

DUNGEON ATTACK!

Attack Dice Game System



GAME RULES

Revised Online Edition

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Dungeon Attack! is a fast-paced, action packed dice game where you and your friends venture into ancient dungeons, encounter vicious monsters and search for treasure.

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TIME:

10-15 min.

PLAYERS:

1-4+

AGE:

10+

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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**
Maximum number of Defeated Monster Dice you can keep per turn.

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



Attacking Monster

Defeated Monsters

These dice are out of play and placed in a pile next to you. Defeated Monsters over your Combat Rating are not defeated and are treated as Attacking Monsters instead.

Moving Monsters

Pass these dice to other players or back into the Dungeon Room. Moving Monsters may be split up.

Attacking Monsters

Remain with you until next turn. If all the dice turn up Attacking, the adventurer takes a HIT.

ADVENTURER ACTIONS

When not facing any Monster Dice an adventurer may take any one of the following actions.

- Assist Another Adventurer
- Bust the Door
- Use Magic or Ability To Heal One HIT
- Recover From Stunned
- Recharge One Magic Item
- Pass

SEARCHING FOR TREASURE

At the end of each level, take turns rolling all the dice in your pile of Defeated Monsters to determine what treasures you find.



Magic Item



1 Gold Coin



Nothing Found



Magic Artifact



3 Gold Coins



Nothing Found

To keep track of your treasure use the tokens provided or use your own.



One Gold



Five Gold



Magic Item

At the end of the game the Adventurer with the most Gold is the most successful. Magic Items are worth 3 Gold and Magic Artifacts are worth 5 Gold.



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DUNGEON ATTACK!

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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 of an Adventurer you are!

GAME SET-UP. Each player randomly choose an adventurer card. The different elements found on the adventurer card are defined under the Quick Reference Guide on the reverse side of this sheet.

GAME PLAY. The basic game consists of three dungeon levels and each is further broken down into three phases. In the first level, players face 14 Monster Dice. In the second level, a Boss Monster Die (Red) is added for a total of 15 dice, and in the third and last level, the second Boss Monster Die is added for a total of 16 dice. All Monster Dice start in the middle of the playing area, known as the Dungeon Room. Determine which player starts the game by any method agreed on. The starting player takes an action, usually to Bust the Door. After the starting player ends his turn, play proceeds to the left. In future games feel free to change the number of levels and monster dice found in each level.

1. Bust the Door – Pick up all the Monster Dice in the Dungeon Room and roll them. Sort the dice as detailed in the next phase. Take turns Busting the Door at the beginning of each successive level. Also, during play players may choose to Bust the Door again but only if not facing any Monster Dice.

2. Defeat the Monsters – In this main phase the Adventurers battle the Monsters. IF FACING any Monster Dice, players must roll them and resolve the outcome as explained below. IF NOT FACING any Monster Dice, players may take any of these actions: Pass, Assist, Recover from Stunned, Recharge a Magic Item, Use Magic or a Special Ability to Heal, or Bust the Door. After resolving the dice roll or taking an action, the next player takes a turn.



DEFEATED MONSTER – You defeat a monster. Remove these from the game and place them in a pile next to you. These dice will be used later in the Search for Treasure phase. Defeated dice over your Combat Rating remain in play and are treated as Attacking Monsters.



MOVING MONSTER – These monsters retreat from you and must be passed to other players or placed in the Dungeon Room. Moving Monsters may be split between players/dungeon as you see fit.



ATTACKING MONSTER – These monsters continue to battle your adventurer and remain with you for next turn. Attacking Monsters score a HIT on you if ALL the dice, even if one die is rolled, displays the Attacking Monster symbol. Rotate the Adventurer card to show a HIT is taken.

After all the Monster Dice have been defeated, play advances to the last phase, Search for Treasure. Also, if all the Monster Dice are moved to the Dungeon Room and the next player does not Bust the Door, play advances to the next phase.

3. Search for Treasure – To determine what treasures you find, take turns re-rolling all the monsters you have defeated. Attacking Monsters yield 1 Gold or 3 Gold for a Boss Monster, Moving Monsters yield no treasure, and Defeated Monsters yield a Magic Item or a Magic Artifact for a Boss Monster die.

NEXT LEVEL. After searching for treasure, each Adventurer heals one HIT, all Magic Items are recharged, and the next Adventurer Busts the Door to the next dungeon level.

ENDING THE GAME. At the end of the game, the Adventurer with the most accumulated Gold is the most successful adventurer. Magic Items are worth 3 Gold and Magic Artifacts are worth 5 Gold.

ADDITIONAL RULES:

Special Abilities. The special rules found on each adventurer card supersede the rules presented here. Abilities may only be used once on each of your turns and unless indicated otherwise, they must be resolved prior to making any dice rolls.

Magic Items. Used on your turn, Magic Items allows you to re-roll one die or heal one HIT on yourself or any other adventurer in play. Using a Magic Item drains it, and must be recharged by taking an action before it can be used again. Turn over drained magic items until recharged. Magic Artifacts work just like Magic Items except they never drain.

Re-rolls. When prompted by a rule to make a re-roll, roll the die again. The new roll is the final result. A die can only be re-rolled once per turn.

Taking a HIT. Adventures can take up to two HITS and still fight and take actions. Position the card appropriately to indicate the adventurer's condition. On the third HIT you are Knocked Out.

STUNNED – On the first HIT rotate your adventurer card to the right to show Stunned. Stunned adventurers may recover by taking an action, using a Magic Item or a Special Ability.

WOUNDED – On the second HIT, rotate your adventurer card to the left until Wounded is shown. Magic Items and Special Abilities will heal an adventurer from Wounded to Stunned.

KNOCKED OUT – When Knocked Out, turn your adventurer card face down. Monster Dice facing you are moved to the Dungeon Room, and any dice in your Defeated Monster Pile are removed from play. You are out of the game until healed to Wounded by a Magic Item or a Special Ability.

Boss Monsters Dice. The red Monster Dice are powerful leaders and can only be defeated on a re-roll. If you roll a Defeated Monster on the first roll, you automatically receive a re-roll in an attempt to defeat it on the second roll. If your first roll is a Moving or a Fighting Monster, you will need to use a Magic Item or a re-roll Special Ability to defeat the Boss Monster on the second roll.

Assist. To assist, roll the Monster Dice facing another adventurer and resolve it just like a normal roll. The only difference is that all Moving Monsters must return back to the adventurer you assisted.

Epic Monster (Optional Rule). When rolling both Boss Monster dice, usually on the third level, and both turn up with the Attacking Monster symbol, they become an Epic Monster! You immediately take a HIT and from that point on the Epic Monster is treated as a separate roll. Thus, the Epic Monster inflicts a HIT on their own if both dice roll the Attacking symbol, may only be passed if both dice roll the Moving symbol, and can only be defeated if both dice turn up with the Defeated symbol. Defeated Epic Monsters are worth 10 gold coins during the Search for Treasure phase (no roll required).