***DUNGEON SCRAWLERS***

**Dungeon Building and Exploring Adventure Game**

**Synopsis**

**Assemble a labyrinth filled with cursed monsters and treasure to torture your friends! Build your own dungeons from a variety of map pieces filled with unique monsters and items. Curse different elements of your adventure to give them new game changing effects. Battle new enemies, collect loot, and solve puzzles in the depths of other’s dungeons. Test the limits of your own and other’s imagination in this one-of-a-kind adventure board game!**

***Build your own dungeon, play your next adventure…***

**How to Play**

**There are two ways to play Dungeon Scrawlers: Building a dungeon and exploring a dungeon. It is recommended players make a dungeon before playing one to understand the main components of the game. Players are encouraged to have others play their dungeon and give feedback to further improve their dungeon building skills. The variety of set pieces in Dungeon Scrawlers will give dungeon creators a lot of freedom with building their own dungeon, and players a chance to experience a unique adventure with each playthrough. Both dungeon creation and exploring a dungeon will be thoroughly explained in the next few pages. Each card with a unique effect explains how it is meant to be used in its listed text.**

**Dungeon Creation**

1. **Dungeon Layout – To start making a dungeon, players need to assemble a layout. Put together different map pieces so that they connect door to door. Keep in mind, if the player cannot reach a door, they will not be able to enter that corresponding room. It is recommended that players do not put any doors that lead to no room, especially if they are not accessible to the player. This can confuse players looking to explore each corner of your dungeon. If your dungeon absolutely requires a room with an empty door in it, you may put a locked door token with no matching colored key in your dungeon on top of that door.**
2. **Start and Finish – Each dungeon has a start and a goal. Dungeon creators will place the start token (sword icon) in whichever room on whichever square they want their player to start and respawn in. The dungeon creator must also place a boss token (devil skull icon) in whichever room the player’s goal is. This room will be occupied by tougher enemies or a boss later that the player must defeat to complete the dungeon. Locked door tokens can also be placed on top of doors to make them require a corresponding key to enter. It is recommended all of these locked doors be accessible to the player in some way. Keep in mind that the player must be able to get to the boss with sufficient power to defeat it in order for the dungeon to be beatable.**
3. **Items! – Now that the basic layout of the dungeon is complete with both a start and goal, dungeon creators will start to add items. The player is expected to carry no more than 5 items at a time in their playthrough, but this can be ignored if needed. Keys, movement items, weapons, and stat changing items may be placed wherever you desire in a dungeon.**

**It is recommended the use of your dungeon’s items reflects the dungeon’s intended difficulty and the route the player will be taking to get to the boss. Place a chest token of your choice on wherever square in whatever room you want an item to be. Place your item card face down somewhere on that same map piece with a matching chest icon on top of it (to indicate that chest has that item). Players will only be able to see that item and its use when they reach and open that chest. To save space, it is recommended only one item is placed per room, but this can be bypassed if needed. Each item card has its description listed on it as well as its number of uses before it must be discarded. If you need an item to have a specific effect or change, apply one or more curse cards onto it to customize its behavior (place these curse cards face down underneath the item card to hide their effects as well). If you have a shop map piece, you can place up to three item cards in a shop for the player to purchase with collected gold from monsters. Once again, remember how each item’s effects and placement interacts with other elements in the dungeon to ensure a solid experience for the player.**

1. **Monsters! – Now that all items are placed on the map, it is time to start placing different monsters. Monsters function as the main obstacle to the boss in the game. Monsters must be defeated to progress in the dungeon, as other connected rooms cannot be explored when at least one monster is present in that room. Players have the opportunity to immediately retreat from a room if they believe the monsters are too strong for them to handle, so giving the player multiple routes across the dungeon is recommended if you have a lot of strong monsters in your dungeon. Just like items, place monster tokens (skull icons) on different squares in different rooms across the dungeon. Place a monster card placed face down in that same room with the corresponding monster token on top of it.**

**This indicates which monsters are in which room and where they are in battle. You can curse monsters just like items to give them different behaviors and or increase their power. Depending on how challenging you want your dungeon to be, you can curse your monsters multiple times by placing each of your curse cards underneath your monster card face down. Monsters found in the boss room are the only monsters required to be defeated to complete the dungeon (along with any monsters that are blocking the path to the boss room). To make your dungeon as fair as possible for players, it is recommended placing items of equal power to your monsters somewhere before that room must be entered. A good dungeon allows the player to defeat every monster in it fairly. Mix and match your monsters to make your dungeon as interesting as possible while also being a fun and fair experience for your players.**

1. **Boss! – The boss is whatever enemies are in the boss room. When these monsters are defeated, the dungeon is complete, and the player has won. Dungeon Scrawlers provides a few very powerful enemies to be used as the boss, but any enemies with any curses can be used. It is recommended that these monsters be the toughest challenge in the dungeon as it is expected that the player is at their most powerful when going to fight the boss. The boss must be able to be defeated in some way for the dungeon to be beatable.**
2. **Additional Challenges – For an extra challenge or new way for the player to explore your dungeon, you may curse the player at the start of the game and or give them items to start with. To do this, simply place your item cards and curse cards (sorted to differentiate player curses and item curses) at the player’s starting location. These small changes can make a big impact on how your dungeon is explored based on what the player starts with.**
3. **Ready to Play! – Once you have completed your dungeon, do a quick play test to make sure that it is not only possible to complete but also fair and fun for the player to explore. Once you have completed your play test, make any changes you need to and (preferably) play test again to make sure your new changes work with the dungeon. When you are satisfied with your dungeon, it is ready to be played by others! Take a photo, draw a quick sketch, or just write out something to save your dungeon’s layout so that it can be remade and replayed! Before you have others play your dungeon, use the map piece covers to cover every room in your dungeon besides the player’s starting point. Players will remove these covers as they explore the dungeon to keep track of which rooms they have visited but also so they are not spoiled! When the player is done exploring the dungeon, we recommend taking notes of their feedback on your dungeon so that you can continue to grow and improve your dungeons in the future. Congratulations! After building your first dungeon, you are now a certified Dungeon Scrawler!**

**Dungeon Exploring**

1. **Hello!**

**Copyright 2023 © by Kyle Furey**