

AGE 8+
DUNGEONS & DRAGONS

DUNGEON!

Table of Contents

How to Win.....	Front
Setup.....	Front
Sequence of Play.....	Back-1
Step 1. Move.....	Back-1
Step 2. Encounter.....	Back-1
Step 3. Combat.....	Back-2
Step 4. Loot.....	Back-3
Wizard Spells.....	Back-3
Winning the Game.....	Back-3
Appendix 1: Special Treasure Cards.....	Back-3
Appendix 2: Solo Play.....	Back-4

Game Components

- Rulebook
- Game board
- 8 Hero standees
- 2 Human Fighters, 2 Elf Wizards,
- 2 Halfling Rogues, 2 Dwarf Clerics
- 165 cards
- 61 Monster cards
- 80 Treasure cards
- 24 Spell cards
- 139 tokens
- 12 Number tokens
- 11 Lose a Turn tokens
- 111 Cleared tokens
- 5 Magic Sword tokens
- 2 6-sided dice

How to Win

Your goal in the **Dungeon!**™ game is simple. Choose a Hero (Rogue, Cleric, Fighter, or Wizard). Run through the dungeon, fighting Monsters and collecting as many Treasures as you can. Be the first to get out alive with enough Treasures!

Adventurer	Treasure to Win
Cleric	10,000 gp
Rogue	10,000 gp
Fighter	20,000 gp
Wizard	30,000 gp

Credits

Original Design
 Development

David R. Megarry
 Chris Dupuis, Jeff Grubb, Steve Winter, Michael Gray, Gary Gygax
 Jennifer Clarke Wilkes

Editing

D&D R&D Senior Group Manager
 Jon Schindehette
Senior Creative Director
 Dan Gelon
Art Director
 Michael Komarck
Game Board Illustration
 Franz Vohwinkel
Graphic Design
 Daniel Gelon, Emi Tanji, Jaime Labak

Prepress Manager

D&D Brand Team
 Liz Schuh, Kierin Chase, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross
Imaging Technician
 Carmen Cheung
Production Manager
 Godot Gutierre
Playtesting
 Chris Dupuis, Megan Dupuis, Dan Gelon, Mark Jindra, Tom LaPille, Peter Lee, Mike Mearls, Ben Petrisor, Rodney Thompson, Jennifer Clarke Wilkes

Questions?

USA, Canada, Asia Pacific, & Latin America
www.wizards.com/customerservice

Wizards of the Coast LLC
 PO Box 707
 Renton WA 98057-0707
 USA
 Tel: 1-800-324-6496 (within the USA)
 1-425-204-8069 (outside the USA)

UK, Eire, & South Africa

wizards@hasbro.co.uk
 Wizards of the Coast LLC
 c/o Hasbro UK Ltd.
 PO Box 43, Newport NP19 4YD
 UK
 Tel: +44(0)84 57 125 599

All Other European Countries

custserv@hasbro.be
 Wizards of the Coast p/a Hasbro Belgium NV/SA
 Industrialaan 1
 1702 Groot-Bijgaarden
 BELGIUM
 Tel: +32(0)70 233 277

Please retain company details for future reference.



300-A1290000-001 EN



Setup

Up to 8 people can play the **Dungeon!** game. Before you play, set up the game and its components, as described here.

Heroes

Choose 1 of 8 **Heroes**, represented by cardboard standees in the game. There are 4 classes of Hero, each with a male and female version: Rogue, Cleric, Fighter, and Wizard.



Rogues Clerics Fighters Wizards

See the image to the right to see how the bases connect to the heroes.

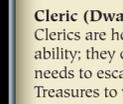
Each player rolls the dice to see who goes first, rerolling any ties. The high roller is the first player and gets the first choice of Hero. Place your Hero standee on the Great Hall space.

Each Hero class has strengths and weaknesses. If this is your first game, we suggest playing either a Rogue or a Cleric. After you've played a game or two, you'll get a better feel for which Hero works best for you!



Rogue (Halfling):

Rogues are sneaky Heroes but not as strong as others, so they should stick to Levels 1-3. They have a better chance at opening **secret doors** than other Heroes (see "Doors," page 1 on the back). A Rogue needs to escape the dungeon with **10,000 gp** in Treasures to win.



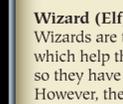
Cleric (Dwarf):

Clerics are holy warriors with moderate combat ability; they do best at Levels 2-4. A Cleric needs to escape the dungeon with **10,000 gp** in Treasures to win.



Fighter (Human):

Fighters are the strongest Heroes in combat and do best at Levels 3-5. A Fighter needs to escape the dungeon with **20,000 gp** in Treasures to win.



Wizard (Elf):

Wizards are the only Heroes that can use **Spells**, which help them defeat very tough monsters, so they have the best chance at Levels 4-6. However, they are the only Heroes that cannot use Magic Swords (see the "Special Treasure Cards" appendix, page 3 on the back). A Wizard needs to escape the dungeon with **30,000 gp** in Treasures to win.



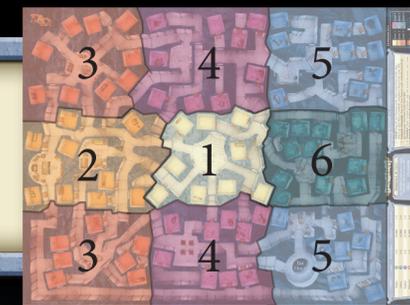
Game Board and Dice

The game board represents the fearsome dungeon in which your Heroes adventure. It has 6 **Levels**, which have color-coded **rooms** and **chambers** linked by corridors. Many areas are connected by **doors**.

Your Hero starts in the Great Hall, which is in the center of the game board. The Great Hall is a safe zone—it's part of Level 1, but Monsters never appear there.

Unfold the game board. Place it and the dice on a table within reach of all players.

Level	Color
1	Yellow
2	Orange
3	Red
4	Purple
5	Blue
6	Green



Assemble Heroes



Tokens

Various tokens represent different things in the **Dungeon!** game.



Number Tokens

These tokens are numbered from 1 to 12, matching the numbered spaces along the side of the game board. They are used to keep track of which Monsters are in which rooms or chambers. Place each Number token by its corresponding space.



Lose a Turn Tokens

Some game effects cause you to lose one or more turns. Whenever you lose any number of turns, take that many Lose a Turn tokens (showing an hourglass). Place these tokens near the game board within reach of all players.



Cleared Tokens

Whenever you destroy a Monster, you place a Cleared token (showing a gravestone) in the space where you encountered it. Place these tokens near the game board within reach of all players.



Magic Sword Tokens

Some Treasure cards are Magic Swords. Magic Sword tokens mark how powerful they are. See the "Special Treasure Cards" appendix on page 3 on the back for more information. Place these tokens near the game board within reach of all players.

Cards

The **Dungeon!** game contains three kinds of cards. Sort and shuffle the various cards into piles before you begin play, as described for each kind.



Monster Cards

Monsters guard the Treasures you seek in the dungeon. The back of each Monster card shows the Level where it lurks. Sort the Monster cards into piles by Level and shuffle each pile separately. Place the piles face down alongside the game board.

The face of a Monster card shows various **icons**, representing different kinds of Heroes and Spells. Each icon has a number below it, which is the roll needed to defeat that Monster when you **encounter** it. A few Monster cards represent **Traps**, which have a special effect when they are encountered. See "Step 2. Encounter" on page 1 on the back for more about encountering Monsters.

Monster Card Face

Type of Monster



Rogue Fighter Fireball Cleric Wizard Lightning Bolt



Treasure Cards

Treasures are the most important part of the **Dungeon!** game. Your Hero wins by collecting Treasures. Whenever your Hero destroys a Monster in a room, you draw a Treasure card that matches the Monster's Level.

The back of each Treasure card shows the Level where it can be found. Sort the Treasure card piles by Level and shuffle each pile separately. Place each pile face down alongside the game board, beside the Monster card pile for that Level.

Each Treasure card shows a picture of an item and its value in **gp** (gold pieces). You keep most Treasure cards in your hand, hidden from other players, but some special Treasures are played face up and grant your Hero special powers. See "Step 4. Loot" and the "Special Treasure Cards" appendix, both on page 3 on the back.

Treasure Card Face

Type of Treasure



Value in Gold Pieces

Spell Cards

Only Wizards have the ability to use Spells. There are three different types of Spell cards: Fireball, Lightning Bolt, and Teleport. See "Wizard Spells" on page 3 on the back for more about how these cards work. Before play, separate the Spell cards into piles by type and place them near the game board.

Each player who is playing a Wizard rolls 1 die and adds 6 to the result. The total is the maximum number of Spell cards that Wizard can carry during the game. Choose as many of each type of Spell as you wish, provided any are left in its pile. If both Wizards are in the game, players take turns, selecting 1 Spell card at a time, until each reaches the maximum.



These are powerful Spells that a Wizard can cast from outside a room or chamber, staying out of the reach of Monsters.



This Spell allows a Wizard to move instantly from one chamber to another chamber on the same Level or on a Level next to it.

Sequence of Play

Starting with the first player, each player takes a complete turn. Once a player's turn is over, the next player to the left takes a complete turn. Play continues in this way until the game ends.

On your turn, you follow these steps, in order.

1. Move
2. Encounter
3. Combat
4. Loot

Step 1. Move

During this step, your Hero can move up to 5 spaces. A Hero can move only into a space that is adjacent to the one he or she is in, and can't cross the walls of rooms or chambers (unless a door connects the spaces (see "Doors" below). A Hero can choose to move 0 spaces, staying in the space he or she started.

Corridor spaces are shown as flagstones. Each room and chamber (including the Great Hall) counts as a space.

Lose a Turn Token

If your Hero has collected one or more Lose a Turn tokens on a previous turn, you must discard 1 token before moving. Your turn immediately ends.

Whenever your Hero moves into a room or chamber that has not yet been cleared (see "Step 2. Encounter" below), he or she must stop. A Hero can move through spaces containing other Heroes but cannot stop in the same space as another Hero.

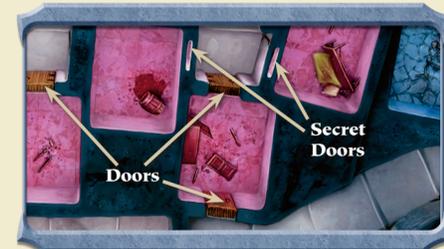
Exception: Multiple Heroes can occupy a chamber space.



The Fighter moves into 1 corridor space, 1 chamber space (the Laboratory), 1 more corridor space, and finally into the Crypt. He can move through the Laboratory because it has already been cleared (it contains 3 Cleared tokens) and through the space with the first Wizard. However, he has to stop in the Crypt (along with the second Wizard) because it is not yet cleared, even though he could move 1 more space.

Doors

Many spaces are connected by doors. Most doors are normal but a few are **secret doors**. Don't count doors as spaces when moving. Any Hero can move through a normal door, but in order to move through a secret door, you must find it first.



To find a secret door, move your Hero into the space adjacent to the door. If that Hero can still move at least 1 space, you can attempt to find the door by rolling 1 die. On a roll of 5 or 6, you find the door (Rogues find secret doors on a roll of 3-6). Your Hero can continue moving through the secret door as if it was a normal door. Otherwise, you did not find the door and your Hero can move no farther this turn.

Once you find a secret door, your Hero remembers it for the rest of the game. You do not need to find it a second time if your Hero moves back through it later on. (You might wish to keep track of the doors you found on a piece of scrap paper.)

Step 2. Encounter

After your Hero has finished moving, he or she **encounters** that space. If your Hero is in a corridor space, a cleared room (with 1 Cleared token) or a cleared chamber (with 3 Cleared tokens), no Monsters are there. Your turn is over. Otherwise, follow the steps below.

A room or chamber can have only 1 Monster in it at a time.



If the room or chamber contains a Monster: Fight that Monster.

If the room or chamber contains no Monster but is not cleared: A Monster attacks! Draw and reveal the top Monster card from the pile that matches its Level. If you run out of Monster cards for a Level, reshuffle the discard pile for that Level.

If the revealed Monster card is not a Cage Trap or Slide Trap, proceed to combat (step 3). Otherwise, see the "It's a Trap!" sidebar.

It's a Trap!

Two kinds of Monster cards don't represent creatures. They don't attack you but instead have a special effect.

Trap Reward: First, if your Hero is in a room when a trap is drawn, draw 1 Treasure card from the pile corresponding to the room's Level. (Don't draw a Treasure card in a chamber.) Place one Cleared token in the room or chamber where the trap was drawn.



Cage Trap: After collecting your treasure, roll 1 die to see how long it takes your Hero to break free. On a roll of 1-3, take 1 Lose a Turn token. On a roll of 4-6, take 2 Lose a Turn tokens.



Slide Trap: After collecting your treasure, move your Hero standee to any chamber on a Level whose number is 1 higher than the one your Hero is on. (For example, if you drew the Slide Trap card on Level 5, move your Hero to a chamber on Level 6.) Treat that new chamber as if your Hero just moved there, and encounter a Monster if it has not been cleared.

Step 3. Combat

Before you can grab the Treasure, you need to fight the Monsters that guard it. You fight just 1 round of combat per turn, which occurs in 2 steps.

1. Fight the Monster
2. The Monster strikes back

You can never fight other Heroes.

A. Fight the Monster

First, look at the Monster's card and find the colored icon that corresponds to your Hero's class. The number below the icon is what you have to roll on 2 dice to hit the Monster. If you roll at least as high as that number (including any bonus for a Magic Sword), you hit and destroy the Monster! If the monster has a "-" below your hero's icon, you cannot attack it unless you have a Magic Sword (see "Magic Sword" on page 4).

When you destroy a Monster, remove its card and place a Cleared token on the room or chamber it was in. Rooms require 1 Cleared token to clear out completely; chambers need 3 Cleared tokens. Once you have completely cleared out a room or chamber, no more Monsters will appear there.

Attacking with a Fireball or Lightning Bolt

These Spells let a Wizard attack Monsters from a safe distance (see "Wizard Spells" on page 3). To attack a Monster with a Spell, you must be able to move your Wizard into the Monster's room or chamber on your turn, just as in normal combat. However, you stop moving at the door of the room, or in the space adjacent to the chamber, and announce that you're casting the Spell. If a Monster isn't already revealed, you must decide which Spell to use before drawing a Monster card.

B. The Monster Strikes Back

If you did not destroy the Monster, it gets a chance to hit you back. Roll 2 dice for the Monster's attack. Refer to the table below to see if it hits!

Even if the Monster missed you, combat is over for this turn. Place the Monster's card alongside the game board by the first open numbered slot and place the corresponding Number token in its room or chamber to represent that Monster.

Dice Roll	Results
12	Killed! Drop all your Treasure cards. Choose a new Hero (or the same one if no other Hero is available) and place it on the Great Hall.
11	Seriously Wounded: Randomly drop half your Treasure cards (round up) and place your Hero on the Great Hall.
8-10	Wounded: Drop 1 random Treasure card and move your Hero back 1 space in the direction he or she came. Take 1 Lose a Turn token.
6-7	Stunned: Drop 1 random Treasure card.
5 or lower	Miss! No effect.

Dropping Treasure: Whenever you drop any Treasure cards, place them face up under the card of the Monster that just hit your Hero. If you must drop random Treasure cards, shuffle up all your cards (including any face-up cards in front of you) and discard the required number blindly.

Step 4. Loot

If you encountered the Monster in a room, you draw 1 Treasure card from the face-down pile of cards corresponding to the Level the Monster was on. You also collect any other Treasures that were dropped there by Heroes.

If you encountered the Monster in a chamber, you do not draw a random Treasure card, but you do collect any Treasures that were dropped there by Heroes.

Wizard Spells

Wizards gain access to Spells that they can cast throughout the game. As a Wizard, you start the game with a certain number of Spell cards in your hand.

You can play only 1 Spell card per turn. When you do so, discard the card.

Fireball/Lightning Bolt: Each Monster card includes icons for the Fireball and Lightning Bolt Spells. Use the number below the icon for the corresponding Spell to determine the dice roll needed to hit. If you destroy the Monster, move your Hero into its room or chamber and loot as normal. If you miss, the Monster does not strike back, since your Hero is not in the same space. The Monster stays in that room or chamber until it is destroyed.

Teleport: This Spell lets you take shortcuts in the dungeon. You can cast Teleport only if your Hero is in a chamber, and only before combat. When you play the Spell card, you remove your Hero standee from the chamber it is in and place it in another chamber on the same Level or one that is 1 lower or higher. (For example, if you cast Teleport while in a chamber on Level 4, you could move your Hero to any other chamber on Level 3, 4, or 5.)

If you cast this spell while a Monster is in your starting chamber, you do not fight that Monster (even if you just moved there), but you must fight any Monster in the chamber you move to.

Regaining Spells

You can never have more Spell cards than you started with, but once you have cast some, you can refill your spellbook. If you spend your entire turn in the Great Hall, you can select 1 card from the Spell piles or the discarded Spell cards and add it to your hand.

Winning the Game

If you end your turn with your Hero in the Great Hall and carrying the required amount of Treasure for your class, you win!

Adventurer	Treasure to Win
Cleric	10,000 gp
Rogue	10,000 gp
Fighter	20,000 gp
Wizard	30,000 gp

Appendix 1: Special Treasure Cards

Most Treasures are simply worth gp, but a few grant special boons to the Heroes lucky enough to loot them.

Secret Door Card



This card represents a magic item that allows the Hero carrying it to find and move through secret doors as if they were normal doors.

Using a Secret Door Card: When you draw this card, place it face up in front of you. From now on, you don't roll dice to find secret doors—your Hero just moves through them. Even if you drop the Treasure, you still treat all secret doors your Hero previously moved through as normal doors for the rest of the game.

ESP Medallion/Crystal Ball



You can use an ESP Medallion to find out what Monster your Hero is about to encounter before you enter a room or chamber.

You can use a Crystal Ball to look at the Monster and Treasure in any room or chamber in the dungeon.

Using an ESP Medallion or Crystal Ball: When you draw either of these Treasure cards, place it face up in front of you. From now on, your Hero can use that card's power. (No matter how many ESP Medallions or Crystal Balls you have in play, you can use either power once per turn.)

- ♦ To use an ESP Medallion, your Hero must be in a space adjacent to a room or chamber. Draw a Monster card corresponding to the Level of that room or chamber. You can use the ESP Medallion in the middle of moving, but if you choose to not enter the room or chamber, your Hero must stop moving.

- ♦ To use a Crystal Ball, your Hero does not move or attack on your turn. Instead, choose any room or chamber on the board and draw a Monster card (and a Treasure card if you chose a room) corresponding to its Level.

In either case, do not reveal the cards you drew. Place them alongside the game board as you would normally, but keep them face down. Place the corresponding Number token on the room or chamber that you just checked. The next time a Hero encounters a face-down Monster card, it is revealed.

Magic Sword

A Magic Sword adds to your attack rolls against Monsters you fight. You can have only 1 Magic Sword in play at any time.

Using a Magic Sword: When you draw this card, if you do not already have a Magic Sword in play, place the card face up in front of you. Roll 2 dice to determine the Magic Sword's enchantment bonus, either +1 or +2 (the card lists the rolls needed). Then place a matching Magic Sword token (+1 or +2) face up on the card. As long as you have the Magic Sword in play, you add its enchantment bonus to all of your attack rolls.

If you already have a Magic Sword in play, keep the card you just drew hidden in your hand. Magic Swords still count toward your total gp needed to win, whether they are in play or not.

Wizards Cannot Use Magic Swords. If you are playing a Wizard and you draw a Magic Sword card, you must keep the card in your hand. Its gp value still counts toward your total needed to win, but you cannot play it face up in front of you for a bonus in combat.



Megan drew a Magic Sword card and rolled an 11, so its enchantment bonus is +2!

Having a Magic Sword can let you attack a Monster that you otherwise couldn't hit. For example, if you are playing a Rogue and encounter a Black Pudding, you normally could not even attack it (the Black Pudding card shows a "-" below the Rogue icon). If you have a Magic Sword, you treat the attack number as a 13 instead. So if you have a +1 Magic Sword, you could hit the Black Pudding with a roll of 12 (or a roll of 11 with a +2 Magic Sword).

Dropping a Magic Sword: If dropping random Treasure cards forces you to lose a Magic Sword in play and you have another one in your hand, you can replace it. Immediately play the Magic Sword card from your hand face up in front of you, keeping the same enchantment bonus as the one you just lost (use the same Magic Sword token). Otherwise, you'll just have to hope you loot another Magic Sword later.

Appendix 2: Solo Play

Want to test yourself against the challenges of the **Dungeon**? Here are three suggested rules variants.

Treasure Hunt

Before you start, draw a random Treasure card from any Level's pile. Shuffle it back into that pile and try to find that Treasure before your Hero dies twice. Start off with a Level 1 Treasure; as you get better, you can search for loot deeper and deeper within the dungeon!

Timed Game

Set a time limit and try to win in the allotted time. Try starting with 30 minutes. As you get better, shorten the time limit for a greater challenge, to 25, 20, or even 15 minutes!

Become the Hunted

Before you start, draw a random Level 6 Monster card and place it face down near the game board. Use one of the other Hero standees to represent this Monster, placing it in any room on level 6. That Monster is now a Hunter chasing you as you attempt to loot the dungeon. Try to win before the Hunter kills you!

Hunter Movement: The Hunter takes its turn after you, moving 5 spaces each turn. It always treats secret doors as normal doors and takes the shortest route to your Hero. The Hunter does not have to stop in uncleared rooms or chambers. If it moves into the same space as your Hero, reveal the Monster card and conduct combat as normal.

Hunter vs. Other Monsters: The Hunter does not attack and is not attacked by other Monsters.

Destroying the Hunter: You can attack the Hunter just like any other Monster. If you destroy the Hunter, draw a new Level 6 Monster card and place its Hero standee in a room of your choice on that Level. That Monster becomes the new Hunter.