

ELECTRODUNGEON

Contents

1. Overview
2. Objectives of the Game
 - 2A. For Players (Explorers)
 - 2B. For Master of Fates
3. Setting up the Game
 - 3A. Setting the Rooms
 - 3A. Setting the Side Rooms
 - 3B. Choosing the Exit
 - 3C. Setting Explorer Scores
 - 3D. Determining Play Order
4. Score Rolls
 - 4A. What are they?
 - 4B. How to do them
 - 4C. When are they used?
 - 4D. Contested Rolls
5. Turn Sequence
 - 5A. Player Movement
 - 5B. Seeking Into Small Rooms
 - 5C. Attacking Other Players
 - 5D. Starting Your Turn in a Room
 - 5E. Being in a Room <1 Turn
 - 5F. Electroshock
6. Keys
 - 6A. Side Room (Small) Keys
 - 6B. The Master Key
 - 6C. Dying with Keys and/or Fragments
7. Encountering a Room
 - 7A. Encounter Types
 - 7AA. ElectroBeasts
 - 7AB. Boost Boxes
 - 7AC. Trapped Boost Boxes
 - 7AD. Empty Rooms
 - 7B. Post-Encounters
8. Side Rooms
 - 8A. Encountering Side Rooms
 - 8B. Getting Into Side Rooms
 - 8C. What's in a Side Room?
 - 8CA. Puzzle
 - 8CB. Trial
 - 8CC. Master Key Fragments
 - 8CD. Master Lock
9. Player Death
10. Playing Reward Cards

1. Overview:

A group of explorers find themselves lost in a labyrinth of unknown origin. Unbeknownst to them, the explorers are faced against a number of dangerous obstacles, including large bolts of lightning extending the maze's walls and beasts of electricity echoing from the maze's ominous rooms. Players must work together (or submit to selfishness for a chance at advantage) to fight through rooms, find keys, and escape the ElectroDungeon and its perilous inner-workings.

2. Objectives of the Game:

For Players (Explorers): Unlock the correct side room with the Master Lock—barring the exit to the labyrinth—collect all 3 Master Key fragments and escape, with or without your “friends.”

For the Master of Fates: Strategically place traps and monsters, choose attacks, and trick the Explorers in various ways throughout the labyrinth in order to stop the players from escaping.

3. Setting up the Game:

- **Setting the Rooms** - Choose one player to be the Master of Fates. The Master of Fates will start by assigning each small room (with red tiles) with a “room card.” All room cards will be played face down. The Master of Fates can play any combination of cards, so long as they follow these conditions:
 - At least 2 ElectroBeast room cards played, but no more than 5.
 - At least 1 Empty Room card played, but no more than 3.
 - At least 2 Boost Box room cards played, but no more than 5.
 - At least 2 Trapped Boost Box room cards played, but no more than 5.
 - Exactly 6 six Small Keys (sometimes played in rooms with other cards); no more than 1 in each room
- **Setting the Side Rooms** - Lining up each separate side room board piece with their respective doors on the board and placing a small trapezoidal lock piece on the board-side of that door between them, The Master of Fates has 6 side rooms on the board, and 3 types of side room cards: **Puzzle**, **Trial**, and a single **Master Lock** card. They must place one, face-down, in each side room. Any side room, to the Master of Fates's discretion, may also contain a player reward card. The Master of Fates has a separate document with ideas for each side room category, however they are also free to come up with their own. See **8. Side Rooms**.
- **Choosing the Exit** - The side room with the *Master Lock* is where players must bring their *Master Key fragments*, collected in other side rooms, to win.

- **Setting Explorer Scores** - Each player starts with a total of 12 skill points to divide up among the four core traits (with no more than 6 to a single trait to start):
 - **Move** - Determines how much a player can move per turn, in addition to avoiding attacks from in-game threats (ElectroBeasts, other players).
 - **See** - Determines how well a player is able to obtain information from potential threats before encountering them in the first place.
 - **Fight** - Determines how well a player fairs when fighting against in-game threats.
 - **Live** - Determines how much damage a player can take before death.

(All traits must at least be greater than 0)

- **Determining Play Order** - After assigning all core traits with a score, the player with the highest move score will proceed as the first player. The turn order will follow clockwise from the first player.
 - If there is a tie for highest move score, all tied players will roll a D6 (6 sided die). The player with the highest roll goes first.

The Master of Fates will always go last, regardless of turn order. Additionally, turn order will never change during the duration of the game.

4. Score Rolls:

- **What are they?** - Throughout the game, players will have to roll against the Master of Fates (and other players) to decide the outcome in various situations.
- **How to do them** -
 - When the Master of Fates asks players to do a roll (either **Move**, **See**, or **Fight**; **Live** is simply health), they will roll and add up as many D6s as is their current number in that given score, adding 1 to the total sum for each Explorer currently in their group.
 - The Master of Fates rolls a D20; if the Explorer's roll is *greater than or equal to* the MoF's roll, they succeed. If not, they fail.
- **When are they used?** -
 - **Move Rolls**: Dodging ElectroBeasts, Trapped Boost Box, and Explorer attacks; Fleeing
 - **See Rolls**: Perceiving small rooms and attempting to dismantle Trapped Boost Boxes
 - **Fight Rolls**: Attacks on ElectroBeasts or other Explorers
- **Contested Rolls** - If Explorers engage in a contested roll, they *BOTH* roll D6s according to scores, against each other.

5. Turn Sequence:

- **Player Movement** - On your turn, roll a D6 to determine how many spaces you're able to move. You may reroll the D6 up to as many times as is equal to your current *Move* score (Ex: Score of 4 = 1 initial roll + 3 reroll chances). Afterwards, you may move up to the amount of spaces you rolled (you can roll a 5, but choose to only move 3).
 - **Group Movement** - Rather than moving individually, you may combine your turn with other players to move as a group. Initiated when players are on the same tile, the total *Move* score is determined by the group's average *Move* score, rounded up, +1 for every additional group member (Ex: +1 bonus for group of 2, +2 bonus for group of 3). Then, use a *Move* action (as described above) using your new *Move* score. All group members end in the same space.
- **Seeking Into Small Rooms** - If you end your move action next to a room entrance, you may perform a *See* roll to attempt to perceive the room;
 - If you succeed, you (and you alone) may pick up the face down card covering the room and look at it. You now know what's in this room. Afterwards, return the card face down onto the room. You may share (or lie about) the information you learned.
 - If lost, do not view the room card and proceed to your next action.
 - You may not perform an action in the same room twice in a row.
- **Running in Head-First:**
 - Regardless if you performed a *See* action or not, you may enter the room and end your turn.
 - If you fail your *See* check, enter, and an ElectroBeast is inside, you immediately perform a *Move* check against it or take 1 damage to your *Live* score and combat begins. If you succeed in the *Move* check, you are back on the tile in which you entered the room.
 - If you fail your *See* check, enter, and a type of Boost Box is inside, you can tell that there is a box. However, you cannot tell whether it's trapped or not, and cannot do a *See* check to dismantle before opening. You can choose to leave, or open the box. If you leave, you may exit the room through any exit. If you open the box and it is trapped, take 2 damage to your *Live* score and receive no reward. If it is *not* trapped, receive the reward and exit the room.
 - If you fail your *See* check, enter, and nothing is inside... nothing happens. The player must immediately leave said room.
- **Attacking Other Players** - At any possible time, if an Explorer is on the same tile as another, whether or not on a team, they may attack the other for an advantage (can apply to more than 1-on-1)
 - Each player in the fight gets a turn each round, the game continuing to rotate clockwise as usual

- The player who initiates the attack rolls a contested *Fight* roll against the victim's *Move* roll (see **4D. Contested Rolls**)
 - If won, the victim takes 1 damage
 - If the fight was initiated from a previously-established team (under betrayal), the attacker gains 1 to their *Live* score; the victim will not receive this buff when attacking.
 - If lost, the victim takes no damage.
- At this time either player may either choose to fight back or flee; if they choose to flee, they roll another contested *Move* roll against the attacker's *Fight* roll
 - If won, the player may roll to move as they regularly do on a turn, but cannot take additional actions beyond that.
 - If lost, the player takes 1 damage to their *Live* score, and the fight continues.
- **Starting Your Turn in a Room** - If you start your turn in a room, you may either proceed to room interaction (see **7. Encountering a Room**) or decide to flee. If you decide to flee, do a *Move* roll against the MoF's D20.
 - If succeeded, you flee the room. Place your figure on a space adjacent to the room. Then, proceed to your *Move* action.
 - If failed, proceed to the room interaction.
- **Being in a Room <1 Turn:** If a player enters and exits a room on the same turn, they may use however many points were left in their movement from before they entered the room to continue on.
- **Electroshock** - At the start of the Master of Fates' turn, they will roll a D6. Any player who's currently standing on a space that matches the number on the die roll takes -1 point from their *Live* score.

6. Keys:

- **Side Room (Small) Keys** - These keys are used to unlock side rooms (the 6 potential exits around the dungeon). By using these keys, players are able to proceed to a task which, if completed, will award them with a player reward card, a fragment of the *Master Key*, or one of each. Side room keys can be found as rewards in the various red rooms scattered throughout the dungeon.
- **The Master Key** - The Master Key is fragmented into three pieces, separated across the dungeon's side rooms. After completing a side room's task, players have a chance to be rewarded with a Master Key fragment, a player reward, or both. When a player or group has acquired three master key fragments, they may bring the fragments to the true exit (the side room with the *Master Lock* inside). When a *single* player (even when in a group) holding all

three key fragments is standing at the true exit, all players standing on the space right before the exit will have escaped.

- Master Key fragments can be passed between players, so long as those interacting players share the same space.
- Master key fragments can only be placed in side rooms (beyond each of the 6 colored doors)
- **Dying with Keys and/or Fragments** - Should a player die while holding any keys and/or key fragments, that player places all mentioned items on the tile they died on and proceed to death reset as usual.

7. Encountering a Room:

- **Encounter Types** - If successfully perceived a room (succeeded in a *See* check) and proceeded to an encounter, take the card to reveal what's in the room; you may hide this from others, even teammates:
 - **ElectroBeasts** - If the revealed card is an ElectroBeast and the player chooses to engage, Players must fight the beast or attempt to flee. All fighting players and the MoF take turns exchanging attacks until either the beast is slain or all other players are gone or defeated. Battle sequences occur in this order:
 - On a player's turn:
 - Roll a *Fight* roll
 - On a success (including ties), you deal 2 damage to the ElectroBeast.
 - On a fail, your attack deals no damage to the ElectroBeast.
 - On the Master of Fates turn: An ElectroBeast has four different attacks it can choose from:
 - **Static Bite (Basic Attack)** - Deals 1 damage to a player in combat of your choice. That player may make a *Move* roll to avoid. No recharge.
 - **Shockwave (Special Attack)** - Deals 1 damage to all players in combat. Each player may make a *Move* roll to avoid. Two turn recharge after use
 - **Fierce Roar (Status Attack)** - Decreases the attack by -1 to a player in combat of your choice for their next turn. That player may make a *Move* roll to avoid. One turn recharge after use.
 - **Thunder Pounce (Ultimate Attack)** - Deals 2 damage to a player in combat of your choice. That player cannot dodge this attack. Can only be used when the beast's health is 2 or lower and can only be used once per combat.
- On your turn (MoF), choose an available attack to use on the players. If the attack is dodgeable, have the player(s) do a *Move* roll.
- On success, apply the attack's effects onto the target player(s).

- On a fail (including ties), the player avoids any and all effects of the attack.

If the attack has a recharge count after use, write down the initial recharge value of the attack on your *ElectroBeast reference card*, decreasing this number by 1 every turn you take. Once the attack's recharge reaches 0, it may be used again.

- **Boost Boxes** - If the revealed card is a Boost Box, instantly claim a reward card (and a side room key, if present) and remove the Boost Box card from the board.
- **Trapped Boost Boxes** - If the revealed card is a Trapped Boost Box, start your turn by performing a *See* roll to attempt to dismantle it.
 - If succeeded, you successfully dismantle the trap and claim 1 reward card (and a side room key, if present).

If you fail your *See* roll, the box bursts, destroys the reward within, and you must perform a *Move* roll to dodge the electric trap within or take 1 damage.

After the encounter, remove the Trapped Boost Box card from the board.

- **Empty Rooms** - If the revealed card is an empty room card, nothing happens. Remove the Empty Room card from the board.
- **Post-Encounters** - After a room has been cleared, it can be passed through as if moving from the entrance to the exit takes only the 1 movement to get between the numbered tiles.

8. Side Rooms:

- **Encountering Side Rooms** - Every exit that's not the true exit is considered a side room. Players may earn Master Key fragments and/or player reward cards by completing tasks that lie in these rooms. These are the rooms you *really* want to get into.
- **Getting Into Side Rooms** - Getting into a side room requires you to obtain a Small Key from a small room, then use it to unlock the side room.
- **What's in a Side Room?** - You may find:
 - **Puzzle:** The Master of Fates will reveal a puzzle in the room, narrating a situation for the Explorer(s) to solve in this physical space. These puzzles will force players to step into the shoes of their Explorers, and come up with a solution.
 - **Trial:** Trials require multiple players. As instructed by the Master of Fates, players will go head-to-head in tasks of personal wit and sheer luck for a chance at an advantage.
 - **Master Key Fragments:** In 3 of 6 rooms, players will find a Master Key fragment as a reward for completing a Puzzle or Trial. The winner of a Trial takes the fragment when a Trial is complete, and it is up to those in the Puzzle to decide who gets it.

- **Master Lock:** To win the game, an individual player (or player amongst a team) must reach this side room holding all three Master Key fragments on hand.
- **Reward Card:** In any of the 6 side rooms (including ones with Master Key fragments), you may potentially find a player reward card.

9. Player Death:

- **Resetting Your Character** - If your *Live* score ever reaches 0, you are considered dead. Drop any side room keys or Master Key fragments at the tile on which you were last standing, or the room you were last in; any player who passes this position may now pick it up. Move your character back to the starting tiles at the center of the board, discard all reward cards you have (if any), and roll a D6 to determine your new Life score. Your turn now ends, and you may Move at the start of your next one.
 - Players have no life limitation and can be revived indefinitely.
- **Master of Fates Benefit** - Every time a player dies, the Master of Fates may draw a card from their reward deck.

10. Playing Reward Cards:

- All players (including the Master of Fates) have no limit to how many reward cards they can hold, but may only play one per turn, and they cannot be stacked. A card's effect lasts the duration indicated, and is then discarded to the appropriate discard pile after use.



Playtesting? - Scan this QR to complete a brief survey covering your ElectroDungeon experience!