***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 monsters, 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.**

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**Dungeon Creation**

**Important Note: These instructions may appear quite long, but it is highly recommended you read them at least once! The goal of dungeon creation is for you to let your imagination flow when building your dungeon, but also so that players may have a cohesive and fun experience when playing through your dungeon. The following instructions explain in detail how you may use the provided set pieces to build your dungeon, but the rest is up to you!**

1. **Creation – 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. **Creation – 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. The boss room should be occupied by a boss monster or tougher monsters 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. **Creation – 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 five 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 board space, it is recommended only one or two items are placed per room, but this can be bypassed if needed. Each item card has a description and its number of uses before it must be discarded listed on it. 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 place a curse card with no item like a chest, the player will have free range to pick what will be cursed in their inventory, or even themselves! 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. You may also place the shop’s item cards face down to hide what item is being bought when the player makes a purchase. Once again, remember how each item’s effects and placement interact with other elements in the dungeon to ensure a solid experience for the player.**
4. **Creation – 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 room 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. Just like items, place monster tokens (skull icons) on different squares in different rooms across the dungeon. Place a monster card 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.**
5. **Creation – Boss – The dungeon’s boss is any monster in a room marked by the boss token. When these monsters are defeated, the dungeon is complete, and the player has won. Dungeon Scrawlers provides a few very powerful monsters to be used as the boss, but any monsters with any number of curses can be used instead. 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.**
6. **Creation – 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 at the player’s starting location face up (sort them into two different piles to differentiate cursed items and curses on the player). These small changes can make a big impact on how your dungeon is explored based on what the player starts with. Experiment with different curses on elements in your dungeon to make a unique experience for players exploring it.**
7. **Creation – Ready to Play – Once you have completed your dungeon, do a quick playtest to make sure not only that it is possible to complete, but also fair and fun for the player to explore. Once you have completed your playtest, make any changes you need to and (preferably) playtest 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 and 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!**

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**Dungeon Exploring**

**Important Note: These instructions may appear quite long, but it is highly recommended you read them at least once! The goal of dungeon exploring is for you to have a cohesive and fun experience when playing through a dungeon. While the gameplay of the dungeon is largely up to its creator, these instructions will provide a thorough understanding of how the player is meant to navigate through the dungeon. However, your actions while exploring will ultimately determine your fate…**

1. **Exploring – Entering the Dungeon – When exploring your own or a friend’s dungeon, how you go about playing the game is largely dependent on the layout of the dungeon. You will start in a room that can up to four different exits. You could be accompanied by any number of monsters of any power level. You can start with everything you could possibly need, or absolutely nothing. You are at the mercy of the dungeon’s master…**
2. **Exploring – Getting Started – The first thing you should do when beginning your dungeon exploration is look at your inventory. When you begin a dungeon, the only room you can see is the room your player is currently in. You will either be completely alone, or your room may be filled with items and or monsters. Before we get to how to deal with monsters, collect any item cards and their corresponding curses from the player’s starting point. Any curses with no item are meant to be applied to your character. Place your player token on the starting point to represent your character. You can place all of your cards including your player card on your inventory board accordingly to keep track of them throughout your adventure. This includes a space to keep track of your health tokens and gold, as well as a space for you to roll your dice. You will always start with ten health tokens, zero gold tokens, and one six-sided die before curses and items apply.**

**Each item and curse have its own unique effect listed on its card. Curses have different effects depending on if they are on the player, an item, or a monster, so be sure to read the curse’s correct description. Each description is self-explanatory, but if you feel you do not fully understand the functionality of an item or curse, consult with the dungeon’s creator, if possible, on how they intended it to be used. Remember, curses cannot be removed or changed throughout gameplay, so keep that in mind when you curse your items or character in the future!**

1. **Exploring – Navigation – Your goal in the dungeon is to find and defeat the boss. When the room you are in has no monsters, you may pick a space you want your player to move to and move your character there. As long as that space is not occupied by something and has a clear path to it (without moving diagonally or crossing unavailable spaces), your player may move there. You have the freedom to pick which available direction you want to explore the dungeon in, but be sure to look for items on the way so you can grow strong enough to defeat the boss. Any time you enter a new room, you may remove the cover of that room to reveal its layout and what is inside it. When you enter a room with monsters or the boss room, you will begin combat!**
2. **Exploring – Combat – While combat can be completely changed by different curses, combat will mostly follow the same structure. Before a battle starts, you will enter a room and reveal the layout and contents of the room. This includes the room’s monsters, their stats, their curses, and chests. The first thing you should do is read the stats, abilities, and the effects of curses on each monster in the room. These will heavily influence what you need to do to defeat them, so strategize accordingly. You have the choice to immediately leave the room when you enter if you think the current monsters will overpower you, or if you want to explore another path (this is known as scouting).**

**Exploring – Player Actions – If you decide to fight, you have a limited number of actions before it is the monsters’ turn. First, take all monster cards and their curses and place them on your monster board accordingly. Give each monster its listed number of health tokens. Once you use an action, you may not leave the room until all monsters are defeated. Your actions include moving, attacking, or using an item. You will usually start off with one action per turn and one die. If you are moving, you will first roll your current dice. In battle, your movement is limited to your dice rolls. You can move anywhere adjacent to your character one space for each number you rolled. You are free to end your turn early if you have extra spaces and want to stop moving. However, if you are within your listed range of a monster before expending your movements, you can instead damage one monster with the remaining number on your roll (this is known as a dash attack). If you move adjacent to a chest, you may also open the chest at the end of your action. If a monster is within your attacking range (this includes diagonals) at the start of your turn, you will roll your dice to attack a monster per each of your dice rolls as your action. Damage cannot normally be divided between different monsters unless you are rolling multiple dice, as each dice roll attacks one monster. Damage is done by subtracting health tokens away from whatever is being attacked. When something has run out of health tokens, it is defeated and removed from the game. When a monster is defeated, the player receives the listed number of gold on their card. When all monsters are cleared from a room, you are free to continue exploring the dungeon! If you run out of health tokens, you must restart the dungeon (it is recommended you start fresh from the beginning, but you can retain your inventory and defeated monsters if needed). You can alternatively use an item instead as one of your actions. Depending on which item you use, different effects will occur in battle. This will consume one use of the item if it has a limit of how many times it can be used. Remember that your actions may be influenced by your curses, so make sure to account for that in your strategy and calculations.**

**Exploring – Monster Actions – Monsters function similarly to the player, but their actions are highly dependent on what their abilities and curses are. Each monster can either move, attack, or use an ability as their action. Monsters will always move a set number of spaces towards the player listed on their monster card. Monsters will usually take the fastest route to the player unless listed otherwise. It is up to the player (or possibly the dungeon creator if present) to move the monsters according to their movement pattern. If monsters move within range of attacking the player and can still continue moving, they will continue to move as close to the player as possible unless they physically can’t move closer. In the event there are two equidistant routes to the player or the monster’s destination, choose one that you think is more beneficial to the monster. When a monster is within the listed range of the player and has a remaining action, they will deal the listed amount of damage on their card to the player as their action. Monster abilities are situational to what is listed as their ability, but their ability will always tell you when it should be used as their action. Monsters will always act each turn until they are defeated.**

1. **Exploring – Chests and Items – When exploring the dungeon, you will most likely find chests across the map. Chests can have keys, items, curses, or even cursed items! Keys are used to unlock their corresponding door (unless they are a master key). Items have a variety of uses that can be modified by their curses. These uses can include navigation, increasing your stats, or as an alternative attack in battle. Items usually have a set amount of uses before they are discarded. Items can also be purchased from shops using your gold accumulated from defeating monsters. When in a shop that has item cards face down, you cannot reveal what item you are purchasing until after you attempt to purchase it. Curses can also be found in chests or in the shop. Curses that are not attached to an item give free range to where you will assign that curse (which can include cursing yourself with it). However, once you obtain a curse, you must choose what you are cursing immediately after obtaining it.**

**Items that are found in chests alongside curses are automatically cursed with that effect. This can allow for combinations such as a bow with infinite arrows or a bomb that deals double damage. Remember, once something is cursed, that curse is permanent and cannot be changed or removed. Mix and match curses with your items to make yourself as powerful as possible!**

1. **Exploring – Winning and Losing – Once again, your primary goal while exploring the dungeon is to find and defeat the boss (which is indicated by a boss token). Bosses are meant to be the most powerful monster in the dungeon, so search for items and curses that will benefit you when fighting the boss before you challenge it. If you run out of health, you will have to restart the dungeon from the starting point. This includes resetting your obtained items and defeated monsters. However, if you find yourself struggling in the dungeon, you may continue from where you left off with your inventory and defeated monsters staying the same. When you complete a dungeon, kindly inform your dungeon master what you liked and disliked about their dungeon so that they can improve their next dungeon. You may even remember what you like best about the dungeon and become a Dungeon Scrawler yourself!**

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