

doodle **DUNGEON**



An amazing (heroic) drawing game by Ulrich Blum
for 2 to 4 Dungeon Masters for ages 10+



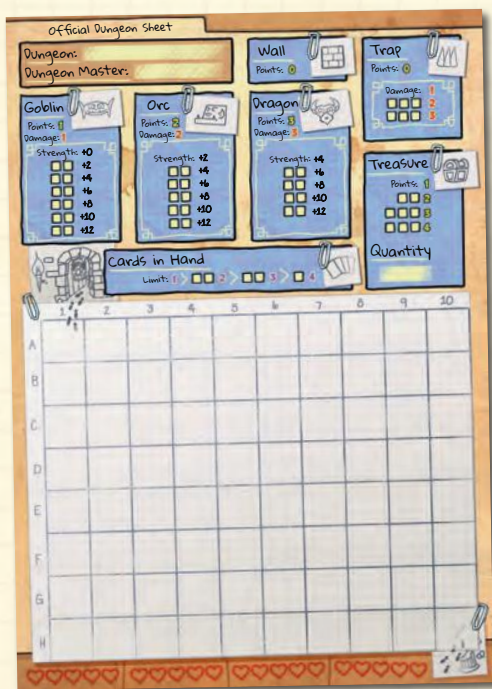
Your own dungeon! You've dreamed about it for years. Until now, you could only spread fear and terror as a dungeon tenant. Until now, your fortune wasn't depleted due to adventurous heroes (who overestimated themselves and will probably rot as corpses in their pathetic armor anyway). No, it was the constant rent increases from the dungeon rental companies that drove you to ruin! They claimed the increases were justified due to all the repairs necessitated by hero infestations. But that's all over now.

Your own dungeon! Chance brought it your way. During a shopping excursion in the Fallen Outlet Center while looking for new traps, you discovered a posted ad: "Dungeon for sale, direct from the owner!" This was your opportunity to finally stop throwing your coins away to your landlord demons and to turn the tables on the heroes. The price was amazingly cheap. You didn't even have to pay a broker troll's commission!

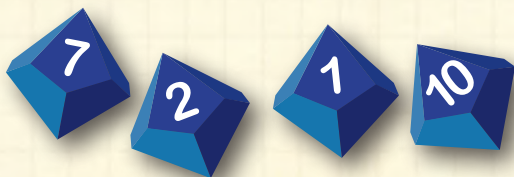
Your own dungeon! Today you're going to see it for the first time. There, that has to be it, the entrance to your new realm. You strut in and find a gigantic cave. Hmm, wait a second, why a cave? And it's completely empty! Where's the dungeon? There aren't any walls to create maze-like corridors. There aren't any traps to cause malicious injuries to adventurers. And worst of all: there aren't any monsters to defeat heroes for you!

Now it dawns on you ... that's why it was so cheap. How are you supposed to hide your treasures from marauding adventurers here? After all, hero season is about to begin! There's only one thing left to do. It's time to go shopping at the nearby dungeon discount outlet and then off to the nearest monster tavern to hire staff so everything will be ready in time for the heroes headed for your own dungeon!

DUNGEON MATERIAL



1 Pad with 100 Official Dungeon Sheets



4 Dice, 10-sided (with the values 1-10)



60 Cards

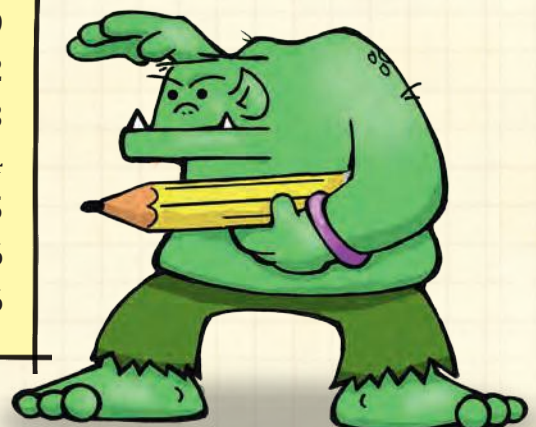


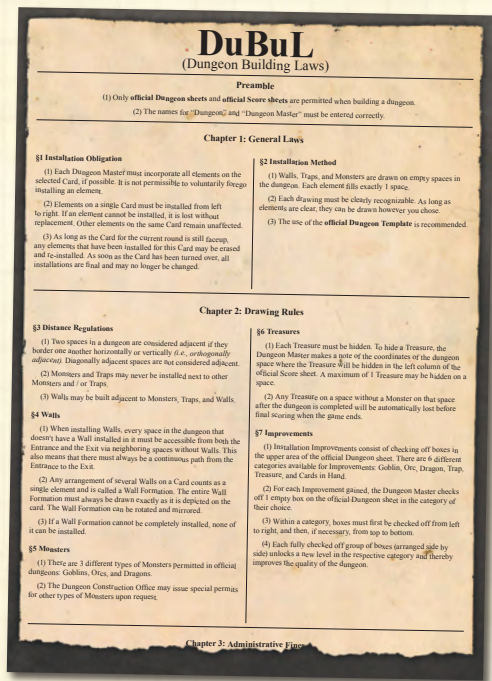
1 Pad with
100 Official
Score Sheets

INDEX

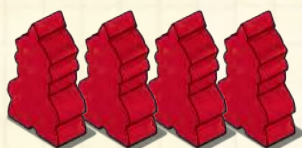


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4 Official Dungeon Templates



4 Hero Figures



1 Pencil Sharpener (doubles as start player marker)



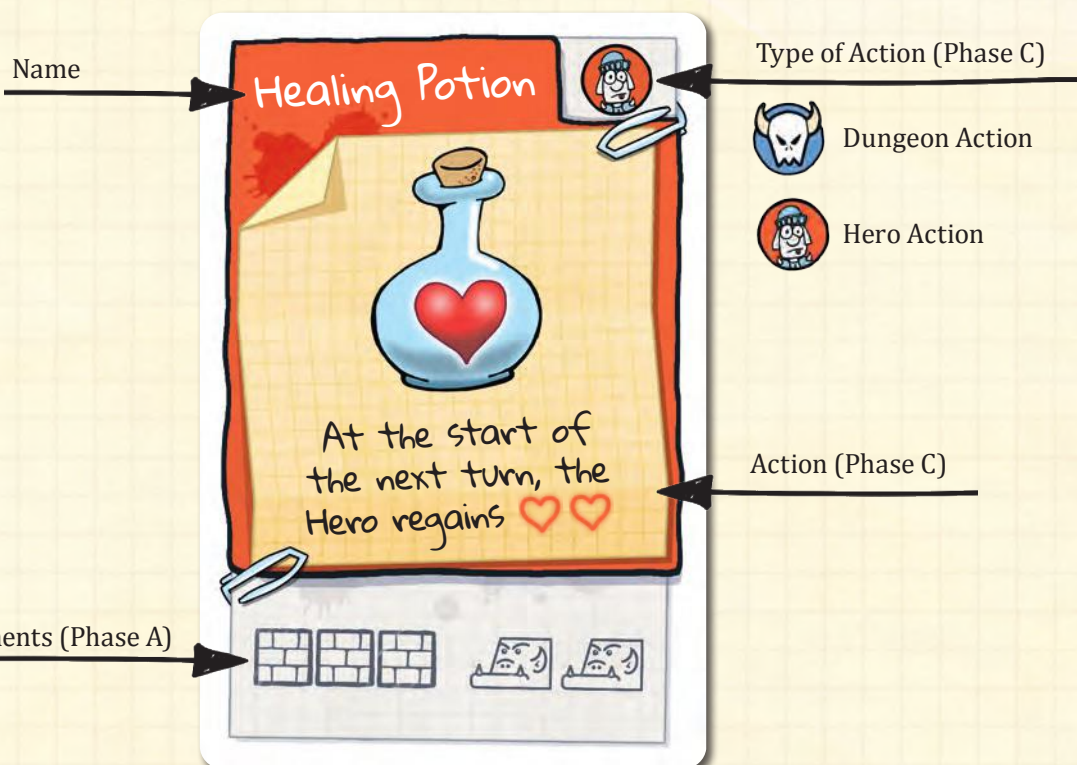
1 Eraser



4 Pencils

1 Player Aid Sheet, 2-sided
(with dungeon build rules and action summary)

CARD LAYOUT



GAME OVERVIEW

In brief: build dungeons – defeat heroes – count points.

In detail: You begin with an empty dungeon. In the first phase of the game you complete it by installing Walls, Traps, Monsters, and Treasures. This is done by collecting Cards and drawing those features onto your Dungeon sheet.

These Cards will also provide weapons, potions, and other useful actions that you can use to fight any hero who wants to plunder your dungeon in a later phase. You can also use them to support other heroes plundering your opponents' dungeons.

You win if your dungeon has the most valuable Treasures and most remaining Monsters at the end of the game.



If you're wondering why you begin with an empty dungeon, didn't you read the introduction? How are we supposed to explain this to the poor rules imp who put their heart and soul into writing it?

GAME SETUP

Perform the following steps in order:

1. Take **1 Dungeon sheet** and place it in front of you. Write your name next to "Dungeon Master" and create a name for your dungeon next to "Dungeon."
2. Take **1 Score sheet**, **1 pencil**, and **1 Hero figure** and place it all next to your Dungeon sheet.
3. Shuffle **all 60 Cards** and place them facedown as a **Build deck**. Then, depending on the number of Dungeon Masters playing, remove the following number of Cards from the Build deck and return them to the box without looking at them:

2 Dungeon Masters	18 Cards
3 Dungeon Masters	4 Cards
4 Dungeon Masters	1 Card

4. Place the **4 Dungeon Templates**, the **4 dice**, and the **eraser** in the middle of the playing area.



It doesn't really matter where you put these things, but the rules imp wanted to make sure they mentioned all of the materials for setup.

5. Decide which of you is the most malicious and give them the **start player pencil sharpener**.



Of course, real Dungeon Masters don't easily come to agreement. They have to tell each other old war stories from when they were just a few decades old in order to determine who was the most malicious in mistreating miserable hero parasites back in the day. (But sometimes, they just roll a die.)

GENERAL GAME PLAY

The course of the game is divided into 3 **different phases** that take place one after the other. Each phase must be completely finished before moving on to the next phase.



PHASE A: BUILD DUNGEON
PHASE B: DRAW HERO'S PATH
PHASE C: DEFEND DUNGEON



PHASE A: BUILD DUNGEON

This phase consists of **14 identical rounds**.

At the beginning of each round, reveal a number of Cards (see table) from the Build deck and place them faceup in the middle of the playing area.

2 Dungeon Masters	3 Cards
3 Dungeon Masters	4 Cards
4 Dungeon Masters	5 Cards

Now, beginning with the player with the pencil sharpener and continuing in **clockwise order**, each player chooses **1 Card** and places it **faceup** in front of them. After everyone has taken a Card, create a **discard pile** next to the Build deck with the **remaining Card**.



You don't know what clockwise means? Okay, imagine you are watching your slimy, left-handed Orc captain swinging a club to knock the head off a long-eared linnet. The sweep of the club will move in the same direction as the hands of a clock – clockwise. (And no, Orcs don't know what a "backhand" is.)

In the lower area of the Cards now in front of each of you, you will see several **building elements** depicted – such as **Walls, Traps, Monsters, Treasures, and Improvements**. You must now **install these elements** into your own dungeon. (This is usually done by drawing.) Be sure to observe the **build rules** below. When you first start, it's best to install building elements player-by-player so you can ensure you're observing all of the build rules. Once you're familiar with the build rules, you can install them simultaneously if you want.

When you have finished installing all of your building elements, turn your Card facedown to create your **own personal Action deck** next to your Dungeon sheet. (You'll use these Cards later in phase C.) The player with the pencil sharpener now passes it to the left (clockwise). The new start player now begins a new round by revealing Cards from the

Build deck as described above until you have completed 14 rounds of building.

You don't have to remember the Cards you have selected. To make planning easier during this phase, you can look at and rearrange the Cards in your personal Action deck whenever you want.



Your choice of Card is a double-edged longsword, and you have to cleverly weigh what is most useful for your dungeon. Do you want to pick a Card based on the building materials you need now? Or do you want to select one that has Actions you'll need later to ~~squash a Hero~~ defend your dungeon?

SPECIAL RULE WHEN PLAYING WITH 4 DUNGEON MASTERS:

At the beginning of the 12th round the Build deck will only have 4 instead of the required 5 Cards. Reveal these last 4 Cards as usual. Then shuffle all of the Cards from the discard pile to create a new Build deck and reveal the top Card to complete your faceup Card display for this round (and to provide the Cards you will need for the final 2 rounds). Create a new discard pile with the Card that wasn't chosen by a Dungeon Master at the end of the 12th round.

After 14 rounds, the Build deck will be empty and phase A ends. Leave the general discard pile in the middle as you will need it later. Keep your personal Action deck next to you. It should contain exactly 14 Cards, 1 from each round.

You have now all built your own dungeon by hiding Treasures, making Improvements, and placing Walls, Traps, and Monsters.

Now count the number of **Treasures** in your dungeon based on your Treasure entries on your Score sheet and make a note of this number in the Quantity area provided on your Dungeon sheet. Then begin phase B.

BUILD RULES

The following build rules are based on the DuBuL, the Dungeon Building Laws. You can find the DuBuL on the **Player Aid sheet**. Here, we explain the DuBuL in more detail and with several examples.

GENERAL RULES

The following **building elements** are available for installation in your dungeon:

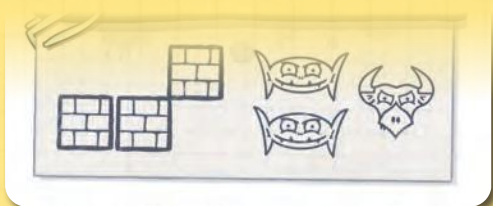
- **Walls, Traps, and Monsters** are installed by drawing in **empty spaces** in your dungeon. Each of these always fills exactly 1 space.
- **Treasures** are hidden by **secretly** writing them down on your Score sheet.
- **Improvements** are installed by **checking off boxes** in the upper area of your Dungeon sheet.

More details are given on the following pages.

Each individual illustration at the bottom of your Card counts as **1 building element**. Exception: If 2 or more **Walls** are shown, they all count together as only 1 building element called a **Wall Formation**.

You must include as many of the building elements shown on the bottom of your Card as possible. You must install the element that is shown furthest to the left first, then the element to its right, and so on.

As long as your Card for the current round is still faceup, you can erase and rebuild elements installed using this Card. Once you have turned the Card over, all installations are final and may no longer be changed.



Basically, this means that if the remaining spaces in your dungeon can't accommodate all of the building elements, you aren't allowed to voluntarily skip the installation of the Wall Formation in favor of drawing all 3 monsters. You also can't forego drawing a goblin in order to fit in the dragon.




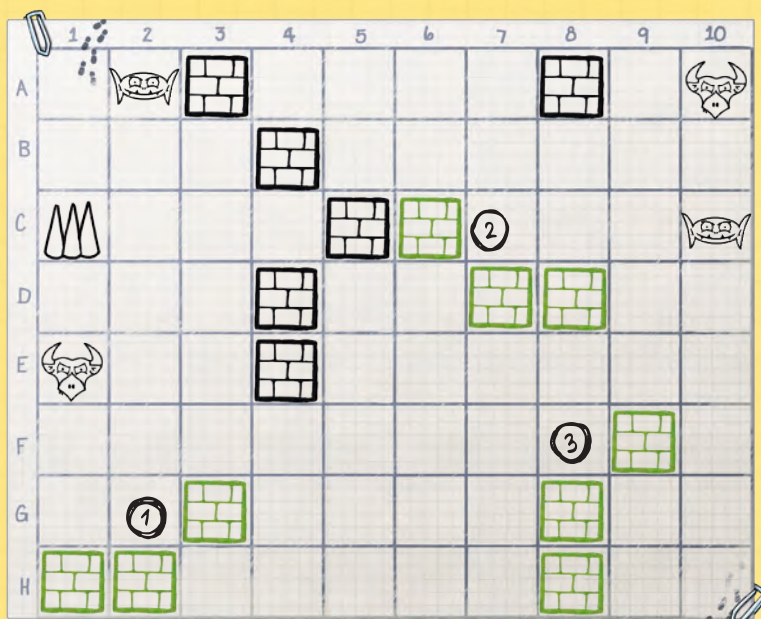
WALLS

Every single space in a dungeon that doesn't have a Wall drawn in it **must be accessible** to the Hero at all times, including both the Entrance and Exit areas (*the areas with footsteps above the top left and below the bottom right of your dungeon*). This also means there must always be a continuous path (for the Hero) from the Entrance to the Exit.

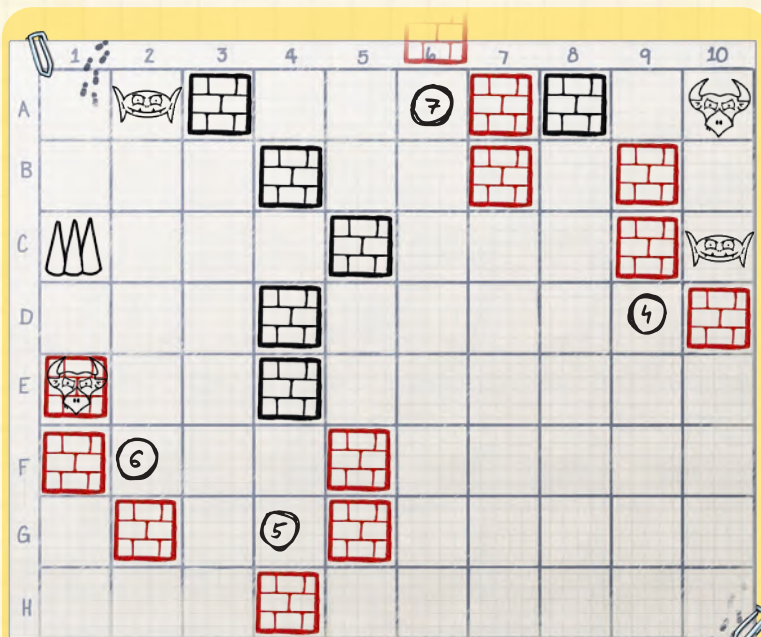
Note: A Hero may move **horizontally and vertically** (orthogonally, to use the fancy word) in the dungeon, but never diagonally (see page 8, “Phase B”). This means that diagonally adjacent Walls block the path.



 You didn't seriously believe a hero could squeeze his way through two diagonally adjoining walls with his bulky armor and oversized weapons, did you?



Example: Anna has to draw the depicted 3-part Wall Formation. For example, she could draw these at position ① or ② (mirrored) or ③ (rotated and mirrored).



Example: Installation at position ④ is not allowed because some spaces in the top right corner are no longer accessible. She is also not allowed to place it in position ⑤ because there would no longer be a continuous path from the Entrance to the Exit. Position ⑥ is not allowed because there is already a dragon on space E1, and Anna is only allowed to draw on empty spaces. And position ⑦ is not allowed because she has to draw all of the Wall Formation within the dungeon.



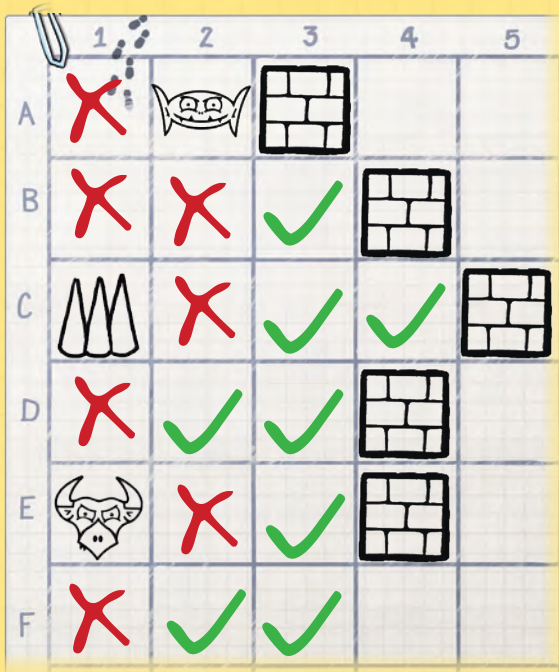
TRAPS AND MONSTERS

You may not add a **Trap** or **Monster** horizontally or vertically next to a Trap or Monster. In brief, you can never have Traps or Monsters next to Traps or Monsters! On the other hand, they can be diagonally adjacent to each other. (Walls are not affected by this rule, so they can be right next to Traps and Monsters.)



For example, if a dragon breathes fire in order to barbeque a hero, they shouldn't accidentally roast another monster or set fire to a trap. In addition, traps can block each other if you place them too close together. That's why at an early age every Dungeon Master learns to always install traps and monsters with a safe distance between them.

There are 3 different types of Monsters: **goblins**, **orcs**, and **dragons**. Drawing in scary Monsters is not that easy. However, it is not important how well you can draw, but that these elements in your dungeon are clearly recognizable. You can use the **official Dungeon Template** for this. Or you can draw the Monsters in a very simple way. At the end of the rules, we've included a short drawing school (see page 15) with tips for drawing Monsters.



Example: Anna has gained 1 goblin. She is not allowed to draw the goblin on the spaces marked with a red x, as these spaces are all horizontally or vertically next to other traps or monsters. On the other hand, she is allowed to draw the goblin on the spaces with the green check marks.



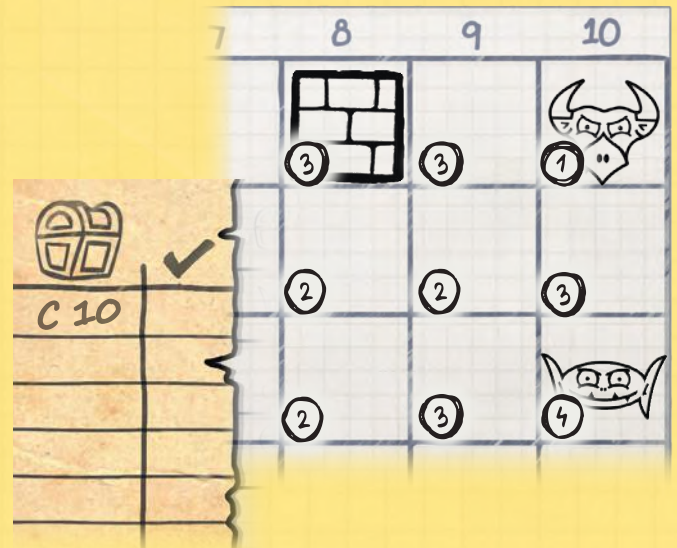
TREASURES

You **don't** draw **Treasures** in your dungeon, you **hide** them. To hide your Treasure, make a note of the coordinates of exactly 1 space in your dungeon in the left column of your Score sheet for every Treasure you gain. It doesn't matter if the space is empty or if it already has something installed in it. However, you can only hide a maximum of 1 Treasure on each space. Make sure the other Dungeon Masters can't see your Treasure coordinates by keeping your Score sheet facedown. (You may look at the front of your Score sheet at any time during the course of the game.)

Important: Treasures must be guarded by Monsters to protect them from Heroes. Any of your Treasures that don't have a Monster drawn in their space will be automatically lost at the end of the game. Therefore, you should always draw a Monster on any space with a hidden Treasure before phase A ends!



If you think you're particularly clever, you might try to hide some treasure in a wall. This may stop a hero from finding it, but not the thieving goblins as they are sensitive to the smell of gold. Absolutely nothing works without a monster guard. And since monsters don't live in walls, the following applies there too: no monster = lost treasure!



Example: Anna has gained 1 Treasure. She could hide it in space ①, because there is already a dragon there that would protect the Treasure later. Or, she could hide the Treasure in one of the empty spaces marked ② because she can place another monster on the same space later to protect her Treasure. Anna shouldn't hide the treasure in any of the spaces marked ③ because she is no longer allowed to draw monsters in those spaces. Anna already hid a Treasure on space ④ on an earlier turn and therefore she can't hide another Treasure there.



IMPROVEMENTS

Improvements are added by checking empty boxes at the top of your Dungeon sheet. There are 6 different categories for Improvements: Goblin, Orc, Dragon, Trap, Treasure, and Cards in Hand.

You must check off 1 box per Improvement and you're free to choose the category for each individual Improvement. Within each category you must always check off boxes from left to right and then from top to bottom.

The boxes are arranged side by side in groups. With **each fully checked box group**, you unlock a higher level in the respective category, which is indicated on the right. This will improve the quality of your dungeon for phase C.

Here is a brief overview of what the improved levels mean in the different categories:

- Goblin, Orc, and Dragon Improvements increase the strength of that Monster and thus the chance of winning a fight against the Hero.
- Trap Improvements increase the damage a Hero will suffer from the Trap.
- Treasure Improvements make your Treasures more valuable.
- Cards in Hand Improvements increase the number of Cards you may keep in your hand (your hand limit) while defending the dungeon.

More details are given on the following pages.



ANNA

Orc
Points: 2
Damage: 2
Strength: +2
☐ +4
☐ +6
☐ +8
☐ +10
☐ +12

Dragon
Points: 3
Damage: 3
Strength: +4
☒ +6
☒ +8
☐ +10
☐ +12

Trap
Points: 0
Damage: 1
☒ 2
☐ 3

Example: So far, Anna hasn't checked anything in the Orc Improvement category. However, she has checked off 4 boxes for Dragon thereby unlocking Improvement level "+8." And under Trap Anna has checked off 2 boxes so far but hasn't unlocked a higher Improvement level yet.

As shown above, after Anna draws 1 goblin and 2 orcs in her dungeon, she must check off 2 Improvement boxes. For example, she could use both under Dragon and unlock Improvement level "+10." But she decides to first check off 1 box for Trap in order to unlock Improvement level "2." Then she uses the second improvement for Orc to begin on the "+4" Improvement level there. Now she can unlock this during a later turn with one more Improvement.

PHASE B: DRAW HERO'S PATH

First, pass your completed Dungeon sheet to the player on your left (clockwise).

Then, use your pencil to draw the **path** the Hero should take through the Dungeon sheet you just received. The following rules must be observed:

- You must draw the path **as a single, continuous line from the Entrance to the Exit**. You are not allowed to make any **branches** or **divisions** in the path.
- The Hero may only move **horizontally** or **vertically** from space to space, but never diagonally. The Hero is allowed to leave a space in the same direction from which they entered.



For so-called "mathematicians" this means the Hero may only leave each space from an angle of 90°, 180°, 270°, or 360° after entering.

- The **path** can never pass through a space with a **Wall**.
- The path can **cross over** itself and may run **parallel** to itself. However, the path may only cross through each space a **maximum of 2 times**.



In plain language: if a path runs through a space from left to right, then the path can later run through the same space exactly one more time. It doesn't matter whether it is from top to bottom, from right to left, from left to right (again), from top to left, or whatever else may be possible.

- The path may only cross over a Monster a second time if it crosses over at least 1 other Monster or Trap **in between**.



We can't make it that easy for the Hero to hit the same monster twice in a row! The Hero has to alternate when fighting monsters, so they don't run out of breath so quickly!

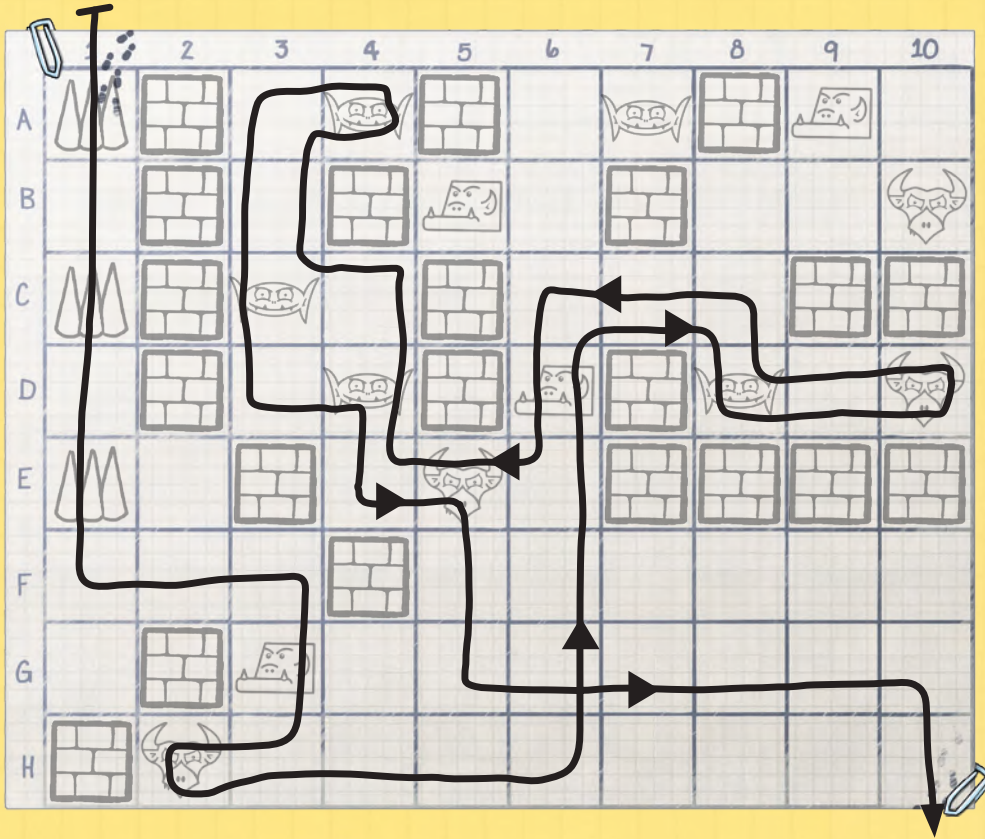
- Make sure you can clearly see which way the path is going. If in doubt, add a few arrows to show the direction.

You may look at the Cards in your personal Action deck at any time during this phase. Reviewing the Hero Action Cards you have available can help you determine how you'd like to draw the Hero's path.



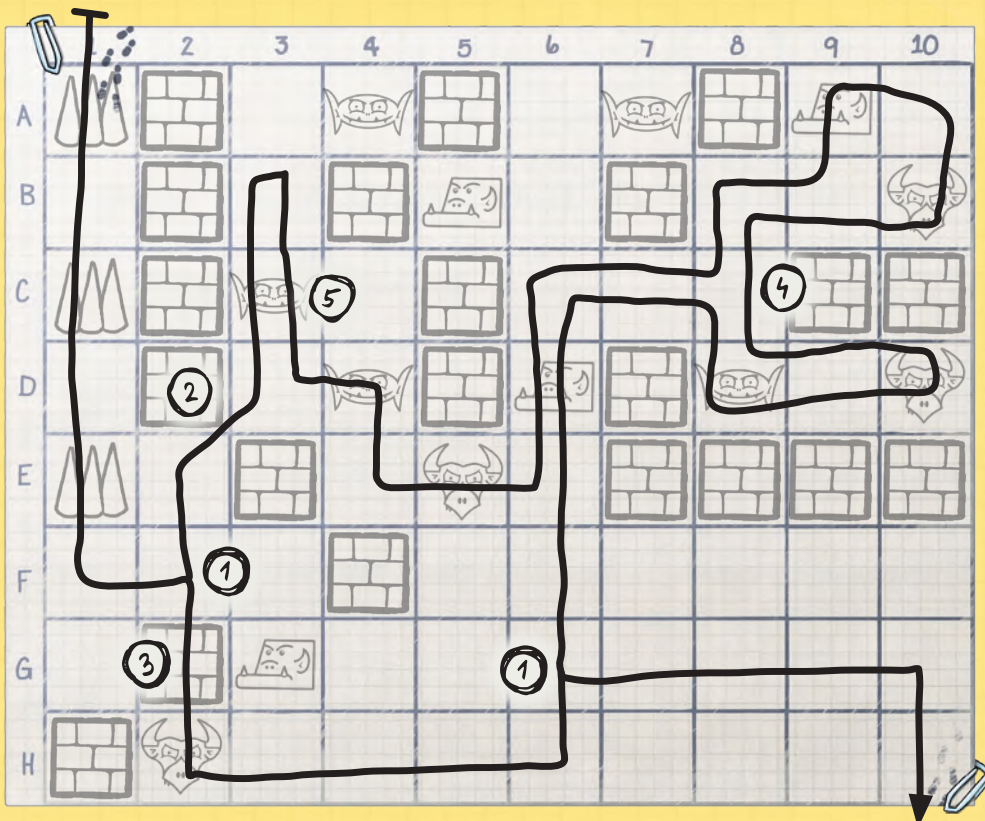
Isn't that perfidious? Not only do you build your own dungeon, but you also decide what mischief a Hero will inflict on the would-be Dungeon Master on your right. After all, you want to prove that no other Dungeon Master is as wicked and deceitful as you are!

As soon as you have all finished drawing the Hero's path, pass the Dungeon sheets back to the player on your right so that everyone has their own Dungeon sheet in front of them again. Then begin phase C.



Example: This is what a Hero's path can look like:

- It begins at the Entrance and continues without any branches to the Exit.
- The path leads through some spaces twice, but never more. In some places it runs parallel to itself (e.g., C6 / C7 / C8) and in one place it crosses over itself (G6).
- Changes in direction such as at E5 or E6 are also allowed.
- H2 and A4 show examples of a 180 ° turn.
- And in some places, arrows help show the hero's intended direction.



Example: This Hero's path is not acceptable because some rules were not followed!

- ① The path isn't allowed to branch (F2, G6).
- ② The path isn't allowed to run diagonally (E2 to D3).
- ③ The path isn't allowed to pass through a Wall (G2).
- ④ The path isn't allowed to pass through a space more than twice (C8).
- ⑤ The path isn't allowed to pass over the same Monster twice (C3) without passing over another Monster or Trap in between.

PHASE C: DEFEND DUNGEON

To prepare for this phase, first place the **Hero figure** in the **Entrance area above** to your dungeon.

Shuffle your **personal Action deck** and place it facedown next to your Dungeon sheet. Then draw a number of Cards from your Action deck into your hand equal to the number for your highest unlocked **Improvement level** for **Cards in Hand** on your Dungeon sheet.

Now, players take **turns** in clockwise order. Whoever has the pencil sharpener begins.

ANNA

Cards in Hand

Limit: 1 > ☒ ☒ 2 > ☒ ☒ 3 > ☐ 4

CHRIS

Cards in Hand

Limit: 1 > ☒ ☐ 2 > ☐ ☐ 3 > ☐ 4

Example: Anna has unlocked level "3" under the Cards in Hand Improvement and can therefore draw 3 cards from her Action deck into her hand. Chris hasn't unlocked a level through Improvements because he hasn't checked off the second box for level "2" yet. Therefore, he only draws 1 card into his hand.

TURN OVERVIEW

A player's turn consists of **4 steps**, which are carried out in order as follows:

1. MOVE THE HERO FIGURE
2. CARRY OUT AN ENCOUNTER AND PLAY DUNGEON ACTIONS
3. PLAY HERO ACTIONS
4. REFILL CARDS IN HAND

Exception: For your first turn this phase, you will only perform steps 3 and 4. The first two steps are skipped.



On your first turn you can support Heroes in your opponents' dungeons by playing cards before a Hero makes their first move in the dungeon on the player's second turn. After all, your malice is directed not only against the Hero in your own dungeon, but also against the opposing Dungeon Masters! Then you can refill your Cards in Hand to end your turn.

1. MOVE HERO

Move the Hero figure in your dungeon along the marked Hero Path. This movement is compulsory; the figure can't remain in place.



As mentioned earlier, we don't let Heroes hit the same monster twice in a row so the Hero has to keep moving.

As soon as you move the figure onto a space with a **Trap** or a **Monster**, you end the Hero's movement for that turn.

2. CARRY OUT ENCOUNTER AND PLAY DUNGEON ACTIONS

The Hero now **encounters** the Trap or Monster in the space where they ended their movement. This encounter is mandatory.

TRAPS

If the Hero has stopped on a space with a Trap, he suffers **damage** (see page 12) equal to the value of the highest unlocked **level** under the **Trap** Improvement.

Then cross off the Trap because each Trap can only be triggered once. This space is now considered **empty**. This means if the Hero moves through this space again later, he doesn't stop but just continues moving.

ANNA

Trap

Points: 0

Damage: 1

☒ ☒ ☒ 2

☐ ☐ ☐ 3

Example: The Hero in Anna's dungeon has stopped on a space with a trap. Anna has unlocked level "2" for her Trap Improvement. Therefore, the Hero suffers 2 damage.

MONSTER

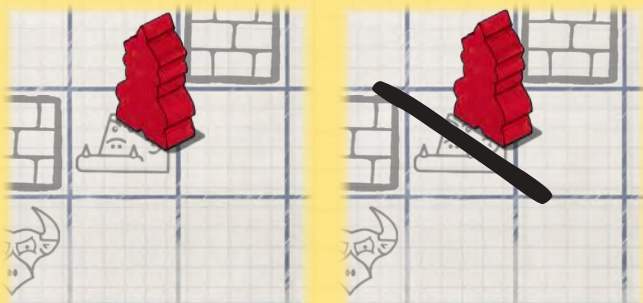
If the Hero has stopped on a space with a Monster, a **fight** ensues. Carry out the fight by rolling 2 dice and adding together the numbers rolled. Then add the value of the highest unlocked **Improvement level** of the corresponding Monster type. The result is the Monster's **strength** for this fight.

- If the Monster's strength is **20 or higher**, the Monster **wins** the fight. The Hero suffers that amount of **damage** (see page 12) as indicated for this type of Monster.
- If the strength is **lower than 20**, the Monster **loses** the fight and immediately leaves the dungeon. Cross off the Monster. This space is now considered **empty**. If the Hero moves through this space again later, he doesn't stop but just continues moving.



Clearly you didn't hire the bravest specimens at the monster tavern. If a Monster loses a fight against a Hero, it immediately flees the dungeon and looks for a less dangerous job!

CHRIS



Example: The Hero has stopped in a space with an Orc. There is a fight. Chris has unlocked the "+8" level for his Orc Improvement. He rolls 2 dice: 7 and 2. The total strength for the Orc is 17 (7 + 2 + 8). That's not enough to win the fight. Chris crosses off the Orc.



PLAY DUNGEON ACTIONS

When you are carrying out an encounter, you can play as many Cards from your hand with Dungeon Actions as you want. **Dungeon actions** always apply to **your own** dungeon. Resolve each action **immediately** after it has been played before you play another Dungeon Action. Discard all resolved Cards to the **general discard pile**.

You can continue playing Dungeon Actions even in the middle of a fight. For example, you could increase the strength of your Monster after you know the dice result! The final strength for your Monster and the evaluation for the fight is determined only after all Dungeon Actions have been carried out.

GOLDEN RULE: if a Card action contradicts the rules in this booklet, the action takes precedence.

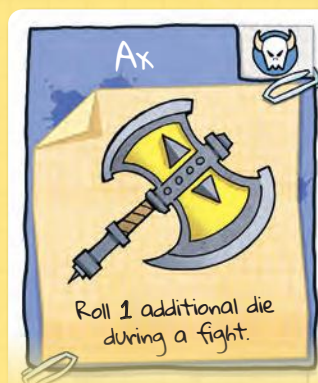
A detailed explanation of all Dungeon Actions can be found in the **Player Aid**.



Example: In the previous example, Chris had a total strength of 17 for the Orc. Instead of crossing off the Orc right away, Chris plays an Orc Club that gives an Orc +4 strength. Now the total strength is 21 (7 + 2 + 8 + 4). That's enough to win the fight and the Hero suffers 2 damage. The Orc stays in the space. If the Hero crosses this space again later, he will have to fight the Orc again.

DICE LIMIT

All of the dice you use are for **fights**. Some Dungeon Actions (Ax, Talisman, Cursed Blade) allow you to roll additional dice for a fight. However, you may never use more than 4 dice in a single fight at the same time. If an action would result in using more than 4 dice in a fight, you can't play that Action.



Example: Anna has the following Cards in hand: 1 Ax and 1 Talisman. The Hero in her dungeon has stopped on one of her goblins. She rolls 2 dice to determine the initial strength for the goblin. At the moment, there are 2 dice in the fight. If she plays the Ax first, then there would be 3 dice in the fight, and she would only be able to add 1 more die. So, she would no longer be able to play the Talisman as this would add 2 more dice, which are too many.

However, if she played the Talisman first instead, she would roll 2 more dice and then remove the two dice with the lowest values from the fight. As a result, there are now only 2 dice in the fight so she would now be able to also play the Ax.



3. PLAY HERO ACTIONS

In this step, you can play as many Cards from your hand with **Hero Actions** as you want. A Hero Action always applies to an **opponent's** dungeon of your choice and supports the Hero there. Place the Card on top of the chosen dungeon, but note:

- You can't choose a dungeon that already has **2 Cards** on it.
- You can't choose a dungeon where the Hero is already **dead** or has **escaped** (see below).

The respective Dungeon Master will **resolve** this Hero Action later during one of their turns as soon as a certain event occurs, as is specified in each Card's action text. Discard all resolved Cards to the **general discard pile**.


GOLDEN RULE: if a Card action contradicts the rules in this booklet, the action takes precedence.

A detailed explanation of all Hero Actions can be found in the **Player Aid**.

4. REFILL CARDS IN HAND


You can now place as many (including none) of your remaining Cards in hand as you want facedown **under your Action deck**. Then draw Cards from your Action deck into your hand until you have a number of Cards equal to the highest unlocked **Improvement level** under **Cards in Hand**. This ends your turn.

DAMAGE / DEATH / ESCAPE

Whenever the Hero in your dungeon suffers damage, cross off 1  for each damage point received. Once all of the heart symbols are crossed off, the Hero **dies**.



The only good Hero is a dead Hero!

If the Hero leaves your dungeon alive by reaching the Exit with at least 1 , he has **escaped**.



Letting a Hero escape is quite embarrassing for a serious Dungeon Master. If this happens in your dungeon, you shouldn't show up to Evil Club for at least a decade, so enough goblin grass has grown over your shame!

END OF PHASE

As soon as the Hero in your dungeon is either dead or has escaped, you skip the first two steps for your remaining turns. You'll only carry out the 3rd and 4th steps from now on.

The phase ends when all Heroes are either dead or have escaped.

GAME END AND FINAL SCORE

After the end of phase C, the game ends and the final score is calculated. The fewer elements the Hero has destroyed in your dungeon, the better your score will be! Use your Score sheet to enter your points there as follows:

TREASURES

First, check whether each of your Treasures is guarded by a Monster. In other words, is there a Monster you haven't crossed off on the same space? Check off each guarded Treasure in the appropriate column. For each of these guarded Treasures you gain points equal to your highest unlocked Improvement level for Treasure. This also means any Treasures in unguarded spaces are worthless and will not earn any points.



Yes, even if the Hero died in your dungeon, all unguarded Treasures are worthless. The Hero took your Treasure with him after he defeated each Monster. Then later, when the imps disposed of the Hero's corpse, they probably had their long fingers busy at work again. In any event, even though the Hero died and didn't escape the dungeon, your Treasure is gone!

MONSTERS


You gain points for each of your Monsters that you haven't crossed off: 1 point per goblin, 2 points per orc, and 3 points per dragon.

HERO DEATH

If the Hero died in your dungeon, you gain 5 points.



HEART SYMBOLS

If the Hero escaped from your dungeon, you lose 1 point for every  they had left.

Now add up your points to determine how well you have all built your dungeons. Whoever has the most points wins and is celebrated as the most malicious Dungeon Master!

If there is a **tie** for a position, count the number of Monsters that have been crossed off in the tied players' dungeons. Whoever has the fewest crossed off takes the better position. If this is still tied, the tied players share the position.

Official Dungeon Sheet

Dungeon: **Pit of Doom**
Dungeon Master: **Chris**

Goblin
Points: 1
Damage: 1
Strength: +0
+2
+4
+6
+8
+10
+12

Orc
Points: 2
Damage: 2
Strength: +2
+4
+6
+8
+10
+12

Dragon
Points: 3
Damage: 3
Strength: +4
+6
+8
+10
+12

Wall
Points: 0

Trap
Points: 0
Damage: 1
2
3

Treasure
Points: 1
2
3
4
Quantity: 5

Cards in Hand
Limit: 1 > 2 > 3 > 4

1 2 3 4 5 6 7 8 9 10

A B C D E F G H

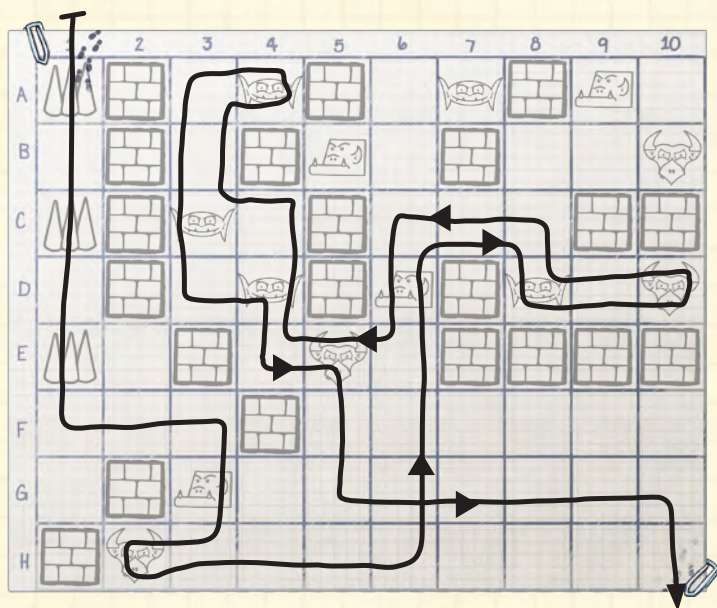
XXXXXXXXXX XXXXXXXXXX XHHHHHHHHH HHHHHHHHHH

	✓		✓?	6
B10	✓		1	1
D10			2	6
A4			3	6
A7	✓		3	6
B5	✓		5	
			-1	-9
		Σ		10

Example: This is what Chris's dungeon and score sheets look like at the end of the game. He calculates his points as follows:

- Chris hid 5 Treasures; 2 of them (A4, D10) were lost, the other 3 (B5, A7, B10) are still guarded and will score. Since Chris had activated level "2" for Treasures, he gains $3 \times 2 = 6$ points for his Treasures.
- 6 of Chris's Monsters survived the Hero's visit: 1 goblin (A7), for 1 point, 3 orcs (B5, D6, A9), for 2 points each, and 2 dragons (B10, H2), for 3 points each.
- The Hero escaped alive from Chris's dungeon. Chris doesn't gain points for the Hero's death, but he loses 9 points because there were still 9 heart symbols that weren't crossed off.

In total, Chris finished the game with 10 points.



BUILD DUNGEON (PHASE A)

- It's best to place Traps on spaces in narrow places the Heroes' Path must definitely pass through.

Example: There is no way around the spaces A1, C1 and E1 in the illustration, the Hero has to move over these Traps.

- The same applies for Monster types for which you have unlocked a high Improvement level that can more easily defeat the Hero in battle.

Example: There is no way around space G3, the Hero must fight this orc no matter what. The Hero doesn't necessarily have to move across the D6 space, but in order to flatten as many monsters as possible and steal treasures, the Hero definitely wants to fight this orc.

- Try to fork possible Hero paths in narrow places and thereby create dead ends behind these forks. Since the Hero's Path may only pass over each space a maximum of 2 times, they must make a decision at such forks as then can't enter all dead ends. Such dead ends are also good for hiding Treasures (and of course protecting them with Monsters). However, you need a lot of Walls and therefore fewer other elements, which is why this should be carefully considered.

Example: Space C6 is such a fork in the path. Here the Hero has to decide whether to go up or to the right. Both are not possible, as otherwise the path would cross over C6 more than twice. Spaces C8 and B6 are also similar forks in the path.



DRAW HERO'S PATH (PHASE B)

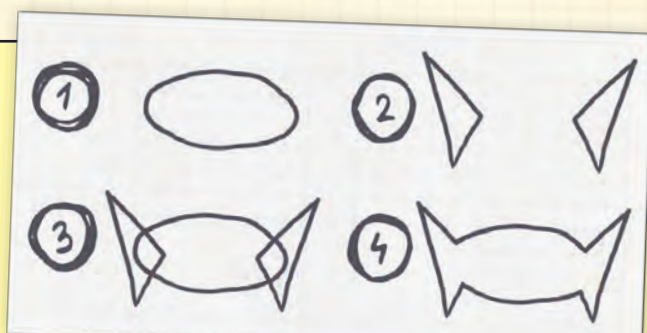
- Think about the spaces where Treasures could be hidden. The Hero should visit these spaces as long as there aren't too many Traps and/or Monsters to make the way there too difficult.
- You don't have to fight every Monster in the dungeon. It is valuable to leave as few Monsters as possible in the dungeon so that the Dungeon Master receives fewer points for Monsters and because you can also find Treasures this way. But the damage the Hero suffers fighting Monsters also earns the Dungeon Master points – especially if the Hero dies! Therefore, you should carefully consider Monster by Monster whether the Hero should fight him.
- Pay particular attention to which types of Monster have been upgraded the most. Try to avoid Monsters of this type as much as possible.
- Also take into account which Hero Actions are in your Action deck. For example, if you have a Bomb, you could draw your path so the Hero can avoid fighting the Monster but will still be close enough to throw the Bomb to eliminate it.

DEFEND DUNGEON (PHASE C)

- Before the beginning of Phase C, take time to look over all of the Cards in your Action deck and try to memorize your most important actions.
- Sometimes it makes sense not to play an action right away if you can, but rather save it for later to use on a particular Monster that may be guarding a Treasure.
- On the other hand, you should also remain flexible and keep an eye on whether you can possibly cause a Hero's death early, because then all the rest of your Monsters will automatically survive.
- Don't be afraid to put Cards under your Action deck at the end of your turn if you are not sure whether you will need them on your next turn. This way you can get to other good Cards in your deck faster.
- It can be a good idea to remember the order of the Cards you put on the bottom of your Action deck.

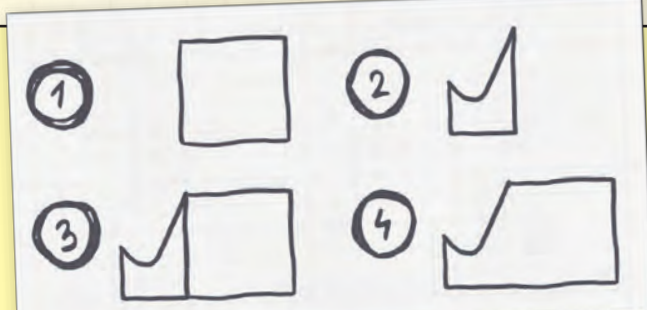


If your dragons look like garden gnomes and your orcs tend to arouse pity instead of instilling fear, we have a remedy for you: Off to drawing school!



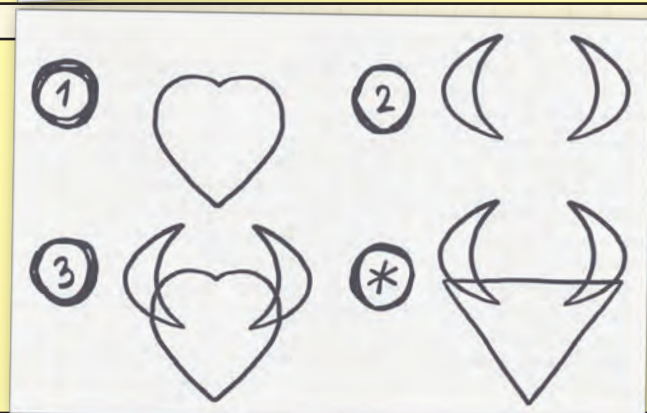
GOBLIN

For the goblin, you need an oval on its side ① and two triangles ②. The triangles should be upright with the tips protruding into the oval between them ③. The finished goblin ④.



ORC

An orc is a real blockhead. You will need a square ① and a small ski jump that falls to the left ②. Place the ski jump to the left of the square ③ and you have an orc ④.



DRAGON

You can also draw a complicated dragon in just a few steps. You need a heart ① and two crescent moons ②. Place the crescents on top of the heart and your dragon is ready ③. If you can't draw a heart, a triangle * will also work.



DECORATIONS

To make your monsters look really terrifying, you need to add a few important features. Draw eyes, a mouth, and a nose or snout to bring them alive. Maybe you could also add in some little details like a wart or an earring, whatever you like.

You will find that you can use these simple basic shapes to draw fast and distinctive monsters that you can decorate as you wish. Of course, you can also always use the official Dungeon Template if it makes things easier for you.



Do you really think we need to explain how to draw traps and walls? We're in drawing school here, not in drawing kindergarten!

TRAPS AND WALLS

...

SUMMARY

SETUP:

- Take a Dungeon sheet, Score sheet, Pencil, and Hero.
- Shuffle the Cards and remove:
 - 2 Dungeon Masters: 18 Cards
 - 3 Dungeon Masters: 4 Cards
 - 4 Dungeon Masters: 1 Card
- Assign the Start Player Pencil Sharpener.

PHASE A: BUILD DUNGEON

- 14 Rounds, Reveal faceup each Round:
 - 2 Dungeon Masters: 3 Cards
 - 3 Dungeon Masters: 4 Cards
 - 4 Dungeon Masters: 5 Cards
- Choose 1 Card in clockwise order.
- Install Elements according to the Build Rules.
- Create your Action deck with your Cards.
- Create a Discard Pile with the leftover Cards.
- Pass on Start Player Pencil Sharpener at the end of each round.
- To Finish: Count your Treasures, note the Quantity.

PHASE B: DRAW HERO'S PATH

- Pass your dungeon sheet to the player on your left.
- Create a continuous path from the Entrance to the Exit in the dungeon you received.
- Return the dungeon sheet to the player on your right.

PHASE C: DEFEND DUNGEON

- Place the Hero in the Entrance area.
- Draw Cards based on your Cards in Hand level.
- Carry out Turns in clockwise order:
 1. Move the Hero on the Path.
 2. Carry out Encounters and Play Dungeon Actions.
 3. Play Hero Actions.
 4. Refill your Cards in Hand.
- Phase ends once all Heroes are either dead or have escaped.

GAME END AND FINAL SCORE

- Treasures: Gain Points depending on level, but only if guarded by Monsters.
- Monsters: Gain Points depending on type, but only if not crossed off.
- Hero's death: Gain 5 points if the Hero in your dungeon dies.
- Heart symbols: Lose 1 point per ❤️ the Hero has remaining if they escape.

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