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The Dark Consul's minion sweep across Crystalia like a plague. Only the mightiest of Heroes can hope to hold back the encroaching darkness and return Crystalia to the light. A Hero must be ever vigilant. A Hero can never rest. A Hero must always FIGHT!

Keep your Heroes in tip-top shape with Super Dungeon: PvP Arena! In PvP Arena two players, each take control of a mighty Warband to decide, once and for all, who is the mightiest Dungeon Explorer!



## WHAT YOU NEED TO PLAY

- One Warband per player
- Wandering Monsters: one mini-boss and boo-booty per player
- One complete Loot and Treasure deck
- Super Dungeon Explore Dice
- Super Dungeon Explore Counters
- PvP Arena Playmat or 4 dungeon tiles

\*PvP Arena is an alternate game mode for your games of Super Dungeon Explore. These rules assume you have a copy of Super Dungeon Explore and are familiar with the rules.

## OBJECTIVE

Heroes may prove their worth and win the game in one of two ways:

- Destroy the opposing Hero.
- Destroy both the opposing Spawning Points.

Once a player has accomplished either condition they have won the game!





## GAME SETUP

### RECRUIT WARBAND

Each player builds a warband from the following list:

- A single Hero
- Two spawning points
- A single treasure chest

If a spawning point is chosen that only comes in pairs (such as Kobold Warrens) then both must be selected.

### CHOOSE WANDERING MONSTERS

Each player chooses one mini-boss and one booty as their wandering monsters.

Whenever you Activate Monsters you may also activate all wandering monsters in the Arena, even if they are not the wandering monsters you brought to the game.

### PLAYER ONE vs. PLAYER TWO

Each player rolls a green dice. The player who rolls the most stars is "Player One". The player who rolls the fewest stars is "Player Two". Reroll the green dice in case of a tie.

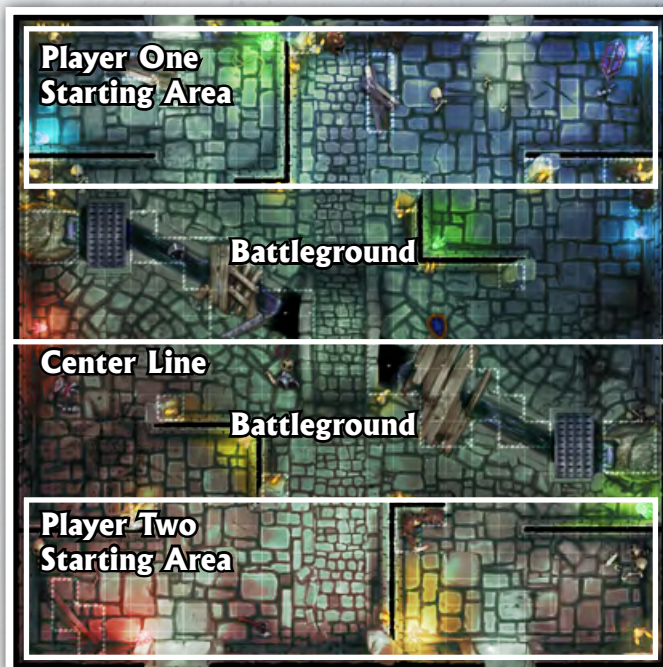
### BUILD THE ARENA

The Arena is where your PvP battles are fought. The Arena can be either a single PvP Arena Playmat or 4 dungeon tiles from your game of Super Dungeon Explore.

If you are using dungeon tiles, starting with Player One, alternate placing tiles until 4 tiles have been placed in a square.

Player One chooses one edge of the Arena. The first 6 squares in from this edge make up Player One's starting area. The first 6 squares in from the opposite edge make up Player Two's starting area.

The battleground is an area 6 squares on both sides of the center line.



### PLACE SPAWNING POINTS

Alternate placing spawning points, starting with Player One.

Place your first spawning point anywhere in your starting area. Place your second spawning point anywhere in the battleground.

### PLACE TREASURE CHESTS

Alternate placing your treasure chest anywhere in the battleground, starting with Player Two.

### SPAWN MONSTERS

Alternate spawning up to five skull value worth of monsters from each spawning point until all spawning points have five skull value worth of monsters, starting with Player Two. Monsters may be spawned anywhere with at least part of their base within two squares of the spawning point.

### PLACE HERO

Alternate placing your Hero anywhere in your starting area, starting with Player One.





### PLACE MINI-BOSS

Each player rolls a green dice. The player who rolls the most stars may choose either Player One's or Player Two's mini-boss to start the game. The player whose mini-boss is chosen places the mini-boss in any square touching the center line.

At the end of any turn in which the first mini-boss dies, place the remaining mini-boss along the center line in the same manner.

### PREPARE FOR BATTLE!

Shuffle the Loot Deck and Treasure Deck.

Each player draws up to five loot cards to equip their Hero. Any unused cards are discarded.

Both players may place a potion counter on their Hero's card.

### TO ARMS!

Both players roll for initiative using their Hero's Willpower. The player who rolls the most stars gains the first turn. Players will alternate turns until one player wins.



## THE TURN

During their turn a player may perform one of the following: Spawn, Activate a Hero, Activate Monsters.

### SPAWN

Up to five skull value worth of monsters may be spawned from any spawning point. You may even spawn from both points as long as the total skull value does not exceed five total. A player may only have in play as many monsters as are listed on their spawning point cards.

In addition, you may remove one wound counter or one status effect counter from your Hero.

### ACTIVATE A HERO

The player activates their Hero. A Hero may not be activated if they were activated in the player's previous turn.

In addition to any potion listed on their card all Hero's have access to the Cure Potion.

 **Cure:** Heal 2

(A model affected by Heal may remove a number of wound counters or a number of status effect counters equal to the value of X.)

### ACTIVATE MONSTERS

Up to five skull value worth of monsters may be activated. Monsters may be activated again even if they were activated in the player's previous turn.

In addition, you may activate all wandering monsters in the Arena.





## LOOT

Every time a Hero destroys a monster they may draw a Loot Card.

You may equip the card immediately or sacrifice it to remove a wound counter or status effect counter.





If the card is not used immediately then it is discarded.

## TREASURE CHESTS





A Hero may spend one action point to open a single treasure chest per turn. Roll a green dice and consult the treasure chart to see what is inside the chest.

After resolving the effects of the treasure chart, your opponent places the treasure chest anywhere in the battleground at least 6 squares from its current location, and not adjacent to a Hero.

### TREASURE CHART

<b>Heart and Potion Icon</b> 	<b>Soda Surprise!</b> The Hero gains three hearts and one potion, as if they were rolled on a successful attack roll.
<b>Two stars Icon</b> 	<b>Oh Shiny!</b> Draw one treasure card.
<b>Three stars Icon</b> 	<b>Boo!</b> A Boo Booty replaces the treasure chest and counts as a wandering monster.
<b>Four stars Icon</b> 	<b>Rawr!</b> Your monsters advance one step on the Mighty Monster chart below.

### MIGHTY MONSTER CHART

<b>0 - Dirty Faces</b>	No Bonus
<b>1 - Pointy Sticks</b>	 <b>ATT</b>
<b>2 - Tough Hide</b>	 <b>ARM</b>
<b>3 - Bashy Blades</b>	 <b>ATT</b>
<b>4 - Rusty Metal</b>	 <b>ARM</b>

Monsters always start at 0 - Dirty Faces. Any additional steps gained from rolling Rawr! are gained in addition to the bonus from previous steps.

## THE BATTLE CONTINUES

Ready for more? **Super Dungeon: PvP Arena** is Soda Pop Miniatures' first living rulebook. Visit us online at [www.SodaPopMiniatures.com](http://www.SodaPopMiniatures.com) to keep up on the latest rules, get exclusive PvP Arena Playmats, and join the community to help shape the course of the game itself!