
CONNOR REID
5 MINUTE
Dungeon
INSTRUCTIONS

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TIMER APP

For the best 5-Minute Dungeon experience, download the custom timer app. It's free and is available for Android, iOS and Windows devices.

5minuteDungeon.com/Timer

WELCOME TO 5-MINUTE DUNGEON

In this game, you'll join forces with your fellow players to fight your way through dungeons filled with deadly obstacles and dangerous monsters!

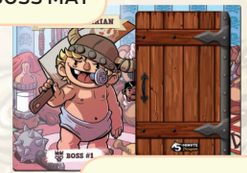
You'll choose to play as one of twelve heroes, each with their own special cards and abilities.

In 5-Minute Dungeon, there are no turns. Everybody will be racing against the clock to slap down symbols that match the current card from the dungeon.

You're all in it together—either your team defeats the dungeon and moves onto the next one, or you all perish!

Good luck!









SETTING UP

To begin your adventure:

- Select which hero you want to play. Place your Hero Mat in front of you with your chosen hero face up.
- Grab the deck that's the same color as your Hero Mat, shuffle it, and place it on the "Draw Pile" space on your Hero Mat, face down.
- Draw a starting hand from your deck. The number of cards you draw depends on how many people are playing:

Number of Players	Starting Hand Size
2 players	5 cards
3 players	4 cards
4, 5 or 6 players	3 cards



TWO-PLAYER GAMES

If you're playing a two-player game, you'll need additional cards to defeat the dungeon. Each of you should select a second deck and shuffle both decks together.

PREPARING THE DUNGEON

- **Place the Boss Mat** for the dungeon you are attempting in the center of the table.
- **Build the Dungeon**, as follows:

BUILDING THE DUNGEON DECK



Count out the number of cards shown on the Boss Mat...



...add 2 Challenge Cards per player...



...then shuffle and place the deck on the Boss Mat, covering the symbols!

- **Set a timer to 5 minutes.** We recommend using our timer app **(5minuteDungeon.com/Timer).** Or use any timer that can be set to 5 minutes and can be easily paused and restarted.
- Start the timer when you turn over the first card in the dungeon.

DEFEATING DUNGEON CARDS

Some cards in the dungeon are **Event Cards** (identified by the ★ icon) that tell you to do something (for example, discard your hand). If you encounter an Event Card, do what it says, sweep it away, and move on to the next card in the dungeon.

However, most Dungeon Cards have symbols, like the one shown at right. There are **three ways** to defeat cards with symbols:

1. USING RESOURCE CARDS

You can defeat the card by playing **Resource Cards** to the center of the table until all the symbols are matched. They don't all have to come from the same player.

2. USING ACTION CARDS

You can also defeat the card by playing certain **Action Cards**. One example is Fireball, which defeats Monsters.



RULES FOR PLAYING RESOURCE AND ACTION CARDS

Play cards to the middle of the table, not to your discard pile. The discard pile on your player mat is only for cards you discard to use your ability, or cards you discard because an Event Card told you to.

A card laid is a card played. Once you play a card to the middle of the table, it cannot be taken back. (It's OK to show a card to other players without actually playing it if you like.)

You can play Resource Cards that don't match the symbols on a Dungeon Card. If you're facing a Dungeon Card and don't have anything useful in your hand, you can play non-matching cards just to get rid of them and draw new cards. But use this strategy sparingly! Unlike discarded cards, cards played to the middle of the table cannot be recovered by healing cards or abilities.

The rules change when facing a Boss. Once you get to the Dungeon Boss, you are no longer allowed to play Resource Cards that don't match the Boss' symbols. You also can't play Action cards that defeat Monsters, People or Obstacles (Bosses don't count as any of those types). If you play a card that breaks any of these rules, you must return it to your hand.



3. USING SPECIAL ABILITIES

Each hero has a special ability that they can use to help the team. The ability for each hero is described on the bottom of their Hero Mat.

To use your ability, discard 3 cards **face up** to the Discard Pile space on your Hero Mat, announce your ability to the team, and perform the action on your Hero Mat.



NOTES ON USING ABILITIES

1. If you don't have 3 cards to discard, you cannot use your ability.
2. If your ability allows you to defeat a certain type of Door Card (Monster, Obstacle or Person), then you can only use your ability when facing a card of that type. All other abilities can be used anytime.
3. Players can use their abilities while time is paused without restarting the clock. However, each player may only use their ability **once per pause**.

SWEEP THOSE CARDS AWAY!

Once your team has defeated a Dungeon Card, sweep it away, along with any cards played to defeat it. Then turn over a new Dungeon Card to continue your adventure!

REFILLING YOUR HAND

Anytime you play or discard cards, refill your hand back to the starting hand size (see table at right). If you play a card or ability that makes you draw cards, draw those first, then refill your hand if you still need to.

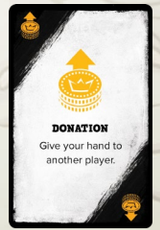
If you ever have more cards in your hand than the starting hand size, do not refill again until you have fewer cards than your starting hand size.

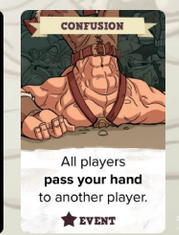
Number of Players	Starting Hand Size
2 players	5 cards
3 players	4 cards
4, 5 or 6 players	3 cards

OUT OF CARDS?

If you run out of cards in your hand and draw pile, you can't do anything until another player helps you out with a card like Heal, Donation, or Confusion... so be careful not to waste your cards!







WINNING

If you defeat the Baby Barbarian and all of his cards, you have conquered the first dungeon! Congratulations!

Your adventure is not over yet, though! You'll have to fight through **six more** dungeons and ultimately defeat **The Dungeon Master Final Form** to win the game.



PREPARING THE NEXT DUNGEON

- Gather all of the cards, sort them back into their respective decks and return Hero Decks to the appropriate players.
- Put the Boss Mat for the next dungeon in the center of the table.
- Construct the dungeon for the new boss as indicated in the section "Preparing the Dungeon".
- Reset the timer to 5 minutes and go defeat the new dungeon!

Want to mix it up? In between dungeons, you can choose new heroes, add players, or remove players, as needed.

LOSING

There are two ways the dungeon can get the best of your team:

- If all players run out of cards, or
- If time runs out before you and your team defeat the Dungeon Boss (or if you get stuck on it and have no way to defeat it)

If you find yourself in either of these situations, your team has perished in the dungeon! Reset the timer, rebuild the Dungeon Deck, and try again!



FREE TIMER APP

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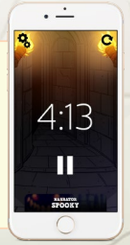


HEROES

There are 6 Player Mats, each representing a type of hero. These mats are double-sided and have a different hero on each side. Each Player Mat has its own deck, as shown below.

SORCERESS & WIZARD



HUNTRESS & RANGER



NINJA & THIEF





PALADIN & VALKYRIE



BARBARIAN & GLADIATOR



DRUID & SHAMAN
(only in **Curses! Foiled Again!** expansion)



For example, if you want to play as the Wizard, you must take the blue deck.

HERO DECKS

There are two types of cards in the Hero Decks:

Resource Cards have one or more large symbols in the middle. These are used to defeat cards in the dungeon by matching their symbols.



RESOURCES:
SCROLL, JUMP, SWORD, SHIELD AND ARROW



Action Cards are cards unique to each Hero Deck. Some of these allow you to defeat certain types of Dungeon Cards, while others let you draw, steal, or give away cards. All Action Cards have a black border.

MEET THE HEROES

SORCERESS & WIZARD



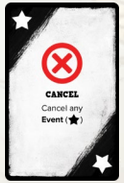
These heroes specialize in arcane knowledge, so they are the best heroes to rely on when you need **Scrolls.**

The Wizard's **Stop Time** ability pauses the game timer. It remains paused until a player plays a card. Discarding cards, using abilities, or turning over a new Dungeon Card does not restart the timer.



Magic Bombs provide one of each symbol when played, so they are useful against Bosses or cards that require many different symbols.

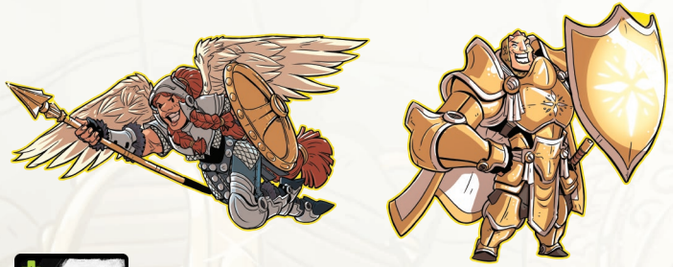
You don't have to use all the symbols when you play a Magic Bomb.



Cancel stops **Event Cards** from taking effect. It is especially useful for protecting your team from events that would force you to discard, such as **Sudden Illness**.

PALADIN & VALKYRIE

These heavily armored defenders are the heroes with the most **Shield** symbols in their deck.

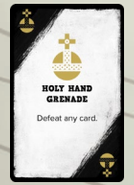




Divine Shield pauses the timer and also allows all players to draw a card.



Heal allows a single player to put all of their discarded cards back into their deck. This card can save a player who has run out of cards!



The **Holy Hand Grenade** allows you to instantly overcome any card you may face, including Mini-Bosses, Events and Bosses. It is the only card in the game that can instantly defeat Bosses.



Health Potion allows all players to recover 3 cards from their discard pile back into their hand. This card is best used right after the team has been forced to discard useful cards due to a **Sudden Illness** or other event.

BARBARIAN & GLADIATOR

This powerful pair prefers to use brute force melee attacks to defeat challenges that they face. As a result, their deck is the best one in which to find **Swords**.





Double Symbol Cards count as a sword plus one other symbol. These are best used against Dungeon Cards that have both symbols on them, but in a pinch they can serve as one or the other. You don't have to use both symbols when you play them.

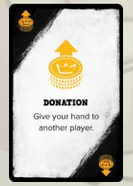


Enrage allows you to choose two players to draw 3 cards.

You may choose yourself as one of the players if you like!

NINJA & THIEF

These nimble heroes are masters of stealth and evasion, which is why they have more **Jump** symbols in their deck than any other heroes.



Donate allows you to give your hand to another player. This card is helpful when you have good cards in your hand that you want to keep, but also need to search for something else.

Donating your hand to another player keeps your good cards in the game but also lets you immediately draw a new hand.





Steal allows you to take another player's hand, which can be useful if they want to use their ability but have cards in their hand that they don't want to lose.

HUNTRESS & RANGER

These two nature-loving heroes are very skilled with ranged weapons, so they're the best choice when you need **Arrow** symbols.

The Huntress' **Animal Companion** ability allows her to choose another player to draw 4 cards. She cannot choose herself.



Wild Cards can be played as any one symbol of your choice.





Healing Herbs allow you to have a player recover 4 cards from their discard pile to their hand. This card is best used if a player has just been forced to discard something useful.

THE DUNGEON

A dungeon consists of a Boss Mat, many Door Cards, and a few Challenge Cards.

BOSS MATS

Boss Mats represent the final challenge your team must face in order to conquer a dungeon.

Each Boss Mat shows:

A. The **boss number**. You'll be starting with Boss #1 (Baby Barbarian) and working your way up to Boss #7 (The Dungeon Master Final Form).

B. The **symbols needed** to defeat this boss.

C. The **number of Door Cards** needed to create this boss' dungeon.



NOTE: Start with Baby Barbarian (Boss #1). If you defeat him, move on to The Grime Reaper (Boss #2), and so on.

DOOR CARDS

Each Door Card represents an obstacle or foe that your team must overcome. Door Cards have the following information on them:

A. A **description** of the threat.

B. A **number of symbols**, which can be Swords, Arrows, Scrolls, Jumps, and Shields. Your team can defeat a Door Card by playing Resource Cards that match all of these symbols.

C. A **type**, which can be Monster, Obstacle or Person. Some special cards and abilities allow you to defeat a card without having to match the symbols on the card.



CHALLENGE CARDS

When creating the dungeon, you'll shuffle in two Challenge Cards for each player in the game. Challenge Cards have a horned skull on the back of the card, and come in two varieties:



Mini-Bosses are extra-tough creatures that require more symbols to defeat than a normal Door Card. They do not count as a Monster, Obstacle, or Person, so they cannot be defeated by Hero Abilities or by Action Cards like **Fireball** or **Snipe**.

Event Cards (identified by a ★ icon) require the team to do a specific action. When you flip over an Event Card, you must immediately do what it says. The Action Cards **Cancel** and **Holy Hand Grenade** can stop an event before it takes effect.





CREDITS

Game Design - Connor Reid

Artwork - Alex Diochon

Editor - Peter Nesbitt

Producer - Don Reid

Several icons in this game were made by Lorc (http://lorcblog.blogspot.com) and Delapouite (http://delapouite.com). Available on http://game-icons.net.

Wiggles 3D

Wiggles 3D, 1124 Gainsborough Rd., Suite 9
London, ON, Canada N6H 5N1

Email: Info@Wiggles3D.com
Web: Wiggles3D.com

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QUICK START

All players choose a Hero Mat and take the corresponding deck for their hero. Everyone draws their starting hand.

Number of Players	Starting Hand Size
2 players	5 cards
3 players	4 cards
4, 5 or 6 players	3 cards

Place the Baby Barbarian Boss Mat in the center of the table. Take 2 Challenge Cards per player and shuffle them with 20 Door Cards to form the dungeon.

Place the cards on the Boss Mat.

HOW TO PLAY

Start a 5-minute timer and flip over the top card of the dungeon.

If it is an **Event Card**, then do what it says immediately.

If the card has symbols on it, you and your team will have to defeat the threat in one of **three** ways:

- Play **Resource Cards** to match the symbols on the card. The symbols can come from many players, or just one.
- Play an **Action Card** to defeat the card.
- Use a **Special Ability** to defeat the card.

Once the card has been dealt with, sweep it away and flip over the next card in the dungeon.

Once all cards in the dungeon have been defeated, you still need to defeat the Boss!

NOTE: Players don't take turns. Any player can play a card at any time.

Anytime you play or discard cards, refill your hand until it's back to its starting size.
Do not refill your hand if you have more cards than your starting hand size.