ADVENTURE GAMES DISCOVER THE STORY

THE DUNGEON RULEBOOK

Helper App
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An Adventure for 1–4 Players, Ages 12 and up

In this cooperative game, you and your team will try to escape from a dungeon. You will experience — and be part of — a story that plays out in three chapters. The game play for each chapter lasts approximately 90 minutes.

You can **save** the game at any time or at the end of a chapter (see page 7). In this way, you can pause the game and continue playing during your next game night. You can also play the whole game in one session, of course.

Important: Do not look at any of the game materials before starting the game!
Do not flip through the adventure book and do not look at the fronts of the adventure cards. Wait until the game tells you to do so.

Game Materials



18 Room cards



4 Character cards


4 Character figures

2 Plastic bags



1 Adventure book



12 Health cards


2 Turn overview cards



83 Adventure cards (10–92)



3 Mission cards (A1–A3)



5 Ending cards (E1–E5)

Game Setup

Place the **room cards, adventure cards, mission cards, and ending cards** in **face-down stacks** on the table. Also place the **adventure book** on the table.

Make sure that you do not see any of the front sides yet!

Make sure the room cards and adventure cards are sorted according to their letters and numbers respectively.

Take **room card A** from the room card stack and place it **face up** in the middle of the table. Leave enough space around room card A for additional rooms!
Place the remaining room cards **face down in a room card stack,** ready for use. Place the 83 numbered adventure cards **face down in a stack** next to the room card stack. Since both stacks have numbers or letters on their back sides, you can look for specific cards without accidentally encountering a spoiler of the story.



Game setup for 2–4 players
Each player should now choose one of the game's characters and take the corresponding **character card** and its **character figure** in the matching color. Each player receives health cards, which the players place in front of themselves with the colored sides face up:
In a 4-player game, everyone receives 3 health cards.
In a 3-player game, everyone receives 4 health cards.
In a 2-player game, everyone receives 6 health cards.

Place the turn overview cards in the middle of the table, visible to all players. Return the cards and figures of any unused characters to the box.

Solo game setup
It is also possible to play the game alone. In this case, you need to play with two (or more) characters simultaneously. You can choose which two you want to play.

General information
- This is a **cooperative game.** Discuss with your team what you want to do, what objects you want to combine, and which locations you want to explore.
- At the end of each chapter and at the end of the game, **scoring** takes place. However, the score you achieve does not affect the story.
- **Important!** Keep a sheet of paper and a pen handy to **take notes.** For example: which locations you have not visited yet, where you need to tie up loose ends, where you want to go, and what you want to try; especially if you want to save the game and continue playing on another day.
- On pages 10–14 you will find **hints** if you are stuck. Look up the number of the adventure card or location. There is a solution for what you can do or what you need in order to advance the story. There is no penalty for using hints!
- You can read the story aloud yourselves or you can have the story read to you by the free Kosmos Helper App.
- If the text on a card or in the adventure book contradicts the rules in this rulebook, the text on the card or in the adventure book applies.

Game Overview

The last person to have watched or read a fantasy novel, movie, or show begins. Each team member goes through the following adventure phases during his or her turn:

1. Move character figure
2. Take one action

Anytime: Exchange adventure cards

Then it is the next player's turn (clockwise order).

1) Move character figure
You may move your character figure to any location within an already face-up room. There is no limit to the extent of your movement. The only condition is that the room needs to have already been revealed so it is face up on the table.
New rooms can be revealed through instructions in the adventure book.
Do not place your character figures directly on top of the location numbers. Instead, place them right next to the location numbers.



The second room is blurred out here so as to not be a spoiler for the game!

2) Take one action
During you turn, perform one of the following actions:
a) Explore a location number OR
b) Combine two adventure cards with each other OR
c) Combine an adventure card with a location.



a) Explore a location number
In every room there are several locations that you can explore. Every **location** is indicated by a **three-digit number,** which is called the **location number.**

If you want to explore the location next to your character figure, **read aloud the entry in the adventure book found after the three-digit number for the location.** You will receive additional information and learn more about the story or you will receive new adventure cards.

If you would rather have the text read to you, then select the game in the Kosmos Helper App and enter the three-digit number. The app will read the corresponding entry.

Note: You will have to **revisit locations** as you will receive new information and adventure cards later in the game.

Rules for Cards

Some entries will require you to draw adventure cards or discard them. If you are told to ...
- take one or more **adventure cards from the adventure card stack,** then take them and place them **face up** in front of you, unless they tell you differently. These cards are now part of your **inventory.**
- put an **adventure card back into the adventure card stack,** then return it face down in the original position in the adventure card stack.
- **return one or more adventure cards to the box,** then put the card(s) back in the box and they are completely removed from the game! It does not matter who is in possession of this card or where this card is located.

Note: During the game, you might be instructed to take a card from the adventure card stack that is already in your possession. This instruction is obviously inapplicable. You might be instructed to put an adventure card back into the stack that has already been removed from the game. This instruction is also inapplicable. **Any card that has been removed from the game stays removed from the game.** Follow all other instructions to the extent that they are possible.

b) Combine two adventure cards with each other
In some locations, you will receive adventure cards. You **can (and must) combine** these with other specific adventure cards or specific locations during the course of the game. Sometimes it will be obvious what goes together—and sometimes it will not.
If you want to combine two adventure cards with each other, **it does not matter what location you are standing on.**

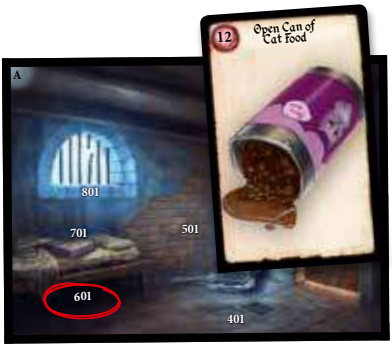
c) Combine an adventure card with a location
If you want to **combine an adventure card with a location,** you have to be at that specific location.

About Combining
To combine one adventure card with another adventure card or location, you will need to combine their numbers. Take a look at the numbers: On the adventure cards, the **two-digit** number is shown in the top left corner. Locations are marked with a **three-digit** location number. **The smaller of the two numbers comes first, followed by the larger number.** Combined, they yield a new four- or five-digit number (see example below). Then, look up the entry for that combined number in the adventure book and read it aloud.

The following example, which is not part of the game, illustrates the combining action:
You have found adventure cards 10 (can of cat food) and 15 (can opener). A cat is hiding under the bunk in location 601. To be able to feed the cat, you must first open the can. Therefore, you combine card 10 with card 15 and look up ***entry 1015:*** *"Great, you've managed to open the can. Return adventure cards 10 and 15 to the box and take adventure card 12." Card 12 shows an open can of cat food.*



In your next turn, you can then combine card 12 with the cat in location 601. Then you look up ***entry 12601*** *and read what it says there ...*



Important: The game will tell you when you have to return adventure cards to the box. **If it is not stated explicitly, keep your adventure cards!** If there is no entry for a combination, you cannot combine these adventure cards with each other or with this location. Try another combination instead. Adventure cards can never be combined with character cards. Some adventure cards can be combined multiple times, even with different adventure cards and locations.

If there is no entry for a combination you have made, continue to the next phase. You will have to wait until your next turn to take another action.

Exchanging cards
At any time during your turn, you may **exchange as many cards as you want** with one or more of your team members. (Imagine running to someone to pass items on.)

Health



In the beginning, every player has a certain number of health cards:
In a 4-player game, everyone receives 3 health cards.
In a 3-player game, everyone receives 4 health cards.
In a 2-player game, everyone receives 6 health cards.



During the game, it will occur that you lose health points. Every time you lose **one health point,** you turn one of your health cards over so the **gray back side faces up.**

If during the game you are supposed to lose one health and all of your cards are already turned to their gray back sides, then you must return one of your health cards to the box. This card is lost for the rest of the game. However, you can never lose your last health card!

If you have only one health card left, and that card already has its gray side facing up, and you are supposed to lose one health point, then the player to your left loses one health point. Imagine that character throwing himself or herself in front of your character to protect your character from the peril.

There are possibilities to **heal** during the game. When this happens, you may flip your health cards back to their colored sides. Health cards that have been returned to the box **cannot** be healed.

Saving the Game

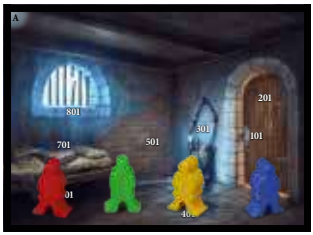
In order to save the game, use your smartphone to take a picture of the current room setup and the adventure cards in your possession. Alternatively, you can use pen and paper, of course. Remember to note everyone's current states of health and where your character figures are located! Also take notes on all open leads, such as cards you want to combine or locations you want to explore next. This will help you to pick up the story where you left off. Then put all revealed rooms, your obtained adventure cards, and character cards in a plastic bag. Unrevealed room cards and adventure cards go into another plastic bag. All room cards and adventure cards that have already been removed from the game remain loose in the box. When you want to continue the game, setup the room cards and adventure cards according to your pictures/notes and place the character figures in the correct locations.

The End of the Game

The game takes place in three chapters. At the end of the third chapter, you will find out how the story ends.
Then determine your score. The overview on page 15 of this rulebook will tell you how well you have done. It's better to start the game right away and not take a look at the scoring overview.
In this game, the score is not as important as the gaming experience of exploring and influencing the story.

The Game Begins

Now you know everything you need to start the game. Place all your **character figures on room card A** and **read entry 100 on page 5 of the adventure book.**



Adventure Notes

Use this page or a sheet of paper to write down your current game setup: the room cards that you have already revealed, the adventure cards in your possession, and the location of your character figures, as well as the current state of health of each player. Write down the score you have achieved at the end of the chapters.

Points in Chapter 1	Points in Chapter 2	Points in Chapter 3	Total Points

Points in Chapter 1	Points in Chapter 2	Points in Chapterl 3	Total Points

Important! Spoiler Alert! On the next pages you will find the hints!

The hints below tell you the location at which you find the card, what you might combine it with, and more.

Adventure Card Hints

10: At location 501. Combine with 11.
11: At location 801. Combine with 10.
12: Combine 10 and 11 (entry 1011) to receive 12. Combine with 201.
13: At location 601. Combine with 20 and 25 (entry 132025), to open location 709.
14: Combine 10 with 701 (entry 10701) or 12 with 701 (entry 12701) to receive 14. Shows where two of the three bronze keys can be found.
15: At location 301. Can be used for purchasing items at 407.
16: Combine with 13 and 301 to receive 16. Adds 2 points to the chapter score.
17: At location 307. Combine with 509.
18: To be bought at location 407. Combine with 26.
19: To be bought at location 407. Combine with 608.
20: To be bought at location 407. Combine with 13 and 25 (entry 132025), to open location 709.
21: At location 607. Can be used for purchasing items at 407.
22: At location 309. Can be used for purchasing items at 407.
23: At location 809. Can be used for purchasing items at 407.
24: At location 107. Combine with 409.
25: Combine 17 and 509 to receive 25. Combine with 13 and 20 (entry 132025), to open location 709.
26: At location 509. Combine with 18 or 24, to get rid of this card.
27: At location 602. Decoder hint for 41 and 42.
28: At location 213. Combine with 502. Combine with 802.
29: At location 702. Combine with 605.
30: At location 302. Combine with 507.
31: Combine 30 and 507 to receive 31. Combine with 205.
32: At location 402. Combine with 38.
33: At location 303. Combine with 40.
34: At location 408. Combine with 104.
35: At location 312. Combine with 105 or 205 or 304 or 404.
36: At location 406. Combine with 49.
37: At location 383. Warns about traps (X).
38: At location 108. Combine with 32.
39: Combine 32 with 38 to receive 39. Combine with 55 to defeat the beast.
40: At location 102. Combine with 33.
41: Combine 33 with 40 to receive 41. 27 helps to decode. Gives hint to defeat the beast.
42: Combine 31 with 75 to receive 42. 27 helps to decode. Offers background story.
43: At location 606. Combine with 105 or 205 or 304 or 404.
44: Combine 24 and 409 to receive 44. Adds 2 points to the chapter score.
45: At location 204. Show how to navigate the sewer tunnel 311 to reach room O (left, left, right).

46: At location 111. Combine with 47 or 52 or 71.
47: At location 312.
48: At location 215. Combine with 50.
49: At location 110. Combine with 36.
50: At location 611. Combine with 48.
51: Combine 36 and 49 to receive 51. Combine with 401.
52: At location 107.
53: At location 306. Necessary for the riddle at location 214.
54: Combine 48 and 50 to receive 54. Combine with 310.
55: Entering room K to receive 55. Combine with 39.
56: At location 411. Necessary for the riddle at location 214.
57: Combine 19 and 608 to receive 57. Adds 2 points to the chapter score.
58: At location 206. Combine with, for example, 28 or 36 or 51 to get rid of this card.
59: At location 106. Combine with, for example, 28 or 36 or 51 to get rid of this card.
60: Combine 51 and 401 to receive 60. Offers a distinct version of the game ending.
61: At location 311 going right, then left. Combine with 207.
62: Combine 61 and 207 to receive 62. Combine with 711. Offers a distinct version of the game ending.
63: At location 210. Necessary for the riddle at location 214.
64: At location 303. Adds 2 points to the chapter score.
65: Combine either 47 or 52 or 71 with 711 to receive 65. Adds 2 points to the chapter score.
66: Combine 54 and 310 to receive 66.
67: You automatically receive this card at the end of chapter 1.
68: You automatically receive this card at the end of chapter 2.
69: Combine 65 and 414 to receive 69. Adds 2 points to the chapter score.
70: Found in different, secret ways. Combine with 32 or 38 or 39.
71: Found in by different, secret ways.
72: Found in by different, secret ways. Warns about the crate with a trap.
73: Found in by different, secret ways.
74: Combine either 35 or 43 with 105 to receive 74. You will occasionally receive additional information if he is with you.
75: Combine either 35 or 43 with 205 to receive 75. You will occasionally receive additional information if he is with you.
76: Combine either 35 or 43 with 304 to receive 76. You will occasionally receive additional information if she is with you.
77: Combine either 35 or 43 with 404 to receive 77. You will always have support when fighting if she is with you.
78: Drink the blue potion (125). Combine with 18 or 38 to get rid of 78.
79: Combine 34 and 104 to receive 79. This window hides a three-digit code: 347. Necessary for location 504.
80: Enter room D to receive 80.
81: At location 105.

82: At location 308.
83: At location 404.
84: At location 403.
85: Enter room M to receive 85.
86: Combine either 18 or 38 with 78.
87: At location 711.
88: At location 314. Combine with, for example, 36 or 51 to get rid of this card.
89: Combine 62 and 711. She heals you.
90: Enter room E to receive 90.
91: Feed a rat (46 or 111) to receive 91.
92: You automatically receive this card at the end of the game. Perhaps it will play a role in future Adventure games?

Location Hints

The hints below tell you what you might find at this location, what you might combine with it, and more.

101: Text with information.
102: Receive 40.
104: Combine with 34 to receive 79.
105: Combine with 35 or 43 to receive 74.
106: Trap. Receive 59.
107: Receive 24 and 52.
108: Receive 38.
109: Trap. Can be deactivated at 705.
110: Receive 49.
111: Receive 46.
112: Text with information.
113: Trap.
114: Text with information.
115: Trap.
201: Combine with 12 to reveal room C.
202: Reveal room H.
203: Trap.
204: Receive 45.
205: Combine with 35 or 43 to receive 75.
206: Trap. Receive 58.
207: Can be combined with 61 to receive 62.
208: Text with information.
209: Trap. Can be deactivated at 705.
210: Receive 63.

211: Trap.
212: Text with information.
213: Receive 28.
214: Riddle that can be solved with 53, 56, 63 and 711. Count the number of sides and then sort them in according to their size: 485. Then read entry 485214, to reveal room B.
215: Receive 48.
301: Receive 15. Can be combined with 13 or 20 or 25 to receive 16.
302: Receive 30.
303: Receive 33.
304: Combine with 35 or 43, to receive 76.
305: Text with information.
306: Receive 53.
307: Receive 17.
308: Receive 82.
309: Receive 22.
310: Only after room P has been revealed: Combine with 54 to receive 66.
311: 45 shows how to navigate the sewer to reach room O: left, left, right.
312: Receive 35 and 47.
313: Receive 37.
314: Trap. Receive 88.
315: Trap.
401: Combine with 51 to receive 60.
402: Receive 32.
403: Receive 84. Reveal room J.
404: Combine with 35 or 43 to receive 77.
405: Reveal room D.
406: Receive 36.
407: Here you can buy the following items for coins: 18, 19, 20.
408: Receive 34.
409: Combine with 24 to receive 44.
410: Text with information.
411: Receive 56.
414: Combine with 65 to receive 69.
415: Text with information.
501: Receive 10.
502: Combine with 28 to reveal room L.
503: Text with information.
504: Riddle that can be solved with 79. The blue parts of the window show the number 347. Then read entry 347504 to reveal room K.
505: Trap.
506: Text with information.
507: Combine with 30 to receive 31.

Hints

508: Text with information.
510: Reveal room P.
509: Combine with 17 to receive 25.
511: Trap.
515: Text with information.
601: Receive 13.
602: Receive 27.
605: Combine with 29 to reveal room i.
606: Receive 43.
607: Receive 21.
608: Combine with 19 to receive 57.
609: Text with information.
611: Receive 50.
701: Combine with 10 or 12 or 17 to receive 14.
702: Receive 29.
705: As soon as room D has been revealed, the trap in the mask above the door can be deactivated.
706: Reveal room P.
707: Text with information.
709: Can be opened when you have all three bronze keys (13, 20, 25). Combine all three card numbers (132025) and read entry 132025.
711: Combine with 62 to receive 89.
801: Receive 11.
805: Reveal room E.
807: Reveal room G.
809: Receive 23.

If you are feeling stuck, read or re-read the hints for every adventure card and location available to you and make sure you have all the adventure cards that each location provides.

Scoring

Refer to the table below to see how well you did!

0–9 Points:
Hmm, you're pretty lucky that you escaped with your life! But congratulations!

10–19 Points:
Your heroic acts will be remembered … at least for the next few weeks. Well done!

20–29 Points:
Not bad! It is great how you braved the dangers and even managed to snatch some treasures. Very good!

30–39 Points:
Major respect for your performance. You have fought, dodged traps, solved riddles, and saved the kingdom. That's fantastic!

40–49 Points:
Amazing. You proved yourselves real heroes and left your dark past behind you. The whole kingdom is grateful. Excellent!

50 or more Points:
Outstanding! You are the true masters of adventure. Your deeds will never be forgotten, songs will be sung about you, statues will be erected, and many children will be named after you. Congratulations!



The Authors



Since childhood, **Phil Walker-Harding** has loved playing and inventing board games. He particularly likes games that bring together people of different ages and personality types. Phil is also interested in theology, classic Hollywood films, and the myths of ancient Egypt. He lives with his wife Meredith in Sydney, Australia.



Matthew Dunstan was born in Sydney, Australia in 1987. His oldest memories of playing parlor games go back to playing card games with his grandmother and to a travel chess game that he had received from his aunt as a 6-year-old — with which he annoyed everyone by asking them to play with him. Today he works as a chemist at the University of Cambridge in England and is researching materials for the capture and storage of CO_2.

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