DUNGEON DIGGER

RULEBOOK

Welcome my Lord!

I am the humble stooge chosen to fulfill the tasks thy evilness would like to commit to me; yes my Lord, I do stink and I am also slightly repugnant-looking, but if you threaten me enough, I become a tireless worker!

Those cursed good-doer adventurers ended up conquering all underground dungeons built by other tyrant Lords like you, my master, and there is no more free space we can occupy deep inside the earth, only this small limited underground area...the depths of Mount Peril!

I heard that many Dungeon Lords would like to take over this place, so we must be the fastest ones to build chambers and tunnels, to increase your expendable army, extract tons of gold and finally crown you the one and only Lord of the Lords of the Dungeons!

MOUNT PERIL

DUNGEON DIGGER

INTRODUCTION

Dungeon Digger is a dungeon building game
where players take on the role of horrible Dungeon Lords ready to sacrifice their servants, the Stooges, to dig the most intricate underground dungeon and annihilate their opponents.
This is a game for 2 to 6 players and the gaming area on the board may vary according to the number of players (as indicated on the board itself: see below).

6x Summary Cards
6x Rock Tiles
6x Monster Tiles
6x Ruins Tiles
6x Adventurer Tokens
2x Sands of Time Tiles
1x Dwarven Citadel Tile
2x Eggs Tiles
3x Cave Tiles
1x Dragon Tile

1x Treasure Tile
1x Dragon Token
1x Treasure Token
1x Troll Token
1x Observer Token
1x Giant Bug Token
1x Corruptor Token
1x Guardian Token
1x Elemental Token

GAME COMPONENTS

1x Rulebook
1x Dungeon Board
1x Coins Bag
6x Tiles Bags
6x Dungeon Lord Cards

252x Construction Tiles
36x Coin Tokens
90x Stooge Tokens/Stooges
12x Collapse Tokens

PREPARING THE GAME COMPONENTS

Once you open the **Dungeon Digger** box
you will need to take out all the Construction Tiles and the Stooge tokens, which will have to be divided by color and then placed inside the corresponding Tiles Bag.
Dungeon Lord cards and special tiles and tokens will only be used with the Advanced Rules setting.
The Summary Cards will be useful to players to remind them of the rules during the first games.

STANDARD RULES

1) SET UP

You have to place the *GameBoard* in the middle of your table
All players pick a Tile Bag of a color of their choice, then they take the corresponding *Stooge Tokens* and place them in front of themselves (this is called Reserve).
*Coin Tokens* must be placed in the *Coins Bag*.
Collapse Tokens (2 per player) must be piled up on their specific area of the Game Board.
Each player will then have to look for his/her Portal Tile (marked by the portal symbol and by a different back) among those who are in the Tile Bag and keep it aside (it will be placed later on the starting area, as described below).
The gaming area dimension varies based on the number of players (as shown on the Game Board; see example) and each of them will have:

Stooges: (Reserve) 15 - the workforce that will live and sacrifice itself to build and conquer
Construction Tiles: 42 - the group of tiles from which players will pick to compose their hand

Gaming Area 5-6 players

Gaming Area 3 players

Gaming Area 4 players

Gaming Area 2 players
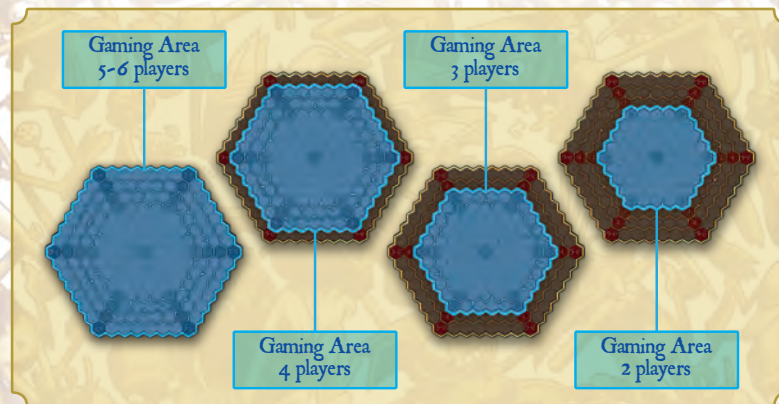
Moreover each player will have the following starting statistics, which can eventually change over the course of the game:

Craft: 3 - the maximum number of Construction Tiles among which the player can choose when it comes to building

Resources: 3 - the maximum number of Stooges the player can have in play at any given time

Tyranny: 2 - the number of points each player can use on each of his/her Turn to give Orders to his/her Stooges

Whenever these statistics will increase during a game, you can place a Stooge token upon the corresponding statistic symbol drawn on the back of the Dungeon Lord cards you can find inside the box (additional Dungeon Lord rules are described in the Advanced Rules section).

2) DECIDE WHICH PLAYER GOES FIRST

A random player takes a Stooge Token from each player's Reserve and, after mixing them together, draws a random one which will determine who will be the first one playing.
The first player will choose where, on the board, to place his/her *Portal Tile.* Then each other player, taking turns clockwise, will do the same. These tiles can only be placed on areas of

Portal Tile

the board marked with numbers (players can only choose among numbered areas corresponding to the number of players).
Now each player must place one Stooge on his/her Portal Tile and two more Stooges on the scorekeeping area on the board's side, marking 0 points both on the tens and the units columns.
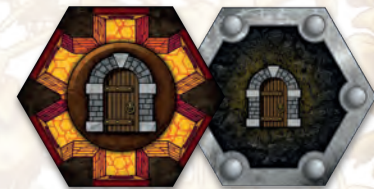
3) START

Each player will reveal *Construction Tiles* in the area directly in front of him/her, randomly drawn from his/her bag up to his/her Craft value (usually 3 and these Construction Tiles are a player's *Projects*; see example).

The first player will start erecting his/her dungeon starting from his/her *Portal Tile*, then the other players will do the same clockwise, Turn after Turn.

4) GOAL

Players must collect as much *Gold Pieces (GP)* as they can; to do so a player has to build complete *Corridors, Rooms*, gain *Coins*, or *Conquer* the creations of their opponents.
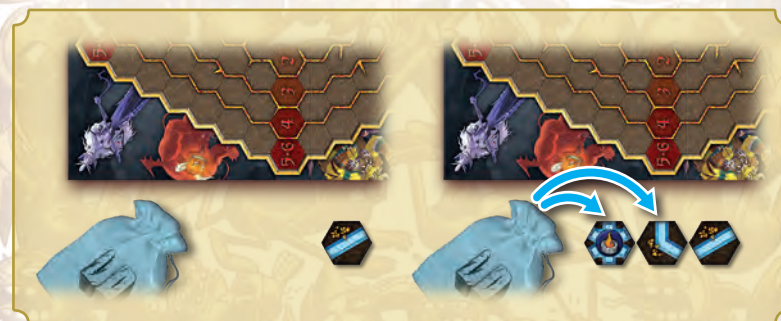
5) ENDING

The game ends when a player first reaches 20 *Gold Pieces*. Then all players must calculate their final score, which is determined by adding together their current score and the extra points granted by *Coins* and *Prizes*: the player scoring the highest number of Gold Pieces wins the game and will be appointed Lord of the Lords of the Dungeons!

TIPS:

If you have ogre's hands or you simply hate picking tiles from their bags (crafted by master wizards), you can always choose to displace your Construction Tiles upside down in front of you on 2 or 3 columns and proceed to randomly pick from these piles when required.

Similarly, you can choose to determine the first player in a different way than the one we proposed above; you can choose by rolling a die or by flipping a coin, or the first player can also be the last one winning a Dungeon Digger game, the one who owns more TinHatGames products or simply the player who has most knowledge about exploitation and generic evilness!

TURN

A *Turn* represents the time during which a single player can play and it ends whenever a player does not have any more *Tyranny Points* to use, or when he/she chooses to pass.

Then the game proceeds with the next player's Turn in clockwise order.

At the beginning of his/her Turn a player receives as many Tyranny Points as his/her Tyranny value (which is usually 2) and he/she can use them to give Orders to his/her Stooges depending on how many and how he uses them, as shown below. Orders must be resolved immediately when a player spends one Tyranny Point, and it is always possible to give the same Order more than once each Turn. Unused Tyranny Points are lost at the end of the Turn, and at the beginning of each subsequent Turn the player will receive as many Tyranny Points as his/her Tyranny value once again. Moreover, at the end of each his/her Turn every player will have to draw a number of tiles from his/her bag, and place them in front of him/her, to have his/her Projects number matches his/her Craft value (uncoverd tiles in front of each player must always match their Craft value; see example)

Example: *Player A performs two Work! Orders during his/her Turn and he/she ends up having only 1 Project: since his/her Craft value is 3, he/she will draw 2 Construction Tiles at the end of his/her Turn and he/she will add them to his/her Projects.*

ORDERS

Orders must be resolved as soon as Tyranny Points are spent to issue them: it is always possible to give the same Order more than once during the same Turn. Here's a list of the Orders that you can fulfill by exploiting your Stooges and spending Tyranny Points, as explained:

MOVE! = 1 Tyranny Point: lets your Stooges perform up to 3 *shifts* (you can select the same Stooge more than once: resolve all the *shifts* one by one): every *shift* consists in moving one single Stooge (or a Party of Stooges) from any one tile to another *door*-containing tile, which must also be connected and adjacent or connected through a Corridor path which must not be interrupted by doors. The paths who do not contain any *door* on Corridor tiles, make no obstacle for the Stooges to move through such tiles (see example): you can always stop the Stooges' movement in any of these Corridor tiles, even one not containing a *door*.

If you order a Stooge to perform a *shift* and choose to displace it on another allied Stooge-containing tile, they will form a Party (any group of two or more Stooges); pile up their tokens to represent it.

You can always split a Party by ordering one or more Stooges who are part of it to move upon another tile by using one *shift*.

You can only order one or more Stooges to stop in an opponent's Stooge-containing tile if the unit number of your Stooges is higher than the opponents'; if not, the *shift* cannot be performed

(see the Combat section below).

Finally, if you order a Stooge or a Party to move onto opponent-controlled tile, they will only proceed one tile per *shift*. Stooges cannot move upon spaces who do not contain any tile at any moment, nor they can cross through *walls* or *earth* edges (see the Construction section below).

THINK! = 1 Tyranny Point: you can choose any number of tiles among your Projects and put them aside, then draw an equal number of Construction Tiles which will fill up the vacant spaces: you must then put back in the bag every tile you previously put aside.

SABOTAGE! = 1 Tyranny Point: you can place a Collapse tile (if available) in any empty space on the board. To complete this Order you must sacrifice one of your Stooges (you must remove it from the game and put it back into your Reserve).

RISE! = 1 Tyranny Point: you can summon a Stooge from your Reserve on your Portal or in a Dorm Room. You can only resolve this Order if your Resource value is higher than the number of Stooges you control.

CONQUER! = 1 Tyranny Point: you can sacrifice one of your Stooges to use it as a Conquer token (just flip the token of the selected Stooge upside down: see example) on an opponent Room. The sacrificed Stooge must be on the desired Room Tile. You must draw 1 Coin from the Coin Bag or you can choose to steal 1 (randomly chosen) of your opponent's Coins if he/she has any.

Players may suffer extra consequences when their Rooms get conquered as described here:

- **Throne Room:** his/her controller skips his/her next Turn

- **Treasure Room:** the player who conquered this Room can collect all the Coins which eventually lay on this tile (or 1 from the Room controller's total) plus 1 random Coin from the Coin Bag.

- **Kitchen:** when its controller builds a Room the number of his/her Kitchens is decreased by 1.

- **Library:** when its controller builds a Corridor the number of his/her Libraries is decreased by 1.

- **Dorm:** its controller can't summon Stooges on this Room anymore.

- **Portal:** cannot be conquered.

- **Sacrifice Pit:** cannot be conquered.

The Conquer! Order alternatively allows you to remove an opponent's Conquer token from your Dungeon: one of your Stooges or a Party must be on the Conquered Room and you will have to spend 1 Tyranny Point to remove the opponent's Conquer token (differently from when you issue a normal Conquer! Order, you don't have to sacrifice one of your Stooges).
It is not possible to conquer the opponents' Corridors.
If you order one or more Stooges to Conquer an opponent's Room already occupied by another opponent's Conquer token, remove it and place your own in its place.
A Stooge who has been flipped over to become a Conquer token cannot move or be exploited as Stooge token anymore.

WORK! = 1 Tyranny Point: you can place a Construction Tile from those among your Projects on an empty slot on the board so that it connects to your dungeon. To complete this Order, one or more of your Stooges must stand on a tile adjacent and connected to the slot where you intend to build (see example). All tiles must be built legally (see the Construction section below). You can never build Construction tiles starting from an opponent's tile, even if you conquered that tile, but you can always connect your dungeon to another player's one.

DEMOLISH! = 2 Tyranny Points: You can remove a Collapse tile from the board; to do so one or more of your Stooges must stand on a tile adjacent and connected to the Collapse-containing slot.

CONSTRUCTION TILES

When you order your Stooges to build Rooms and Corridors to expand your dungeon starting from the Portal tile, all tiles must be built legally as explained below:

- **Corridor:** you can connect it with Doors or other Corridors.

- **Door:** you can connect it with other Doors or Corridors. You can find Doors on the Rooms' edges or in Corridors' crossroads.

- **Earth:** you can connect it only with other Earth-containing edges.

- **Collapse Tile:** you can link it to whatever sides.

It is perfectly legal to build near the edge of the board, even though any Corridor whose end is adjacent to a border can never be completed. Here are some terms used during the construction phase:

WORK!
Example

- *Adjacent:* a tile is adjacent to another when two of their edges touch each other (see example)

- *Legal:* respecting construction rules (see example)

- *Connected:* a tile is connected to another one when they're adjacent and two Doors, two Corridors or a Door and a Corridor touch each other (see example)

- *Complete Corridor:* a Corridor is complete when all of its ends are closed by Doors (see example): it is perfectly possible for a single tile to contain more than one part of different complete Corridors. A Complete Corridor's lenght is calculated by counting the number of tiles on whom its path is drawn.

When the construction of a dungeon leads to two dungeons being connected, Stooges can move freely between one another: doors built in other player's dungeons will not help in completing Corridors.

ORDERS RESOLUTION

Some situations may cause you to accumulate bonus Orders, like for example the special abilities granted by Kitchens, Libraries, and Torture Rooms, and they must be resolved and chosen immediately (or you can always choose to give up on them): if you gain more than one bonus Order in one time (for example, if you control 4 Kitchens and you build a Room you will receive 2 bonus

Orders) you will choose the order of resolution and then proceed to fulfill them:

Example: *Player A controls 2 Kitchens and builds a Torture Room executing the Work! Order: the latter, being the first one of that kind controlled by Player A, grants him/her a bonus Think! Or Move! Order.*
Since the Torture Room is also a Room, Player A obtains another bonus Order at the same time that can be chosen among Rise!, Sabotage!, Think! and Move! thanks to the Kitchen's special ability.
It will be up to Player A to choose which bonus Order (which have to be determined as soon as received) to resolve first, and then proceed with the other one.

If the resolution of a bonus Order will grant you more bonus Orders, they have to be determined immediately and then resolved afterwards along with the others:

Example: *Player A controls 4 Kitchens, executes the Work! Order and builds a Dorm Room: this will activate the special ability granted by the Kitchens and will grant Player A 2 bonus Orders which have to be chosen among Think!, Move!, Sabotage!, Rise!, Work! and Demolish!.*
Player A chooses Rise! And Work! and thanks to the latter (which he/she resolves first) he/she builds another Room, which will make the Kitchens special ability to activate once more.
He/she then receives 2 more bonus Orders right after he/she finishes placing the Room tile on the board, and he/she chooses Move! and Work! once again: at this point Player A will have 3 Orders left (Rise!, Move! And Work!) and if their resolution will cause

him/her to accumulate more bonus Orders, he/she will only need to add them to the previous ones.

It is never allowed to interrupt the resolution of an Order, for example by using Tyranny Points or by activating Dungeon Lords' special abilities (see Advanced Rules below): before passing on to other activities you will always be required to resolve your Orders, or renounce them.

COMBAT

Whenever two Stooges (or Parties) belonging to different players are in adjacent positions and a player orders his/her troop to move onto the occupied tile, the two groups of Stooges will start a fight. Now it's time to count the units number on every side:

- If the number of Stooges is the SAME on both sides, none will be able to perform a shift onto the opponent Stooge's tile.

- If a player has MORE Stooges than his/her opponent they will be able to perform a shift and the opponent player's Stooges will be defeated (then removed from the board and returned to his/her controller's Reserve)

- If a player has LESS Stooges than his/her opponent they will not be able to perform a shift onto the opponent Stooge's tile.

If a Party or a single Stooge is moving onto a tile containing both an opponent Stooge (or a Party) and Trap (see below), you must resolve the fight first, and the effect of the Trap next. After a fight the winning Party will be placed on the selected tile and the losing Party (or single Stooge) will be removed from the game and returned to his/her controller's Reserve.

GOLD PIECES (GP)

Whenever a player gains Gold Pieces (the points needed to win the game) he/she must immediately mark them on the scorekeeping area by moving the corresponding Stooge tokens on the tons and units columns.

You can gain GPs in the following ways:

3GP *when you build a Room connected to a Room of the same type*

1GP *when you build the Throne Room +1GP for every Room built adjacent the Throne Room.*

1GP *when you complete a 1 tile long Corridor.*

3GP *when you complete a 2 tiles long Corridor.*

5GP *when you complete a 3 tiles long Corridor.*

7GP *when you complete a 4 tiles long Corridor.*

9GP *when you complete a 5+ tiles long Corridor.*

COINS

Coins have different values ranging from 1 to 3 representing their GP value and they must be placed into the Coins Bag so that nobody can see them. When a player draws a Coin he/she has to keep its value hidden from other players, placing the coin upside down on the table in front of him/her. When a player has to take a Coin from another player's stack (for example when he/she Conquers an opponent's Room) he/she must draw it randomly.
If the Coin Bag runs out of Coins it will simply not be possible to draw Coins anymore. During the Final Phase (when a player reaches

20 GP: see below) you must calculate your final score revealing the total amount of your Coins and their GP value to everybody.

FINAL PHASE

Whenever a player reaches 20 GP,
at the end of his/her Turn, the game is over. Now players must calculate their final score to determine who is the winner. If a player reaches one of the following goals, he/she gains 5 GP for each one (if more than one player reached the same goal nobody gains the 5 GP prize).

PRIZES:

- Tunnelmaker Lord (the longest Corridor): *the player who owns the complete Corridor composed by the highest number of tiles among complete Corridors*

- Crafter Lord (the largest Room complex): *the player who owns the single largest complex composed by Rooms connected to each other than everybody else*

- Conqueror Lord (highest number of Conquer tokens): *the player who owns the highest number of Conquer tokens on the board*

At the end of that phase players must reveal their Coins to determine their final score (every Coin Token has a number representing how many GP is worth: add these values to your GP score in the scorekeeping area).

VICTORY

The player with the higher number of GP
wins the game and the Lord of the Lords of the Dungeons title!

CONSTRUCTION TILES

Each player has 42 Construction Tiles
(same number and type for each player) and in this section we will describe the symbols and related special abilities that you can find on such tiles:

4x Torture Rooms: when a Torture Room comes into play you gain bonus Orders depending on the number of Torture Rooms you control (including the one who just got into play) 1) Move! or Think! 2) Rise!, Sabotage! or any previous option 3) Work!, Demolish! or any previous option 4) Two from the previous options. If you choose for a Move! bonus Order you will only be entitled to make 1 shift and if you choose for a Sabotage! bonus Order you do not have to sacrifice one of your Stooges. You can always receive bonus Orders as if you are controlling less Torture Rooms than you actually are.

4x Dorm Rooms: you can summon Stooges in this Rooms. Whenever a Dorm Room comes into play, you can summon a Stooge on that tile for free (only if your Resources value allows so).

4x Kitchens: each Kitchen you own increases your Resources value by 2. Whenever a Room comes into play you gain bonus Orders depending on the number of Kitchens you control: 1) Move! or Think! 2) Rise!, Sabotage! or any previous option 3) Work!, Demolish! or any previous option 4) Two from the previous options. If you choose for a Move! bonus Order you will only be entitled to make 1 shift and if you choose for a Sabotage! bonus Order you do not have to sacrifice one of your Stooges. You can always receive bonus Orders as if you are controlling less Kitchens than you actually are.

4x Libraries: each Library you own increases your Craft value by 1. Whenever a Corridor comes into play you gain bonus Orders depending on the number of Libraries you control: 1) Move! or Think! 2) Rise!, Sabotage! or any previous option 3) Work!, Demolish! or any previous option 4) Two from the previous options. If you choose for a Move! bonus Order you will only be entitled to make 1 shift and if you choose for a Sabotage! bonus Order you do not have to sacrifice one of your Stooges. You can always receive bonus Orders as if you are controlling less Libraries than you actually are.

1x Throne Room: you gain 1 GP when it comes into play +1GP for each Room built adjacent to it. You gain GPs even if Rooms get built in adjacent positions after the Throne Room has come into play or during following Turns.

4x Treasure Rooms: when it comes into play you may draw one random Coin from the Coin Bag. At the start of each of your Turn you can place one Coin you own on one of your Treasure Room tiles; that Coin can thereafter be stolen only by directly conquering that tile. Every Treasure Room may contain as many Coins as the total number of Treasure Rooms you control.

1x Sacrifice Pit: whenever you move a Stooge into this Room it will be sacrificed (removed from the board and returned to your Reserve) and you will be able to choose and resolve immediately one of the following effects:

-You can build one Construction Tile from those among your Projects in a legal position connected to your Dungeon (no need to have a Stooge in an adjacent position)

-You can draw a random Coin from the Coin Bag

The Sacrifice Pit can be used only once per Turn. This tile can't be Conquered.

1x Portal: this is the starting point for each Dungeon. From the Portal tile you can summon your Stooges. Opponents' Stooges can't move on this tile. This tile can't be Conquered. This tile counts as a special tile and it does not count as a Room nor as a Corridor, even though the doors on its edges can be used to complete eventually connected Corridors.

7x Corridors: these are the junctions in between Dungeon's Rooms. The longer the Corridor the more you gain GPs (see the Gold Pieces section). Corridors can be used by Stooges for faster movements (see the Orders section).

6x Corridors with Trap: they follow regular Corridor rules, except every time one or more opponents' Stooges move across a Trap containing Complete Corridor on its path and doing so crosses the Trap containing tile (see example), one of those Stooges must be immediately removed from the board (and returned to his/her controller's Reserve).

Corridor with Trap Example

x1 Stooge

x2 Stooges

To Reserve

6x Corridors with Gold Nugget: they follow regular Corridor rules, except when a Corridor with Gold Nugget is completed it grants you the possibility to draw 1 random Coin from the Coin Bag (if you complete a Corridor including more than one Gold Nugget you may draw that many Coins).

12x Collapses: these tiles are stacked in a special place on the side of the board and each player may choose and place them on the board only if there are any left in the stack. Collapses may be placed on any empty space on the board by using the Sabotage! Order which includes the sacrifice of a Stooge. It is not possible to build or move on a Collapse-containing space, but it is possible to build open Corridors which will result in them having an edge adjacent to the Collapse's edge; Collapses' edges cannot be used to complete a Corridor. Whenever a Collapse Tile is removed from the game by using the Demolish! Order it cannot be used anymore.

TIPS:
Here are some useful construction tips that will help you develop a winning strategy since your very first games:

-Dorm Rooms let you summon Stooges far away from the Portal Tile so it is important to build them in strategic positions

-It is better to build Treasure Rooms near the Portal Tile so that they are better defended from opponents' invasions

-Use the bonus Orders granted by Kitchens, Libraries and Torture Rooms to move your Stooges to strategic positions

-Look out for even the smallest Corridors arms: by completing them you will gain those few GPs that could lead you to victory!

-Use Collapses when one of your opponents is about to complete a long Corridor or to achieve an important task.

ADVANCED RULES

This advanced rules set gives players two more options experienced players may enjoy during a Dungeon Digger game: 6 Dungeon Lords cards will let you become a specific underground tyrant and use its unique special abilities; 6 Scenarios will introduce new game elements and different endings inspired by classic fantasy story types.

- Dungeon Lords: at the beginning of the game each player must randomly (or mutually agreeing) choose a Dungeon Lord card which grants him/her a Standard and a Special Ability:

Standard Ability   Special Ability

Craft   Resources   Tyranny

1x Standard Ability: an ongoing bonus the player may use for the entire game during his/her Turns

1x Special Ability: a once-per-game ability that the player can unleash during one of his/her Turns (the Dungeon Lord card should be flipped horizontally to show it has been used)

- Scenarios: Before the beginning of the game players can choose (randomly or mutually agreeing) one out of the 6 different Scenarios and add it to the game. This Scenario will determine new winning conditions, new goals and will also need some extra elements and rules which will be added to the Standard set. The 6 different Scenarios among whom you can choose are described below:

SCENARIOS

THE MONSTER HUNT

Components:

6x Rock Tiles
6x Monster Tiles
6x Ruins Tiles

Set up: each player takes a Rock, a Monster and a Ruins tile and shuffles them. After each player chooses where to start, placing his/her Portal on the board, the first player will start placing a random tile face down on the board (this tile must be placed at least 2 spaces away from any Portal tile); each other player will do the same afterwards, until every tile has been placed.

Areas where it is not possible to place the special tiles

Rules: here's a description of the three different tiles' effects:

- **Rock:** these tiles represent blocks of stone, and you can't build where they are, functioning just as a Collapse Tile: they can be removed using a Demolish! Order.

- **Monster:** to enter this Tile you must have a Party of at least 3 Stooges; if you want to pass through it the Squad must be composed of 4 or more Stooges. If you use a Conquer! Order on it you'll receive 4 GPs and from now your Stooges will be able to pass through this tile freely. Conquer Tokens on this tile cannot be removed. It is possible to use these tiles' doors to complete Corridors.

- **Ruins:** Stooges can freely cross this type of tile, and if you Conquer one you will immediately receive 1 Coin from the Coin Bag and 1 extra Tyranny Point that you can use until the end of your current Turn. If you want to Conquer a Ruins tile already conquered by an opponent player to remove his/her Conquer token and put your own, you must use a Conquer! Order to do so and sacrifice a Stooge as usual; you will receive the extra Tyranny Point and you will be able to take a random Coin from the previous conqueror's stack (if the previous conqueror doesn't have any Coins, you can draw one from the Coins Bag).

<u>End of the Game:</u> the first player who reaches 25 GPs will end the game: then you will need to calculate the final score and determine the winner as described in the Standard Rules.

TIPS:

In order to make a Monster Hunt game more unpredictable, we suggest to not flip over the special tiles once you placed all of them on the board: only when a player will build a Corridor or Room Directly connected to this Room he/she will ahve the possibility to filp the tile and reveal its content. Ruins and Monster Tiles counts as Collapses tiles for construction purposes (you do not have to respect legal parameters when building next to these tiles)

THE TRAPPED ADVENTURERS

<u>Components:</u>

6x Adventurer Tokens

<u>Set up:</u> each player draws a random Adventurer Token then put every token in the middle of the board.

<u>Rules:</u> during each player's Turn the active player may move the drawn Adventurer to stop or slow down his/her opponents. Adventurers stats are:

- *Movement (M):* represents how many tiles an Adventurer can move (Adventurers can move both onto empty spaces and tiles, but when they enter a Dungeon they are blocked by walls just like the Stooges) by spending a shift (see example). If an Adventurer moves on a Room tile, it cancels that Room's special ability for everyone until it leaves, just as if it has been conquered by an opponent Stooge. If an Adventurer reaches an opponent's Portal Tile, it will be removed from the game and that Portal's controller will lose 5 GPs at the end of the game.

Adventurers' movement example

Thief: *Movement 2*

Wizard: *Movement 1*
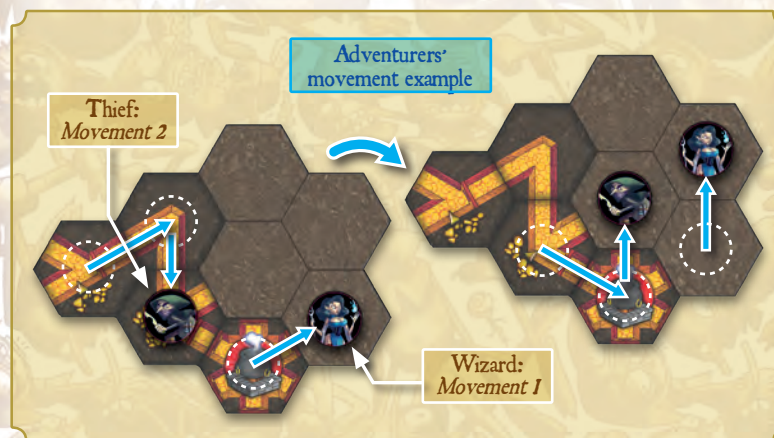
If you want an Adventurer to move through a Trap-containing Corridor, you will need to give 1 Coin to that Trap's controller to complete the action (if you do not have any it will not be possible to complete such movement).

- *Life (L):* represents how many Stooge units an Adventurer equals to for fighting purposes. If you kill an opponent controlled Adventurer you may draw 1 random Coin from the Coins Bag.

- *Special:* each Adventurer has a unique special ability described below.

- *Combat:* Adventurers act like Parties of Stooges for combat purposes (their Life value corresponds to Stooge units) and they move, fight and die just like them (see the combat section in the Standard Rules).

Whenever an Adventurer is killed, the controller of the Stooges who killed it will keep its token and will immediately receive 5 GPs.

Adventurers: Here's a list of the *6* Adventurers you can find in this Scenario:

- *Barbarian:* M:1 L:3 Fury (once per Turn the Barbarian can move onto a tile occupied by one or more Stooges, no matter how many they are: one of these Stooges will be killed. If the at the end of a Turn the Barbarian token lays on a Stooge-occupied tile you will need to move it onto an adjacent and connected tile).

- *Priest:* M:1 L:2 Conversion (if the Priest moves onto a tile containing a number of Stooges inferior to its life value, such creatures will follow him instead of dying, increasing the Life value of the Priest so that it will be able to convert larger Parties afterwards. Put the Stooge tokens under the Priest one when this happens).

- *Thief:* M:2 L:1 Hide (the Thief can pass through any number of Stooges and can't be killed when it is inside a Corridor tile. The Thief is also immune to Traps).

- *Warrior:* M:1 L:2 Leader (he is considered has having +1M as long as another Adventurer is within 5 spaces from him, and +1L as long as 2 or more Stooges are within 3 spaces from him).

- *Wizard:* M:1 L:1 Flameblast (once per Turn when the Wizard completes a movement inside another player's Dungeon, it kills all the Stooges in a straight line (a line not interrupted by doors or walls) of his controller's choice. After doing that it will not be possible to move it for the rest of the current Turn.

- *Bard:* M:2 L:1 Charme (it's possible to kill the Bard only if 2 or more allied Stooges are within 2 spaces from those who are actually trying to defeat him).

End of the Game: the first player who reaches 20 GPs will end the game: then you will need to calculate the final score and determine the winner as described in the Standard Rules.

THE SANDS OF TIME

Components:

2x Sands of Time Tiles

Set up: when playing this Scenario you have to place the Sand of Time tiles on the Scorekeeping area instead of the Stooge tokens; one of them on the tons column marking 0 and the other one on the units column marking 1. The total duration of the game will be 10 Turns per player.

Rules: when playing this Scenario players won't keep track of GPs. Instead, they will have to move forward the Sand of Time tiles placed on the Scorekeeping area every time a new Turn begins.

Moreover, every time a player ends his/her Turn without having performed any Work! Order during it, the next player will have to draw a Coin from the Coin Bag and move the Sands of Time tiles forward as many steps as the number shown on the Coin (then the Coin must be placed back into the Coins Bag).

Sands of Time Tile

End of the Game: the game ends after a total of 10 Turns per player: then you will need to calculate the final score and determine the winner as described in the Standard Rules.

THE DWARVEN CITADEL

Components:

1x Dwarven Citadel Tile

Set up: you will need to place the Dwarven Citadel tile in the middle of the board, and players may try to connect to this tile during the game (building legally).
Stooges cannot cross this tile, but its doors can be used to complete Corridors.

Rules: the Dwarven Citadel tile can contain as many Stooges as twice the number of players+1; every time a player moves one or more Stooges into the Citadel tile, he/she may draw 1 Coin.
Such Stooges cannot be moved away

Dwarven Citadel Tile

from that tile but they will still count when determining the Resources limit. Stooges inside the Citadel do not fight each other, so it is possible that such tile contains Stooge tokens from different players (which will pile up until the maximum limit is reached).

End of the Game: whenever a player reaches 25 GPs, or whenever all the spots inside the Dwarven Citadel tiles are occupied, the game will end: then you will need to calculate the final score and determine the winner as described in the Standard Rules.

THE DRAGON'S LAIR

Components:

|	
2x Eggs Tiles	*3x Cave Tiles*
1x Dragon Tile	*1x Treasure Tile*
1x Dragon Token	*1x Treasure Token*

Set up: before starting the players must randomly place the special tiles for this Scenario upon the 7 central spaces, upside down so that nobody knows their positions (see example). The gaming area for this Scenario needs to be be calculated as if you were playing with one more player (if possible).
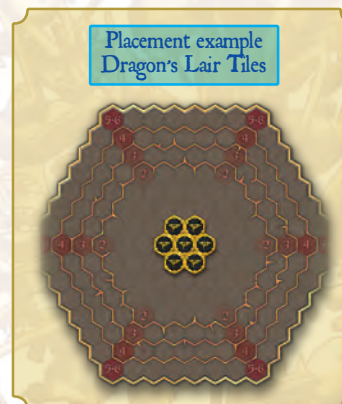
Placement example
Dragon's Lair Tiles

Moreover, you will need to create a stack of randomly drawn Coins which will be the Treasure Stack (see below).

Rules: players may build their Dungeons trying to connect to the central tiles (each one is considered a *6* doors Room and it will require to legally build in order to connect to them; building connected Corridor tiles will eventually let you complete them), but these tiles will be flipped, and their contents (explained below) revealed, only when a Stooge is ordered to enter them.

- **Cave Tiles:** these tiles contain nothing and are simply considered regular empty *6* doors Rooms, which the Stooges may use as passages for any other purpose.

- **Egg Tiles:** whenever one or more of your Stooges would like to move out of this tile, you will need to use 1 Tyranny Point to do it safely and place them on a connected tile: if you will use a shift to move them instead (like those gained by using the Move! Order) you will first have to take the Dragon Token and place it on this tile, then the Stooges can complete their movement, which will be lost (you will be able to save them by spending Coins though; see below)

- **Dragon Tile:** whenever one or more Stooges enter this tile, you will have to place the Dragon Token on it (see below). The tile is for all other purposes considered a regular *6* doors Room which Stooges can use as passage.

- **Treasure Tile:** whenever one or more Stooges enter this tile, you will have to place the Treasure Token upon one of them, which will need to carry it now (see below). The tile is for all other purposes considered a regular *6* doors Room which Stooges can use as passage.

- **Dragon Token:** whenever the Dragon token is placed on the board, it kills every Stooge token which is on the same tile as the one where it appears (the Stooges will be removed from the board and placed back into their corresponding player's Reserve).
It is possible to save them from the Dragon's killing by spending a Coin for each Stooge: if you do so you will have to move each saved Stooge onto an adjacent and connected tile (if this is not

possible, it will not be possible to save the Stooges). It is possible to spend any number of Coins and save only some of the Stooges: all Coins spent this way have to be placed into the Treasure Stack.

The Dragon cannot be defeated, and whenever the Treasure is carried by a Stooge, any player whom Stooges are not carrying the Treasure will be able to spend 1 Tyranny Point during their turn to move the Dragon 1 space in any direction (even those with no tiles; see example); each time it will move onto a Stooge-occupied tile it will kill every Stooge present (as above, they can be saved by spending Coins, otherwise they will be removed from the board and placed back into their corresponding player's Reserve).
Whenever the Dragon moves onto a Treasure-containing tile

Movement example
Dragon Token

(does not matter whether it is carried by Stooges or not), the latter will have to be placed back onto the Treasure Tile, and the Dragon will have to be placed back onto the Dragon Tile. After this you will have to increase the Treasure Stack with 1 coin drawn randomly from the Coins Bag.

If the Dragon Tile has not been revealed yet, the Dragon Token has to be removed from the game instead (but it can reappear later).

 - *Treasure Token:* the Treasure Token can be carried by one or more Stooges and if they take it into their Portal Tile their controller can take all the Coins from the Treasure Stack (which are three plus all the Coins spent by players to save their Stooges or the ones brought back by the Dragon, see above). Moreover, this will end the game.

If the Treasure-carrying Stooges die as a result of combat, the Treasure will end up in the hands of the winning Stooges. If the Dragon kills one or more Treasure-carrying Stooges, you will have to place the Treasure Token back onto the Treasure Tile, the Dragon onto the Dragon Tile (if the Dragon tile has not been revealed yet the Dragon will be removed from the game instead), and increase the Treasure Stack by 1 Coin (drawing it randomly from the Coins Bag).

End of the Game: whenever a player reaches 30 GPs, or whenever a player brings the Treasure back to his/her Portal Tile, the game ends: Then you will need to calculate the final score and determine the winner as described in the Standard Rules.

TOTAL BATTLE

Components:

6x Creature Token

Set up: players follow the regular set up rules, but the gaming area will be smaller and calculated as if playing with one less player (if possible)

Rules: Dungeon Lords will be closer than normal to each other and will come in contact more easily while playing this Scenario; moreover, they will be able to summon deadly Creatures to serve them.

In order to do, that they will have to follow special rules described below in their specific description

Creatures acts in a very similar way to how Stooges act, but they are not able to perform the Work! Order (they can still perform the Sabotage!, Conquer! And Demolish! Orders normally). They can also stop into allied Creature- or Stooge-containing tiles. Each player can control any number of Creatures at the same time, but if a specific Creature has been summoned by a player, his/her opponents will not be able to summon it as well.

Their stats are:

- *Movement (M):* represents how many tiles you can move a Creature when using a shift to do so (as those granted by the Move! Order; see example). Creatures have the same legality limits as the Stooges have when it comes to movement (they cannot pass through walls or in spaces with no tiles). If a Creature moves onto an opponent Corridor tile who contains a Trap, it will die (it will be removed from the board) unless its controller gives 1 Coin to the Trap's controller.

Creatures' movement example

Guardian: *Movement 2*

Troll: *Moviment 1*
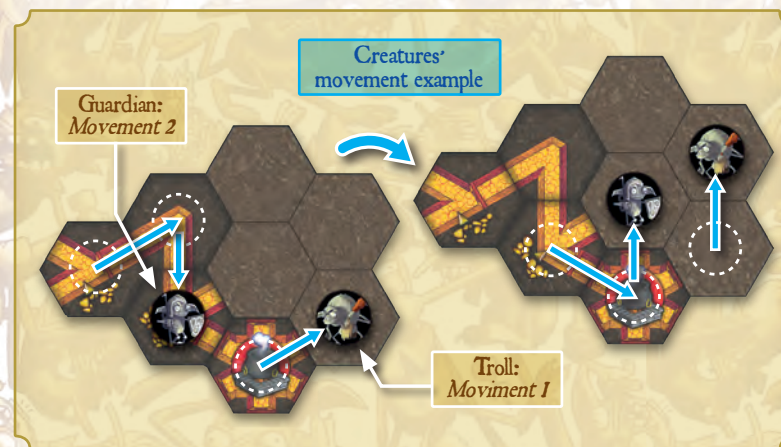
- *Life (L):* represents how many Stooge units a Creature equals to for fighting purposes. If you kill an opponent-controlled Adventurer you may draw 1 random Coin from those that player owns (if he/she owns any).

- *Resources (R):* tells you how many available Resource points you need to have if you want to summon that Creature, and how many it will cost to have it in play.

- *Summoning (S):* tells you what you need to spend and own in order to summon that Creature. You will always have to spend a certain amount of Tyranny Points and to control at least one each the Rooms listed here. Each Creature can either be summoned upon your Portal Tile or upon one of the Rooms listed in their Summoning section.

- *Special:* each Creature has a unique special ability, described below.

- *Combat:* Creatures act like Parties of Stooges for combat purposes (their Life value corresponds to the number of Stooges in the Party) and they move, fight and die just like them (see the Combat section in the Standard Rules). Creatures can perform the Conquer! Order but you will have to pick one of your Stooges on the board (wherever it is), flip it into a Conquer Token and place it on the Creature's tile instead of sacrificing the Creature itself (if you have no Stooges it will not be possible to fulfill the Conquer! Order with a Creature).

Creatures: here are the descriptions of the 6 Creature types you can summon while playing this Scenario:

- *Troll:* L:3 M:1 R:3 S: (1xTyranny Point + Torture Room) Special: Whenever the Troll wins a combat, it can perform a free extra shift.
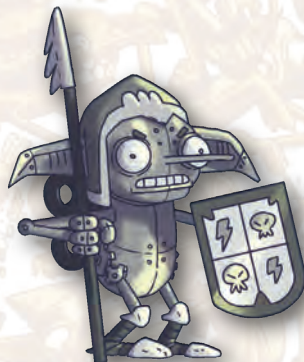
- *Guardian:* L:1 M:2 R:1 S: (1xTyranny Point + Treasure Room) Special: Only a Party of 3 or more Stooges (or other Creatures with a Life value of 3 or more) can defeat the Guardian in combat.

- *Giant Bug:* L:2 M:3 R:2 S: (1xTyranny Point + Dorm Room) Special: The Giant Bug cannot perform the Conquer! Order.

- *Observer:* L:3 M:3 R:2 S: (1xTyranny Points + Library + Treasure Room) Special: Immune to Traps, and its movement is never blocked by parties of exactly 3 Stooges, or by the Troll..

- *Elemental:* L:4 M:1 R:1 S: (1xTyranny Points + Torture Room + Kitchen) Special: Whenever it performs the Conquer! Order and you have to draw a Coin, you can choose to put the coin back and draw a new one (only once per Coin).

- *Corruptor:* L:5 M:2 R:4 S: (2xTyranny Points + Throne Room + Sacrifice Pit) Special: When the Corruptor is summoned, you gain a free extra shift for each of your Stooge tokens and for each Creature you control.

Moreover, during this Scenario players may try to eliminate their opponents permanently: a player's Portal tile can be occupied by opponents' Stooges and Creatures and it will be possible to perform the Conquer! Order on it (every time a player do so, he/she may randomly draw 1 Coin among those the Portal's controller owns, or from the Coins Bag if that player has none).

Additionally, once a Portal tile accumulates 3 Conquer Token, its controller will be defeated and he/she will no longer be able to take his/her Turns; his/her scorekeeping Coin is removed from the Game Board, and so are his/her Stooge and Creature tokens.

The player who has the highest number of Conquer Tokens on that Portal when it is finally conquered will be able to pick one Coin from that Portal controller's stack (he/she will be able to choose among those owned by that Portal controller; if that player has none, he/she can draw a random one from the Coin Bag) and discard the rest. If the highest number of Conquer Tokens placed on a Portal Tile by a player is the same for more than a player, nobody will draw any extra Coin. Defeated player's Rooms cannot be conquered anymore, but his/her tiles can be still used as passages.

<u>End of the Game:</u> the game ends whenever a player reaches 30 GPs. Then, you will need to calculate the final score and determine the winner as described in the Standard Rules. The game also ends If a player is the last undefeated player at the table: in this case he/she is automatically the winner!

PUTTING THE GAME AWAY

Whenever a game is over and it is time to put it back in its box, we suggest to place every Construction Tile and Coins in its own Bag and tie them up so that they don't spread inside the box, then place them in the side spaces; special Tiles and Tokens shall be placed into plastic bags and so shall be done with the Stooge tokens.

Finally before closing the box, place first the Game Board (carefully closed), then the Dungeon Lord cards and then the Rulebook you are holding right now on top of everything (see example).

Putting the game back in the box

Box (top)
Rulebook
Game Board
Dungeon Lord cards
Bags

GLOSSARY
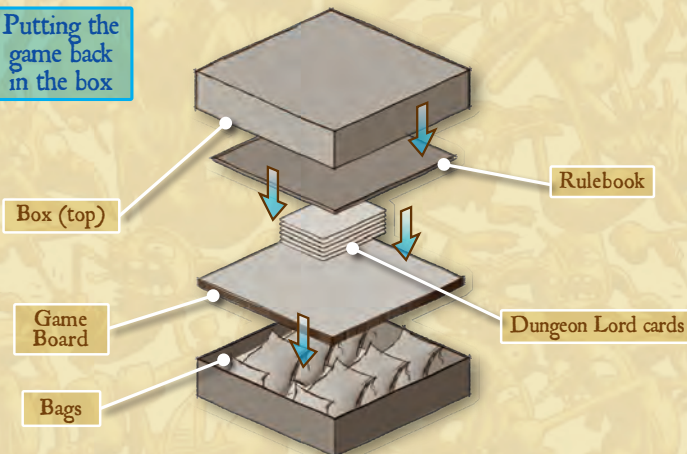
-**Adjacent:** a tile is adjacent to another when two of their edges touch each other
-**Coins:** each Coin token has a GP value that ranges from 1 to 3 and they can be gained by completing Corridors with Gold Nuggets, by Conquering opponents' Rooms and by building Treasure Rooms. Their GP value is calculated after the game ends.
-**Coin Bag:** the cotton pouch who contains Coin tokens.
-**Combat:** a Combat happens when a Party of Stooges moves onto a tile occupied by an inferior number of opponent Stooges and it destroys them.
-**Complete (Corridor):** a Corridor is complete when all of its arms are closed by doors: when a player completes a Corridor he/she gains GP according to the Corridor's lenght.
-**Connected:** a tile is connected to another one when they're adjacent and two Doors, two Corridors or a Door and a Corridor touch each other.
-**Conquer Token:** whenever one or more Stooges perform a Conquer! Order, one of such tokens must be flipped upside down and transforms into a Conquer Token who will deactivate Rooms abilities and grants one Coin.
-**Construction Tiles:** there are 42 Construction Tiles into each player's Tiles Bag (Rooms and Corridors). Players draw these tiles to form their Projects set.
-**Corridor:** one of the two types of Construction Tiles. Corridors can be easily crossed by Stooges and grants GP when completed.
-**Craft:** represents the number of Projects each player must have at the end of each Turn (if a player has not enough he/she will draw up to this value at the end of each Turn).
-**Door:** doors are located on Rooms' edges and on Corridors' crossroads. Doors stop Stooges' shifts.
-**Dungeon:** the ensamble of all the Construction Tiles a player has built on the board.
-**Earth:** some parts of the Construction Tiles have Earth areas. Doors and Corridors endings cannot be built adjacent to earth edges.
-**Game Board(Board):** the cardboard board upon whom players can build their Dungeons.
-**Gold Pieces (GP):** Gold Pieces represent the points every player needs to win the game. They can be earned during the game by completing Corridors and building connected Rooms of the same type; Coins and Prizes grant extra GP after the game has ended.
-**Legal:** every Construction Tile needs to be built legally which means that its edges must match those belonging to adjacent tiles: earth edges can only be built adjacent to other earth edges.
-**Orders:** Orders are the actions that every player can perform by spending Tyranny Points.
-**Party of Stooges(Party):** any group of 2 or more Stooges.
-**Prize:** at the end of a Dungeon Digger game each player may gain up to 3 Prizes consisting in 5 extra GP each: they are entitled for the largest complex of Rooms, for the longest complete Corridor and for the highest number of Conquer Tokens.
-**Projects:** the Construction Tiles each player can see in front of him/her at any time. Players can select Projects when performing the Work! Order.
-**Reserve:** every player's stack of Stooge tokens.
-**Resources:** the maximum number of Stooges a player can control at any time.
-**Room:** one of the two types of Construction Tiles. Room tiles grant several special abilities depending on their type and GP when two of the same kind get connected.
-**Shift:** players may use Shifts to move their Stooges from one tile to another door-containing tile. Players may gain Shifts by executing the Move! Order for example.
-**Spaces:** these are the hexagonal areas drawn on the GameBoard upon which players can build their Construction Tiles.
-**Stooge Token (Stooge):** small useless creatures which can be ordered to Move!, Work!, Sabotage!, Demolish! and Conquer!.
-**Tiles Bag (Bag):** the cotton pouch who contains Construction Tiles. Each player has one.
-**Tyranny:** this value represent the number of Tyranny Points each player gains at the beginning of each of his/her Turn.
-**Tyranny Points:** the points needed to execute Orders. Players receive as many Tyranny Points as their Tyranny value at the beginning of each of their Turn.
-**Wall:** Walls delimit Rooms' and Corridors' areas. Stooges cannot pass through walls.

TILES LIST

4x Torture Rooms: when a Torture Room comes into play you gain bonus Orders depending on the number of Torture Rooms you control (including the one who just got into play) *

4x Dorm Rooms: you can summon Stooges in this Rooms. Whenever a Dorm Room comes into play, you can summon a Stooge on that tile for free (only if your Resources value allows so).

4x Kitchens: each Kitchen you own increases your Resources value by 2. Whenever a Room comes into play you gain bonus Orders depending on the number of Kitchens you control.*

4x Libraries: each Library you own increases your Craft value by 1. Whenever a Corridor comes into play you gain bonus Orders depending on the number of Libraries you control.*

1x Throne Room: you gain 1 GP when it comes into play +1GP for each Room built adjacent to it. You gain GPs even if Rooms get built in adjacent positions after the Throne Room has come into play or during following Turns.

4x Treasure Rooms: when it comes into play you may draw one random Coin from the Coin Bag. At the start of each of your Turn you can place one Coin you own on one of your Treasure Room tiles; that Coin can thereafter be stolen only by directly conquering that tile.

1x Sacrifice Pit: whenever you move a Stooge into this Room it will be sacrificed and you will be able to draw a random Coin from the Coin Bag or to build One Construction Tile in a legal position. This tile can't be Conquered.

1x Portal: this is the starting point for each Dungeon. From the Portal tile you can summon your Stooges. Opponents' Stooges can't move on this tile. This tile can't be Conquered.

7x Corridors: these are the junctions in between Dungeon's Rooms. The longer the Corridor the more you gain GPs. Corridors can be used by Stooges for faster movements.
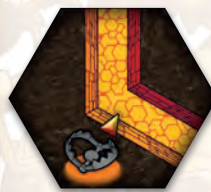
6x Corridors with Trap: every time one or more opponents' Stooges move across a Trap containing Complete Corridor on its path and doing so crosses the Trap containing tile, one of those Stooges must be immediately removed from the board.

6x Corridors with Gold Nugget: when a Corridor with Gold Nugget is completed it grants you the possibility to draw 1 random Coin from the Coin Bag (if you complete a Corridor including more than one Gold Nugget you may draw that many Coins).

12x Collapses: these tiles are stacked in a special place on the side of the board. Collapses may be placed on any empty space on the board by using the Sabotage! Order which includes the sacrifice of a Stooge. It is not possible to build or move on a Collapse-containing space.

*: 1) Move! or Think! 2) Rise!, Sabotage! or any previous option 3) Work!, Demolish! or any previous option 4) Two from the previous options. If you choose for a Move! bonus Order you will only be entitled to make 1 shift and if you choose for a Sabotage! bonus Order you do not have to sacrifice one of your Stooges. You can always receive bonus Orders as if you are controlling less Torture Rooms than you actually are.