

# DUNGEON GUILDS

English Rulebook

Version 1.00

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# DUNGEON GUILDS

3 — 6 Players / 20 — 30 mins. / 12+ yrs. old

## Introduction

Welcome guild leaders! Are you ready for some quests in the dungeons? But they are too dangerous to conquer only by yourselves!

You must cooperate with other guilds in order to traverse deep into the dungeon, where the most valuable treasures are guarded by perilous monsters. But if any room is failed along the way, then the rest of the dungeon is abandoned!

Will you get broke paying a fortune healing your wounded adventurers? Or maybe you can get the better end of the deal, and hoard all the money to become the richest guild leader!

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## Game Components

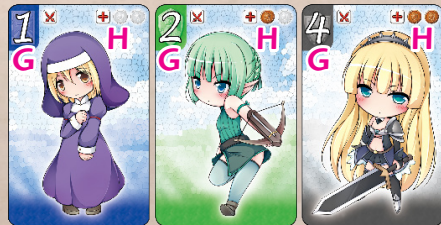
36	Room Cards
30	Adventurer Cards
6	Dungeon Master Cards
77	Money Tokens
1	Start Player Marker
1	Rulebook

## Room Card



- A. Name of the monsters in this room.
- B. Defense value of this room.
- C. Amount of treasure (money) in this room.
- D. Threat level, represented by number of stars.
- E. The range of defense value of the room.
- F. The range of treasure (money) in this room.

## Adventurer Card



- G. Strength value of this adventurer.
- H. Healing cost, represented by amount of lit coins.

## Dungeon Master Card



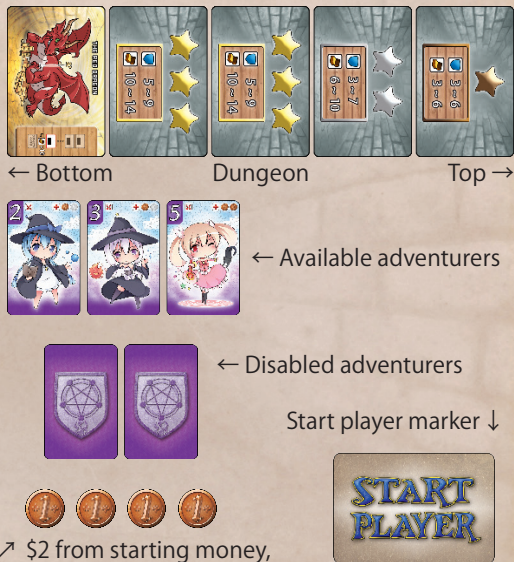
- I. Name of the dungeon master.
- J. Effects applied to this dungeon.  
 (see P.6 for detailed descriptions of all DM cards)



## Starting Setup

1. Each player takes a set of 5 adventurers of the same color, and \$2 money from the bank.
2. Randomly prepare a deck of Dungeon Master cards with amount equal to the number of players, and put the rest back into the box.
3. Shuffle all room cards together, and deal out room cards equal to the amount of players **face down**. Create the dungeon by sorting all room cards into a single column according to the threat level, putting Lv1 rooms on top, and Lv3 rooms on the bottom. Draw a DM card and put it face-up on the bottom of the dungeon.
4. All players secretly decide two adventurer cards to be **disabled** on the first turn. Reveal the remaining adventurers simultaneously, and each Player takes money from the bank equal to the total amount of **healing costs** on their disabled adventurers.
5. The Player who has most recently been a guild leader or raid leader is given the start player marker, and the game begins!

## Example of Setup



- ↗ \$2 from starting money,  
\$2 from disabled adventurers

*All adventurers and money should be left open on the table for all players to inspect.*

## Round Overview

A game of Dungeon Guilds lasts for a number of rounds equal to the amount of players, and each round is split into 4 phases:

1. Setup Phase
2. Placement Phase
3. Resolution Phase
4. Cleanup Phase

### Setup Phase *(skip for first round)*

1. Deal out room cards equal to the amount of players **face-down**.
2. Create the dungeon by sorting all room cards into a single column according to the room level, putting Lv1 rooms on top, and Lv3 rooms on the bottom. Draw a DM card and put it face up on the bottom of the dungeon.

### Placement Phase

Players take turns choosing one of three possible actions in a winding player order (1-2-3-4-4-3-2-1-1-2-3.....), starting **clockwise** from the player with the start player token, and after the last player has took **2 actions** then the player

order passes **counterclockwise** toward the right for the remaining players' 2nd action.

1. **Place an adventurer.** Players may place an available adventurer on any empty room space in the dungeon. Each room has exactly 2 spaces for adventurers. Whenever the adventurers on a room has a total strength equal or greater than the maximum listed strength of a room, then the room is **locked**, and the adventurers can not be bumped.
2. **Bump an adventurer.** Players may only bump an existing adventurer off an unlocked and full room with exactly 2 adventurers on it. Replace it with an available adventurer of a greater strength, and pay a fee depending on the threat level of the room:

**Lv1 Room:** \$1 to the bank.

**Lv2 Room:** \$1 to the bank, \$1 to the owner of the bumped adventurer.

**Lv3 Room:** \$1 to the bank, \$2 to the owner of the bumped adventurer.

*Return the bumped adventurer back to its owner as an available adventurer.*

3. **Replace an adventurer.** Players may replace an adventurer of their own with an adventurer of greater strength on a full, unlocked room by paying \$1 to the bank.

**Pass.** **Players can only and must pass when they have two adventurers in the dungeon.** If an adventurer is returned to him, then he shall do one of the above actions when it is his turn again.

**The placement phase will continue until all players have placed exactly two adventurers in the dungeon.** *If other players are bumped before placing their 2nd adventurer, then it is possible for them to place 2 adventurers consecutively. Always check for player order clockwise from the starting player, and rotate counterclockwise back again from the last player.*

## Resolution Phase

Starting from the top room of the dungeon:

1. Reveal the room card. If the combined strength of the 2 adventurers on the card is equal or greater than the defense of the room, then the monster is **defeated**. If not

then the current room and the rest of the rooms is **failed** and the resolution phase ends immediately.

2. Divide the amount of money listed on the room card evenly between the players owning the adventurers on the card. **The player with the stronger adventurer gets the remainder.** No one gets the remainder in a tie. *If both adventurers belong to the same player, then he or she will receive all the money.*
3. Resolve the next room until there is a failure, or until all rooms are cleared.

## Cleanup Phase

1. Each player pays the bank money equal to the total amount of healing costs on their adventurers in all failed rooms. *Players' money will not be reduced to less than zero.*
2. Each player turns their currently disabled adventurers face-up, and retrieve the adventurers placed this round face-down disabled.
3. Put all room cards in the dungeon face-down



into the discard pile. *Players can not inspect failed rooms that are not revealed.*

4. Discard the current DM card back to the box, if the pile runs out then the game ends immediately.
5. Continue to next round if there are DM cards remaining, and pass the start player marker clockwise to the next player.

## Game End

The game ends after a number of rounds equal to the number of players have passed. The player with the most money wins the game. In case of a tie, the winner is the player who has a stronger unplaced adventurer on the final round. If there is still a tie then the players share a joint victory.

## Dungeon Master Cards

These cards represent the owner of each dungeon, and will apply various rules bending effects to the game each round. Players are advised to use them purely as round markers for the first few games. There are 6 cards in total and explained below:

### **The Succubus:**

Players may not place strength "1" adventurers.

### **The Beholder:**

The first room in this dungeon gets +\$3 treasure.

### **The Lich King:**

The second room in this dungeon gets +2 defense, +\$3 treasure.

### **The Guardian:**

+\$2 healing costs for strength "4" "5" adventurers in this dungeon.

### **The Vampire Lord:**

The first 2 rooms in this dungeon gets -\$2 treasure.

### **The Red Dragon:**

The last room in this dungeon gets +\$10 treasure.

### **Hello Duck: (Promo)**

The last 2 rooms in this dungeon gets +\$4 treasure.

### **Bigfun King: (Promo)**

The last room in this dungeon gets -3 defense , -\$5 treasure.

### **The Naughty Kid: (Promo)**

Rooms that have adventurers of the same strength gets +\$3 treasure in the resolution phase.

### **Boardgame Lord:** *(Promo)*

The players with the lowest combined strength of placed adventurers in this dungeon receive \$3 at the start of the resolution phase.

### **The Caveman:** *(Promo)*

During the setup phase, all players disable strength "1" "2" adventurers, and make "3" "4" "5" adventurers available for this dungeon.

*The Promo DM cards are included in the box, but not listed as included components. They are game characters or mascots from our fellow Taiwanese boardgame designers. Please take some time to check out their games!*

## **Optional Rules**

### **Team play: 2v2, 3v3, 2v2v2**

Divide the players into teams and let them sit across from each other. All bumping & money dividing rules still apply to players of the same team. Players are encouraged to discuss how to place adventurers with their teammates. The team with the most money combined at the end of the game wins.

### **Ghost player (3-5 player games)**

Add an extra room card to each dungeon. Place a "ghost" adventurer card from an unused color face-down on the top 1st & 2nd room of the dungeon. The strength of the ghost adventurer is equal to the level of the room.

Players can bump a ghost adventurer in any room by only paying \$1 to the bank and it will be immediately placed on the next lower room with an empty space. If all lower rooms are full, then start finding for a empty space from the top of the dungeon.

During the resolution phase, the strength of the ghost adventurer is equal to the level of the room it is currently in. Money split with the ghost player goes to the bank.

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