Bag of dungeon®

a fantasy adventure game
for 1 to 4 players

By Gunpowder Studios

- Rules -

v3.0

A Dungeon Adventure

It seems your evening in the notorious Wasted Wizard tavern was worth the grim food and dubious company after all. Despite the terrible lute music and drunken bragging (not to mention that argumentative gnome at the bar), you managed to recruit a party of fellow adventurers to join you on your quest - to enter the nearby dungeon and steal the legendary Ring of Creation.

The rewards are great but the risks are greater, and no adventurer has yet returned bearing the Ring. Are you brave and skilled enough to face the dungeon's monstrous inhabitants, survive its traps and defeat the mighty Red Dragon that guards its exit?

As the heavy entrance door slams shut behind you, you peer into the darkness... Wait! What are those two dim lights ahead? Did they just blink?

Step forth, brave adventurer.

Your journey awaits.

1. Overview

In Bag of Dungeon you play an adventurer exploring a dark and deadly labyrinth to find and steal the Ring of Creation. Your quest? Get in, get the Ring and get out! Vile monsters and vicious traps await you, and the fearsome Red Dragon guards the only exit. The dungeon collapses when the Ring leaves. Any adventurer still inside has one last chance to escape or is lost forever in the ruins.

2. Set-up

1. Place the Start tile face up on your playing area. Place the Exit tile to one side.
2. Shuffle the remaining floor tiles and place them face down in a single stack.
3. Each player chooses a character card, an adventurer meeple and four cubes of the same colour. Place your meeple on the Start tile.
4. Place a cube on the highest numbered Health space of your character card, one on the '3' space of your Lives track and one on your highest numbered AP space. You'll use the remaining cube to track monster health as you play.

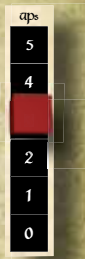
The last person who saw a dragon goes first.
Play proceeds clockwise.

3. Playing the game

You have a number of action points (APs) available each turn, which you spend to perform actions such as laying new dungeon tiles, moving your adventurer, disarming traps, using items and casting magic.

AP costs. It costs one action point (1 AP) to move one space or reveal and lay a new dungeon tile. Some items also cost APs to use (shown on the item).

You can spend APs in any combination. For example, you could draw and place a dungeon tile (1 AP), move your adventurer one tile (1 AP), draw and place another dungeon tile (1 AP), and cast a spell (3 APs), and so on until you have spent all your APs or you enter a fight.



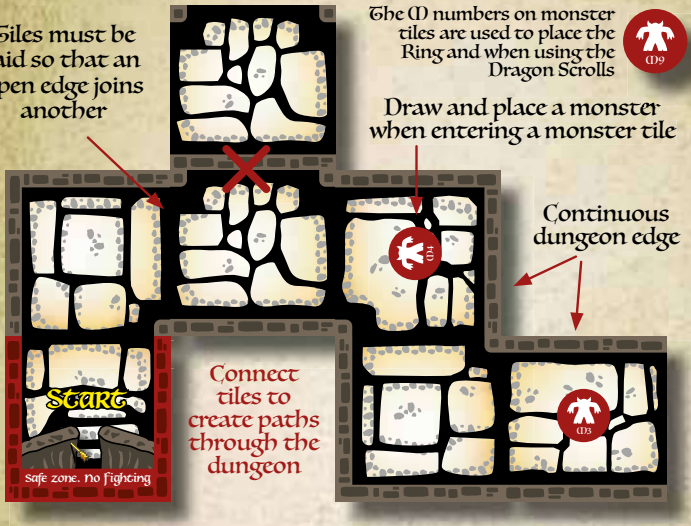
Tracking APs. Each time you take an action, move the cube on your AP track one space towards 0. Your turn ends when you run out of APs or engage in combat. You can end your turn with APs remaining, but you cannot carry them over to your next turn.

Regaining APs. Reset your APs to full at the end of your turn.

Melee combat uses no APs. APs are not required for melee combat (though you may still spend APs to help you in the fight, e.g. use an item), so you can always fight, even if you have no APs left and are on a space with an opponent. Survival tip: Try to keep enough APs to escape!

4. Building the dungeon

Dungeon tiles are drawn from the stack and laid face up adjacent to your adventurer's current tile, placed so that an opening edge joins another, forming a logical path. No match? You are lost! Place the tile at the bottom of the stack and either spend more APs to try again, or end your turn.



You're ready to play!

You are now ready to enter the dungeon and begin your adventure. It helps if one player has read the rules, but you can also look things up when you need to and learn as you go. Use the Quick-play Guide on the back page to remind you of the steps to complete your adventure and win the game.

5. Encountering monsters

When you lay a monster tile, place a monster token there to indicate an unrevealed monster. When an adventurer lands on the tile, draw a monster from the Monsters bag and replace the token. Monsters spawn only once for each monster tile laid (do not draw another monster if you visit that tile again).

Survival tip: Monsters can be tough!
You will face some formidable creatures in the dungeon. Be prepared to run away from a fight if it's not going your way. Take on smaller monsters to gain items such as armour or a better weapon, then return to face the bigger foes when you are better equipped to win the fight (and stay alive).

6. Melee (hand-to-hand) Combat

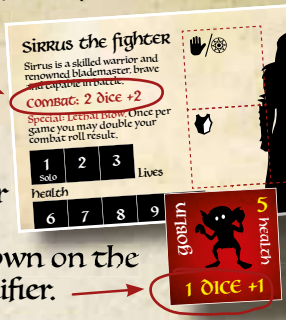
Melee (hand-to-hand) combat happens when opponents are on the same tile. APs are not required for melee combat, except to take an action or use an item or ability that has an AP cost.

You cannot use ranged weapons (e.g. a bow) against opponents on the same tile. You can escape from a fight (see 7.1. Escape) or tag another adventurer to fight with you (see 10. Tagging).

7. Combat steps

7.1 Escape. Before each combat round, you may choose to escape to an adjacent tile (spend 1 AP and take 1 direct damage - see below) or draw and escape to a new dungeon tile (spend 2 APs and take 2 direct damage). Your turn ends.

7.2 Fight. Roll the number of combat dice shown on your character card and add the modifier (if shown), then add modifiers for any weapons or items you are using. Ask another player to roll for the monster. They roll the number of dice shown on the monster token, adding any modifier.



7.3 Damage. The lower scoring opponent takes damage equal to the score difference. For example, you score 9, the monster scores 5, so the monster takes 4 damage and loses 4 health.

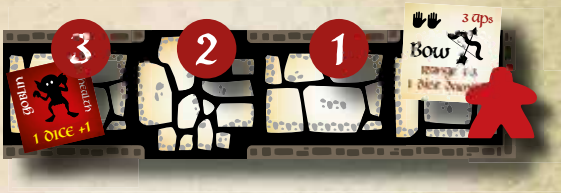
Direct damage. If an attack states 'direct damage' deduct the damage direct from your health. Armour and shields do not protect you.

Critical hits (melee only). If all your dice rolls are identical (e.g. two 6s, three 4s) you have dealt a critical hit. Double your score, then add modifiers. Monsters cannot score critical hits.

7.4 Slug it out. Repeat the steps above until one opponent is killed (its health reaches 0) or you escape. Your turn ends after a fight or an escape.

8. Ranged attacks

You can use ranged weapons (e.g. a bow or spell) to attack a monster from a distance. When launching a ranged attack you must have line of sight (LoS) - a straight line between you and the target - and the monster must be within range of your attack. Count the range from the tile in front of you (see illustration below). Adventurers between you and the monster do not affect LoS.



Spend the APs required for the ranged attack and roll the number of dice shown for damage. Deduct the result from the monster's health. If you fire at an unrevealed monster (there is a monster token on the target tile), draw a monster to replace the token, then deduct the result from the monster's health.

8.1. Monsters will run at you!

If a monster is still alive after you have completed your ranged attacks against it, it will immediately move to your tile, inflicting one dice of damage on any adventurer in its path. You must now fight the monster. If there are other adventurers on your tile, one is automatically your tag partner for this fight (see 10. Tagging).

9. Winning and Losing fights

If you defeat a monster, claim it and put it beside your character card, then draw items from the Items bag. Draw one item if the monster started with 6-9 health; draw two items if the monster started with 10+ health. Place each item on an inventory space on your character card, face down if you want to hide them from other players (see 12. Inventory management). If you defeat a monster by ranged attack, claim the monster but place the items on the tile where the monster died.

If you lose a fight, reduce your lives by one and place all your items on the tile where you died. Return your adventurer to the Start tile and reset your health and APs to full. Your turn is over. If you lose your last life, your adventure is also over. Items can be picked up by any adventurer on the tile if it is free of monsters. If a monster is still alive at the end of a fight, it begins its next fight with full health.

10. Tagging

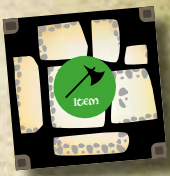
You may spend 1 AP to call an adventurer to fight with you as long as they have enough APs to reach your tile. If that player agrees to help (they give their decision after you've spent the AP), they spend their APs from their next turn to move to your tile. If they reach you, they become your tag partner and add one dice to your combat rolls for that fight. You may only call one tag partner per fight.

When you take damage, your tag partner takes half damage (rounded down). Adventurers cannot escape during a tagged fight, and tag partners cannot use APs, items or abilities. The active player draws items after defeating the monster and can choose whether to keep them or reward their tag partner.

If the active player dies, the tag partner must finish the fight. They cannot escape or request tags, though they may now spend APs from their next turn to use items and abilities, as they would in normal combat. After the fight, play resumes clockwise from the original active player.

11. Special tiles

Healing Pool: Place one token on the Healing Pool for each adventurer still in the game. Any adventurer ending their turn on the Healing Pool may remove a token and reset their health to full. The Healing Pool is empty when all its tokens are gone.



Item tiles: These are single-use tiles. The first adventurer to land on an Item tile draws an item from the Items bag.

Old Spikey: When entering the Old Spikey tile you may briefly jam its mechanism by destroying an item. Otherwise, roll a dice. On a 1 or 2, the trap springs, causing one dice of damage to anyone on the tile. Moving monsters will always trigger Old Spikey.

12. Inventory management

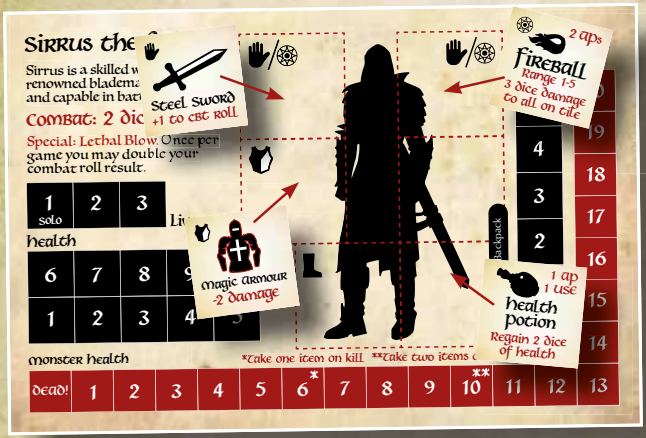
Each inventory space on your character card holds one item. Items with symbols must be placed on a space with the same symbol (see examples below). You can carry any item in your backpack (the spaces without symbols).

Hand weapons and magic items or spells

Boots

Armour

A two-handed weapon occupies both hand spaces



Items: trading, dropping, finding and switching out.

Adventurers on the same tile can trade or give items, even when tagging. You may also drop unwanted items on your current tile. You can switch items, spells or weapons freely between your inventory spaces, even during combat.

13. Using items and spells

Items and spells are played on your turn by spending the APs shown. Ranged magic attacks must have LoS. Each spell or potion can only be used once.

14. When does the Ring appear?

Whoever lays the last dungeon tile also lays the Exit tile adjacent to it (0 AP). Place the Dragon on the Exit tile. Roll two dice and place the Ring on the matching M tile (e.g. roll 9: place on M9).

The dungeon is sealed shut and can only be opened by an adventurer on the Exit tile with the Ring. When the ring-bearer leaves the dungeon, those still inside each have one turn to escape before the dungeon collapses and they are lost in the ruins!

15. Defeating the Red Dragon

The Red Dragon guards the exit and never leaves the Exit tile. She has 20 health and rolls four dice in combat, and returns to full health after a fight if not defeated. Arrows cannot harm her. If she defeats you, return to the Start tile but place your dropped items at the Healing Pool.

Red Dragon
Health: 20 Combat: 4 dice
Immune to arrows

16. Solo game

If you wish to play a solo game, you can send up to four adventurers into the dungeon, each with only one life. For a really tough challenge, try sending just one brave adventurer into the dungeon.

Items. Some or all of the following items are not in play. If drawn, discard from the game and draw again.

For 1 adventurer, remove all five

For 2-4 adventurers, remove these two items:

Tagging. An adventurer can spend 1 AP to try and tag other adventurers. The tag partner must have at least 5 health, or they are too weak to help. Roll a dice. On a roll of 3-6, they become your tag partner. On a 1 or 2 they refuse the call.

17. Combat between adventurers

You may want to play your first adventure as loyal friends. For a more treacherous and unpredictable game, players can decide to turn against one another. The Ring must be in play and combat is the same as when fighting monsters, with the following changes:

Escape. You may escape as far as your remaining APs allow, but instead of taking escape damage, you must either give one of your kills (dead monsters) to your opponent or take 4 damage.

Using APs when attacked. When attacked by another adventurer on their turn, you may use your special abilities and spend APs from your next turn (e.g. to escape or use an item).

Defeat. If you are defeated (see 9. Winning and losing fights), you must also give one of your kills, if available, to the victor.

18. Dungeonology

APs = action points; dmg = damage; rng = range; cbt = combat; LoS = line of sight; BoD = Bag of Dungeon.

19. Winning the game

Surviving adventurers are declared winners. If you wish to crown an overall dungeon champion, the player with the highest number of kill points (the total health points of their defeated monsters) takes the title. The final ring-bearer scores an additional 30 points.

Credits

Grand Creator: Tim Sharville
Rules Wizard: Russ Law
Keeper of Words: Paul Sharville
Guardian of the Coin: Mick the Monk

Contents

40 floor tiles, 40 item tiles, 30 monster tiles, Red Dragon meeple, Ring disc, BoD travel bag, Items bag, Monsters bag, 3 black and 4 red dice, 4 meeples with 4 cubes each, 32 monster/black/red tokens, 10 spare (blank) tokens, 13 Dragon Scrolls, Rules booklet.

Glossary of special item tiles

Some items are marked with an asterisk (*). These are explained in more detail below.

This magic Acme Insurance scroll of item protection activates when you lose a life. Return to the Start tile with all your items.

Insurance small print: Will not work on your last life. Acme Insurance is not responsible for the recovery of mutilated policyholders.

The bomb detonates on the tile where it lands, causing two dice of damage to anyone on the tile and anyone within two tiles (in LoS).

The Dragonlance is your best hope of defeating the Red Dragon that guards the exit. Use it to perform a ranged attack, then move in on the same turn for melee combat.

Use the invisibility cloak to sneak past monsters (including the Red Dragon). Roll a dice when you enter a tile with a monster on it. On a 1 or 2, you are seen and must fight.

This large chest may be armed with a trap. Pay 1 AP and roll a dice to try and open it. If you fail and take damage, you can try again if you have APs available. Cannot be carried.

The loyal bear befriends you. It will fight beside you, giving an extra dice in combat. Place beside your character card. When you lose a life, return the loyal bear to the Items bag.

These speedy magic boots allow you to escape without taking damage. You can also move one extra space to an existing tile without paying an AP. Nifty.

Magic Sword
+2 to cbt roll.
View adjacent monster*

Part deadly weapon, part sneaky peeker, the magic sword gives you a +2 to your combat roll and allows you to view any unrevealed monster on an adjacent tile.

1 ap
Magic Vine
Range 1-4.
1 dice dmg to any on tile.
Stays in play*

The magic vine spell is a ranged spell that, once cast, will inflict one dice of damage on any adventurer or monster that enters its tile. It remains in play for the rest of the game.

Small Chest 1 ap
Open: Roll a dice.
1-2: take 2 damage
3-6: take 1 item and discard*

This small chest may be armed with a trap. Pay 1 AP and roll a dice to try and open it. If you fail and take damage, you can try again if you have APs available. Cannot be carried.

4 aps
Sorcerer's Skull
Steal or give a life (cannot take last life)*

Use the Sorcerer's Skull to give or take a life from another adventurer anywhere in the dungeon. Cannot take last life. Victim does not return to Start tile and does not drop items.

1 ap
Teleport Crystal
Move up to 5 tiles or through one adjacent wall*

The magical teleport crystal lets you move up to five spaces or travel through one solid wall to an existing space. Cannot be used to travel through the exit.

Torch
Lay 2 dungeon tiles for 1 ap*

A torch lights your way, allowing you to lay two dungeon tiles for 1 AP. You must still spend APs to move.

1 ap
Tornado
Move any adventurer 5 tiles (not through exit)*

The tornado spell will allow you to move yourself or any adventurer five tiles in any direction (not through walls or exit). Ignore special tiles while moving.

2 aps
Vampire Teeth
Drain and gain 5 health from any adventurer*

Vampire teeth allow you to steal and gain 5 health from an adventurer on any tile. If they have fewer than 5 health, they die and you can take the remainder from their next life.

The Witch's Claw is sleight-of-hand magic that allows you to steal an item (including the Ring) from an adventurer on any tile.

The Mirror Monster's combat and health match your combat stats (excluding items) and current health. If you win, take items according to its health when the fight began.

In addition to each full attack on its tile, the Reacher's tentacles will strike all adventurers up to four tiles away in all directions, causing half damage to each (rounded down).

Good luck adventurers!

Scan the QR code below for a 'how to play' video and a detailed guide to items and monsters, or visit:

www.gunpowderstudios.co.uk/bod

Bag of dungeon®

Quick-play Guide

1. **Set-up**. Set aside the Start and Exit tiles, shuffle the rest of the dungeon tiles and form a face-down stack. Pick a character card, coloured meeple and four matching cubes.
2. **Place** a cube on '3' lives, max health and max AP spaces (fourth cube is for monster health).
3. **Play goes clockwise**. Use 1 AP to lay a tile and 1 AP to move. Continue until you have no APs left or you enter a fight.
4. **When you enter a tile with a monster token**, replace it with a monster drawn from the bag and fight! Defeat monsters to gain items.
5. **Fight monsters** by rolling your combat dice and adding modifiers. Compare with their attack. The highest result inflicts damage equal to the difference in scores.
6. **Once the Exit tile is laid**, roll two dice and **place the Ring** on the resulting M tile, **Place the Red Dragon** on the Exit tile.
7. **Defeat the Red Dragon** to escape with the Ring. Once the Ring leaves, all remaining players have **one turn to escape** before the dungeon collapses and they are lost forever.

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