




Burden of Dice Dungeon!

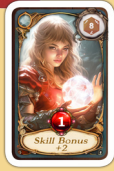
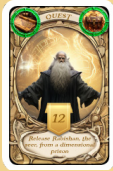
 2-4
 12+
 60-90'

Components:

5 player standees and stands,  50 player cubes: 10 of each color, 

5 sword tokens, 5 potion tokens,   25 damage tokens, 

5 6-sided dice,  5 3-sided (d3) dice,  30 monster tokens, 



40 Quest Cards, 24 Inn Cards, 45 black item tokens, 25 quest tokens

5 of each: boots, shields, tome tokens,


5 of each: chainmail, axe, wand, and staff tokens



7 8-sided dice, 7 10-sided dice, 7 12-sided dice,



40 gold tokens,  12 room cards, 

1 Black Search Bag, 

15 Passage tokens.



Set up:

Give each player:

1 standee, 1 stand, 10 cubes of the same color, 1 6-sided die, 1 3-sided die.

Each player puts their 6-sided die to the number 2--this keeps track of a player's skill bonus.

Give each player 3 gold tokens.



Each player places one cube on the "0" space of the point track of the main board.

Players place their standees on the start space of the board.

Place all room cards face-down individually (not in one deck) beside the board.

Shuffle the inn cards and the quest cards and put face-down in draw decks.

Randomly place monsters face down on the monster spaces of the board. Each space has a number indicating the number of players. Cover each monster space with a number equal or less than the number of players in the game. Place the remainder in the box.

Place all tokens with the black boarder in the black "item search" draw bag.

Roll all 8-sided, 10-sided, and 12-sided dice into the lid of the box. Be careful to keep the box lid steady so as not to change the numbers rolled.

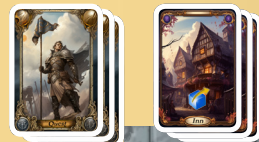
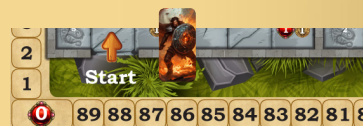
Randomly choose a starting player. On his/her turn, each player takes one action. Play goes clockwise.

Game End:

The end of the game is triggered when all monsters have been defeated or when all players have left the dungeon. If it ends because all monsters are dead, then each player gets two additional turns.

The player with the most points is the winner. Points are tracked during the game. At the end of the game, damage tokens are -1 point each, unspent Inn cards are 1 point each, and unspent quest tokens are 1 point each. In the case of a tie the player with the most fulfilled quests wins the tie. If there is still a tie, the player with the most quest tokens wins the tie.

When a player leaves the dungeon, he/she takes no more actions in the game but gains the points shown on the exit space of the board. The first player to exit get's 6 points and so on. If the exiting player still has cubes on the board, he/she removes those cubes.



Game Play:

The Turn

On a player's turn he/she will place cubes on the action spaces of the main board (right side of the board) and take the corresponding action. Players must place cubes on the upper-most available row(s). They must place the number of cubes in the entire row of those available spaces. For example, if the top "single-cube" space is occupied for the Move-Fight action, the player must place two cubes on the next row of spaces to take that action.

Players placing more cubes will also receive a bonus (described later).

If an action has no available spaces and a player desires to take that action, the acting player may return all cubes, except his/her own, from the action space to their owners, and take the action after doing so.

Resting at the Inn: A player may choose to retrieve cubes from the board as his/her action for the turn. The player takes one row of his/her own cubes from each action area. If the player has more than one row of cubes on any individual action, he/she must retrieve from the row with the greatest number of cubes. If other players have cubes in that same action space that are greater than the active player, the active player moves those cubes up until the upper-most rows are filled. This will result in the other players retrieving cubes that are in excess of the rows filled. In addition to the active player gaining his/her cubes back, that player also gains one inn card. This card will give the player a bonus during one action. Inn cards may be used in conjunction with the action shown on the card and can be used in any quantity at one time. Inn cards not spent during the game gain the player 1 point each.

The Actions:

Move-Fight

A player moves his/her standee up to 5 dungeon spaces orthogonally. To move from room to room a player must go through the doors shown by arrows in the dungeon. If the player places his/her cube on the top single space of the Move-Fight action area, that player may move a maximum of 5 spaces (dungeon squares within each room). If the player has placed cubes on a lower row of that action space, he/she may move additional spaces as shown on those rows.

Monsters Spawn: When a player chooses to fight a monster, that monster gains a bonus die. The active player chooses one die from the box lid. The player will add the number of the room plus the additional number on the bottom of the monster token plus the die.



This will be the number a player must equal or exceed with his/her weapons, armor, and magic to defeat the monster. Once a player lands on a monster token to fight, he/she can no longer move in that turn.

During the game players take damage tokens if they fail to win in combat or if they choose to do other actions (besides the Move-Fight action) in a room with an active monster. The Move-Fight action allows a player to move into a room and past monsters without damage. Other move actions like Move-Search will cause one damage token if the active player takes that action in a room with an active monster. An active monster is one that is in the same room as the player's standee and no other player is fighting that monster. If a player takes any move action that is not a Move-Fight action and his/her path takes that player into, out of, or through two rooms with active monsters the player takes two damage. The player takes three damage with three rooms and so on.

Fight: A player's standee remains on the board on the dragon (monster) symbol. The player removes the monster token and turns it over. Add the number on the token, plus the room number, plus the monster die to determine how much damage must be done to win the combat—the player must do equal to or greater than the numbers added together.

1. The player rolls the 3-sided (d6) die to see how skillfully he/she attacked.
2. Add to that weapons and armor.
3. Add to that magic token(s) chosen.
4. Add to that an Inn card that gives a fight bonus.

Note that weapons and armor remain constant and are not spent in combat. Magic items (show an asterisk on the token) are spent and turned over once they are used in combat. They cannot be used again until they are recharged.

If those numbers equal or exceed the monster number plus the die, the player defeats the monster.

1. The player moves his/her point cube up on the main board the number shown in the point symbol in the room. Gain gold equal to the number shown on the gold symbol in the room.
2. The player takes the die that was assigned to that monster and places it on the table in front of himself/herself. This will be spent later as a skill bonus. If the monster token had a plus number on it, add that number to the skill die. Any excess above the skill die's highest number can be added to the original six-sided die and used when spending skill dice. The original skill die has a maximum of 6. Skill points beyond that are lost.



If a player fails to defeat the monster:

1. Turn the die assigned to that monster down 1 to the next lower number. The monster was injured during the attack. The die stays with that monster until the monster is defeated. If the player leaves the room place the monster token back on the board and the die on top of it.
2. The attacking player gains one damage token. Damage can be healed later with the skill bonus action or quest action. If at any time a player has 5 damage tokens, he/she forfeits his/her next turn and returns all 5 tokens to supply. If the player has more than 5 damage tokens, he/she returns 5 and retains any additional damage tokens. If he/she has damage tokens at the end of the game, that player will lose 1 point for each one he/she has. If a player must skip a turn while in combat in order to discard damage tokens, he/she will gain one damage token while skipping his/her turn to discard the 5 other damage tokens.
3. On the player's next turn he/she may take a different action or fight again. If the player chooses any action besides Move – Fight, he/she will take a damage token. This includes resting at the inn.
4. During other players' turns, the monster is locked in combat with the fighting player and not considered active – if there is no active monster in the room other players may take other actions in that room without damage. Another player cannot choose to fight a monster that is locked in combat.



Move–Search

To move and search a player may move up to 5 spaces according to the move rules previously described and make a search. If he/she places one cube in the Move–Search action area he/she draws one token from the black “item search” bag. If the item is gold, weapon, armor, or magic, the player keeps that item. If the token has an eye with an “X” over it, the player has found nothing and places the eye back in the bag.

1. Players placing multiple cubes may draw additional items (as shown in the action spaces) but may only keep one item. The remaining tokens go back in the bag.
2. Notice the top action space and third action space have a triangle with a line through it. This is the symbol of a secret chamber. When placing a cube on this space the player draws his/her item(s), then draws two additional items and places them on the main board in the secret



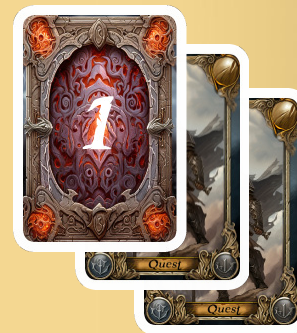
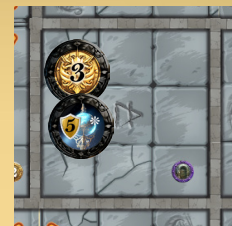
chambers--one in each chamber. The secret chambers are rooms with no entrances and the triangle symbol. If the player draws an "X-eye" symbol, the player places that token back in the bag and does not draw another token for that room.

1. Players may not have duplicates of any weapon, armor, or magic. If duplicates are drawn, they are returned to the bag—players do not draw more tokens to replace duplicates drawn.

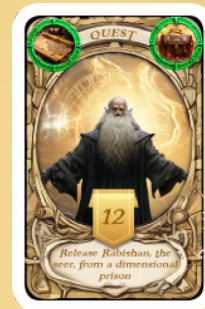
Move–Illuminate–Quest

To move and illuminate a player may move up to 5 spaces according to the move rules previously described and illuminate a room. Each room card (1 to 12) will have either some or no quest cards stacked under the card. The player picks up the room card matching the room where his/her standee is located and looks at all the cards there. The player counts the number of quest cards hidden there. If the number of cubes placed exceeds the number of cards, the player draws cards from the top of the quest deck, looks at them, and places it in the stack under the room card face-down. He/she draws until the room card has the number of quest cards equal to the cubes placed. For example: if a room has two previously placed cards and the player places 4 cubes to take the action, the player must add 2 additional cards to the room stack. He/She will place it on the table so the quest cards are all hidden under the room card.

1. Most quest cards have a quick quest bonus.
 - a. The lightning bolt recharges all magical items. Turn them to the active side.
 - b. The retrieve cubes symbol allows a player to retrieve one row of cubes from any action of the board.
 - c. The passage symbol allows a player to gain a passage token to use later.
 - d. The heal symbol allows a player to discard one damage token.
2. These bonuses must be played immediately. A player may only play one bonus card per Move–Illuminate–Quest action. The bonus card is turned face-up and kept in the stack under the room card. This bonus cannot be claimed by another player. Room cards cannot have more than 5 quest cards in the stack. If a bonus is not played it is kept secret and left under the room card face-down.



1. Some cards are quests that can be fulfilled if the player has **one** of the needed quest tokens on the card. Needed tokens have a green ring and are shown at the top of the card. If the player has one of the needed tokens, he/she may now claim **one** quest. A player may not complete a quest and a bonus in the same action. He/She shows all other players the quest and spends the needed token. That player also gets a bonus number of points shown on the action row where the cubes are placed. The player then turns the completed quest face-up but leaves it in the stack under the room card. Other players cannot complete this quest.
2. If the player cannot complete a quest, the player keeps the cards secret and leaves them face-down under the room card.
3. There are a maximum of 5 quest cards that may be in any single room whether claimed or unclaimed.



Purchase

A player does not move when he/she chooses this action. The player spends gold to acquire weapons, armor, and quest items. The cost is shown above each column of items. The player gains additional gold added to the gold spent if playing multiple cubes. The additional gold is equal to the number shown in the row where his/her cubes are placed. However, no item may be gained for 0 gold. If the bonus exceeds the price of the item desired, a player must pay at least one gold to gain an item. A player may purchase as many items as he/she has gold to purchase. Magic items purchased are charged and ready for combat. Players may not have duplicates of weapons, armor, or magic items.



Skill Bonus

A player does not move when he/she chooses this action. The player gains benefits based on the dice he/she has collected from combat victories. This includes the "2" on the 6-sided die the players start with at the first of the game. Multiple bonuses may be gained and multiple dice may be spent in the same turn. A player must spend **all** bonus points on any single monster die used, he/she sets the die aside and does not re-roll it to the box lid. If the player uses less bonus points than the number on a monster die, he/she may keep the difference on the 6-sided die he/she has from the start of the game. If that amount increased the original 6-sided die higher than 6, the excess is lost.



All spent dice are re-rolled into the box lid at any time no dice are available in the lid to place on monsters.

1. Heal: players may spend two bonus points to discard a damage token.



1. Secret passage: players may spend two bonus points to gain a passage token.
 - a. When taking a Move–Search action a player may spend one passage token to enter the lower secret chamber or two passage tokens to enter the upper chamber.
 - b. The player does not draw tokens from the bag for himself/herself when entering a secret chamber, but if the triangle symbol is on the action space, the player places items in the chambers as usual before entering the chamber.
 - c. The player ends his/her turn in the chamber and gains one of the items in the lower chamber (because one passage token is spent to enter) or two items from the upper chamber. Players must spend just what is needed to enter the room. Spending more passage tokens does not give the player more items on a single turn. Players may remain in the chamber on following turns, take another Move–Search action and spend one more passage token to gain one more of the items there.
 - d. If a player already owns an item he/she finds in a chamber, that item is left in that chamber.
 - e. Players inside secret chambers may leave on any side with any move action. Players may take any non-move action inside the chambers. Players who have spent passage tokens may enter the secret chamber from any side as if the walls are gone.
 - f. Once the players leave the chamber they cannot re-enter unless they spend the matching passage tokens and take another Move–Search action.



2. Recharge magic items: players may flip all magic tokens – tome, potion, wand, amulet, vile, and staff – back to their original side by paying 2 bonus points. These items are now once again ready for combat.
3. Retrieve cubes: players may remove their own cubes from the board equal to the number of points spent. Players must remove entire rows of cubes. If the player does not spend enough to remove an entire row, he/she may not remove any of that row. Cubes do not need to be from the row with the most cubes as they are when resting at the inn. Multiple rows of cubes from the same action space may be removed. Remaining cubes on the board still move up to vacant rows as they do when resting.
4. Gain quest items: players may gain quest tokens by spending bonus points. Each quest token costs 10 points.



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