a hero competing against other heroes to complete a series of challenging Quests. These Quests require your hero to travel to different parts of the Dungeoneer realm and perform mighty deeds. On part of your turn you will also act as the Dungeonlord whose goal is to thwart the other heroes from completing their Quests. You win the game by being the first hero to successfully complete 3 Quests, or by defeating all other heroes as the Dungeonlord.

These rules are designed to explain the basic game, but unlike traditional card games many of the cards in Dungeoneer are designed to alter, tweak, or even override the rules. The wording on cards takes precedent over these rules. So each rule can be read as "unless the card specifically states otherwise".

Dungeoneer is expandable. Each Dungeoneer set has 1 or 2 decks which may be combined with other Dungeoneer decks or played as a stand-alone game. Dungeoneer is a self-contained game with a complete set of cards. It is not a collectable card game.

Components

Each deck has 55 cards which are composed of 1 Cut-out card, 3 Tracker cards, 3 Hero cards, 7 Quest cards, 11 Map cards, and 30 Adventure cards (a double-deck set would therefore contain twice as many of each card type). Additional components you will need to provide are 2 six-sided dice and each player needs 4 tokens to represent glory points and 4 tokens to represent peril points. Pennies and nickels work well, or red and green glass gaming stones are ideal which are available at most hobby or craft stores. You may use a pencil and scratch paper instead.

| Cut-out | Tracker | Hero | Quest | Map | Adventure |

Cut-out card: This card is used to create tokens which represent the heroes on the map. Cut along the dotted line and fold at the solid line. The lettered tokens can be used as markers to indicate an item on the Map or to indicate linked locations: place a marker on the map space and its corresponding marker on the card that is represented. Keeping the tokens folded with a paper clip will allow them to fit back into the box when you are finished playing.

Tracker cards: These cards keep track of the number of Glory and Peril points your hero has accumulated throughout the game by placing a token on the number. You will spend these Glory points to play Glory cards for your benefit, your opponent will spend your Peril to play Peril cards against you. Use multiple tokens to track higher numbers. There is no limit. Each Tracker card has reference information on the reverse side.

Hero cards: Each Hero card has an illustration of the hero, a name, the race and class of the hero, life points, carry limits, and a special ability. The hero card also has scores for melee, magic and speed for levels 1-4, which represent how well the hero can perform in certain tasks. The higher the value, the better the hero is. Life points represent how much Life the hero has to absorb wounds. Some effects, like playing a "Potion of Healing" allow a hero to recover lost Life points, up to the Life point score stated on the Hero card.

Quest cards: The game is won by completing 3 Quest cards. Each Quest card has a name, a type, a grade, a location(s) it must be completed in, criteria to complete it, and a reward for completing it. Your hero gains levels by completing Quests.

Map cards: these cards create the Dungeoneer realm. They are black-bordered Dungeon (passages and rooms) or white bordered Wilderness (roads and sites) depending on the set you purchased. Map cards are laid out in the play area to create a fantasy realm for the heroes to adventure in. Each Map card has a name, a type, a glory value, a peril value, 4 exits, and some Map cards have an effect that is activated when a hero enters it on his turn.

In addition Wilderness maps have terrains which are desert, forest, mountains, plains, swamp, urban (buildings and cities) or water.

Adventure cards: These are cards that create things that happen in the game. Adventure cards are divided into Glory cards (Boons and Treasures) and peril cards (Banes and Encounters). Glory cards are beneficial to your hero and are played by spending your hero's glory. Peril cards are detrimental to your opponent and are played by spending your opponent's peril against him. Each Adventure card has a name, a glory or peril value, when it may be played (playtime), how long it stays in play (duration), a category, a stat banner, and an effect.


Adventure Card Duration in Play

Adventure cards remain in play for different amounts of time according to their duration type.

Attachment: these cards attach to another card type and are discarded if the card they are attached to is discarded or returned to your hand. They cannot be played unattached. An attachment does not affect the cost for a monster to attack.

Instant: the card is immediately discarded when it is played; its effect is temporary affecting only the turn it is played in.

Monster: these cards have a special duration. A monster card is in a space only when it is attacking; otherwise it is in a player's hand or pack. It is discarded when defeated.

Permanent: the card remains in play unless forced to discard by a card effect. Heroes have a limit to the number of permanent Boons and permanent Treasures they may have in play at a time as indicated on each Hero card. This limit does not apply to any other kind of cards.
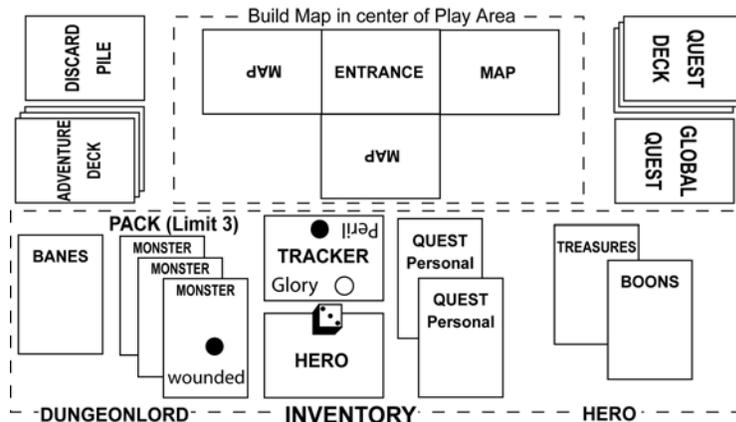
Set-Up

Look through the Map cards and pull out the card with the Entrance symbol. This is the starting space and it is set face-up in the middle of the play area. Randomly select any 4 passages/roads (including "grim" passages/roads) and connect them to each exit of the Entrance (see the map diagram for rules regarding placing maps). Shuffle all the decks separately.

Deal each player 1 Hero card randomly and place it face-up in front of them. This area is called the player's Inventory. Set the remaining heroes aside, they will not be used.

Give each player a Tracker to place next to their hero with the glory side facing towards them. Each player finds their hero token and places it on the Entrance and collects 1 peril and 1 glory for entering the Entrance. Each player marks this on their Tracker with tokens.

Deal 2 Quests to each player face-up. These are called the player's personal Quests which only he may attempt to complete on his turn. Deal 1 Quest face-up next to the remaining Quest deck. This becomes the global Quest which anyone may attempt to complete on their turn.

Deal 5 Adventure cards to each player face-down. These cards form the player's hand and can only be viewed by the player. Set the remaining

Adventure deck aside, but within everyone's reach. Now you may begin play starting with Player 1.

Turn order
A player goes through these 5 phases of his turn: Reset, Dungeonlord, Build, Hero, and Discard/Draw, the turn then passes to the next player to his left. A round is completed when each player has had a turn.

1. Reset phase
Exits are reset. Traps are reset. Card effects from the previous turn are no longer in effect. Your cards with an upkeep cost in play are paid for or return to your hand. Saved movement points from previous turns are lost and your movement points are reset to equal your Speed score. All spaces, except the one you are in, are treated as "new" to your hero again.

2. Dungeonlord phase
Peril cards (Banes and Encounters) marked with the Dungeonlord playtime may be played now. Choose an opponent with enough peril to fund the card and spend his peril to play the card on him. Peril cards that do not target a specific opponent may use anyone's peril except yours. You are limited in the number of peril cards you may play only by the amount of peril available. You cannot combine peril from different opponents to fund 1 card. You may never spend your own peril. Play all Encounters at once in order to allow your opponents an opportunity to strategize their response. If you play an Encounter you are initiating an attack, follow the combat sequence below. A monster may attack no more than once per turn and its peril cost must be paid each time it attacks.

Threat
Threats are used to represent a risk or difficulty a hero must overcome. Threats are not combat, though they often take place during a combat. A Threat is a special die roll where the opponent rolls 1 die and adds his Melee, Magic, or Speed score to the roll, depending on the form of Threat. If the opponent matches or beats the Threat number he gets the succeed result, otherwise he gets the fail result.

Example of Threat
Player A spends 2 of Player B's Peril to play a Trap on Player B. The trap is a Speed Threat 5+, fail: take 1 wound. Player B rolls 1 die and gets a 3, he adds his Speed score which is 2 to the roll. His total is 5, which equals the Threat of 5+ so he overcomes the Threat. If he had rolled 4 or less he would have suffered the fail result.

A monster or hero may initiate an attack in a form it has a standard attack symbol in.
● Standard Attack symbol: may attack and counter-attack.
◆ Counter-Attack symbol: may counter-attack only, may not attack.
✸ Hit symbol: this indicates the entire effect a successful attack has.

Combat
A. Attack: attacker chooses the form of combat (Melee, Magic, or Speed) for each of his cards that are attacking, and may only choose an attack form his card has a standard attack symbol in. Any special effects (other than hit effects) of the attacker may be activated now.

B. Response: defender may play cards or abilities marked with the Response playtime.

C. Attack roll: attacker rolls 1 die for each attack and adds their score to each roll.

D. Counter-attack roll: defender rolls 1 die against each attack and adds their score to each roll. The defender cannot choose which form, it was chosen by the attacker when the attack was initiated.

E. Compare results: for each attack the side with the highest total hits and inflicts 1 wound on the other side, unless the hit effect on the card states otherwise. A tie result does nothing. Wounds are subtracted from the life points of a card. A card is defeated and discarded when its Life points reach 0.

F. Challenge: a hero who was attacked may now initiate 1 attack on 1 attacker at the cost of 1 movement point (saved from the previous turn), the hero becomes the attacker. Follow steps A-E above, this step may not be repeated.

G. Pack: each monster that is unwounded may go back into your hand or your pack. Each monster that is wounded must go into your pack or be

discarded. Each monster that is defeated is discarded. You are permitted up to 3 monsters in your pack at a time, excess monsters are discarded.

H. Reward: for each wound a monster inflicts on a hero the player who controls that monster may assign 1 peril to a player of their choice. For each wound a hero inflicts on a monster that hero's player gets 1 glory. This reward step applies to all monsters except those on Quest cards; they have their own special reward described on the Quest card.

Example of Combat
Player B has 12 Peril (indicated with tokens on his Tracker by placing 1 token on 10 and 1 token on 2)

Step A Attack: Player A spends Player B's peril to play 2 Undead and 1 Demon on Player B. This costs a total of 3 Peril, Player B subtracts 3 Peril from his total leaving him with 9 Peril which he indicates on his Tracker. Player A declares that the Undead and Demon each attack with Melee. The Demon has a special effect when it attacks "All heroes in same space must overcome Magic Threat 5+ or take 1 wound." So Player B rolls 1 die (he rolls a 4) + Magic (his score is 1) = 5 he matches the Threat and succeeds. (player A would also have to overcome the Demon's Threat if he was in the same space as player B!)

Step B Response: Player B plays a response timed Boon card called Repel during his Response step, which costs him 3 Glory, this card discards a target monster so he targets an Undead which is immediately discarded.

Player A has a card in hand called Greater Bloodlust which is an "anytime" card and so can be played anytime before dice are rolled. He spends 2 more of Player B's Peril to play Greater Bloodlust which has the effect of temporarily giving the monsters an additional +2 Melee. This effect goes away on the next player's Reset phase.

Step C Attack roll: Player A rolls 1 attack die for each monster. The Undead rolls a 3 +1 (base Melee) +2 (Greater Bloodlust) = 6. The Demon rolls a 4 +1 (base Melee) +2 (Greater Bloodlust) = 7.

Step D Counter-Attack roll: Player B has a base Melee score of 2 and he rolls a counter-attack die against each monster. He rolls 5 against the Undead +2 (base Melee) = 7 against the Undead. He rolls 1 against the Demon +2 (base Melee) = 3 against the Demon.

Step E Compare Results: Player B's total of 7 beats Player A's Undead's total of 6, so Player B wins and scores a hit on the Undead, he scores 1 wound and he has a Boon card in play called Mighty Strike II which does 1 additional wound in Melee. Player A Demon's total of 7 beats Player B's total of 3 so the Demon scores a hit (1 wound) on Player B.

Step F Challenge: Player B could initiate 1 attack on either the Demon or the Undead if he had a movement point. He would go through steps 1-5 again as the attacker this time, the monster would be the counter-attacker. This is called a Challenge when a hero initiates an attack.

Step G Pack: Player A chooses to put his Demon in his Pack to save for use later. The Undead was wounded during the Compare Results step and it only had 1 Life so it is discarded.

Step H Reward: Player A's Demon scored 1 wound and so he can assign 1 Peril to any player, he gives Player B the Peril. If the Demon had scored damage with it's special effect that would have been another Peril he could have assigned. Player B scored 2 wounds on the Undead, but since it only had 1 Life Player B only gets 1 Glory for the 1 wound he inflicted.

(note the specific cards used in this example may not appear in this set, but similar cards are in all sets)

3. Build phase
Draw and place 1 Map card in any legal location.

Placing Map Cards
Each Map card must connect to another Map card (examples A & B), and no Map card or section of map may be "stranded" meaning it has no way back to the rest of the map (example C).

Each Map card must be placed parallel to the Entrance card as in the map diagram, never at a right angle (like example D).

You may never create a closed map that has no connections available for more Map cards to be played.
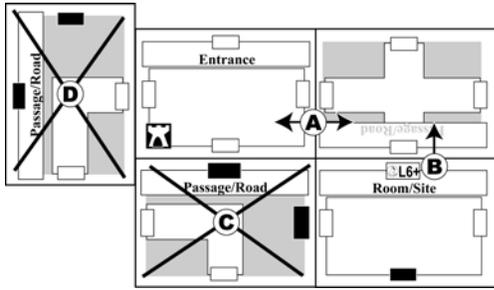
Optional rule: If you draw a Map card specifically required by one of your personal Quests, hand it to the player to your left to place, if he requires it for a personal Quest he must pass it to the player to his left and so on. If it comes full circle, then you may place it. This does not apply to Maps required by global Quests, and applies only to the first location on escort type Quests. This complicates, but greatly balances the game.

4. Hero phase
You may perform any of these actions in any order, as many times as you choose, limited only by your movement points, during your Hero phase.

Move: You may move your hero through an exit to an adjoining space at the cost of 1 movement point. You must overcome the Threat score of the exit on the space you are leaving, ignore the exit of the space you are entering.

Open: there is no Threat to move through an Open exit.

L (Locked or Lost): overcome the Threat or lose 1 movement to go through. If you fail and it is your last movement point the exit is open but you have not moved into the new space yet. Place your hero token on the exit to indicate it remains open while you are there. Your hero is treated as still being in the old space.

T (Trapped or Treacherous): overcome the Threat or take 1 wound as you exit.

Wall: you may not move through a wall.

Some spaces have an alternate exit in addition to the standard ones described above:

> Sewer: you may pay 1 movement point on your turn to relocate your hero to a corresponding sewer (A:A, B:B). Since a sewer connects to another sewer, this can create interesting map placement opportunities.

> Portal: you may pay 1 movement point on your turn to relocate your hero to a corresponding Dungeon entrance (A:A, B:B), or from the Dungeon entrance back to the portal space. The letter is assigned with a marker token by the player who places the portal and he then chooses which Dungeon entrance it exits to.

As you enter a new map space on your turn you collect the glory and peril value of that space if you have not already been in that space this turn, record the points on your tracker with tokens. If it is not your turn you do not collect the peril and glory points. Generally if the space has an effect you activate it when you enter it on your turn, not off turn.

Hazard: this provides a bonus to all Encounter traps played in this space.

Pit: when you enter a space with a pit on your turn your hero must overcome the Threat or fall in. Tip your token on its side to indicate this. While your token is tipped it cannot move until you pay 1 movement point to untip. This is the only penalty associated with being tipped.

Spikes: when you enter a space with spikes you must overcome the Threat. If you fail take 1 wound.

Explore: You may draw and place additional Map cards at the cost of 1 movement point each. (See placing Map cards above.)

Play glory cards (Boons and Treasures): cards that indicate they may be played during the Hero phase may be played now. You may play as many as you have resources to fund. Your hero is limited to the number of permanent

Boons and permanent Treasures he may have in play at a time, as indicated on your Hero card. Instants and attachments are not limited this way. You may not have more than 1 Treasure of the same type in play at a time (such as 2 helmets for example), Boons are not limited this way. A card that is played is readied, a card in your hand is not readied until its peril or glory cost is paid to play it; only readied cards have an effect in the game.

Attempt Quest: Each Quest card identifies a challenge or task to be completed, and the specific location where this action must be performed. You choose when to attempt a Quest as part of your Hero Phase; it is not automatically attempted when you enter the designated location. All Heroes can pursue Global Quests, but only the first player to accomplish the task collects the reward. Only you may attempt your Personal Quests. The first attempt each turn at a Quest is a free movement, additional attempts cost 1 movement point each. If you succeed and complete a Quest, collect the Quest reward in the bottom right corner and turn the card over (or rotate it $180°$ in the case of an artifact type Quest). When you have 3 completed Quests you win the game. When you complete a Quest it ends your Hero phase, go immediately to your Discard/Draw phase. A completed Quest is no longer in play. As Quests are completed always keep 1 global Quest available, but personal Quests are not renewed. Each Quest has different criteria to complete it according to the Quest type described below, you must:

> Artifact: instead of being turned over when completed the Quest is rotated $180°$ because the reward is written upside down. An artifact provides a permanent increase in a hero's score when it is completed. Artifacts are not Treasures and do not count towards the player's Treasure Limit, or conflict with other Treasures (you could have an Artifact helmet and a Treasure helmet at the same time for example).

> Chance: achieve a sequence of numbers rolled on dice as described on the Quest card.

> Effect: this Quest has an effect on the player while it is in play. If the Quest is global it affects all players.

> Escort: go to one location, place a token on the Quest card, go to another location and remove the token. Placing or removing the token is a free action that must be done during your Hero Phase. The escort Quest with a token may be stolen with a successful attack by another hero, see challenge above. An escort Quest that is global becomes a player's personal Quest when he places a token on it, turn over a new global Quest.

> Sacrifice: pay the price described on the Quest card.

> Search: instead of a specific location the Quest must be searched for. To make a search, follow the search criteria described on the Quest card; normally this requires you to roll 1 die while on a type of Map space adding +1 to the roll for each space your hero is from the nearest Entrance. If your search matches or beats the search number, you find the Quest. When found, an attempt at fulfilling the criteria of the Quest can then be made. A new search is needed each turn.

> Slay: defeat the monster on the Quest card. The monster attacks first, the player seated to your left can act as the Dungeonlord. After the monster attacks you may attack it. See challenge above.

> Threat: overcome the Threat on the Quest card.

5. Discard/Draw phase
If you have any cards in hand you must discard 1 card from your hand, or 1 Treasure card from your inventory, or 1 Encounter card from your pack. Boon cards may not be discarded from play this way. If you have no cards in hand you do not have to discard. If you did not move at all during your turn, collect the peril and glory for the space you stayed in. If you did not use all your movement points you may save 1 to use for off-turn actions, indicate this by placing a glory token on your hero card and remove it when used. Fill your hand back to 5 cards from the Adventure deck. This ends your turn.

Special Actions
These are actions you may perform on or off-turn.

Play an anytime card: you may play a card that says anytime in its playtime field if you have the resources available to fund it.

Activate a readied card: you may use the effect of a card in your inventory, including your hero's special ability.

Challenge: once per turn at the cost of 1 movement point your hero may initiate an attack. Follow the combat sequence described under the Dungeonlord phase. This attack may be on a monster immediately after it has attacked your hero, including monsters on your Quest cards, or you may attack another hero with your hero if he is in the same space as your hero. If you hit you may either inflict wounds or take a hero's escort type Quest if it is in progress with a token on it. When you steal an escort Quest it becomes your personal Quest.

Common card effects

Banes: It is possible to include your hero in the effect of Bane cards you play so long as you never spend your own peril.

Level Drain: this has no affect on a 1st level hero; a hero cannot be drained below 1st level.

Monster special effect: Some monsters have an effect, such as transform, which may be activated at the cost of additional peril when they attack (on the attack step). This may be used once each time the monster attacks.

Monsters, other than Encounters: If a monster is on a Map or Quest card the player seated to your left acts as the Dungeonlord temporarily to control the monster.

Shift: this effect moves Map cards. The rules for placing Map cards still apply. When you shift a Map card you may never leave a space stranded. Wilderness connects only to Wilderness, Dungeon only to Dungeon.

Speed: if you increase your Speed through the benefit of a card effect you do not also immediately gain movement points unless the card specifically states that you do. Your hero does gain Movement points for an increased Speed score as normal on your Reset Phase.

Storage Item: cards take effect the moment they are played, so a card that increases your hero's carry limit can be played even when his slots are filled.

Warp: this effect moves hero tokens. A hero collects glory and peril and activates the effect of the space he warps into if it is on his turn. A hero remains in the same state he was in when warped, for example if he is tipped he remains tipped. Generally a warp effect may not move a hero from Dungeon to Wilderness or visa versa unless it specifically states that it can.

Definitions

Adjacent space: a space connected to another space by any exit, even a wall, but not diagonal to that space.

Marker token: these tokens are made from the cut-out cards and are used to indicate locations of cards/objects on the map. Place a token on the card, and it's corresponding token (A:A, B:B, etc.) on the space it is in, these are also useful when linking Wilderness to Dungeon maps via a portal.

Inventory: this is the space on the table in front of you where you keep readied cards.

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

Readied: when the peril or glory cost of a card is paid it is available for you to use. A card in your hand has no effect until readied.

Space: each map card is a space. The area between map cards is never considered a space.

Tipping: your hero token is set on its side to represent that your hero is immobilized. If your hero is tipped you must expend 1 movement to stand up. While you are tipped you may not expend a movement except to untip. There are no other penalties associated with being tipped. Some card effects may require you to overcome a Threat in addition to the movement to stand up, as indicated on the card.

Viable exit: an exit from a map card that is connected to an adjoining space and not blocked by a wall or impassable terrain.

You: when a card states "you" or "your" it refers to the player who controls the card.

Universal Rules

Rules priority: Specific wording on cards take priority over any rule in this rule sheet.

Dice modifiers: Any effect that modifies dice must be played or specified before dice are rolled.

General priority order: in case of conflict this is the order cards and their effects are resolved in: Boon (including hero special ability), Treasure, Bane, exit, movement point spent, hero enters space, space effect, Peril and Glory collected, Encounter, attack roll, defense roll, Quest, player who's turn it is and then the next player in the turn order from him, and so on.

Combining Sets

When combining sets, you will have a lot of Adventure cards. Separate them into a glory deck (Boons & Treasures), and a peril deck (Banes & Encounters). Each time you draw an Adventure card you may choose which deck to draw from. Be sure to use separate discard piles for each.
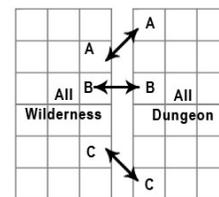
When combining a wilderness set and a dungeon set you may separate them into 2 map decks. Heroes on a wilderness space draw from the wilderness deck, and heroes on a dungeon space draw from the dungeon deck. When building the map all Dungeon maps (black border) are placed connecting to each other. All Wilderness maps (white border) are placed connecting to each other. However Dungeon and Wilderness are built apart and never touch, they are connected only by portals.

Optional Rules (Advanced)

Dungeoneer is an adventure game, however there are ways to enhance the strategic aspects of the game to make it more competitive. Use these optional rules.

Chosen hero: each player chooses the hero they want to play from the Hero deck, starting with player 1.

No personal Quests: all Quests are global. Keep 2 global Quests available at all times. An escort type Quest does become personal when a token is placed on it.

Revealed map: the map is laid out entirely before play begins. First choose an Entrance card to be the initiative winner and shuffle all the Map cards together. Deal all the Map cards out face-down 1 at a time to each player. The player who draws the Entrance is player 1 and sets that Entrance in the middle of the play area. Clockwise from player 1 each player places 1 Map card until the entire map is built. The spaces specifically required by the global Quests must be placed last by the players who draw them.

Movement points: during reset phase you do not gain movement points equal to your speed score. Instead you get 3 movement points on your reset phase, and you may get a 4th movement point by voluntarily tipping your untipped hero (this Movement point cannot be used to move because your hero is tipped). You may not save a movement point for off-turn use. However you may choose to tip your untipped hero off-turn to gain a movement point for such actions as initiating a challenge or activating a card effect. Increasing your speed score does not increase your movement points.

Spikes: you may pay 1 additional movement point to avoid the spikes before you roll.

Discard is optional: Discarding 1 card is optional. You may not discard more than 1 card. If you have less than 5 cards you may draw up to 2 cards - but this may not take you above 5 cards (if you have 4 you can only draw 1).

Reincarnation: a defeated hero is set aside, that player is still in the game, and he chooses a new hero at level 1 and the opponent to his left places him in the Entrance of that opponent's choice. The player loses all cards and draws a new hand of 5 cards, but keeps all his Quests.

Visit www.atlas-games.com and www.dungeoneer.net for more information, including optional rules and other Dungeoneer play aids.