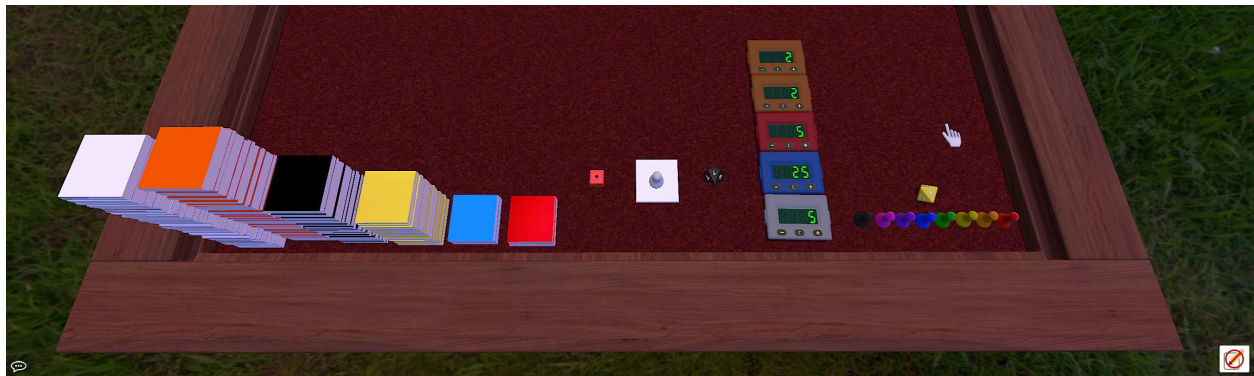Setup:

Components:

- 9 total player pieces
- 1 8-sided die
- 1 10-sided die
- 1 6-sided die
- 50 white tiles
- 50 orange/green tiles
- 25 yellow tiles
- 5 blue tiles
- 5 red tiles
- 35 black/green tiles
- 5 Health Counters (one white, red, 2 orange and blue)

Playing Arena Set up:

- Player begins on a singular white tile using the white player pawn

Tiles:

White:

- Empty room, nothing happens, starting point for player

Orange/Green:

- Orange signifies an enemy is in that room
- Flipped to green when all enemies are defeated signifying room is clear

Yellow:

- Yellow signifies room with a lootable chest with other player pawns to show the upgrades (see Rolling Loot Die rules)

Blue:

- Indicates a healing pool is in the room to restore player health
- Once the player is in this room, health is automatically regenerated to full, but health counter (blue counter) is decreased by the number of hearts needed to refill. The player can go back to this room as many times as they want, but can only heal a total of 25 hearts from the pool.

Red:
- Indicates Boss enemy is in the room
- Starting health is 5 hearts

Black/Green:
- Black signifies locked room upon player entrance (player is locked inside until room is cleared)
- Flipped to green once room is clear and becomes unlocked

Dice Rules:

Tile 10 sided Die Rules:

0-2:
- Rolling a 0, 1 or 2 lands the player in a white room, no collectibles or enemies

3-5:
- Rolling a 3, 4 or 5 lands the player in a orange room

6 or 7:
- Rolling a 6 lands the player in a black room

8:
- Rolling a 7 or 8 lands the player in a blue room (after 1 tile of this color is already on the board, rolling a 7 produces an enemy black tile and rolling an 8 produces a white tile until next dungeon)

9:
- Rolling a 9 lands the player in gold room (after 3 tiles of this color are already on the board, rolling a 9 produces an empty white tile until next dungeon)

For a red room to be spawned, the player must have at least 10 green tiles on the board. After the 10 green tiles, the 0 on the die lands a player in a Boss (red) room and 1 or 2 remains the same as above.

Attack Die (6 Sided):

1:
- Rolling a 1, nothing happens, neither enemy nor the player lands a hit.
  - *If in the boss room (red tile room) rolling a 1 will now cause the boss to hit the player*

2, 3 or 4:

- Rolling a 2, 3 or 4 lands hit on enemy and takes away 1 heart of health

5:

- Rolling a 5, enemy lands hit on player, dealing 1 heart of damage

6:

- Rolling a 6 means both player and enemy hit each other and lose one heart

Rolling Loot Die (8 sided):

1:

- Rolling a 1 allows the player to switch to the **red** player pawn which deals double damage each attack, but only on the boss enemy

2:

- Rolling a 2 allows the player to switch to the **orange** player pawn which gives the player a higher chance at hitting

3:

- Rolling a 3 allows the player to switch to the **yellow** player pawn which maximizes the total number of chest tiles allowed on the board to 4, instead of 3

4:

- Rolling a 4 allows the player to switch to the **green** player pawn which allows the player, if they landed a killing blow, to eliminate all enemies in one room instead of just one.

5:

- Rolling a 5 allows the player to switch to the **blue** player pawn which allows the player to deal double damage to all enemies (except Boss enemy), but they also take double damage if an enemy hits them (also doesn't include boss)

6:

- Rolling a 6 allows the player to switch to the **purple** player pawn which gives the player a higher chance of getting a chest tile (yellow)
    - *While the player is a purple pawn, rolling a 3 will now put the player in a yellow room instead of an orange room*
    - *If the maximum allowed yellow tiles are on the board, a 3 will put them in a white room instead of an orange*

7:

- Rolling a 4 allows the player to switch to the **pink** player pawn which allows the player to increase max health from 5 hearts to 7 hearts (if player is not at full health when they become the pink pawn, they still receive an additional two hearts but out of a total of 7)
    - *If the player drops the pink pawn, all health is subtracted by 2. For example, if the player has 3 of 5 hearts then collects pink pawn, they now have 5 of 7 hearts. If the player loses pink pawn, they go back to having 3 of 5 hearts.*

8:
- Rolling an 8 allows the player to switch to the **black** player pawn which allows them to ignore the effect of the black room. (doesn't lock the player in the room anymore.)

How to play:

To start the game refer to the game setup image and components and set the white health counter at 5.

To begin a player's turn, the player rolls the 10-sided black die. Refer to Tile Dice rules to establish what color room the player will then be placed in and what new tile is added to the table. The player has the freedom to place the tile on whatever adjacent side they please, direction of game tiles does not matter. The player can also move freely across tiles already placed if they are white, green or yellow.

If the player lands in a white room, nothing happens and they roll again to find out the next room.

If the player lands in the orange or a black room, the player now rolls the attack dice. Using both the white health counter and both the orange health counters set to 2, the player refers to the attack dice rules and follows guidelines for attacking enemies. If the room is orange, the player can exit back out of the room without defeating all the enemies, causing the enemy health rest to full upon exit, but if it is black they must defeat the enemies before moving on. If the player's health reaches 0 hearts, the entire game resets and another round can commence. Once the player defeats all the enemies (both orange health counters are at 0), the tile is flipped to green and the player moves on by rolling the Tile die again.

If the player lands in a blue room, their health is automatically refilled to the maximum number of hearts and the blue health counter is decreased by the number of hearts it takes to fill the player's health.

If the player lands in a yellow room, the player now rolls the loot die (see loot die rules) to see what color pawn they get. The player can choose to switch to the new colored player pawn or remain the one they already are. If they switch, the old color stays in the looted yellow square, but the player can return at any time to switch pawns if they choose.

If the player lands in a red room, the player now rolls the attack dice under boss conditions to try and defeat the boss enemy. If the player dies in this room, they respawn at the beginning of the dungeon they were currently in, with all tiles reset. If the player is victorious in defeating the boss, they beat that dungeon and can move on to the next dungeon.

To start the next dungeon, repeat the previous steps but with alterations. In every progressive dungeon, the player can start as the ending pawn in the previous one, player health maximum is increased by 1 heart and healing pool total healing is reset and increased by 10,

but boss health maximum is increased by 3 hearts and the number of tiles completed before boss tile is available to roll for, increases by 5.