

# DUNGEON RUSH



A GAME FOR 3 TO 5 PLAYERS, AGES 8+, 12 MINUTES

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## OBJECT OF THE GAME

Each player controls two courageous heroes who have joined a band of adventurers on a mad dash through a perilous dungeon. The adventurers have resolved to root out an evil Dungeon Lord and its Dragon lackey from the depths of the three-levelled dungeon and, while at it, earn a few coins for (mainly) themselves.

The player whose two heroes have collected the most loot in coins at the end of the game is crowned the winner.

## COMPONENTS

- this rulebook
- 10 oversized hero cards
- 110 playing cards consisting of: 4 Dragons, 4 Dungeon Lords, 34 level I monsters, 34 level II monsters, 34 level III monsters

## SETTING UP THE GAME

- 1 Randomly select one Dungeon Lord and one Dragon and place them face up on the game table.
- 2 Place all 10 hero cards in the middle of the table.
- 3 Randomly select a first player.
- 4 Starting with the first player, each player selects, in clockwise order, one hero card for themselves. 5 Then, starting with the last player, each player selects, in counterclockwise order, a second hero card for themselves. The chosen cards are placed in front of the player. Discard the remaining cards.
- 6 Shuffle all level I, level II, and level III monster cards into three separate decks.

You are ready to descend into the dungeon!



## CARDS AND SYMBOLS

### HERO CARDS

Each hero starts out with skills in one or two of four categories, which are represented by symbols as follows:

- ① **Melee** 
- ② **Ranged attack** 
- ③ **Magic** 
- ④ **Stealth** 

If the hero doesn't have a starting skill value, a shadow icon (see picture: ②, ④) is used instead.

The skills of the heroes will increase throughout the game as explained later.



*At the beginning of the game, the sorceress has 1 Melee and 1 Magic.*

### MONSTER CARDS

The monsters have four attributes:

- ① **Name**
- ② **Defence value:** the combined skills required to defeat the monster.
- ③ **Skill gain:** the skills gained, if any, if the monster is defeated.
- ④ **Loot value:** the amount of coins earned, if any, for defeating the monster.



### DUNGEON LORDS AND DRAGONS

The Dungeon Lords and Dragons have three attributes:

- ① **Name**
- ② **Defence value:** the combined skills required to defeat the Dungeon Lord or Dragon at the end of the game.
- ③ **Loot value:** the amount of coins earned for defeating the Dungeon Lord or Dragon.



## PLAYING THE GAME

### A GAME ROUND

The game consists of three rounds for each of the three dungeon levels. After the total nine rounds of play, there will be an end game scoring round.

Each game round consists of the following three phases:

- **Revealing Monster Cards**
- **Attacking Monsters**
- **Checking Victory and Defeat**

### REVEALING MONSTER CARDS

Each player is dealt two monster cards face down on the game table. All players simultaneously reveal both their monster cards face up in the middle of the table, within easy reach of all players. The cards should be flipped so that the other players can see the face side of each card first.

Reveal level I monsters on rounds 1-3, level II monsters on round 4-6, and level III monsters on rounds 7-9.



### ATTACKING MONSTERS

As soon as the monster cards are visible on the table, the players may attempt to defeat the monsters as fast as they can. Each player's left hand represents their left hero card and their right hand the right hero card. In order to attack a monster, the player should cover one of the revealed monster cards on the table with the hand representing the hero attacking the monster. Each hero may attack a different monster. Once the attack has been made, the decision is final! A player may not change their mind and change the target afterwards. A player may choose not to attack with one or both heroes.

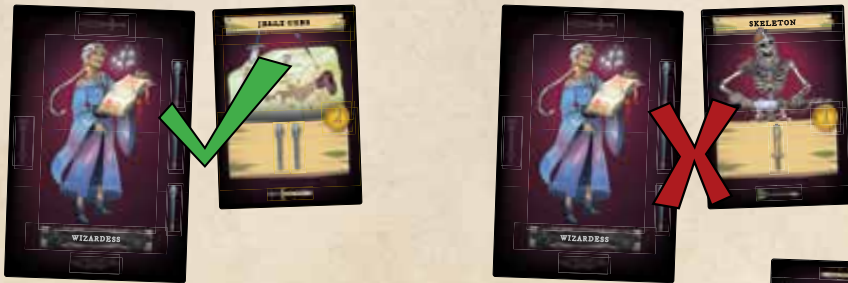
It is possible to attack a monster with both heroes at the same time. In this case, both hands should be placed on top of the monster card. The skills of the heroes are combined for the purposes of assessing whether the monster was defeated or not.

**Two different players may not attack the same monster.**




## CHECKING VICTORY AND DEFEAT

Once all players are ready, the attacks are resolved. Compare the monster's defence value with the skills of the hero, or heroes, attacking it. If the aggregate skills match or exceed the monster's defence value, it is defeated. If the monster's defence value is higher, the monster defeats the hero.



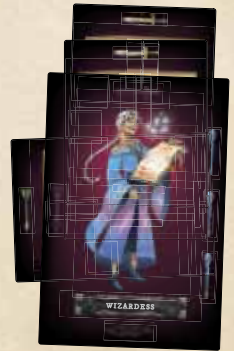
If the player manages to defeat a monster, the player may add the skill gain granted by the monster to either of her heroes by slipping the monster card under the chosen hero card. Place the monster card so that same icons are grouped together (see picture on the right).

The skill gain does not need to be added to the hero defeating the monster and if the player manages to defeat two monsters, both skill gains can be given to the same hero.

The magical rune  found on some monsters are “wild” symbols and can be allocated to any skill category. Once the choice has been made, it is final and may not be altered for the remainder of the game.

If the monster defeats the hero, flip the monster card face down and put it next to the player's hero cards in a separate stack. It will score a negative point at the end of the game.

**Note:** Monster cards that grant coins but no skills can be put in the same stack face up.



## GAME END AND SCORING

After the ninth round, each player may attempt to defeat either the Dungeon Lord **or** the Dragon revealed at the beginning of the game. This must be done without help from other players. The player combines the skills of their two heroes together and compares the total against the total defence value of the Dungeon Lord **or** the Dragon (not both). If the aggregate skills of the player's heroes match or exceed that of the Dungeon Lord or the Dragon, they score the bonus coins shown on the respective card. Several players may score full bonus coins from the same Dungeon Lord or Dragon.

Each player also counts their total number of coins gained (and lost) from monsters throughout the game: Each defeated monster (face up or under a hero card) is worth its coin value. Each undefeated monster in the player's face down stack is worth one negative coin.

The player with the most coins is declared the winner. If multiple players have the same amount of coins, they share the victory.