
WELCOME TO THE
Dungeon
RULES OF PLAY

OVERVIEW

During each round of **Welcome to the Dungeon**, players bid to see who gets to take a solitary hero into the dungeon with some combination of equipment. On your turn, you can either add monsters to the dungeon, remove equipment from the hero, or drop out of the bidding. The last player in the bidding takes the adventurer into the dungeon and confronts all the monsters that have been placed this round, with what little equipment the adventurer has left.

GOAL OF THE GAME

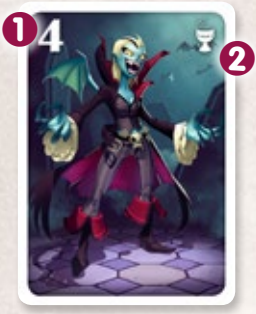
If you traverse two Dungeons successfully, you win the game; however, if you fail in two Dungeons, you will be eliminated. Thus, you can also win the game by being the last player left in the game.

CONTENTS

This box contains all the components you need to play:

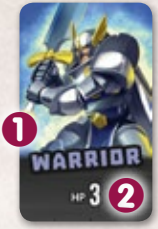
- 13 Monster cards
- 4 player aids
- 4 Adventurer tiles
- 24 Equipment tiles
- 8 Success cards
- this rule booklet





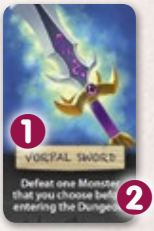
MONSTER CARD

1. Monster's strength
2. Equipment that can defeat it



ADVENTURER

1. Name
2. Health Points (HP)



EQUIPMENT TILE

1. Name
2. Effect



PLAYER AID CARD

White side/red side (1 failure)



SUCCESS CARD

SETUP

1. Choose or randomly draw an Adventurer (all players share one Adventurer), and place it in the center of the table. For your first game, we suggest that you start with the Warrior.
2. Line up the six Equipment tiles corresponding to the Adventurer beneath him. For example, if you are using the Warrior, you would line up the Plate Armor, Knight Shield, Vorpal Sword, Dragon Spear, Holy Grail, and Torch.

Sample setup for 2 players:



1. Player 1
2. Monster Deck
3. Adventurer
4. Adventurer's Equipment

3. Shuffle all the Monster cards, and place them in a face-down deck.
4. Give each player a player aid card, which he places in front of himself, white-side-up.
5. Establish a location for the Dungeon pile: This is where you will place the Monster cards each round.
6. Set 5 Success cards nearby; they will serve their purpose later - the 3 remaining cards are left in the box.

Determine the start player randomly.



5 Dungeon pile
6 Success Cards
7 Player 2

HOW TO PLAY

The game plays out over several rounds, during which the players bid to determine who gets to take the Adventurer into the Dungeon. That one player will take the Adventurer into the Dungeon, drawing ever nearer to victory or defeat, depending on his success.

HOW A ROUND PLAYS OUT

Each round comprises **two phases**:

- Bidding phase
- Dungeon phase



BIDDING PHASE

During this phase, play goes clockwise. On your turn, you must choose one of the following:

- **Draw a card from the Monster Deck.**
- **Pass your turn, and no longer participate in this round.** You will not play again until next round.

Note : *If Monster Deck is empty, you must pass when your turn comes around.*

DRAW A CARD

If you chose to **draw a card**, take the top card of the Monster Deck. Look at it without letting anyone else see it. You now must choose one of the following options:

1. **Add the Monster to the Dungeon**. In this case, you place the Monster card face-down on the Dungeon pile. This pile contains all the Monsters you must confront if you enter the Dungeon. Note: You can always count the number of Monster cards in the Dungeon, but you cannot look at the cards.
2. **Place the Monster in front of you, face-down**. In this case, you must sacrifice one of the Adventurer's items: Place an Equipment tile of your choice, from beneath the Adventurer, onto the Monster. The Monster and piece of Equipment are considered discarded for the rest of the round.
   Note : *If you draw a Monster card, and the Adventurer has no more Equipment, you must add the Monster to the Dungeon.*

Once you have made your choice, your turn is done; the next player clockwise goes.

END OF THE BIDDING

Once all players but one have passed, the Bidding phase ends. The remaining player must take the Adventurer into the Dungeon all by himself, with whatever Equipment the Adventurer has left. He presses onward to the Dungeon phase.

DUNGEON PHASE

Only the player who did not pass participates in this phase.
Start by calculating your total Health Points (HP): Add up the HP values of the Adventurer tile and all the Equipment he still has.
Next, one by one, reveal the cards from the Dungeon pile.

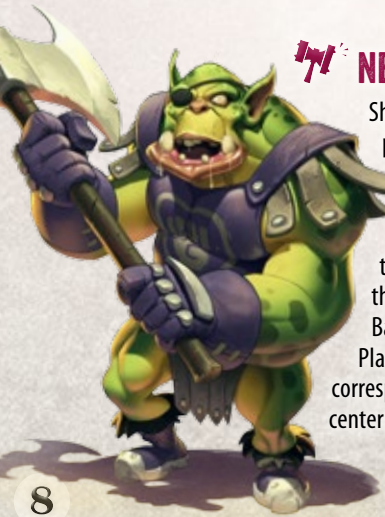
- If you still have Equipment that can eliminate the Monster, discard the Monster without losing any HP.
- Otherwise, you lose HP equal to the Monster's strength. Then, discard the Monster.

Continue like this until there are no more Monsters in the Dungeon.

- If the total Health Points you lost is **fewer than the Health Points** with which you entered the Dungeon, you succeeded. You survived the Dungeon! Take a Success card. If this is your second Success card, you win the game!
- If the total Health Points you lost is **equal to or greater than the Health Points** with which you entered the Dungeon, you did not succeed. If your player aid is showing its white side, flip your player aid card over to show its red side. If your player aid card was already showing its red side, you are eliminated. If all players but one have been eliminated, that last remaining player wins the game.

Reveal all the Monsters that were discarded.

The round is over. If nobody has won the game, start a new round.



NEW ROUND

Shuffle the Monsters, and place them face-down on the table. The player who just went into the Dungeon chooses the next Adventurer for the players to use (Warrior, Barbarian, Mage, or Rogue). Place the Adventurer and his corresponding Equipment in the center of the table.

You are ready for a new round. **The start player is the one who just went into the Dungeon.**

If this player has been eliminated, the start player is the one on his left.

END OF THE GAME

You win the game in either of the following ways:

- You **earn a second Success card**.
- All the other players have been **eliminated** from the game.

LIST OF MONSTERS



GOBLIN
Strength 1



GOLEM
Strength 5



SKELETON
Strength 2



LICH
Strength 6



ORC
Strength 3



DEMON
Strength 7



VAMPIRE
Strength 4



DRAGON
Strength 9

TILE CLARIFICATIONS



RING OF POWER: For example, if you encounter a Goblin and a Skeleton in the Dungeon, you defeat them and add their total of strength (1+2) to your HP.





VORPAL SWORD/VORPAL DAGGER: Choose a type of Monster before revealing the first Dungeon card. You defeat all Monsters matching that choice. If you choose to defeat Skeletons, and there happen to be two of them in the Dungeon, defeat both Skeletons.



VORPAL AXE: You choose the Monster to defeat as soon as you see the current card, before knowing any of the following Monsters in the Dungeon.



OMNIPOTENCE: After drawing all the Dungeon cards, check to see if all the Monsters were different. If so, you win the round, even if you had failed.



DEMONIC PACT: If the Demon is the last Monster in the Dungeon, simply defeat it; the second part of Demonic Pact is irrelevant at that point.



POLYMORPH: If the Monster Deck is empty, you can no longer use this.



HEALING POTION: After drawing a Monster card, if you have 0 or fewer HP, you can use the Healing Potion to set your HP as indicated on the Adventurer tile (4 for the Barbarian, 3 for the Rogue). This allows you to continue drawing Monsters.



VARIANT

The designer suggests the following variant: During the first turn of the Bidding phase, you must add the card you draw to the Dungeon.

DUNGEON OF MANDOM

Dungeon of Mandom is the original Japanese title of **Welcome to the Dungeon**. This new edition adds 3 Adventurers that you can use in addition to the Warrior.

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