

Dungeon Sprint

Instructions

Components:

- 'Wound' Die
- 4 adventurer cards
- 4 unique color coded decks
- Tier One and Tier Two monster decks
- 8 treasure cards (3 diamond, 5 gold)
- 7 wound tokens
- 1 first-player token

Objectives:

Be the last one standing or be the adventurer with the most points at the end.

Set-Up:

1. Have each player choose an adventurer and their corresponding deck.
Grusilda - Red
Volkhan - Blue
Coin - Green
Sable - Red-violet
2. Randomly choose tier 2 monsters according to desired game length and difficulty (more monsters, longer game; more tier two monsters, harder game). Shuffle them and put it face down in a pile in the center. Repeat with tier 1 monsters and place on top of tier two monsters.
3. Shuffle the treasure tokens and put them in a separate pile face down, this is called **The Heap**
4. Put the wound tokens in a separate pile
5. Each player puts their adventurer card in front of them then shuffles their deck and draws 5 cards face down.
6. Flip the top card of the monster stack face up
7. The person who last read a fantasy story goes first (they start with the first-player token.)

Round Order:

1. **Play Cards** - Starting with the first player, go in a clockwise direction and have each player take one card from their hands and place it face-down in a pile near the center. Once the last player has played their card, starting with that player go the opposite direction and play another card face up (ending with the first player). This is called **The Pile**

If there are two players go back around one more time and play another card face up. The card effects are detailed below:

- **Steal** - take one treasure card from **The Heap** or another player face down. You may look at your treasure cards.
- **Fight** - roll the 'Wound' die, use a wound token to cover spaces on the monster card equal to the total damage dealt to the monster. Once all the spaces are covered the monster is defeated. The player who defeats a monster sets it aside near their deck; this will be used for scoring later. You can also attack another player. You roll the 'Wound' die and that player takes that many wounds. Then, they do the same to you. If a player dies after you attack them they do not deal damage back.
- **Counter** - negate the next card in **The Pile**. It's effects don't happen.
- **Maneuver** - look at the top card of **The Pile**, you may put it on the bottom of **The Pile**.
- **Heal** - Remove one wound from any adventurer card. This can't bring a character above their maximum health.
- **Signature Card** - Each deck has their own signature card. Their effects are below

Portent (Volkhan) - Draw 2 cards then put a card from your hand face-down on **The Pile**

Cacophony of Chaos (Sable) - Take the top card of each player's deck and put it on top of **The Pile** in any order

Ragemonger (Grusilda) - Each other player and monster takes one wound

Sticky Fingers (Coin) - Steal all treasure tokens from any one player

2. **Resolve Cards** - Starting from the top of **The Pile** flip cards face up one at a time and resolve their effects. After a card is resolved, place it in its respective deck's discard pile.

3. Monster's Attack - Once all the cards have been resolved the monster attacks the player who Stole or Fought the monster last. Roll the 'Wound' die a number of times equal to its attack power (demonstrated by the sword icon in the top left). The player the monster attacks takes that many wounds. If the wound covers all the spaces on an adventurer card the adventurer is out of the game and they score no points. If the monster is defeated before this phase no damage occurs.

4. Draw Cards - Each player draws cards from their deck until they have 5 cards in hand. If a player's deck is out of cards, they shuffle their discard and that become their new deck.

5. Reveal New Monster - flip over the next card in the monster stack if the previous monster was defeated

6. End Game - The game ends if all monsters are defeated. Move to the scoring section

7. Pass Token - The player with the first-player token passes it to their left. Once every player has had a chance to go first pass the token in the opposite direction.

8. Repeat - Repeat steps 1-7

Scoring:

Follow the steps below to score points.

1. Add one point for each gold you have and 2 points for each diamond you have
2. Add two points for every tier 1 monster you've defeated and three points for every tier 2 monster
3. Subtract one point for every wound you have
4. The person with the most points wins!!!