

Dungeon Maze

2-4 players

Instructions

Components:

- 50 dungeon tiles
- Dice pouches (containing dice)
- Green coins and Red coins
- Playing pieces
- Hero cards
- Monster cards
- Treasure and item cards
- Cheat sheet cards
- Battle cards(for keeping track of health)



Objectives:

Have the most points at the end of the game!

Set-Up:

1. Have each player choose a hero card out of 2 random heroes, (Randomly draw 2 heroes , choose 1)
2. Give each player a set of dice
3. Take the END tile and the START tile and one four way tile, and three of the three way tiles and take them out of the deck of dungeon tiles.
4. Shuffle the dungeon cards. Take the bottom three and mix the END tile into them, without looking, place the four tiles (END tile, three other random tiles)on the bottom of the deck.*
5. Shuffle the monster cards, easy and hard separate, and place them face down out of the way.
6. Shuffle the treasure and item cards and place them face down, out of the way.
7. Separate the red and green monster coins.
8. Place the START tile in front of you and connect the four way tile you pulled out earlier. Also connect the three way tiles in any way you like.
9. Grab one of the playing pieces.

*if you want to play a shorter game don't use all the cards. Before you shuffle the end card in take out cards until you have the amount of cards you would like.

Round Order:

The youngest player goes first, going clockwise after there turn. On your turn you draw two of the dungeon tiles and take a look at them. Choose which one you will keep. The one you don't keep goes back on the top of the deck. Next, connect the tile you choose to an opening, all tiles have to connect

with each other in a way so you can walk through (All openings have to connect). Next decide if you are going to move into a tile and which one you will move into, you do not have to move, you can stay and then your turn ends. If you do move into a tile, roll a six sided dice. Each turn you can only move 1 space/tile. If the tile you move into has a monster coin in it. You have one more move to get out. If you forget a step on your turn then you just continue and don't go back to do that step. If you enter a room that is occupied you do NOT roll.

Rolling a six sided dice:

1. You get to place an extra dungeon tile. Draw two more tile cards and choose which one you will place. Place it and set the other one on the top of the deck. You can NOT move into this card on this turn, another player may enter this tile on their turn. Now your turn is over.
2. Draw an easy monster. Take the corresponding monster token and put it on the tile to represent that the monster is there, when defeated, the player gets the token. Take an easy monster card from the easy monster deck and place it face up in front of you. Look at the attack die and defense die. Grab those dice and grab your attack and defense die. The monster always attacks first. Roll his attack die and roll your defense die. If the monster rolls a bigger number than the number you rolled then you subtract the number and take the damage. Example: monster rolls a 6, you roll a 2, you take 4 damage. If you roll a bigger number than the monster you subtract and the monster takes damage. Example: monster rolls a 3, you roll a 6, monster takes 3 damage. If both roll the same number, it is a re-roll. Subtract the damage from your health and then it's your turn. Do not go into the negative numbers, you can go to 0. Your turn will go the same as the monster's turn but flipped. After you and the monster have both attacked the next player takes their turn. You do not fight the monster again until it is your turn again. If all players are fighting monsters you will all fight at the same time and the first person to defeat their monster will take a normal turn and the original turn sequence returns. If you are battling a monster on your turn do not place a dungeon tile or move. If you defeat the monster you get a green coin worth 1 point
3. Draw an easy monster. See above.
4. Draw a hard monster. Draw a hard monster card from the hard monster deck. Fighting goes the same as an easy monster. If you defeat this monster you get a red coin worth 2 points. Now your turn is over.
5. Treasure and items card. If you roll a five you need to draw the first card on the **treasure and items** deck. Read the card out loud and place it next to your hero card. Most of these cards will help you during battle. All of the cards will tell you what they do and how many times you can use them. Now your turn is over.
6. You can turn in tokens for health, red 20hp, green 10hp, then you end your turn.

Portal cards: If you draw a portal tile, you can place it down normally, just like any other tile. If you draw another portal tile you place like normal and those two cards can now teleport to each other. You can go through a portal card if there is only 1 portal card out.

Helping fight monsters: if you enter a room and someone is fighting a monster you may help. You will not roll a six sided dice. The monster will attack you first and fighting goes the same. If you run away you will not take any damage, if you are the last person to run away from a monster you will take damage.

Running away from monsters: You can run away from a monster if you like. You will run away on your next turn, before you start fighting. You will lose 3 life when you run away. The monster stays there though, you place the corresponding monster coin on that dungeon tile. When you enter a room with a monster coin you **have to** fight it. When defeated, you take the coin.

End of the Game:

The game ends when a player moves onto the end tile. The player can choose to put the end tile back on the pile and grab the other tile to keep going. He or she will roll a six sided dice when they enter the end tile, fight the that you draw and then count your points.

Even number-hard monster

Odd number-easy monster

Once the end tile is revealed you do not have to place the last few cards (if there are any). When they reach that tile all other players kill or run from their monsters and the game ends. when everyone is done, the game ends and everyone counts up their points.

Scoring:

Follow the steps below to score points.

1. First count up the points you've earned from all of the treasure and item cards.
2. Count up the monster tokens you have.
 - Red - 2 points
 - Green - 1 point
3. Count your life points. Every ten life you have you get 1 point. When counting health round to the nearest ten.
4. If you reach the end first you earn 4 points. If two people reach end at the same time, split the points.

Whoever has the most points WINS!!!!

(Optional) Advanced Rules:

Everyone goes at the same time. There are still turns, just all players can go during other players turns, just so nobody can go faster than other people.