



THE STORY SO FAR

Several years ago, there came a great rumbling from the mountain. The village of Winborne was pillaged by creatures from the north. Not long after, a cave was discovered near the base of the mountain. In there, creatures of all types have been summoned and look to wreak havoc. You and your companions are the only thing standing between total destruction and salvation. Will you accept the challenge?

INTRODUCTION

Dungeon Dwellers is a fantasy adventure card game that requires strategy, cooperation, and cunning. This game is recommended for 2 or more players. Each player will take on the role of a Hero seeking gold. Along the way, Heroes will gain treasure, magic items, abilities, and level increases by defeating Monsters within the dungeon. Heroes must defeat 3 increasing levels of Monsters and a final Boss. If the entire party survives until the end of the game, the Hero who collects the most gold is declared the winner.

COMPONENTS:

Rulebook

Cards, consisting of:

4 Hero Cards

180 Energy Cards

56 Common Energy Cards (Available for all Heroes to add to their Energy Deck)

50 Monster Cards

72 Gold Cards

25 Exploration Cards

50 Experience Tokens

8 10-sided dice

4 Health Trackers

HERO CARDS



Hero Cards: Represents the Hero that is braving the dungeon; includes the starting stats and starting cards.

- A. Hero Name, Class
- B. Defense against Special Damage
- C. Defense against Ranged Damage
- D. Defense against Melee Damage
- E. Starting Health
- F. Melee/Ranged Weapons and Starting Cards

ENERGY CARDS

Energy Cards: Represents magic items, abilities, weapons, armor (including shields) and increased stats. They can also be used to activate abilities.

- A. Title/Card Type
- B. Defense against Special Damage
- C. Defense against Ranged Damage
- D. Defense against Melee Damage
- E. Card Identification Symbol
- F. Card effect/description
- G. Energy expenditure required to use card effect



Character Energy Card: Cards are specific to each Character. Only the Hero whose image is displayed on the card can be placed in the Energy Deck. There is no limit on how many of each type of card can be placed in the Energy Deck.

Common Energy Card: Shows images of all Characters. A limit of 2 of each card may be placed into the Energy Deck.

MONSTER CARDS



Monster Cards: These cards display the monsters and bosses to be fought.

- A. Monster Name/Type
- B. Special Damage caused to Hero
- C. Ranged Damage caused to Hero
- D. Melee Damage caused to Hero
- E. Monster Health
- F. Monster Description/Abilities
- G. Gold value to the Hero which defeats this Monster

Gold Cards: These cards are used to win the game. These cards range in value from 10 Gold to 50 Gold. There are also cards that grant extra treasure, as pictured here.

GOLD CARDS



EXPLORATION CARDS



Exploration Cards: These cards indicate where the Heroes are in the dungeon. These cards are divided into 2 categories: Rooms and Corridors. Corridors contain traps and various obstacles. Rooms contain the Monsters that the Heroes must defeat.

HEALTH TRACKER



Health Tracker: Each Health Tracker shows the current health of the Hero. If the Health Tracker reaches 0, the Hero has died and the game is over.

Dice: Will be used to keep track of various game components, such as the amount left that armor can absorb. Dice will also be used for random events.

DICE



EXPERIENCE TOKENS

Experience Tokens: Tokens are used to keep track of the Monster Health. They are also used to represent experience for the Heroes. Red tokens represent 1 Health/Experience. Blue tokens represent 5 Health/Experience.

STARTING THE GAME

Monster Deck: Start building this deck by placing a random Boss facedown. Randomly select Level 3 Monsters equal to the number of players, and place them facedown on top of the Boss Monster. Repeat for Level 2 and 1. If there are only 2 players, place 3 Monster cards instead of 2. There should now be a stack of Monsters, progressing from Level 1 on the top, to the Boss on the bottom; which will be revealed during the game.

Exploration Deck: All Exploration Cards are shuffled together and placed facedown beneath the Monster area.

Gold Deck: All Gold Cards are shuffled together and placed facedown on the table.

Experience Tokens: Experience Tokens are placed in a central location near the Game Area.

GAME TABLE SETUP



Game mat displayed above sold separately.

A - Gold Deck

B - Monsters should be placed in a row. Cards are placed based on the number of players.

C - Exploration Cards

D - Game Tokens

Setup should be placed in a centrally located position, easily accessible to all players.

Hero Card: Select one of the Hero Cards and the corresponding starting cards, and place them in front of you. Set the Health Tracker to the Hero's maximum starting Health.

Energy Deck: Build a deck of 30 cards from the Hero specific and Common Cards. No more than two of each unique Common Card can be added to this deck.

First Time Playing: For your first game, select these cards:

Exploration Deck: Shuffle together - Falling Rocks; Swinging Axe; Poison Darts; Pit; Bridge; Chasm; Cave; Entryway; Small Room.

Mage Energy Deck: 4 Lightning Bolt; 4 Overcharge; 4 Daggers; 4 Ring of Regeneration; 2 Cloak of Fire; 2 Scry; 2 Mage Robes; 2 Wizard Robes; 2 Bracers of Defense; 2 Fireball Scroll; 2 Potion of Major Healing.

Priest Energy Deck: 4 Cure Serious Wounds; 4 Gauntlet; 4 Destroy Evil; 4 Call from Above; 4 Bless; 2 Holy Symbol; 2 Scale Mail; 2 Ringed Mail; 2 Enhanced Shield; 2 Refreshing Potion.

Rogue Energy Deck: 4 Move Quietly; 4 Hide in Shadows; 4 Pick Pocket; 4 Loot; 2 Sneak Attack; 2 Magical Short Sword; 2 Dark Leather; 2 Tanned Leather; 2 Stolen Loot; 2 Refreshing Potion; 2 Weapon Skill.

Warrior Energy Deck: 4 Sharpen Weapon; 4 Whirlwind; 4 Veteran Attack; 2 Brute Force; 4 Two-Handed Sword; 2 Splint Mail; 2 Banded Mail; 2 Stamina; 2 Buckler; 2 Heroics; 2 Weapon Skill.

PLAYER AREA



- A - Hero Card
- B - Treasure Card (Adds to Defense)
- C - Energy Deck
- D - Discard Pile
- E - Treasures in play
- F - Die used to represent Armor protection remaining
- G - Unused Treasure (facedown)
- H - Gold Pile

GAME PLAY:

To start, each player rolls a die. Highest result takes the first turn, and game play proceeds clockwise. During a round, each Hero takes a turn exploring the dungeon, fighting Monsters, and gaining treasure. Each Hero has their own Energy Deck, and works with each other as a team to defeat Monsters.

TURN SEQUENCE

Start of Turn

- Hero Effects
- Monster Effects

Hero Phase

- Exploration
- Monster Selection
- Weapon Attack
- Use Ability/Items
- Expend Energy

Monster Phase

- Monster Attack
- Monster Abilities

Treasure Phase



Start of Turn: All Start of Turn effects happen at this time. The active Hero resolves first, continuing in clockwise turn order. A Hero may also reveal any collected treasures at this time (see Treasure Phase). After all Heroes have finished, Monsters will resolve their effects actions from left to right. Monsters with the 'Attack first' modifier are extra aggressive and make their attack at this time (see Monster Phase for resolution). Hero Abilities which activate during the Monster Phase, do not function during any Monster Attacks in this phase.

Hero Phase: During this phase the active Hero can take several actions as detailed in the sub-phases below.

Exploration Phase: When no Monsters are present, the active Hero will reveal a new Exploration Card and follow the instructions. Once a Room Card has been resolved, place one Monster facedown for each Hero. Add an additional Monster card for 2 player games.

Monster Selection: Heroes must select a Monster to attack with a Weapon attack. This Monster can be a Revealed Monster (faceup) or non-Revealed Monster (facedown). When a Monster is revealed, place experience tokens equal to the number of Health near that Monster. If a player reveals a Monster, they must attack that Monster with a Weapon attack.

Weapon Attack: Hero attacks a Monster with either a Melee or Ranged weapon, and applies weapon abilities to the attack. Hero can only make 1 Weapon attack per turn, unless otherwise stated. Ability Cards that affect Weapon attacks should be activated at this time (ex: 'Long Sword' does 4 points damage. By expending 1 Energy, 'Sharpen Weapons' adds +2 to damage to attacks. These would be activated simultaneously for a combined damage of 6 points).

Use Ability/Items: Heroes can use any Abilities/Items after the Weapon attack is completed. Ability Cards that cause damage may be used to either attack the same Monster, or another revealed Monster. Ability Cards can only be used once per turn, unless otherwise stated. Some Abilities/Items require Energy to be activated. Items which do not specify a phase can be resolved anytime during the Hero's turn.

Note: Abilities that modify other cards should be activated at the same time and are only applied once. (ex: 'Magic Missile' does 2 points damage to all monsters. 'Overcharge' doubles the damage to one attack or ability. These would be activated simultaneously for a combined damage of 4 points to all Monsters).



Expend Energy: Energy has multiple uses in the game. In addition to activating some Abilities or Items, it may also be used to do additional Monster damage, or to heal yourself. To expend Energy, place the required number of cards from the Energy Deck, faceup onto the discard pile. When returning cards to your Energy Deck, ANY card from the discard pile may be selected.

Additional Damage: The Hero may inflict additional damage on any Monster they have damaged this turn by expending Energy Cards; 1 card per additional point of damage.

Healing: The Hero may expend Energy Cards to heal up to their maximum Health, 1 card per point of Health.

Monster Phase: Once the Hero has finished with their actions, the Monsters will respond. Any Monster damaged by the Hero has a return attack, unless it has already attacked (via the 'Attacks First' modifier). Monsters return attack, even if defeated by the Hero during the Hero Phase. It can be considered as if the Hero and Monster attacks occur simultaneously, but are resolved separately.

Monster Damage: Monsters can cause 4 types of damage to the Heroes. Melee, Ranged, Special and Unblockable.



Special Damage: This represents unique damage such as poison and mystical attacks.

Ranged Damage: This represents projectile damage such as bows and magic.

Melee Damage: This represents close damage like claws and melee weapons.

Unblockable Damage: This damage that cannot be blocked by armor and must be absorbed by Health or by expending Energy.

Monster Attack: A Monster can cause more than one type of damage in a single attack. If the Hero did not attack with Melee Damage, then the Monster does not cause Melee Damage during its attack (with the exception of 'Attacks First' modifier). The damage from each attack is reduced by the matching Defense on the Hero Card. A Hero may further reduce the damage by using Abilities, Items, and Armor. The Hero may also expend Energy to reduce damage, 1 point for each Energy Card expended. Any remaining damage reduces the Hero's Health (ex: 'Spiked Demon' causes 3 points of Ranged Damage and one point of Special Damage. 'Dark Leather' absorbs the Ranged Damage, but the Special Damage reduces the Hero's Health).



Monster Abilities: Any Monster Abilities that occur during the Monster Phase occur after the Monster Attack is fully resolved. These are not considered attacks (ex: Special Damage done by the 'Bane of Ninjace' is not an attack, and therefore, cannot be avoided by 'Parry').

Treasure Phase: If any Monsters were defeated during the Hero's turn, a Treasure Phase is triggered. Treasure can be a new Ability, Armor (including Shields), Weapon, Item, or Gold. The Hero who defeated the Monster by removing the last Experience Token, places the Monster Card in their Gold pile. Beginning with the active Hero, perform any of the following actions as many times as possible.



Exchange 5 Experience Tokens to collect the top card of the Energy Deck as a treasure.

Exchange 5 Experience Tokens to collect the top card of the Gold Deck as a treasure.

Exchange 10 Experience Tokens to collect any card in the discard pile as a treasure.

Discard 2 facedown treasures to collect any card in the discard pile as a treasure.

Discard 1 facedown treasure and Exchange 5 Experience Tokens to collect any card in the discard pile as a treasure.

Resolve any abilities/items that activate during this Phase (ex: 'Pick Pocket').

Reveal any collected treasures.

Treasures in Play: When collecting a Gold treasure, place it facedown in your Gold pile. When collecting any other treasure, choose to place it facedown, or to reveal it. A facedown treasure can be used as described above, or can be expended at any time as 2 Energy. Place any revealed treasures faceup near the Hero Card. An Ability, Item, Weapon, or Armor must be revealed to be used.

Treasure restrictions:

Abilities: Only one of each Ability may be in play.

Level Up: Any number of Level Up cards may be in play.

Item: Any number of Items may be in play.

Armor: Only one Armor may be in play.

Shields: Only one of each Shield card may be in play.

Weapons: Only one of each Weapon card may be in play.

During the Treasure Phase and active Hero's Start of Turn, the Hero may discard any revealed armor card, and replace it by revealing another armor card (ex: Discard a partially used 'Scale Mail', and replace it with another 'Scale Mail' or 'Ringed Mail').

Treasure Cards can only be revealed during the Treasure Phase or the Hero's Start of Turn phase.

LOSING THE GAME:

Once any Hero is reduced to zero Health and has no Energy to expend, the entire party is defeated. We hope that the next group of brave adventurers has more success against the forces of evil!

WINNING THE GAME:

After the Boss Monster is defeated, and the final Treasure Phase is resolved, the entire party emerges victoriously from the dungeon! Now that the adventure is over, the Heroes can no longer expend Energy to heal.

Each Hero now calculates their total gold by adding their Gold pile to their Monster gold value, then subtracting 10 gold for each point of Health below their starting maximum.

The Hero with the most gold is declared the winner. If there is a tie, the Hero with the most number of Gold Cards will be the winner. If there is still a tie, the Hero with the most remaining health will be the winner. If it is still tied, the Heroes will share the victory!

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