

# Dungeon Crawl

a game for the piecepack

(v 0.2b, 23 May 2001)

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2 to 4 players - 45 minutes

## Summary

After building the dungeon, players move their characters (pawns) around the dungeon seeking treasure (crown coins). Monsterous denizens (moon coins) and deadly traps (sun coins) pose hazards which may cause damage (value-up coins in player's holdings), but defeating these challenges earns experience useful for later encounters (suit-up coins in player's holdings). Players may also attack each other in an attempt to steal treasure or equipment (arms coins). Once the final treasure has been found, the game ends, and the player with the highest total value in treasure wins.

## Setup

Shuffle all tiles, face-down, and place them in a stack off to the side. Shuffle all coins, value-side up, and place them in a pile off to the side. Give each player a die. Roll to see who will begin dungeon building.

The first player places a tile face-down in the middle of the table, then takes all four pawns and places them on the line segments between the spaces of the tiles (one per segment). Starting with the second player, take turns placing tiles face down in the following manner:

1. Turn over a tile and match its color to one of the pawns on the first tile played, noting which edge of that tile the pawn is on.
2. Place the tile, face-down, adjacent to the last tile placed, against the edge of the last tile placed that correlates to the matching colored pawn.
3. If there is already a tile in the place determined by this method, place the tile anywhere along the edge furthest from the first tile played, in the direction that correlates to the matching colored pawn.
4. After placing the tile, choose a coin and place it, value-side up, on the tile in the space closest to you (each player should be placing coins in different corners of tiles).

After all tiles and coins have been placed in this way, the player who laid the first tile must remove the pawns and place the final coin. You will then have a randomized dungeon layout with one coin on each tile.

Starting with the player who laid the first tile, take turns placing the pawn of the player to your left (which matches the color of that player's die) at an "entrance". An entrance is any empty space on an edge farthest from the first tile placed in any of the four cardinal directions. In other words, if the dungeon were enclosed in a rectangle that expanded each time a tile was added, an entrance is any empty space that touches that rectangle.

Once all players' pawns are placed, discard any extra pawns and begin play starting with the player that laid the first tile during dungeon building.

## Play

Take turns (following the turn sequence) until all six treasures have been found.

## Game Ending and Winning

The game ends as soon as the sixth treasure is revealed. All players then reveal their treasure values. The player with the highest total treasure value wins. In the event of a tie, the player among those tied that has the single most valuable treasure wins.

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## Turn Sequence

On your turn, you must move your character. If your character lands on a coin, reveal the coin's suit and react accordingly. If your character does not land on a coin, but lands in a space adjacent to another character, you may attack that other character. When your turn is finished, pass play to the left.

## Movement

Characters can move as many spaces as desired in a straight line in any direction (like a queen in chess). A character must stop if it reaches a space containing a coin. A character may not pass over another character.

## Springing a Trap (Suns)

When you land on a trap, first decide how much, if any, trap experience you will spend. Discard one sun coin for each experience you wish to spend. Then, roll the die and add one point per experience spent.

If the result is greater than the trap's value, you have successfully disarmed the trap; place the coin suit-up in your holdings (in front of you), as it is now a point of trap experience.

If your die roll (modified by experience spent) is not greater than the trap's value, then you fell for the trap and are injured by it; collect the coin and place the coin value-up in your holdings, as it is now damage equal to the trap's value.

## Fighting a Monster (Moons)

When you land on a monster, first decide how much, if any, monster experience you will spend. Discard one moon coin for each experience you wish to spend. Then, roll the die and add one point per experience spent.

If the result is greater than the monster's value, you have successfully defeated the monster; place the coin suit-up in your holdings (in front of you), as it is now a point of monster experience.

If your die roll (modified by experience spent) is not greater than the monster's value, then the monster injured you before fleeing; collect the coin and place the coin value-up in your holdings, as it is now damage equal to the monster's value.

## Finding Treasure (Crowns)

When you land on a treasure, make sure all players have seen its value, then place the coin suit-up in your holdings. You may look at the value of your own treasures whenever you wish.

## Finding Equipment (Arms)

When you land on a piece of equipment, place the coin suit-up in your holdings, as it is now considered a point worth of equipment. Equipment has two uses: assistance in fighting other characters and diminishing of damage.

## Attacking Another Character

When one character attacks another, the attacker first decides how much equipment, if any, to spend, and discards one arms coin per equipment spent. The defender then decides how much equipment, if any, to spend, and discards one arms coin per equipment spent. Then, the players each roll their dice and add one point to their rolls for each point of equipment they spent.

If the attacker's modified roll is not higher than the defender's, the attack fails and nothing results from the fight. If the attacker's modified roll is higher than the defender's, the attack is successful. A successful attacker may choose either a treasure (taken at random from the defender's holdings) or an equipment point (taken from the defender's holdings) as spoils.

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## Damage

Each time you suffer damage from a trap or monster, you may apply equipment to the damage. For each point of equipment applied, you may ignore one point of damage. To show that a point of equipment has been applied toward avoiding damage, group the equipment with the value-up coins showing the damage.

If at any point during the game you accumulate 10 or more points of damage (after modification for equipment), your character dies.

## Dying

If you die, follow these steps:

1. Discard all of your experience.
2. Leave all of your equipment and treasure stacked, value-side up, in the space in which you died.
3. Remove your character from the board.

On your next turn, you may re-enter the game by placing your character at any entrance. On the turn following, resume play as normal.

Any player may pick up the entire stack of equipment and/or treasure you left behind by landing on it.