

The Dungeon Rulebook

Introduction

Welcome to "The Dungeon," where strategy, skill, and a dash of luck combine to offer an unparalleled board game experience. Designed for core board game players of all ages, this journey allows you to write your legend as you navigate a thrilling dungeon, battle fierce monsters, and collect valuable loot.

Objective

The ultimate goal in "The Dungeon" is to collect four souls by defeating powerful monsters and exploring the dungeon's depths. Players must balance aggression with caution, as death sends them back to their starting point, but with a chance to revive and continue their quest.

Win Condition

To win the game, a player must have collected 4 souls on the map.

Setup

1. Class Selection: At the start of the game, each player chooses from the character deck to determine their class. Draw all skill cards associated with your chosen class.
2. Character Placement: Choose your character token, decide your starting spot on the map. Roll dice, the highest roll goes first, turn order based on roll number.
3. Shop Inventory: Draw 2 from the Rare loot deck and reveal them. These are the loots that the shop is selling right now for 8 gold each. Players can sell their Rare loot to the shop for 5 gold and Epic loot for 10 gold. The shop sells an unlimited amount of Soul for 15 gold each.

Equipment and Inventory

- Slots: Each player has an Armor slot, a Ring slot, and a flexible Item slot.
- Loot Types: Consumables, Armor, Rings.

Phases of the Game

The game consists of two main phases:

1. Player's Phase: All players roll dice, take turns moving, using actions, and interacting with the environment.
2. Environment Phase: Monsters move and attack during this phase.

Player Actions

Players can perform the following actions(Roll 1 point = 1. action):

- Move: Cost 1. Move your character 1 space in any direction, following the map's routes.
- Open a Door: Cost 1. Open a door, which remains open until the end of the turn.
- Meditate: Cost 2. Heal yourself for 1 HP.
- Looting: Cost 1. Loot all items in your room, provided no monster is present.
- Trade: Cost 1 (only for the initiating player). Trade with other players in the same room, given mutual agreement.

Player vs Environment (PvE) Mechanics

- Monster Aggro: Triggered by being in the same room or dealing damage. The monster will focus its attacks on the player with aggro during the Environment Phase.
- Monster Movement: If a monster's target is too far (range 4 or more), it loses aggro and returns to its original room to heal.

Map & Token Description:

Healing Fountain: You can use 1 action to drink it, and it will heal your HP by 10.

- Door: A door that blocks your way. If you want to go past it, you need to use "Open a door"(see Player Moves). A door is always closed, and if you have opened it in a turn, it will automatically close at the end of your turn. Doors will not exist in the Environment Phase.
- An Uncommon loot. If you get it, draw 1 from the Uncommon loot deck.
- Rare loot. If you get it, draw 1 from the Rare loot deck.
- An Epic loot. If you get it, draw 1 from the Epic loot deck.
- A Soul. At the start of an Environment Phase, if you have 4 souls, you win the game.
- Monster token. Will represent a monster on the map.
- Soul token. Each is one soul.
- HP bar/gold bar. Will represent the HP/gold a character has. Can also represent HP for Monsters. If HP is reduced to 0, the character/monster will die. You can use the gold token to mark how much gold you have, and use your class card to mark how much HP you have.
- Monster Info card. It shows the stats of a monster, and shows the corresponding monster token. You can use the monster info card to mark the HP of a monster.
- Gold token. Mark how much gold you have.
- Shadow demon token. Use it for Priest's skill.
- Ki point token. Use it for Monk's skill.
- Player/Environment Token. When it is the player phase, flip it so "Player" faces up. When it is the Environment phase, flip it so "Environment" faces up.
- First Player Token. Marks the player who goes first in the player phase.
- Shop