DUNGEON FIGHTER

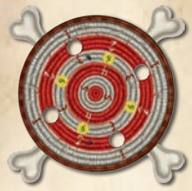


Rules of Play

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 cause. 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


3 COLORED HERO DICE


9 WHITE BONUS DICE


30 GOLD COINS


6 BLACK HEALTH TRACKERS


1 RED HEALTH TRACKERS


9 HERO SHEETS


1 MONSTER HIT POINT SHEET


2 DOUBLE-SIDED DUNGEON SHEETS


4 FINAL BOSS/DUNGEON SHEETS


1 PARTY MARKER


1 PARTY LEADER TOKEN


1 CHEST TOKEN


5 SPECIAL POWER TOKENS (METAMORPHOSIS, BEER, TRACKING STRIKE, SEDUCTION, AND LAY OF HEROES)


14 SCAR TOKENS


PIECES FOR THE TOWER WITH 6 LEVELS


4 FINAL BOSS CARDS


53 ITEM CARDS


53 MONSTER CARDS

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.

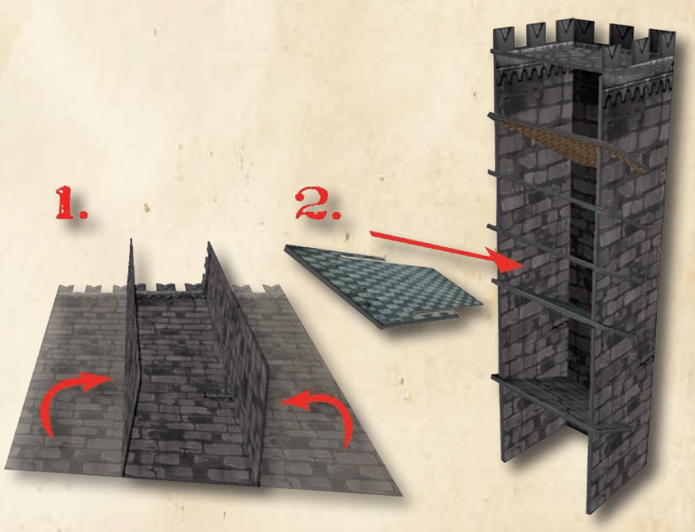
Before the First Game

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

1. Carefully punch out all cardboard components (the tower pieces, tokens, and markers).
2. Assemble the tower based on the "Tower Assembly" diagram below.

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

TOWER ASSEMBLY



Setup

Before playing, set up the game as follows:

1. **Assemble the Board:** Place 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. **Choose Dungeon Floors:** Shuffle the four final boss/dungeon sheets, randomly choose one, and set it aside with the final boss side faceup.

   Then shuffle the three remaining final boss/dungeon sheets with the two dungeon sheets. Randomly choose two sheets and set them aside with a dungeon side faceup.

3. **Create the Dungeon:** For the first floor of the dungeon, place the dungeon sheet that was chosen first near the target board.

   Next is the second floor of the dungeon. Place the other dungeon sheet so that the arrow exiting the first sheet lines up with the arrow entering the second sheet (see "Creating the Dungeon").

   Last is the third floor of the dungeon. Place the final boss sheet so that the arrow exiting the second sheet lines up with the arrow entering the final boss sheet (see "Creating the Dungeon").

CREATING THE DUNGEON



FINAL BOSS SHEET



DUNGEON SHEET (FIRST CHOSEN)



DUNGEON SHEET (SECOND CHOSEN)



FIRST FLOOR



SECOND FLOOR



THIRD FLOOR

4. **Summon the Final Boss:** Shuffle the Final Boss cards and randomly choose one. Without looking at it, place it facedown at the third floor exit.

5. **Choose Heroes:** Each player chooses one hero sheet and places it faceup in his play area. If players cannot decide or agree on which hero to use, then randomly assign one hero to each player. Each player takes one health tracker and places it on the "IX" space of his own hero sheet.

6. **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).

	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.

7. **Give Party Starting Equipment:** Place the chest token in easy reach of all players. Then place two gold coins, one bonus (white) die, and the three hero (colored) dice on the chest token, which represents the party's equipment.

8. **Prepare Other Components:** Place the gold coins, scar tokens, Item cards, the monster hit point sheet, the special ability markers, and the remaining bonus dice as shown in the diagram on page 4.

9. **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 hero dice in his play area.

Note: The leader and the first player are not the same. The leader is the first player during the first turn, but that hero remains the leader while the first player rotates.

10. **Enter the Dungeon:** Place the party marker on the first room of the first floor.

SETUP DIAGRAM



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 marker). That corridor must show an arrow pointing **away from** the party's current room.

2. Move the party marker along that corridor and place it in the next room. This room is now the party's current room.

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. When the party leaves 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.

MOVEMENT EXAMPLE



Special Rooms

Shop



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

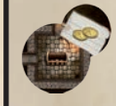
- **Buying Equipment:** First, the leader draws cards from the Equipment deck to display the shop's wares. He draws three cards plus one for each hero and places them faceup. The party can now buy as many of these faceup Equipment cards as they wish. To buy a card, pay gold coins equal to the gold value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

Healing Fountain



During the Maintenance phase, fully heal all heroes.

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 11.

2) Encounter Phase

During this phase, the players face the monster and fight the monster.

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 red 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.

Now the party is ready to fight the monster!

MONSTER CARD ANATOMY



FIGHT THE MONSTER

To fight, players throw dice at the target board attempting to deal the monster enough damage to defeat it.

Starting with the first player, 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 in his play area to throw at the target board. If he has no dice in his play area, he must either take one bonus die from the chest token or the party suffers damage (see page 6).

2. **Throw the Die:** The player throws the die at the target board, following the rules for throwing dice (see page 6).

3. **Check If the Hero Made Contact or Missed:** Sometimes heroes swing at the monsters and make contact, 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 made contact.

   If the hero made contact, 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.

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. If the hero has fewer than one hit point, he faints to feign death. He cannot act again during this encounter.

4. **Pass the Dice:** The player passes the remaining colored dice in his play area to the player on his left. That player takes a turn swinging at the monster by resolving these four steps.

If the heroes deal enough damage to reduce the monster's hit points to "0," then the party has defeated the monster.

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!

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 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). The leader flips his leader token so it is showing the defeated side. Then the player who threw the last dice retrieves all three hero dice from the target board and hands them to the player on his left. The party may now continue swinging at the monster, following the "Fight the Monster" steps.

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 the special icon, the hero's special ability of that color activates (see "Hero Special Abilities" on page 10).

Players should discuss and carefully choose which players throw which dice in order to benefit the most from each hero's special abilities during the current encounter.

DICE COLOR & HERO SHEETS

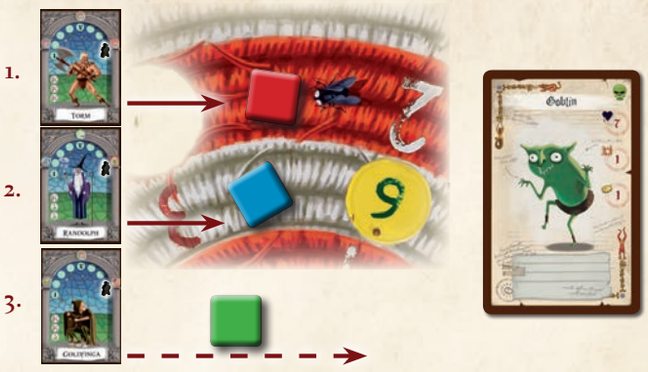


Note: The bullseye section of the target board shows a damage value of "10." If a die lands showing the special icon in the bullseye section, the monster is immediately defeated. This also applies while fighting the final boss!

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.

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 from his play area 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. Randolph suffers one damage, so he reduces his hit points by one. Then he passes the green die to Goldfinga.

3. Goldfinga has only the green die in his play area, so he throws it 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. Goldfinga suffers one damage, so he reduces his hit points by one.

The party already used all three hero dice, so Torm must choose to either use the one bonus die on 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.

Unfortunately, the heroes did not manage to defeat the monster and there are no more bonus dice on the chest token. This means that each hero suffers one damage, so each hero reduces his hit points by one. The leader flips the leader token to its defeated side. Then Torm retrieves all three hero dice and passes them to Randolph so he can continue fighting the monster.

Note: When the party suffers damage from being defeated by the monster, **each hero** must suffer that amount of damage. Special abilities cannot prevent heroes from suffering this damage.

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 requires a specific throw requirement (see "Specific Throw Requirements" on page 11).
- Players throw the die with their dominant hand (i.e., the had they write with) **unless** instructed otherwise by a specific throw requirement (see "Specific Throw Requirements" on page 11).
- 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 the special icon, activate the hero's ability related to that die's color (see "Hero Special Abilities" on page 10).

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.

All heroes have fainted if they suffered damage that reduced their hit points to "0" or less. When this happens, the party loses the game. Perhaps next time the party should play at a lower difficulty level to improve their chances of survival.

Swing and a Miss!

Sometimes a hero swings at the monster and makes contact, 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 the 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 Special Abilities" on page 10).

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 "Equipment Special Abilities" on pages 10–11.

SPECIFIC THROW REQUIREMENTS ON WEAPONS

All weapons, some monsters, and a few rooms show a 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 11.

Weapons 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 play area 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 once on the table still applies.

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 makes contact, he deals 5 additional damage to the monster.*

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 makes contact. If a hero does not fulfill the requirements of all specific throws, 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 order of operations (i.e., multiply first, then add or subtract).

COMBINING SPECIFIC THROWS

A B C



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 show with his eyes closed and the die must bounce at least twice before touching the target board. A very difficult throw, but not impossible!*

Example: *Torm the Barbarian uses the red die (x2 damage when activated) 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 x 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 leader token is showing its undefeated side **and** the party managed to defeat the monster without using all three hero dice, they receive one bonus die from the supply for each unused hero die.
- The player who threw the last dice 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 in the encounter this round to the supply.
- Flip the leader token to its undefeated side.
- Take the gold coins from the defeated monster's card and places them on the chest token.
- Place the defeated monster's card in the discard pile (unless a special ability states otherwise).
- Resolve Maintenance phase special abilities (such as "Seduction").
- 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. That hero now has three fewer hit points and cannot activate that covered special ability for the rest of the game. If a hero would receive his third scar token, he cannot be revived. Flip his hero sheet over to show that he has "leveled up" to the an "angelic hero" and is eliminated from the game.
- The heroes may pass Equipment cards among themselves.
- 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).

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

The party can buy all sorts of shiny equipment from shops. There are three types of equipment:



WEAPONS **ARMOR** **ITEMS**

Each hero sheet shows three equipment icons to the left of the hero's artwork. 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.

Some Equipment cards contain a "1x" icon in the lower-left corner, which means that this piece of equipment can be used only once. Heroes may use Equipment cards with this icon at any time. After use, the hero places it in the discard pile.



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 simply discard it) in order to free up his one item slot and buy the item from the shop.

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 marker to the Final Boss card. To prepare the encounter with the final boss, flip the Final Boss card faceup and place it near the monster hit point sheet. Place the red 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 be defeated and suffer damage in order to retrieve the hero dice. 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's 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.

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 according 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

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:

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

Note: If the Monster card returned to its pile 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 under one leg while standing with their back to the table. 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.

Icon Descriptions

This section explains each icon in 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.

Hero Special Abilities



Swing Twice: If activated, temporarily double the hero's attack speed. After the player performs his throw and deals damage to the monster, he may retrieve that same die and perform a second throw. This ability is only activated if the die lands on the target board and can only be activated once per turn.



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.



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 be added, if applicable. This ability is only activated if the die lands on the target board.



Divine Intervention: If activated, this ability turns the hero into an instrument from God. For each point of damage dealt to the monster, any one player recovers one hit point. This ability is only activated if the die lands on the target board.



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 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").



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.



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 facedown in his play area. During the Maintenance phase, flip all stolen Equipment cards faceup and distribute them among the party as the group sees fit.



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 when throwing a miss by 2.



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.



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.



Agile Instincts: If activated, the hero dodges the monster's attack. The hero does not suffer damage when throwing a miss.



Pickpocket: The hero steals two gold from the monster. Take two gold coins from the supply and place them on the chest token.



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 faceup in the seducing player's play area. At any time during a future encounter, the player may discard a seduced monster from his play area to add that monster's damage value to the damage dealt by his throw. A player may charm more than one monster.

Note: Seduced monsters in a player's play area do not count as Equipment cards and, as such, equipment icons do not affect seduced monsters.



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 throwing a miss. If activated again during the same encounter, the player may move the beer token to a different hero sheet.



Enchanting Melody: If activated, the hero distracts the monster in with a captivating tune. If the party spends one gold, the monster loses all special abilities during this encounter.

Monster Special Abilities

Some monsters impose specific throw requirements (see page 11), while other monsters have other special abilities. This section explains those special abilities.



Destroy Equipment after a Miss: 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.



Heal after a Miss: If the player misses during his turn, the monster recovers "X" hit points.



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



Lose Gold after a Miss: 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.



Hero Dice Immunity: During this encounter, the heroes cannot throw hero dice matching the crossed-out color (green, red, or blue).



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

Equipment Special Abilities

Some Equipment cards contain a "1x" icon in the lower-left corner, which means that this piece of equipment can be used only once. Heroes may use Equipment cards with this icon at any time. After use, the hero places it in the discard pile.



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



Heal Party: All heroes recover hit points equal to the printed number on the card ("X").



Swing Again: 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.



Piercing Damage: The weapon 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.



Agile Instincts: The hero dodges the monster's attack. The hero does not suffer damage when throwing a miss.



Counterblow: When a hero suffers damage from a monster's attack, deal the same amount of damage to the monster.



Reduced Damage: When throwing a miss, 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.

Specific Throw Requirements (weapons, rooms, or monsters)

Standard rules for throwing a die apply unless specified otherwise.



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.



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



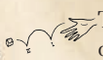
Blow Shot: The player places the die on his hand and blows the die towards the target board.



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



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



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



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.



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.



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



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.



Card-jump Shot: The player takes one Monster card from the discard pile (or another unused card) and with his weak hand holds it upright in a horizontal position, with the bottom side touching the table. With his dominant 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.



Catapult shot: The player places a card on the edge of the table, letting it extend over the edge. He places the die onto the card, bends the card down, and releases it to fling the die at the target board.



Head Shot: The player throws the die into the air, making it bounce off his head before hitting the table.



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



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.



Backwards 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).



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



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.



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



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



Dancing Shot: The player begins facing away from the table. Then he jumps into the air, turning around 180° so that he ends facing the target board. He must throw 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.

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Quick Reference

The Game Round

1. **Movement Phase:** Following the arrows, move the party to one adjacent room.
2. **Encounter Phase:** Face the monster and fight it.
3. **Maintenance Phase:** Revive fainted heroes (and place scar tokens), resolve special rooms, trade items among heroes, and pass the hero dice to the next player.

Fighting a Monster

1. **Choose One Die:** Choose one hero die, if any. If out of hero dice, either use one bonus die or the party suffers damage.
2. **Throw the Die:** Following the rules for throwing a die, the player throws the die at the target board (see "Rules for Throwing Dice" on page 6).
3. **Check If the Hero Made Contact or Missed:** 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 made contact.

   If the hero made contact, 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).

   If the hero missed, he suffers damage equal to the monster's damage value. If the hero has fewer than one hit point, he faints and cannot act again during this encounter.
4. **Pass the Dice:** The player passes the remaining hero dice in his play area to the player on his left.

