MASATO UESUGI & ANTOINE BAUZA
PAUL MAFAYON



RULES OF PLAY

The sun is shining in the Abysmal Woods where you're strolling without a care in the world, your weapon at your belt, dreams of adventure in your head. On your path, you stop before a damaged dungeon door. It seems that great battles took place here, a sure sign of coveted treasure inside.

You recognize this dungeon from the ballads sung in your village! However, you're not the only one who wants to enter, despite the warnings left around the entrance by the previous adventurers. Will you muster your courage to break open the door or will you let your opponents brave the monsters found inside? Let the adventure begin!

OVERVIEW AND GOAL OF THE GAME

Welcome Back to the Dungeon plays over several rounds during which one hero enters the dungeon with a set of equipment. Each turn, add monsters to the dungeon, remove equipment from the hero, or decide to pass for the round. The last person in the bidding must enter the dungeon and face all the monsters put inside during the round, with what little equipment the adventurer has left.

Successfully traverse two Dungeons to win the game, or be the last player left in the game after the other players are eliminated.



GAME ELEMENTS

13 MONSTER CARDS

These cards represent Monsters you can place and face in the Dungeon. Each Monster card has a number that shows its strength and the equipment that can defeat it.



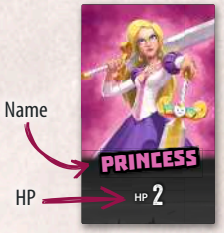
6 SPECIAL MONSTER CARDS

These cards represent Special Monsters that you can place and face in the Dungeon. Each Special Monster card has an effect or a number that shows its strength.



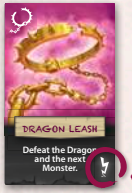
4 ADVENTURER TILES

These tiles represent the Adventurers that you send into the Dungeon. They have a name and a number of Health Points (HP).

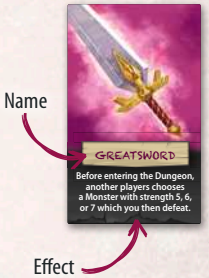


24 EQUIPMENT TILES

These tiles represent the Equipment worn by the Adventurer that you send into the Dungeon. They have a name and an effect.



Certain Equipment tiles have this symbol . This means that the Equipment must be discarded after using it in the Dungeon.



1 HEALTH POINT BOARD AND 1 DRAGON TOKEN

This board lets you keep track of your Health Points while you face the Monsters in the Dungeon. To do this, move the Dragon token on the board.



5 SUCCESS CARDS

These cards represent your Success after coming out of the Dungeon alive. When you receive your second Success card, you immediately win the game.



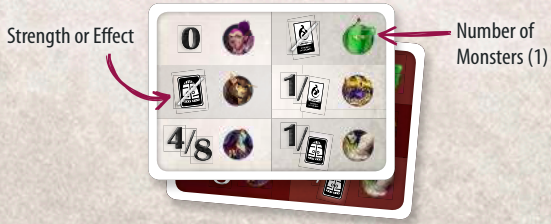
8 PLAYER AIDS

These player aids have a reminder of each Monster's strength and/or effect, the number of times each Monster is found in the game and the equipment that can defeat it. They are separated in two categories: Monsters and Special Monsters.

- **"MONSTERS" PLAYER AID**

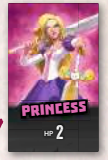


- **"SPECIAL MONSTERS" PLAYER AID**

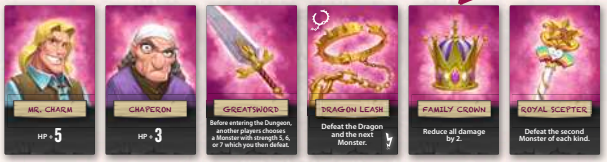


SET UP

1 Choose or randomly draw an Adventurer and place it in the center of the table.



2 Put the six corresponding Equipment tiles under the Adventurer.



3 Shuffle the Special Monster cards and randomly choose two. Put the other Special Monster cards into the box, they will not be used during this game.





8 Put the 5 Success cards within easy reach, they'll be used later.

7 Establish a location for the Dungeon pile: This is where you will place the Monster cards each round.



5 Put the Health Point board below the Equipment tiles and put the Dragon token near the board.

4 Shuffle the Monster cards with the two Special Monster cards, and place them in a facedown deck near the Adventurer.



6 Give each player a "Monsters" player aid and a "Special Monsters" player aid that they place in front of themselves, white side up.





GAME PLAY

The game plays over several rounds, during which players bid to determine who has 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 their success.

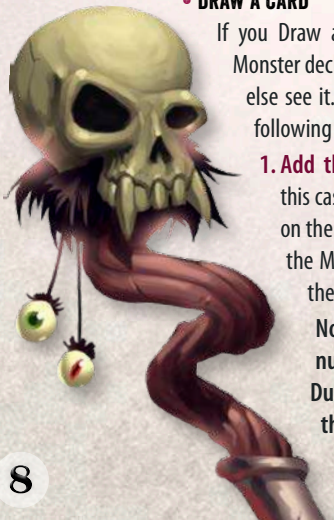
ROUND OVERVIEW

Each round has **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** or **Pass your turn**.



- **DRAW A CARD**

If you 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, put the Monster card face-down on the Dungeon pile. This pile contains all the Monsters you must face 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 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 make your choice, your turn is over; the next player clockwise goes.

Note: When the Monster deck is empty, you must pass your turn.

- **PASS YOUR TURN**

When you pass your turn, you no longer participate in this round. You will be able to play in the next round.

Once **all players but one have passed**, the Bidding phase ends. The remaining player must enter the Dungeon alone, with whatever Equipment the Adventurer has left. They press onward to the Dungeon phase.

DUNGEON PHASE

Only the player who did not pass participates in this phase.

Begin by counting your total Health Points (HP): Add the HP values of the Adventurer tile and all the Equipment that gives you HP. Put the Dragon token on the corresponding space of the Health Point board.



Next, starting with the last Monster placed into the Dungeon, reveal the cards in the Dungeon pile one by one:

- If you reveal a Monster that is defeated by a piece of Equipment in play, discard the Monster without losing any HP.

  Note: If the Equipment used to defeat the monster has the symbol, discard it. It cannot be used for the remaining Monsters.

- If you reveal a Monster that is not defeated by a piece of Equipment in play, lose as many HP as its strength. Move the Dragon token on the Health Point board to decrease your HP as many spaces as the number of damage taken. Then, discard the Monster.



Note: Certain Monsters can make you gain HP. When this happens, move the Dragon token on the HP board in order to increase your HP.

- If you reveal a Special Monster, apply its effect, move the Dragon token on the HP board if necessary, then discard the Special Monster.

Note: You will find a description of all the Special Monsters at the end of the rulebook.

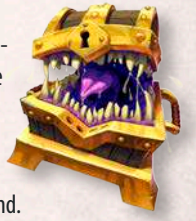
The Dungeon phase ends when one of these two conditions is met:

- You defeated all the Monsters in the Dungeon and your HP is greater than 0 on the HP board. **Take a Success card**. If this is your second Success card, you win the game!

- The Dragon token reaches the box 0 HP space and no Equipment will allow you to come back to life. **Flip your player aid to the red side.** If your player aid was already on its red side, you are eliminated from the game. If all players except one have been eliminated, the 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 all the Monsters and put the deck face-down on the table. The player who just entered the Dungeon chooses the Adventurer for the new round (Necromancer, Princess, Ninja, or Bard). Place the Adventurer and the 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.

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.

CLARIFICATIONS OF EQUIPMENT TILES



RESURRECTION JACKS: The Resurrection Jacks can be used multiple times. If you gain HP (from the Bloody Wand and/or the Possession Scroll), you can use the Resurrection Jacks again when you die. If your HP is 1 when you die, you cannot use the Resurrection Jacks.



SMOKE BOMB: You cannot discard the Smoke Bomb. If the Smoke Bomb is the only equipment left under the Adventurer, you cannot use it.



GREATSWORD: Before entering the Dungeon, choose another player at the table, whether they are still in play or have been eliminated.



FAMILY CROWN: Damage is reduced by 2, but the identity of the Monster does not change.

Example: A Vampire only does 2 points of damage, but remains a Vampire.



ROYAL SCEPTER: The second Monster of each kind is defeated, even if the first Monster of the same identity was defeated (they just need to be in the Dungeon). If there is a third Monster (ie. Special Monster) of the same identity in the Dungeon, it is ignored as well.



CHARMING FLUTE: Defeat Goblins. For each Goblin you defeat this way, the Bard reduces damage dealt by the next Monsters by 1. As with the Princess's Family Crown, the identity of the Monster doesn't change.

Example: A Vampire stays a Vampire, an even Monster with strength 4, even if the damage taken is reduced by the Charming Flute.



ELVISH HARP: As long as your HP is less than 5, all odd-strength Monsters you face only deal 1 damage and all even-strength Monsters only deal 2 damage. This damage can be reduced even further by the Charming Flute.



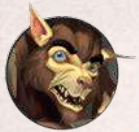
LUCKY COIN: You can ignore an even-strength Monster and keep the Lucky Coin. If the next Monster you face is also even-strength **and is not defeated by another piece of Equipment**, defeat it and continue this way until you face an odd-strength Monster. The Lucky Coin is then discarded.

Example: You face a Vampire with strength 4 and choose to ignore it with the Lucky Coin. Then, you face the Demon with strength 7 and choose to use your Dancing Sword to defeat it. You can continue to use your Coin: if the next Monster is even-strength, defeat it. However, if the next Monster is odd-strength and you can't defeat it with another piece of Equipment, you must discard your Lucky Coin.

DESCRIPTION OF SPECIAL MONSTERS



FAIRY: The Fairy has a strength of 0 and is considered to be an even-strength Monster. She has no effect.



ALLY: The Ally has no strength (and is therefore neither even- nor odd-strength), but he allows you to ignore the next Monster in the Dungeon.



MIMIC: The Mimic has a strength equal to the number of Equipment tiles you still have when you face it in the Dungeon. Its strength can vary from 0 if you have no more Equipment to 6 if you have every Equipment tile when you face it.



GELATINOUS CUBE: The Gelatinous Cube has no strength (and is therefore neither even- nor odd-strength), but instead makes you discard an Equipment tile of your choice.

If you have no more Equipment when you face the Gelatinous Cube, ignore it.

If you choose to discard an HP+ Equipment, immediately lose the number of HP indicated by this Equipment. Then move the Dragon token on the HP board to the new total.



THE COUNT: The Count becomes a Vampire with strength 4 if you don't have a Success card. However, he loses his Vampire identity and gains a strength of 8 if you already have a Success card.



SHAPESHIFTER: The Shapeshifter takes on:

- **Strength equal to its position in the Dungeon:** if it's the fourth Monster you face, its strength is 4, but if it's the seventh Monster you face, its strength is 7, and so on.
- **The identity of the corresponding Monster:** if it's the fourth Monster you face, the Shapeshifter becomes a Vampire with strength 4.

Note: If you face the Shapeshifter after your ninth Monster in the Dungeon, it will take on the strength of its rank in the Dungeon, but will have no identity.

Example: You face the Shapeshifter as the tenth Monster in the Dungeon, so it has a strength of 10 and no identity.

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.



LIST OF MONSTERS



GOBLIN
Strength 1



VAMPIRE
Strength 4



DEMON
Strength 7



SKELETON
Strength 2



GOLEM
Strength 5



DRAGON
Strength 9



ORC
Strength 3



LITCH
Strength 6



Welcome Back to the Dungeon is thematically related to Masato Uesugi's **Welcome to the Dungeon**.
You don't need **Welcome to the Dungeon** to play; **Welcome Back to the Dungeon** stands alone. However, you can play both games together, combining the components of both games.

CREDITS

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THANKS OF THE DESIGNERS : Special thanks to Yannick Deplaedt and the regulars at La Cafetière for playtesting and their contributions.

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