Game: **DUNGEONQUEST** Pub: **Fantasy Flight Games (2010)**	**v1.2** **Feb 2011**
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

DUNGEONQUEST

SETUP

Shuffle the **dungeon chambers** facedown near the board (or in the box lid). Place the **sun token** on the first space of the sun track.

Shuffle each deck (**Dungeon**, **Crypt**, **Corpse**, **Door**, **Search**, **Trap**, **Treasure**, and **Catacomb**) and place it, facedown, on its board space. Shuffle the **Combat** and **Dragon** decks. Separate the **Power** cards for each of the 5 **Monsters** into decks.

Shuffle the **Monster tokens** facedown. Organize the other tokens into separate piles.

Each player randomly chooses a **Hero card** (or players may agree on who they will play), then takes the corresponding **plastic figure**, **travel marker**, and **Power** cards and rolls 1 die.

The highest roller (reroll ties) is the **First Player** and takes the First Player token.

Shuffle the **Rune** deck. Each player draws 1 Rune card and places it faceup next to his hero card. Unused cards are returned to the box.

The First Player places his hero figure in one of the 4 **tower rooms** at the corners of the dungeon, then the other players place their figures in clockwise order. Heroes may not start in the same tower room.

GAME TURN

The First Player starts and play continues clockwise. Each player completes his turn before the next takes a turn. On his turn, a hero must **move** into an adjacent space *or* **search** the chamber he is in.

Heroes cannot move and search in the same turn. Heroes that search *do not* encounter the chamber they are in.

Moving

Move your figure through a passage to an adjacent space. Diagonal movement is *never* allowed.

You cannot move into a chamber occupied by another hero, *except* for the treasure chamber.

After you move into a chamber space, you must encounter that chamber. If there is a monster token, you encounter the monster first. If you kill the monster, you must then encounter the chamber.

Every space on the board without a dungeon chamber (except tower rooms and the treasure chamber) is **unexplored**.

When you move into an unexplored space, you must randomly draw a dungeon chamber from the pile and place it faceup in the space, with the entry arrow adjacent to the chamber you moved from.

When you attempt to move through a door, you must first draw a **Door card**. If the card is *Door Opens*, continue movement as normal. If the card is *Door Jammed* or *Hidden Trap*, you must remain in the chamber. You may try the door again next turn or leave by a different passage.

If you attempt to move through a door that is adjacent to another door, only draw 1 Door card to determine success.

When you attempt to move through a portcullis, you must make a **Strength test**. If you succeed, continue movement as normal. If you fail, your turn ends; you may try again next turn.

If you attempt to move through a portcullis adjacent to another portcullis, only make 1 Strength test to determine success.

If you attempt to move through a door *and* a portcullis, resolve each in order, starting with the chamber you currently occupy.

Dead Ends

If all of a chamber's passages except the one you entered run into walls, you have reached a **dead end**. You can only leave the chamber by moving to the chamber you entered from (if possible) or by successfully searching for a secret door or a passage to the catacombs.

You are killed if you becomes trapped in a dead end and do not succeed in finding a way out after searching *twice*.

Searching

To **search** a chamber, draw the top card from the **Search deck**.

You may search a chamber twice on successive turns; after this, you *must* move on the next turn; you cannot search again until you have moved. If you return to the same chamber later, you may search it again, for up to 2 successive turns.

You may only search chambers featuring a **search icon** and only if there are no monster tokens in the chamber.

ENCOUNTERS

After you complete any instructions on a card or chamber, the encounter is resolved. Once all your encounters have been resolved for your turn, your turn ends.

Encountering Dungeon Chambers

Most chambers have special instructions, triggered when you move into them. Some have lasting effects that always supersede any normal rules for movement.

If you enter a chamber with a monster token in it, you must encounter the monster before encountering the chamber.

Encountering Cards

Whenever you are instructed to draw cards, you must take the top card of the appropriate deck, resolve all instructions, then (usually) discard it to a discard pile next to its deck.

Loot cards are kept faceup next to your hero card.

Any effect that refers to the **Monster** card type also applies to monster tokens.

Encountering Monsters

Encounters with a Skeleton, Sorcerer, Troll, Golem, or Demon may lead to **combat** unless you manage to *escape*. Some **Threat** cards may turn into monsters and lead to combat.

Each monster has a set of 4 **Power cards** and 4 monster tokens. Resolve encounters with monsters as follows:

1. Determine Monster Player

The player to your left takes on the role of the monster for that encounter; he takes the 4 Power cards with the monster's portrait and shuffles them into a facedown stack.

2. Draw Monster Token

The monster player draws a monster token with that monster's portrait at random from the pool and places it facedown in front of himself. The number on this token is the monster's **life value**. If a monster token is not available in the pool, take one from the board instead.

3. Escape or Attack

The hero must then decide if he wants to **escape** or **attack**. You may not escape if the chamber you *entered* has a portcullis or if you entered the chamber by special movement such as a *Secret Passage* from the Search deck.

Escape Both the hero and the monster player randomly draw 1 card from their Power cards stack and compare the **escape values** (the white number in the bottom left corner). If your escape value is *less* than the monster's, you fail to escape and must face the monster in combat. You also suffer wounds equal to the monster's **damage value** (the black number in the bottom left corner of the monster's Power card).

If your escape value is *equal to or greater* than the monster's, you escape. The monster player places his monster token facedown in the chamber where the monster was encountered. It remains there until killed. The monster's card, if there is one, is discarded and all Power cards are returned to their respective decks. Play then passes to the next hero.

When you successfully escape, you must leave the chamber where you encountered the monster and return to the chamber you entered from. You do not encounter the chamber you return to and your turn immediately ends. However, on your next turn, you must then encounter the chamber you escaped to as if you just entered it. If you entered the chamber through a door, you do not have to draw another Door card to escape.

Attack If you choose to attack, or if you attempt to escape and fail, combat begins.

THE TREASURE CHAMBER

Heroes can move into the **treasure chamber** as if it were a dungeon chamber. It is treated as a single space.

When you enter the treasure chamber, randomly draw 1 **Dragon card** from the Dragon deck. If the card drawn is *Sleeping*, follow the instruction on the card to draw 2 Treasure cards, and your turn ends. Leave that Dragon card faceup.

On your next turn, you must either move out of the treasure chamber by any passage or stay there and draw another Dragon card.

If the card is *Dragon Rage*, discard all of your treasure cards and then roll 2 dice and suffer that many wounds.

If this does not kill you, you must retreat, moving out of the treasure chamber through the passage of your choice to an adjacent space, drawing a Dungeon chamber if the space is unexplored. Your turn then immediately ends. Retreating heroes may not move through a door or portcullis.

A hero retreating in this manner does not encounter that chamber, regardless of whether the chamber was previously explored or not. However, on your next turn, you must encounter the chamber as if you just entered it.

You may remain in the treasure chamber until you decide to leave or you wake the Kalladra the Dragonlord.

Once you have looted as much as you dare, you may leave the treasure chamber during your turn, treating it as a normal move. You do not draw any Dragon cards on the turn you leave.

The treasure chamber is the only space in the dungeon that you can move into if it is already occupied by another hero. The more heroes drawing cards from the Dragon deck, the more likely the dragon will wake up. When the dragon wakes, all heroes in the chamber immediately suffer the consequences, starting with the player who drew the *Dragon Rage* card and proceeding clockwise to the other players with heroes in the chamber. Then the game carries on with the normal turn order.

If there are no heroes in the chamber at the end of a player's turn, all of the drawn Dragon cards are shuffled back into the Dragon deck, facedown. However, if there are 2 or more heroes in the chamber, none of the cards are shuffled back into the deck until the last hero leaves. On a later turn, heroes may return to press their luck anew with the replenished and shuffled Dragon deck.

RUNNING OUT OF TIME

The sun token's location on the **sun track** indicates the amount of time heroes have remaining before the game ends.

When the First Player takes his turn, before he performs any actions, he advances the sun token 1 space on the sun track. *The sun token does not advance on the first turn of the game.*

Once the sun token reaches a space marked with a number, the First Player must roll 1 die: if the number rolled matches the number or falls within the range of numbers listed, the game immediately ends. At that moment, any heroes still inside the dungeon are killed.

If the sun token reaches the last space on the sun track, the First Player no longer advances the token, but he still rolls a die before each of his turns to see if the game ends.

Even if the First Player is eliminated, exits the dungeon, or is forced to lose his turn, he still advances the sun token and may need to roll for game end at the start of his turn as normal.

EXITING THE DUNGEON

The only exits from the dungeon are in the tower rooms. A hero entering a tower room *may* immediately choose to move out of the dungeon from it.

If you choose not to, you immediately move out of the tower room through one of its passages and encounter the chamber you enter. You do not have to exit the dungeon through the same tower room that you started the game in, and you are never obligated to exit the dungeon if they enter a tower room.

Once you have exited, you cannot enter the dungeon again; you must remove your figure from the board and can no longer explore the dungeon. You must now wait until the game ends before the victor is determined.

A hero may not exit the dungeon unless he possesses at least 1 Loot card (any Loot card; it does not need to have a value).

COMBAT

If you encounter a monster and do not *escape*, **combat** results. Combat always involves a single hero against a single monster.

Attacks can be **melee** (red), **ranged** (blue), or **magic** (yellow). While Power cards are in your hand or played during a combat round, they are considered Combat cards for the purposes of all rules and special abilities regarding combat.

Each combat round is 4 steps performed in order:

1. Draw Combat Cards
Each player draws cards from his Combat deck until they have a hand of 5 cards, kept hidden from the other player.

During the first round, each player randomly draws 1 of his Power cards before drawing to 5 cards. Power cards used during an *escape* attempt may not be drawn.

2. Reveal Combat Cards
Each player places 1 card from his hand (Power or Combat) facedown. Then, these are simultaneously turned faceup.

If either of the cards are Power cards, any special effects are resolved; hero first, then the monster player.

3. Resolve Counterattack
If the attack value of a player's Combat card is equal to or lower than his opponent's attack value and his card has a **counterattack icon** matching his opponent's attack type, the player may make a **counterattack**. The player plays cards from his hand with a counterattack icon that matches his opponent's attack type and then adds his cards' attack values together to determine his total score.

A player making a counterattack may play multiple cards (one at a time) to increase his total attack value. He must stop playing cards once his total attack value *exceeds* his opponent's attack value.

Only one counterattack may be made in a round; a player may not counterattack against a counterattack.

4. Assign Damage
The player with the highest total attack value in the round is the winner of that round. He places all the Combat cards he played during the round in the loser's **damage stack**.

Each card in a player's damage stack in front of him represents one wound has has suffered in the combat.

The loser of that round places his Combat card in the **combat stack** between the players. This represents the maneuvering of the combatants to set up a more powerful strike.

Players must be able to see the numbers and attack types of all cards in the combat stack, and the number of cards in the other player's damage stack.

After resolving this step, if neither the hero nor monster has been killed, return to *Step 1*.

Deathblow
A **deathblow** results if the winner of a round plays a card matching the attack type of any card(s) in the combat stack.

He takes all of the cards in the combat stack with the same attack type as the attack type of the card he played and adds them to his opponent's damage stack.

Deathblows are resolved *before* the loser of a combat round places his card on the combat stack.

Stand-offs
A **stand-off** occurs when both the hero and the monster have the same attack value. A player may still counterattack and turn the stand-off into a victory if his card's counterattack icon matches his opponent's attack type.

If both players' cards have the same attack value and the same attack type, the round automatically ends in a stand-off without any opportunity to counterattack.

Both of the players' cards are placed on the combat stack and players return to *Step 1*.

Canceled Cards
If a Power card allows a player to **cancel** his opponent's Combat card, all text on the card and its counterattack icon are ignored. The card's attack value is also reduced to 0 and cannot be increased above 0 (any modifiers are ignored).

If a card is canceled that has a *"next round"* ability, that ability may not be used on the following round.

End of Combat
Combat ends when either the monster or the hero is killed. The monster's card that started the combat, if there is one, is discarded to the discard pile of the deck it was drawn from. All Power cards are returned to their respective decks, and all Combat cards are shuffled back into the Combat deck.

Hero Victory
The monster's **life value** is on the bottom of its token. During combat, only the monster player may look at the number.

If the monster has a number of cards in its damage stack equal to or exceeding its life value, it is killed; the combat ends. All of the cards in the hero's damage stack are converted to actual wound tokens. The monster token is shuffled back into the pool.

Monster Victory
During combat, each of the cards in a hero's damage stack counts as 1 wound. These wounds are added to the number of wound tokens the hero accumulated before the combat.

A hero with wounds (wound tokens plus cards in his damage stack) equal to or greater than his life value is killed.

The monster player places his monster token in the chamber the monster was encountered in. Damage to a victorious monster does not carry over to later combats.

EXPLORING THE CATACOMBS

When you encounter a *"Passage Down"* Dungeon or Search card, you may enter the **catacombs** on your next turn instead of moving or searching. Whether or not you choose to enter, you *must* place a **catacomb entrance marker** on that chamber.

Exception: If the chamber is a *Cave-in*, you may still enter the catacombs, but do not place a catacomb entrance marker.

When you encounter a Catacomb Entrance chamber or a Dungeon chamber with a catacomb entrance marker, you must encounter the chamber as normal. On your next turn, you can choose to enter the catacombs instead of moving or searching.

When you enter the catacombs, place your **travel marker** next to your figure, with the arrow pointing in the direction of your choice. Then remove the figure from the board.

Once you have placed your travel marker, your direction of movement has been set and you may not move the marker or point it in a different direction.

You may enter a chamber that contains another hero's travel marker, and can enter the catacombs from the same chamber. If you choose to do so, place your travel marker on the chamber as normal, and point it in any direction you choose.

Encounters in the Catacombs
A hero in the catacombs must draw a **Catacomb card** at the start of each of his turns. These are resolved following the normal rules for encountering dungeon cards, and are piled beside your hero card instead of being discarded, so you can count them when you find an exit out of the catacombs.

If you resolve an encounter that instructs you to discard the card, the card is still placed in the pile beside your hero card.

Monster tokens are not placed during catacomb encounters.

Exiting the Catacombs
When you resolve an encounter that allows you to exit the catacombs, you must find out where you resurface.

Advance your travel marker 1 space in the direction it is pointing for each Catacomb card you have accumulated (including the card you drew that turn).

Choose whether you shift left or right and then roll a die to determine how far you shift to the left or right after you have advanced the appropriate number of spaces in the direction your travel marker points.

You do not explore or encounter any spaces you pass under.

If you have drawn so many cards that you would pass outside the dungeon, only count as many Catacomb cards as will take you to the outer wall of the dungeon.

When you resurface, place your figure back on the board and remove your travel marker. Then return all the Catacomb cards you collected to the Catacomb deck and shuffle it.

Any Loot or encounters with instructions to keep the card are not returned to the deck. If you enter the catacombs again, those cards do not count towards advancing in the catacombs.

If you resurface from the catacombs in a *Chasm* or *Bridge*, you may choose which side of the chamber you place your figure on. If on a *Bridge*, he must then attempt to cross it.

If you encounter a monster the turn after you exit the catacombs, you must attack; you may not attempt to escape.

Resurfacing in an Explored Space
When you resurface into an explored space such as a dungeon chamber or the treasure chamber, your turn immediately ends. You do not encounter the chamber or any monsters there.

On your next turn, you must encounter the chamber (instead of moving or searching) as if you just entered it.

You may resurface in a chamber with another hero.

Resurfacing in an Unexplored Space
When you resurface into an unexplored space, you immediately draws a dungeon chamber and place it on that space, with its entrance arrow pointed in the direction of your choice. Then your turn immediately ends.

On your next turn, you must encounter the chamber (instead of moving or searching) as if you just entered it.

ATTRIBUTE TESTS

Heroes have 4 attributes: **Strength**, **Agility**, **Armor**, and **Luck**.

To make an **attribute test**, roll 2 dice: if the total is greater than the attribute, the test fails; if equal to or less, the test succeeds.

Determination Tokens
Whenever you fail an attribute test, take 1 **determination token**. The next time you attempt the attribute test for that encounter, each of your determination tokens increases your relevant attribute by 1.

After resolving the encounter, discard all determination tokens.

RUNES

Each **rune** can be used once per game. When you wishe to use a rune, discard the Rune card at the time indicated on the card and resolve its effect. Discarded Rune cards are not used for the rest of the game.

MONSTER TOKENS

If all the monster tokens of a type have already been placed on the board, the monster player must choose a token of that type *on* the board and move it to the chamber instead.

If a monster player needs to place a monster token in front of himself to establish a monster's life value, but all the tokens of that type have already been placed on the board, he must choose a monster token of that type on the board. He cannot examine the life value on the monster tokens before choosing.

If you encounter a monster token on the board and kill the monster, the token is removed from the board and is now available to be placed on the board again on future turns.

DEATH & ELIMINATION

The most common way for a hero to die is by taking a number of wounds equal to or greater than his life value.

When your hero is killed, you lose the game. Your hero is removed from the board and all his cards and tokens returned to their respective decks and piles. Flip his card facedown. Killed heroes can no longer affect the game.

Eliminated players still participate in the game and continue to play the role of monsters for the player to their right.

When you **heal**, discard the indicated number of wound tokens from your hero card.

WINNING THE GAME

The game ends when every player has either successfully left the dungeon or has been killed. Each player who exited the dungeon totals the value of his Loot cards. Loot cards without a gold value are worth 0 gold (unless otherwise indicated).

The player who exited the dungeon with the highest total value in gold is the winner.

Any effects that are resolved at the end of the game must be resolved before gold values are tallied, starting with the First Player and then so on in clockwise order.

If surviving heroes tie for the highest gold total, the tied player with the single Loot card worth the highest gold value wins.

If it is still a tie, the tied player with the most Loot cards wins. If it is still a tie, then all tied players win the game.

If nobody escape the dungeon, all players lose and Dragonlord Kalladra is the winner.

SOLO DUNGONQUEST

In the solo game the player must perform the monster's actions during combat.

When a monster token is drawn, the token is placed faceup instead of facedown, and the player knows how much damage is required to kill the monster.

Combat Step Changes
1. Draw Combat Cards Do not add a Power card to your hand. Power cards are only used in escape attempts. The monster does not have a hand of cards at all.

2. Reveal Combat Cards When the monster plays a Combat card, he simply plays the top card of the Combat deck.

3. Resolve Counterattack (if able) If the monster is able to make a counterattack, reveal the top 5 cards of the Combat deck. If any are able to be used for a successful counterattack, they must be played. Remaining revealed cards are discarded.

A player can win if his hero manages to exit the dungeon with at least 1 Treasure card before nightfall. Try to beat your previous highest total gold value for a more challenging game.
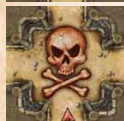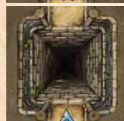
DUNGEONQUEST

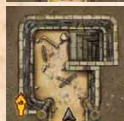## DUNGEON ROOM

Draw a **Dungeon** card.

TRAP ROOM

Draw a **Trap** card.

BOTTOMLESS PIT

Test Luck. *Succeed:* take your next turn as normal. *Fail:* you are killed!

CATACOMB ENTRANCE

Draw a **Dungeon** card. On your next turn, you may enter the catacombs.

CORRIDOR

You must immediately **move again**. If you enter the same corridor twice during the same turn, your turn ends instead of you moving again.

CHASM

Draw a **Dungeon** card. Next turn, you may only exit through a passage on the same side you entered from.

CHAMBER OF DARKNESS

You must immediately **move again**. Roll 1 die to see which passage you exit from.

If the passage you rolled is blocked by a wall, your turn ends and you must roll again next turn.

CAVE-IN

Draw a **Dungeon** card. Next turn, retreat (return to the chamber you entered from) *or* attempt to cross (test **Agility**. *Succeed:* you cross and continue your turn as normal. *Fail:* you must stay in the chamber. Next turn, you may retreat or attempt to cross.
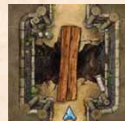
SPIDER WEB

Retreat (next turn return to the chamber you entered from) *or* attempt to cross (test **Strength**. *Succeed:* immediately move again. *Fail:* you must stay in the chamber and *must* try to cross again at the start of each of your turns until success.

PORTCULLIS

Draw a **Dungeon** card. You cannot escape from monsters while here. Next turn, test **Strength** to move through the portcullis. *Succeed:* lift it and move normally. *Fail:* you must stay in the chamber. Next turn, you may try to lift it again or exit through a different passage.

BRIDGE

You may stay on your side (next turn return to the chamber you entered from) *or* attempt to cross (test **Agility** with +1 per Loot card you have. You may discard any number of your Loot cards before testing. *Succeed:* immediately move again. *Fail:* drop to the catacombs; 1 die of wounds. You must attempt to cross if you entered the tile via special movement.
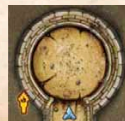
ROTATING ROOM

After you have entered, the room rotates 180º and your turn ends. The room only rotates once in the game. If the room's passage is blocked by a wall, you may try to leave by searching.

DUNGEONQUEST
COMBAT VARIANTS

Combat Dice Variant

Use in solo games and those with multiple players.

Each monster has a specific attribute that heroes must use to resolve a **combat test**:

Skeleton: Agility
Sorcerer: Luck
Troll: Armor
Golem: Strength
Demon: Strength

Heroes do not receive determination tokens and any ability affecting attribute tests does not affect combat tests.

Encountering monsters follows the normal rules. Heroes and monsters use Power cards to escape following normal rules. Power and Combat cards are not used during combat.

Several combat rounds are played until either the hero or the monster is killed. At the start of each round, the hero rolls 2 dice and compares the total to his attribute.

If the total is greater than the attribute, he fails and a wound is inflicted on him. If the total is equal to or less, he succeeds and 1 wound is inflicted on the monster. Whenever **doubles** are rolled, inflict 2 wounds instead of 1.

If neither combatant has been killed after inflicting wounds, resolve another round by making another combat test.

Character Abilities

Hugo the Glorious After rolling dice, you may choose to reroll any 5 and 6 results once; you must accept the second result.

Krutzbeck Whenever at least 1 wound is inflicted on the monster, you may inflict 1 additional wound.

Tatianna Her ability is unchanged. The Combat deck is only used for Tatianna's ability; it is not used to resolve the rest of the combat.

Challara & Brightblaze If you have 8 or more wounds and succeed at a combat test by rolling doubles, only 1 wound instead of 2 is inflicted on the monster.

Classic Solo Combat Variant

Use in solo games and those with multiple players.

Encountering monsters follows the normal rules. Heroes and monsters use Power cards to escape following normal rules. Power cards and Combat cards are not used during combat.

Each combat is played over a series of rounds until either the hero or the monster is killed. At the start of each round, the hero player rolls 1 die and resolves the result:

1-2 Inflict 1 wound on the hero
3-4 Inflict 1 wound on the hero and 1 on the monster
5 Inflict 1 wound on the monster
6 Inflict 2 wounds on the monster

If neither combatant has been killed after inflicting wounds, resolve another round by rolling the die again.

Character Abilities

Hugo the Glorious After rolling the die, you may reroll a 1 result once; you must accept the second result.

Krutzbeck Whenever at least 1 wound is inflicted on the monster, you may inflict 1 additional wound.

Tatianna Her ability is unchanged. The Combat deck is only used for Tatianna's ability; it is not used to resolve the rest of the combat.

Challara & Brightblaze If you have 8 or more wounds and roll a 6 result, only 1 wound instead of 2 is inflicted on the monster.

Classic Combat Variant

Use in games with multiple players only.

During setup, each player takes these 3 cards from the Combat deck to form a hand of Combat cards: 1 *Quick Shot*, 1 *Slash*, and 1 *Bolt of Agony*. Remaining Combat cards are not used.

Encountering monsters follows the normal rules. Heroes and monsters use Power cards to escape following normal rules. Power cards are not used during combat.

Several combat rounds are played until either the hero or the monster is killed. At the start of each round, the hero and monster players select 1 card from their hands and place it facedown in front of themselves. They are then simultaneously revealed and cross-referencing on the Combat Display.

If neither combatant has been killed after inflicting wounds, the cards are returned to their owners' hands and another round of combat is fought.

Combat Results

A number in a **white box** indicates how many wounds are inflicted on the hero. A number in a **grey box** indicates how many wounds are inflicted on the monster.

If the box is split between white and grey, 1 wound is inflicted on both the hero and the monster.

Character Abilities

Hugo the Glorious If you and your opponent choose the same combat card, 1 wound is inflicted on the monster and no wounds are inflicted on you.

Krutzbeck Whenever at least 1 wound is inflicted on the monster, you may inflict 1 additional wound.

Tatianna Her ability is unchanged. The Combat deck is only used for Tatianna's ability; it is not used to resolve the rest of the combat.

Challara & Brightblaze If you have 8 or more wounds, only 1 wound instead of 2 is inflicted on the Monster when you play a *Quick Shot* and the Monster plays a *Slash*.

HERO

Bolt of Agony	Slash	Quick Shot

MONSTER

Bolt of Agony				Bolt of Agony
Slash				Slash
Quick Shot				Quick Shot

MONSTER

Bolt of Agony	Slash	Quick Shot

HERO