

**BOX EDITION
SLATED FOR
SUMMER 2022!**

DUNGEON ATTACK!

REVISED RULES!

**NEW &
IMPROVED!**

Dungeon Attack! is a fast and easy to learn cooperative dice game where the players take the role of adventurers searching for treasure in ancient perilous dungeons. The dice represent the treasure hoarding monsters. The more treasure you find the more successful your adventuring party becomes!

GAME SET-UP

Begin a game of Dungeon Attack! by following these 3 steps:

1. **Each player chooses an Adventurer Card.** Any number of players can play DA! including solitaire play, but 3 to 5 players is ideal for the contents in this box.
2. **Place the Dungeon card along with the Monster dice in the middle of the playing area.** A game of Dungeon Attack! consists of three dungeon levels. In the first level, players face 14 Monster dice. In the second level, a Boss Monster die (red inked) is added for a total of 15 dice, and in the third and last level, 2 Boss Monster dice are added for a total of 16 dice.
3. **Choose or randomly determine the starting player.** The starting player changes for each dungeon level so that the player to the left of the previous starting player takes the first action.

GAME PLAY

Your group of brave adventurers are exploring a dungeon with 3 levels. There are 2 phases in each dungeon level: the Adventure Phase and the Treasure Phase. At the end of the third dungeon level the game ends and the treasures you have recovered will determine your level of success. Retrieving 16 or more Gold coins, 4 or more magic items, or at least one Magic Artifact is deemed a Great Achievement, retrieving two of these types of treasure is an Amazing Achievement, and retrieving all three types is a Legendary Achievement.

THE ADVENTURE PHASE

Each player takes a turn by taking a Combat action or a Support action. Special abilities and magic items may both be used along with your action. Players continue taking turns clockwise until all the monsters have been defeated or the remaining monsters are back in the dungeon and no one takes the Bust The Door action on their following turn.

SUPPORT ACTIONS

There are 5 support actions to choose from: Bust The Door, Assist, Recover, Rally, and Pass. To take a support action your adventurer must be free of monster dice.

- **BUST THE DOOR ACTION.** Take all the dice from the dungeon and then take the Fight action. If all the dice results turn up Moving Monsters add 1 Gold coin to your treasure pile.
- **ASSIST ACTION.** Take all the Monster dice facing another adventurer then take the Fight action. Moving Monsters must be returned to the adventurer you assisted instead of moving them back into the dungeon.
- **RECOVER ACTION.** Your adventurer heals from Wounded to Stunned, or from Stunned to fully healed. Turn your adventurer card appropriately.
- **RALLY ACTION.** Return your adventurer to the battle if they fled on their previous turn.
- **PASS ACTION.** Skip your turn because you're either knocked out or just waiting for the right moment.

COMBAT ACTIONS

There are 2 combat actions to choose from when facing monster dice: Fight or Flee.

- **THE FIGHT ACTION.** Roll all the monster dice facing you, sort them by their symbols and resolve their outcome based on 3 possible results: Defeated Monster, Moving Monster, and Fighting Monster. Some monster dice are of a different type, like the Boss Monsters. These dice are rolled together with the regular monster dice but sorted and resolved separately.



DEFEATED MONSTER. You defeat a monster. Remove these from the game and place them in your treasure pile. These dice will be used later in the Treasure phase. Defeated Monster results over your Combat Rating are treated as Moving Monsters.



MOVING MONSTER. These monsters retreat from you. These dice are moved back into the Dungeon.



FIGHTING MONSTER. These monsters remain with you, facing your adventurer. In addition, your adventurer takes a Hit if the Fighting Monsters outnumber any other results. Adventurers can take 2 Hits before they are knocked out of play.

- **STUNNED.** The first Hit stuns you. Turn the adventurer card sideways to read Stunned.
- **WOUNDED.** The second Hit wounds you. Turn the adventurer card sideways to read Wounded.
- **KNOCKOUT.** The third Hit knocks you out. Flip the adventurer card face down. Monster dice facing you are moved to the player on your left and all Defeated Monster dice in your Treasure Pile are removed from play. Only Magic Potions or a special ability can bring you back into the game. If all the adventurers are knocked out, the Adventure phase ends.
- **Critical Hit (Crit).** If all the dice results are Fighting Monsters, even if only one die is rolled, you take a Hit for every monster die in that roll.
- **Boss Monsters Dice.** The red inked monster dice are powerful leaders and can only be defeated on a reroll. If you roll a Defeated Monster on the first roll, you automatically receive a reroll in an attempt to defeat it with the second roll. On any other result you will need to use a special ability or treasure to get a reroll. Boss Monsters are a different type of dice than the other monsters and therefore inflict their own separate Hit and Crit.
- **XP for Gold.** Gold coins also measure an adventurer's experience (XP) and as such they can be used during your turn to purchase a reroll for 1 Gold coin or ignore a Hit for 2 Gold coins.
- **THE FLEE ACTION.** Remove a Gold coin, a Defeated Monster or a magic item in your Treasure Pile from the game. All the monsters facing you are moved to the player to your left. Your adventurer is out of play until you take the Rally action on your next turn. Tuck your card under your Treasure Pile card. If all the adventurers have either fled or are knocked out, the Adventure Phase ends.

GAME PLAY cont.

THE TREASURE PHASE

In the Treasure Phase each player takes a turn rolling the Defeated Monster dice in their Treasure Pile to determine what treasures they uncover. Each Fighting Monster yields 1 Gold coin. A Defeated Monster can be turned in for a Magic Potion, and 2 Defeated Monsters can be turned in for a Magic Weapon. A Fighting Boss Monster yields 3 Gold coins or a Magic Potion while a Defeated Boss Monster yields a Magic Artifact. Moving Monsters of any type yield no treasure.

- **Magic Potion.** This item allows you to fully heal any adventurer when taking the Recover action or it may be used at the beginning or at the end of your turn to pass all monsters facing you to another player of your choice. Remove the magic potion from the game afterwards.
- **Magic Weapon.** This item increases your CR by 1. In addition, you can reroll one die when taking the Fight action.
- **Magic Artefact.** This item increases your CR by 1. In addition, you can reroll one die on your turn or fully heal any adventurer when taking the Recover action.

After the Treasure Phase, all injuries are healed, magic items and coins can be exchanged among the adventurers, and Retainers may be employed before the new starting player takes an action in the next dungeon level.

Retainers. For 3 Gold coins employ a Retainer. Having a Retainer increases your CR by 1. In addition, you can reroll any number of dice once or ignore all Hits when taking the Fight action. Remove the Retainer from play afterward. Only one Retainer may be employed for each adventurer and a Retainer must be rehired between each level.

TIME:

**10-15
min.**

PLAYERS:

1-4+

AGE:

10+

This revised set of rules for Dungeon Attack! is for play testing purposes only. The final published rules may differ from the rules detailed here.

Visit us online for any suggestions and inquiries.

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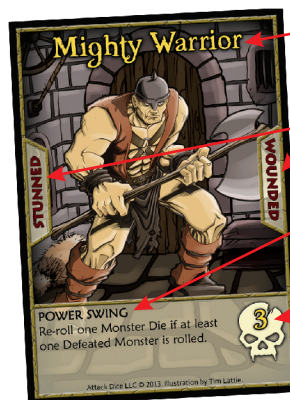


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QUICK REFERENCE GUIDE

THE ADVENTURER CARD

Players take the role of an Adventurer.



Name

Descriptive name of the Adventurer.

Hit Status

Rotate card sideways to show the HIT taken.

Special Ability

Unique ability that enhances the Adventurer.

Combat Rating (CR)

Maximum number of Defeated Monster Dice you can keep per dice roll.

FIGHTING THE MONSTER DICE

You must roll any Monster Dice facing you. The red dice are Boss Monsters defeated only on a re-roll.



Defeated
Monster



Moving
Monster



Fighting
Monster

DEFEATED MONSTERS

These dice are out of play and placed in a pile next to you. Defeated Monsters over your Combat Rating are moved back to the Dungeon.

MOVING MONSTERS

These dice are moved back to the Dungeon.

FIGHTING MONSTERS

These dice remain with you until your next turn. If there are more Attacking Monster results than any other after a roll, the adventurer takes a Hit.

ADVENTURER ACTIONS

Adventurers facing no Monster Dice may take one Support Action.

Adventurers facing Monster Dice may only take one Combat Action.

SUPPORT ACTIONS

- Bust The Door
- Assist
- Recover
- Rally
- Pass

COMBAT ACTIONS

- Fight
- Flee

THE TREASURE PHASE

At the end of each level, take turns rolling all the Defeated Monsters dice in your pile to see what treasure is found.



1 Magic Weapon
for 2 Defeated
Monsters



Magic Potion



1 Gold Coin



Nothing
Found



Magic Artefact



3 Gold Coins
or 1 Magic Potion



Nothing
Found