

Dungeon Allies

2-5 players
45 to 60 minutes
Ages 12 to adult

Mark Hanny

Introduction:

Dungeon Allies is a game of die placement, advancement and adventure. Players must carefully plan their turns so they have the needed resources when the opportunity arises to maximize gold and points. Optimum paths to victory change each game depending on the treasure and cards available.

Components:

4 Game boards



5 Sets of Dice



16 Sorcerer Cards



24 Red Crystals



16 Blue Crystals



10 Yellow Crystals



6 Green Crystals



4 White Crystals



10 Character Tiles



8 Follower Tiles



28 Monster Tiles



60 Gold Tokens 25 Dice Tokens



Game Overview:

Each player has two character tiles and two active dice (one for each character).

In turn order, players place one die on an action space. Then, in turn they place the second die. Players who have acquired additional dice through followers, place those in turn.

Then going in order of the numbers on the board, players resolve the actions where their dice reside



during the resolution phase after all active dice have been placed.

Those actions include going on expeditions to subdue creatures, gaining treasure, training to enhance their combat skills, gaining followers at the tavern, freeing prisoners from captivity, trading, and visiting the local sorcerer for amazing artifacts.

In the end, the player with the most gold (each is worth one point) plus the most points from sorcerer cards wins.



Game Setup:

Place the game boards on the table with the Excursion board in the upper left, the turn order board in the lower left, the treasure board in the upper right, and the trade board in the lower left.

Shuffle the character tiles and give each player two. If a player ends up with two with the same symbol, trade one for another random tile. The skills a player may have are: Fire spells, Water spells, Nature spells,



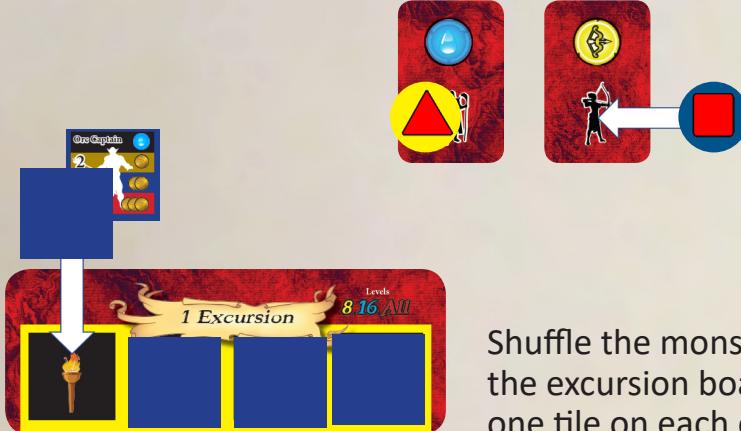
Potions, Amulet triggered spells, Range weapons, Melee weapons, and Armor.

Shuffle the follower tiles and place the entire stack face up in the tavern space.



Shuffle the sorcerer cards and place 5 face up in the sorcerer spaces.

Give each player a d6 token and d4 token. Players place one on each character tile, the player chooses. This indicates which dice are the active dice.



Shuffle the monster tiles and place face down on the excursion board and the turn order board, one tile on each excursion square.

Each player is given one complete set of dice of one color.

Each player rolls the 10's percentile die (the 10-sided die with double digits). This determines player turn order. The highest roll goes on the turn order space 1, the second on space 2, and so on until all are placed.



Place all crystals in the box top. Without looking, draw out 4 and place one in each treasure space. In the 5th treasure space, place one gold.

The Turn:

On a player's turn, he or she places one die that matches the die token on the character tile on one space of the board. Later, when the dice are removed, the player will receive the benefit of that space. Here are the benefits





1. Excursion: Place a die on one of the face down monster tiles. This die will be rolled to see if the creature is defeated. The second die can also be placed on the same tile to increase the possibility of victory. In fact, any number of dice placed here can be

rolled when the action is taken. Once one player places a die on a tile, no other player may place a die on that tile. A player may spend a red crystal, Illuminate spell, during the placement phase to look under two tiles. This may be done as many times as the player has red crystals to spend. When the resolution phase begins, the excursion spaces go first. To win, the player must roll equal to or greater than the number shown. If the monster is in the yellow portion of the excursion section, the number needed is shown in the yellow area. If the monster is in the blue, the number is in blue. And the same for red. The gold earned by defeating the monster is shown in the corresponding color. The gold is immediately gained when the monster is defeated. If the roll is less than the number shown, the player gains no gold and the monster tile is removed from the board and is out of the game. When a monster is defeated, the player keeps the tile for possible points at the end of the game.

Vulnerability: Each monster shows a symbol that corresponds to the skill symbol on one of the character tiles. If the player uses the die from the character tile that matches that symbol, the total of the die is doubled. The creature is particularly vulnerable to that skill.



Roll \geq this number in yellow level to defeat this monster.



Gold gained when monster is defeated on the red level.



Vulnerability: Allies with this skill double die roll.



Rounds: The game is divided into 3 rounds. Round one ends when there are 8 or more monster tiles removed from the excursion board. These tiles can be from any section of the board, yellow, blue, or red. Round 2 ends when there are 16 or more monster tiles removed from the board. Round 3 ends when all monster tiles have been removed. There are two things that are effected by the change of rounds. First, white crystal spells must be used in the yellow section in round 1, yellow or blue in round two, or anywhere on the board in round 3. (white crystals-The Hammer of the Gods-is a plea to destroy

your enemy. The gods only respond to pleas from those they deem worthy. Going after monsters that are out of your experience and skill are not deemed worthy). The second thing effected is the cost of cards from the sorcerer. In the first round cards cost a blue crystal, in the second they cost a yellow, in the third they cost green. Rounds may change in the middle of a resolution phase



Cost
Level 1:
Level 2:
Level 3:



Illuminate
Discover the Contents of Two Dungeon Spaces.



Manipulate Fate
Re-Roll One Die.



Bless
Double One Non-Vulnerability Die.



Enhance
*Roll One Extra Die.
 Cannot Be A Die Used By Your Allies.*



Hammer of the Gods
Automatic Victory, Current Level Only

and the effects are immediate for the rest of that phase.

Crystal Spells Used in Combat: Crystals can be used to enhance combat. These must be spent before dice are rolled (except for blue crystals). Blue crystals, Manipulate Fate Spells, allow a player to re-roll one die for each blue crystal spent. Yellow crystals, Bless Spells, allow players to double one die. This die cannot be a die that is already doubled because of the monster's vulnerability. The green crystal, Enhance spells, allows a player to roll on additional die in combat. The die cannot be one that is assigned to another character owned by the player. The white crystal, The Hammer of the Gods, gives an automatic victory with no die roll needed—yes, the smallest die can take out the largest monster.



1. Turn Order: A player may change the turn order by placing an active die on the yellow space under the numbered spaces. Players must place under the number one first, the number 2 only if another player has chosen the number one, and so on. Each player may only have one die in the turn order yellow space each turn. During the resolution phase, players change the order of their turn dice based on the spaces chosen and gain the crystal shown. All players not choosing these spaces move to the right allowing for the players choosing the spaces to take their new turn order. The next turn, dice placement follows the new turn order.





Guarded treasure requires an excursion victory to claim.

1. Treasure: A player may place an active die on one treasure space. During the resolution phase the player may gain all items on that space. A player may not take any of the treasure if the treasure is guarded by monsters unless the player has defeated a monster in the excursion portion of the turn. In the crystal spaces only those containing a green or white crystal are guarded. The gold is always guarded. If a player has a die in a guarded treasure section and loses in combat, the die is removed with no reward. Each round a new set of crystals and gold are placed on the

treasure spaces so unclaimed treasure gains more each turn. When a player gains a treasure, they gain all treasure from that space. Unguarded treasure can be claimed by any player with no proceeding victory--some treasure can be found just by treasure hunting instead of defeating monsters.

2. Trainer: There are 9 spaces available for training. This is where characters can improve their combat skills and gain a higher die. During the resolution phase, a player removes the current die token from his character tile and replaces it with the next higher die token. Players can never have the same die token on two different characters so if a player has one character with a 6-sided die, he cannot raise another character from a 4-sided die to a 6. That player would first have to raise the 6-sided die to an 8 first. The higher die is from then on used by that character when placing dice. Training is resolved from top to bottom. If a player accidentally attempts to gain a duplicate die of another character tile he owns, the action is forfeited and nothing happens.





Gold coins may be added to outbid previous player.

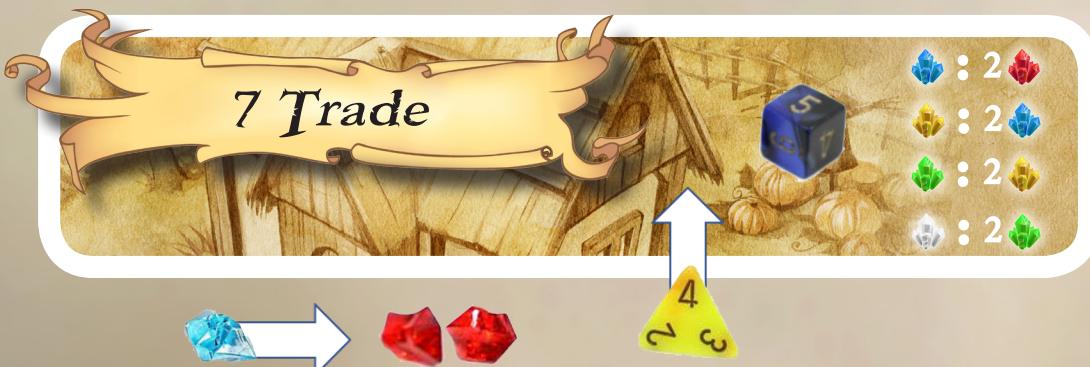
1. Tavern: This is where tales of heroic deeds gain followers. Followers are not as skilled as the players first characters, otherwise why would they be impressed by deeds and go with players into the jaws of danger. When a follower is gained, he must have a die token lower than the lowest die of the other characters tiles. Only one player per turn may gain a follower. The player places an active die on the tavern space. Later in the turn, if another player would like to gain the follower at the top of the stack, he may place any die atop a gold coin or coins. This means the first player is

outbid and the second to place gains the follower during the resolution phase. Other players may outbid previous players with more gold, the size of the die is irrelevant. All gold bid in this way goes back to the supply. The gained follower gives the player an additional die to place.



supply in the resolution phase. Your reward is shown in the white space. Only one die per space may be placed.

2. Free Prisoner: During your adventures you may find people held captive by monsters and evil doers. By freeing them, you gain a reward. The more notable your gift to them, the greater the reward. A die is placed above the space, this is your offering and will be returned to



3. Trade: In nearby towns, you will find merchants who will make equal value trades for crystals. All players may choose this space in a single turn. Merchants will give two red crystals for one blue or one blue for two reds—the trade can go either way. The trade values are shown on the board. During the resolution phase, a player may make as many trades and desired for a single die placed.

1. Sorcerer: The sorcerer has created staffs and charms that gain notoriety equal to or greater than gold. The points gained are shown on the card. Some cards give points for crystals held by a player at the end of the game. Some give points for the number of creatures with a vulnerability. Each item is unique. During round 1 (when there are less than 8 monsters removed from the board) cards cost one blue crystal. During round 2 cards cost one yellow crystal, and during round 3 cards cost one green crystal.

End of the turn:

After all players have placed active dice, players go to the resolution phase of the turn and gain their benefits. Resolution happens in order, 1. Excursion, 2. Turn order, 3. Treasure, 4. Trainer, 5. Tavern, 6. Free Prisoner, 7. Trade, .8 Sorcerer.

After all benefits have been gained, draw 4 crystals at random and place on the crystal spaces of the treasure spaces and place one gold on the gold treasure space. These are placed even if there are existing items on the treasure spaces. Then, in turn order, begin the next turn.

End of the game:

The game ends when all monsters have been removed from the board. On the turn when all monsters are gone, treasures are no longer guarded, since all the monsters have been defeated.

Add up points, the winner is the player with the highest total. Each gold is worth one point. Sorcerer cards are the only other way to obtain points. If there is a tie, the tying player with the most white crystals wins, then the next tie breakers are green crystals, yellow, blue, and last of all red. If there is still a tie that is weird and the game is a draw.

