

# RULES of Dungeoneering

## Set-up

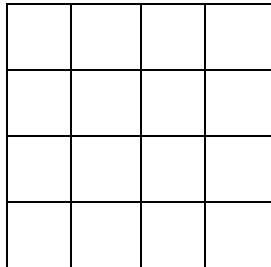
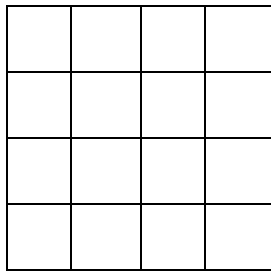
You will need two 6-sided dice to play, preferably two distinguishable die.

You will also need to print out item cards, objective cards and parts from their respective PDFs.

Place the SPAWN tile, the only special tile, in the center of the players.

Roll for initiative. Starting with the highest number, going clockwise, place a tile card until all tile cards are placed.

TILE cards are broken into a 4x4 grid of SQUARES and may be referred to as a **room**, and must align perfectly.



After all TILE cards are laid out, players then take turn placing ITEM tokens on squares. At least 25 item tokens need to be placed but you can place more if you wish.

Each player then draws an OBJECTIVE card and an ITEM card.

## Lifecycle of a turn

At the beginning of a turn, the player will roll the AP die. This determines how many action points a player has.

## ACTION POINTS

Action points can be used in three ways:

- Moving
- Attacking other players
- Using ITEMS

The cost of moving is 1AP per SQUARE.

The cost of attacking depends on the weapon. WEAPONS are special ITEM cards that do not discard on use, the AP cost to use a WEAPON will be listed on its card like any other item.

IF THE ATTACKING PLAYER HAS NO WEAPON CARD, they will punch, which does not score a kill, but will cause their target to lose a turn.

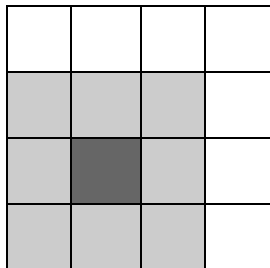
## PUNCHING

The rules for PUNCHing are as follows:

COST : 1AP

CHECK : Roll a number between 4 and 6

RANGE : 1 SQUARE



If a player succeeds a punch, the target piece should be knocked over to signify that the player is stunned the player that PUNCHED can steal one ITEM card from their target, on what would be that player's next turn they may place their piece upright, that is their entire turn.

The cost of using ITEMS will be listed on that card, as well as a description of what it does and any other requirements of that ITEM.

## ITEMS

Players can carry up to 5 ITEMS, and play as many per turn as they have AP for.

There are many types of items that do various things, refer to the section for an item type for clarification on usage.

Players can get items by moving onto an ITEM token. At this point that ITEM token becomes deactivated, and should be flipped to it's deactivated side (White is activated, black is

deactivated). ONLY WHEN ALL PLAYERS LEAVE THE ROOM SHOULD ITEMS BE SET TO ACTIVE.

### WEAPONS

A weapon item is required to KILL another player. Weapons have a listed AP COST, CHECK and RANGE. The check is the roll requirement of the CHECK die, the cost is the number of AP required to use the weapon, and the range is how many squares the WEAPON is able to reach from the attacker.

If at any time a player's objective is met, then that player wins. Some objectives are tougher than others.

### TRAPS

If a player has a trap they can place it on any TILE.

To represent trap placement, put a trap token on the affected TILE and put it's matching token on the TRAP card. TRAPS can be played face down, but must be turned face up the first time they are encountered.

When a player enters a TILE with a TRAP on it, they must adhere to the rules of the TRAP. TRAPS have the following properties:

**SNEAK** : A CHECK roll for bypassing the trap for that turn, the CHECK for a TRAP MUST be rolled prior to MOVING, if a player doesn't spend any AP on movement, they don't need to check the trap and will avoid it for their turn.

**DISARM** : A CHECK value for disarming the trap, if a trap is disarmed it is removed from the TILE and DISCARDED. DISARMS MAY FALL OUTSIDE THE CHECK RANGE, meaning, you can roll the DISARM, but you will still trigger the trap one last time.

**EFFECT** : The effect of the TRAP, this will happen every time a SNEAK CHECK is failed, EFFECTs can affect more than just the player who triggers the trap, read EFFECTs carefully.

**COST** : Like any ITEM, TRAPS have an AP cost.

### USE

USE items are single-use items with various effects, refer to the item description for AP cost and other requirements of item use.

### SPELLS

SPELL cards are like WEAPONS in that they can kill players, however, SPELL cards are more difficult to use but offer a slight advantage to WEAPONS, such as a greater range, or multiple targets, refer to the spell description for more information on usage.

## OBJECTIVES

The point of the game is to complete your objective. You can play to any number of objectives you want. After you complete an objective, reveal it to the other players and prove that you have completed it, if required. This might mean you need to reveal some of your ITEM cards.

Standard rules play to three completed OBJECTIVE cards.