

GERMÁN MOLTÓ

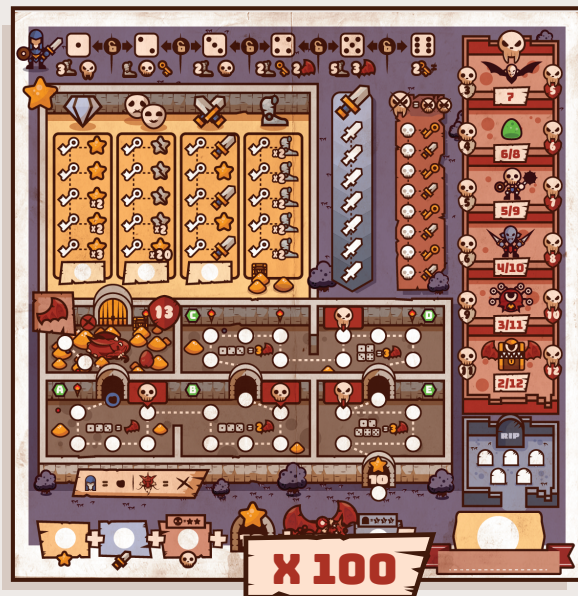
FERNANDO CORIA



RULEBOOK

DRAGON DUNGEON
— A ROLL AND WRITE ADVENTURE —

COMPONENTS



ADVENTURER'S SHEETS



COIN TOKENS



PENCILS



**6 SIDED
DICE**



**6 SIDED
DICE**



GLOBAL BOARD (B)



GLOBAL BOARD (A)





The adventurer, with his few tools and utensils, goes unnoticed across each room until he reaches the dragon room. Masterfully and quietly takes out his loot: a dragon egg. When he walks towards the door triumphantly, he realizes that with all the weight he carries, escaping will be harder than expected.

GOAL

Dragon Dungeon is a roll & write game that you can play over and over again, alone or against your most adventurous friends!

Players will roll dice trying to escape from the dungeon, home of the fiercest foes and the terrible dragon lord.

Their goal is to reach the exit from the cave before the other players or to slay the dragon lord while looting and killing as many enemies as they can.

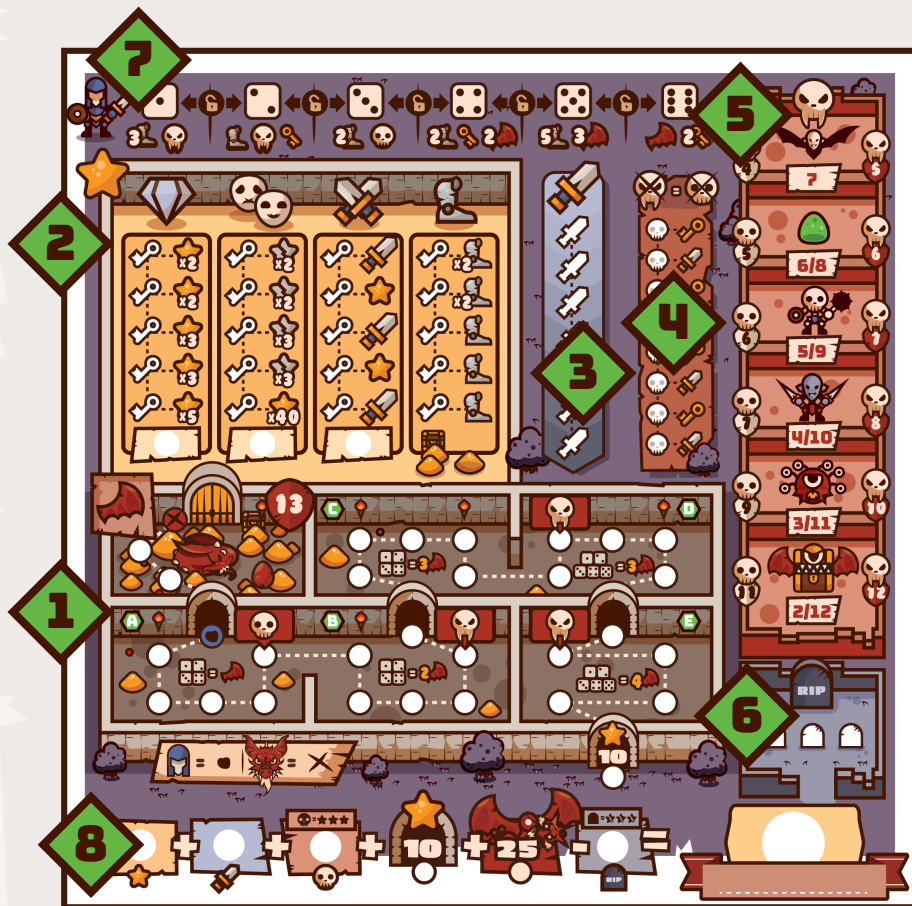
Do you have what it takes to survive this exciting adventure? Or will you perish in the dark dungeon to serve as food for its fiends?

Let's find out.



ADVENTURER'S SHEET ANATOMY

The adventurer's sheet is made up of 8 sections



1- THE DRAGON DUNGEON

2- TREASURE ROOM

3- LEVEL BANNER

4- TROPHIES

5- MONSTERS GALLERY

6- CEMETERY

7- ADVENTURER'S ACTIONS

8- SCORING MARKER



ADVENTURER'S SHEET

1- THE DRAGON DUNGEON

This is the area through which players move, trying to escape from the dragon.

The dungeon contains six rooms marked with green hexagons. The circles joined by the dotted line represent the escape route of the adventurer.

The dragon and the adventurer start from different tiles, as shown by their respective symbols.



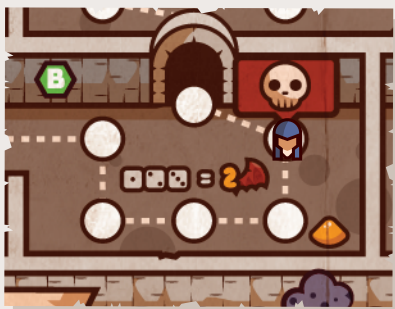
The adventurer's progress is marked off using circles inside the tiles, while crosses will be

used for the dragon's progress.



When the dragon has caught the adventurer they will fight (**See Combat Resolution**).

Every time the adventurer moves into a space with a monster, he must stop his movement action and face the monster determined by the dice. All movements left are lost.



2- TREASURE ROOM

This is where the treasures acquired are marked off.

They are always marked off from top to bottom and one by one.



There is no need to fill a whole column before marking another column's treasure off.

The treasure room is made up of 4 columns, each with its own characteristics, which will help the adventurer on his journey.

LOOT



Every time a treasure is marked off, the same amount of victory points are earned. You can earn up to 15 points. **Easy Mode: 9 Pts.**

RISK



The first four times a treasure is marked off, victory points are lost; but the fifth time, 40 points are earned. Thus, you can earn a maximum of 30 points in this column. **Easy Mode: 15 Pts.**

WEAPONS



Levels and victory points can be earned alternately. You can earn as much as 3 levels and 2 points.

THE COWARD'S WAY



This column does not give any victory points. Yet, every time a treasure is marked off, the player may move that many spaces.

3-LEVEL BANNER



This is where the adventurer's level is displayed. This will be useful to fight against the dungeon monsters and the dragon — if it catches the player.

Every time a player marks off a sword, he levels up, reaching a maximum of 7 levels if he marks them all off.

Each adventurer's level counts as a hit

bonus that can be used to face monsters.

(See Combat Resolution)

4- TROPHIES



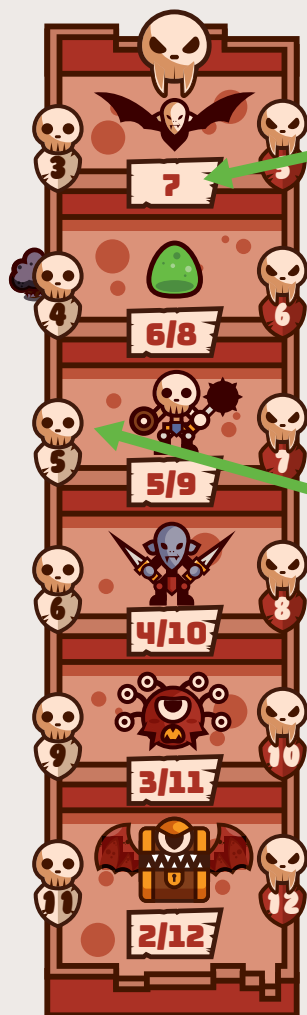
This is where the victories against monsters are displayed. Every time a monster is defeated, a skull from the trophies column is marked off. **Easy Mode: If a boss is defeated, two skulls should be marked off. The order is always from top to bottom.**

Each marked-off skull will alternately grant a treasure and a level. A maximum of 4 treasures and 4 levels may be granted. Once all the trophies have been marked off, defeated monsters will no longer grant anything, unless the dragon is defeated.

5- MONSTERS GALLERY

In these dungeons lie all the monsters against whom the adventurer may fight.





Every time the adventurer faces a monster, he will have to total up the two dice on the global board and look for their equivalence in

the monster gallery.



7 = Vampire - Bat form
6/8 = Slime
5/9 = Warrior skeleton
4/10 = Vampire (Assassin form)
3/11 = Beholder
2/12 = Mimic

There are two kind of monsters:

Minions: Indicated by a normal skull. They have a low defense value. They grant one trophy when defeated.

Bosses: Indicated by a fanged skull. They have a high defense value. They grant one trophy when defeated. **Easy Mode: 2 Trophies.**

Depending on the action that the adventurer takes, he will face one or the other.

6- CEMETERY

This is where gravestones are marked off every time the dragon catches the adventurer.



When a player marks off the last gravestone, the game is over for all the players.

At the end of the game, each marked-off gravestone will mean 3 points less for the player.

7- ADVENTURER'S ACTIONS

Players will take actions based on the result of the dice roll each turn.

There are 6 possibilities of action, according to the number indicated by the dice.

Every time an action die is chosen, all its actions are carried out, fulfilling them in order, from left to right.





The adventurer must move 3 tiles forward and then face a boss.



The adventurer must move 1 tile forward, then face a minion, and finally, mark off a treasure of his choice.



The adventurer must move 2 tiles forward and then face a minion.



The adventurer must move 2 tiles forward; then he shall mark off a treasure of his choice. Finally, the dragon will move 2 tiles forward

— only on the sheet of the adventurer who chose that die, not in that of the other players.



The adventurer must move 5 tiles forward; then the dragon will move 3 tiles forward — only on the sheet of the adventurer who chose that die, not in that of the other players.

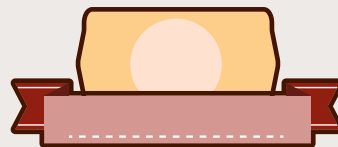


The dragon move one space. Two treasures of two different columns may be marked off at the Treasure Room.

Easy Mode: The dragon doesn't move.

8. SCORING MARKER

Here, the points earned along the adventure are written down so that they can be counted up at the end of the game.



ICONS MEANING



The adventurer moves that many tiles.



Fight against a minion monster.



Fight against a boss monster.



The dragon moves that many tiles.



Mark off a key in any of the treasure columns.



GLOBAL BOARD

the global board is made up of 3 sections.



1- DRAGON'S MOVEMENT

This is where the active player places the dragon's movement die.

2- COMMON ACTION DICE / MONSTER ENCOUNTER

The active player places here the dice that the other players can choose for their actions. Also, the sum of these two dice determines the monster to face this turn.

3- TAKE A BREATH

If the active player cannot choose a die to perform his action, he will place one of the dice in this sector. When the turn is over, he will unlock all of the actions on his adventurer's sheet.



HOW TO PLAY

1- LET'S START

Each player receives either a Normal or an Easy adventurer's sheet and three coin tokens. Then roll a die to decide who goes first. The turn continues clockwise.

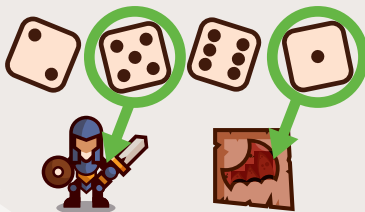


Once the corresponding action has been performed, he will cover it to show that it won't be available in the next turn.



2- ROLL THE DICE

The active player rolls 4 dice. He chooses one for his adventurer and another one for the dragon.



The remaining two dice are placed on the global board

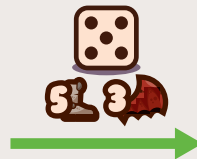
They will also determine which monsters will have to be faced

3- RESOLUTION

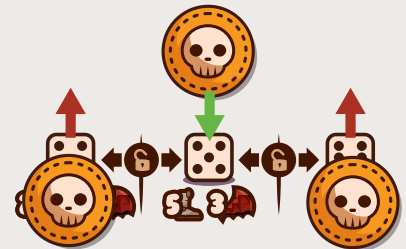
Actions are performed in the following order:

1° - ACTIVE PLAYER

The active player chooses the die he will use for himself and performs its respective Adventurer's Action. Each action has two or more icons that are executed in order, from left to right.



To uncover an action so as to make it available again is to perform an adjacent action. In such a case, the action performed will be covered while the adjacent actions will be unlocked.



In this case, when action 5 is covered, actions 4 and 6 are unlocked.



2° - OTHER PLAYERS' TURN

The rest of the players will choose, whenever possible, one of the dice the active player placed in the common action dice pool located in the global board and perform the corresponding Adventurer's Action on their sheets.

Once the corresponding action has been performed, he will

NO ACTIONS AVAILABLE

Sometimes, a player may be unable to perform any action during his turn, as they are all blocked.

Active player:

He will select one of the dice and place it in the hero's rest area on the global board. This die cannot be used by any player. Then, it will unlock all actions on your adventurer's sheet.

Other players:

They will not take action this turn.

cover it to show that it won't be available in the next turn.

The same die can be chosen by more than one player, as they are not exhausted.

3° - DRAGON'S TURN

The die assigned to the dragon by the active player will determine whether the dragon will move forward in that turn or not.

The number of steps the dragon will or won't take depends on the room where each player is and on the dragon's die. *For example, in the first room, the dragon will move one tile forward if the die shows 1, 2, 3 or 4. If the player is in the third room and the die shows 1, 2, 3 or 4, the dragon will move 3 tiles forward. And if he is in the last room, any roll between 1 and up to 5 will cause the dragon to move 4 tiles forward.*

If a player was unable to perform actions during his turn, the dragon will move on his adventurer's sheet regardless of his movement die.

Note: The dragon also moves whenever the player can't beat a monster. (See Combat Resolution)

4- COMBAT RESOLUTION

When the adventurer encounters a monster or is caught by the dragon, he will proceed as follows:

FACE A MONSTER

Monster to face:

Total up the dice at the monsters area on the global board to determine the level of the monster who will be faced by the adventurers during their turns whenever they have to engage in a combat, as explained in the Monsters Gallery.



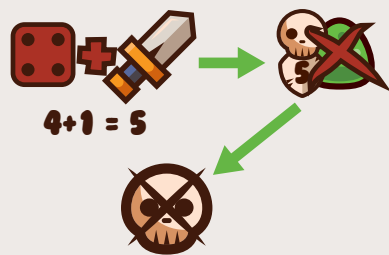
Fight the monster:

Roll the red die, add the result to that of your level (the amount of swords marked-off), and compare the result to the monster's defense.

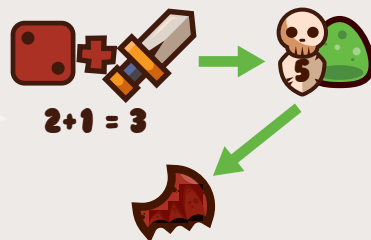


Combat result:

If the roll equals or exceeds the monster's defense, the monster will be defeated and may mark it off in the **Trophies section**.



If the roll is less than the monster's defense, the dragon advances as many squares as appropriate depending on where the player who started the fight is.



Players do not mark gravestones off for not defeating a monster.

They only do so when the dragon catches them and cannot defeat it, as detailed in the next section

GETTING CAUGHT BY THE DRAGON:

If you are caught by the dragon, you may only launch an attack if you have reached level 7, as the dragon's defense is 13: to reach that number you need to roll a 6 in your attack and total that with a level 7.

If the dragon cannot be defeated, it will stop its movement one space behind the adventurer and the player must mark off a gravestone at the Cemetery.

For example, Steven is two tiles away from the dragon. And because he has just lost a combat, the dragon has to move 3 tiles forward, which means that it will catch Steven, whose level is not high enough for him to face it. Therefore, the dragon stops one space before Steven's (That is, it does not make its entire movement, since it can't outdistance the player.). Steven has no choice but to mark off a tombstone in the cemetery, which will mean negative points at the end of the game.

SEVERAL COMBATS ON THE SAME TURN

If for any reason the player has to face more than one enemy as a result of a certain action, he will only fight the strongest one, observing the following order of priority:



Only if the player moves into a different tile — because of a combat — and encounters another enemy will there be an exception. In such a case, the adventurer will have to face that enemy, be it a minion, a boss, or the dragon itself, even if he has been engaged in another combat during his turn.



GAME END

The game is over when any of the following conditions occur:

1. THE DRAGON IS DEFEATED

2. THE ADVENTURER REACHES THE EXIT

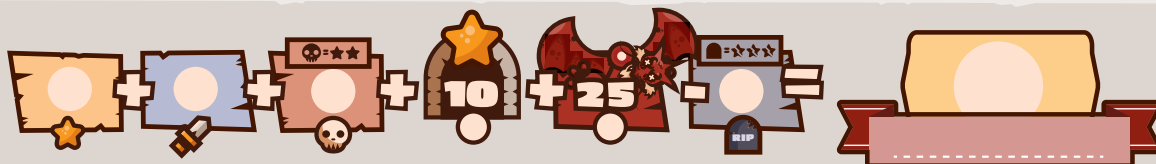
3. A PLAYER MARKS OFF THE FIFTH GRAVESTONE OF HIS CEMETERY.

If any of these conditions occur, all players finish their turns and immediately count their final score. The one with the highest score will be the winner.

In the event of a tie, the player with most keys will be the winner. If the tie still remains, the player with most swords will be the winner.

IMPORTANT

During the same turn, more than one player may meet one of the end-of-game conditions.



POINT COUNTING

The total number of points received in the Treasure Room is recorded.

1 point for each sword marked on the level banner.

3 points for each monster defeated. **Easy Mode: 2 points each.**

10 points if the adventurer has made it out of the dungeon alive.

25 points if the dragon was defeated.

-3 points for each tombstone marked in the Cemetery.

The total score will be the sum of these 6 boxes.

Below the total score, the adventurer can write his name and share his result.





SOLITAIRE MODE

THE GOAL

The player's goal is to become a legend and have all the poets write and sing about his feats.

RULES

The game is played in the same way as in the multiplayer version, but with one exception: during the dice-rolling phase, the player rolls 3 dice instead of 4, and discards one die only.

If engaged in a combat, once the discarded die has been removed, the player will roll another die and total it with the previous one to determine which monster he will have to face.

ADVENTURER'S SCALE

Less than 25: Adventure is not your thing... Have you tried playing the mandolin?

25-40: At least you can tell the story of the time you escaped from a dragon... without looting anything.

41-59: A potential hero. Go for more adventures!

60-70: A recognized adventurer. Can I buy you a beer and listen to your stories?

More than 70: Legendary! Your stories are told by poets and bards. Your achievements are known to all the people in the kingdom.

ADVENTURER'S ACHIEVEMENTS

Dragon slayer: Kill the dragon.

Lucky soul: The dragon never reached you.

Treasure Hunter: Cross out all the treasures.

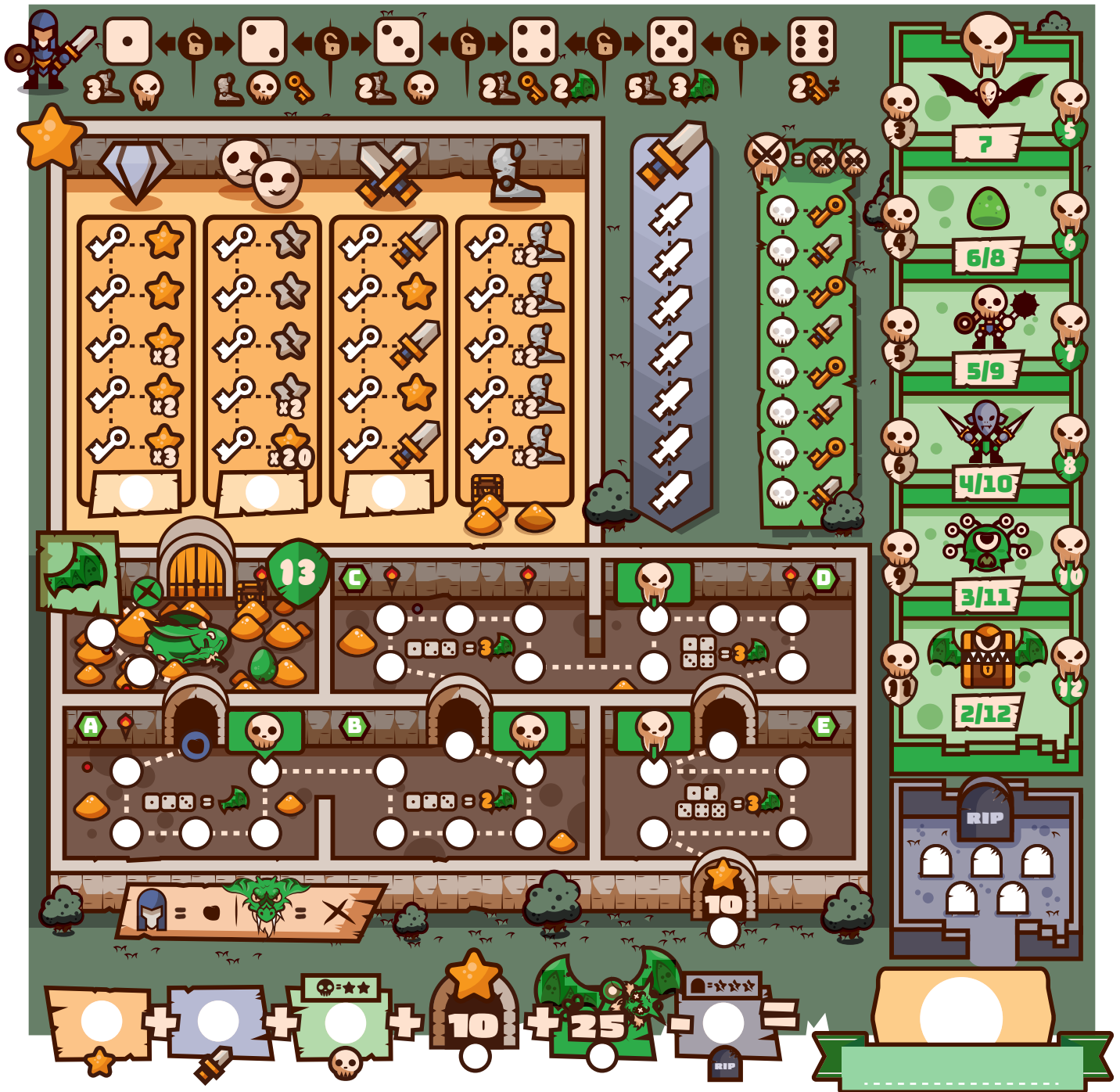
You'll be missed: Cross out all gravestones.

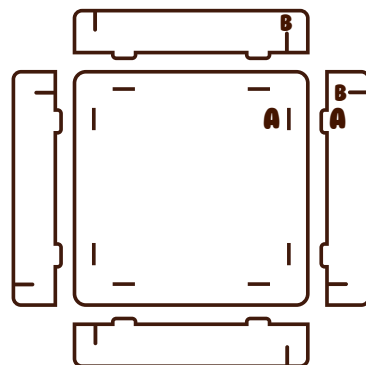
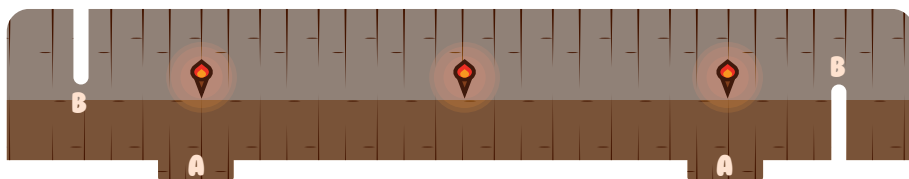
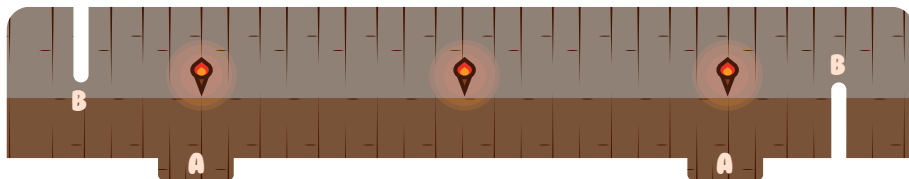
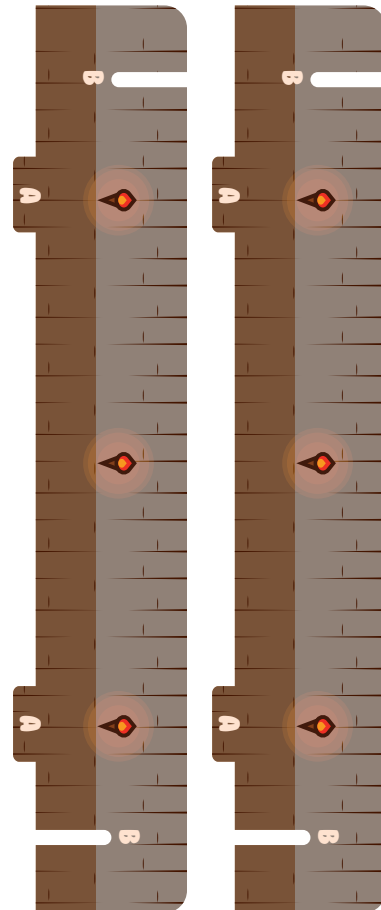




EASY MODE

- Treasures are worth less points
- Dead enemies are worth less points
- + The dragon moves slower
- + Monsters are weaker
- + You have more lives



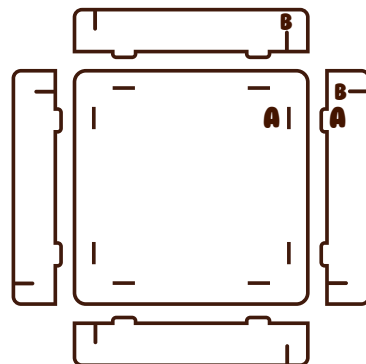
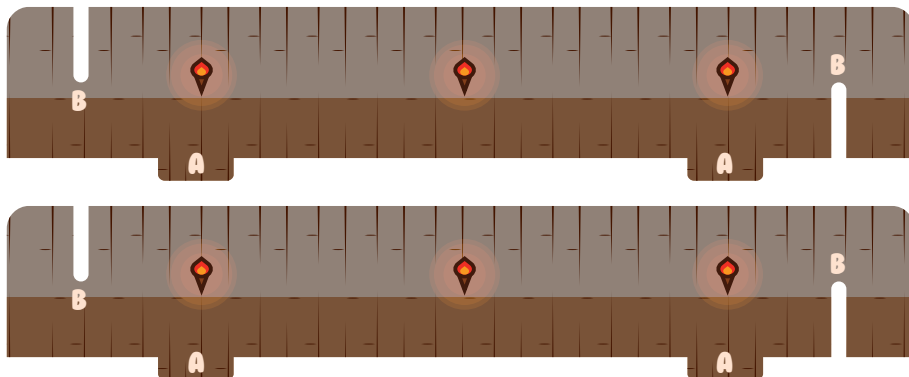
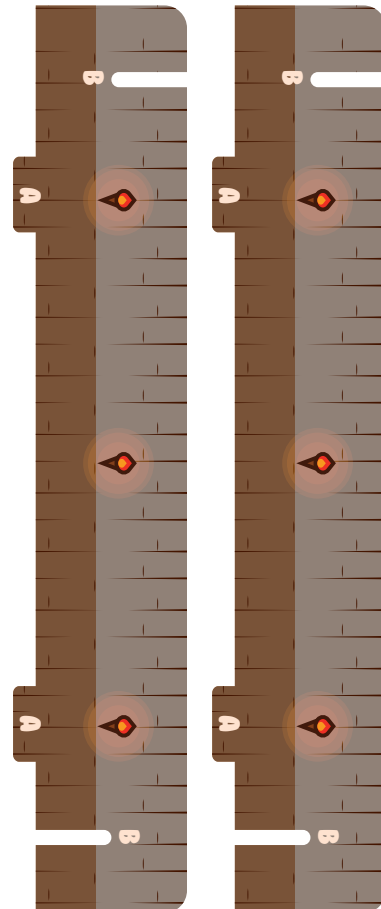




NORMAL MODE

- The dragon moves faster
- Monsters are stronger
- You have less lives
- + Treasures are worth more points
- + Dead enemies are worth more points





A

COIN TOKENS

Use these to cover your hero's
exhausting actions.
(Or feel free to use a real coin,
a button or whatever you
think will have the job done)



A

INSTRUCTIONS

Fold the sheet and glue it
together to get double-sided
coins, and then cut it along
the dotted line.



ACKNOWLEDGMENTS

Dragon Dungeon is the first game published by Germán Moltó, something that would not have been possible had it not been for the help of incredible people who were there throughout the process:

Mainly to God, who has given me the opportunity to do what I love and to my wife Gabriela Lorca whose insistence and perseverance made it possible; My dear friends Fernando Coria (wrote the rules and polished mechanics); Mili Obredor; Facundo Frasca; Noelia Tirapu; And many people who accompanied me in this process: My parents and sisters, My grandmother "Lela"; Guido Escot; Sandra Guzmán (Second revision of the rules); Eunice Lorca; Priscila Lorca; Monica Ferrero who helped me along her family to playtest the game oversea; and Melisa Trinajstić our translator, who did a great job. Aquí Hay Dragones (Editorial); The Sobremesa and La Mano clubs; facebook communities: Juegos de Roll & Write, Pequeño rincón de los juegos de mesa.

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