

SUPERDUNGEON

EXPLORE



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CREDITS

Super Dungeon Created by: Chris Birkenhagen, John Cadice, and Deke Stella

Game Design: David Freeman, Justin Gibbs, and Deke Stella

Fiction: Chris Bodan and Deke Stella

Creative Director: John Cadice

Production Managers: Chris Birkenhagen and Otto Rehfield

Project Managers: David Freeman, David Hanold, and Deke Stella

Layout and Graphic Design: Kris Aubin

Illustration: Elmer Damaso, Dan Dussault, Heath Foley, and Ein Lee

Editing and Proofing: David Freeman, Justin Gibbs, David Hanold, and Deke Stella

Sculpting: Ben Misenar and Jon Stoneman

Painting: Elizabeth Beckley, Drew Drescher, Mark Maxey, Minx Studio

Photography: Karmella Martinez and Nick Toennis

Sales Manager: Joaquin Meier

Special Thanks To: All of our fans whose excitement for the world of Super Dungeon knows no bounds! Your enthusiasm and love have helped us create something special.



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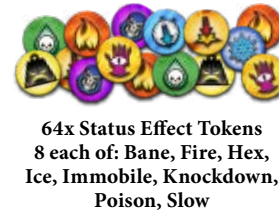
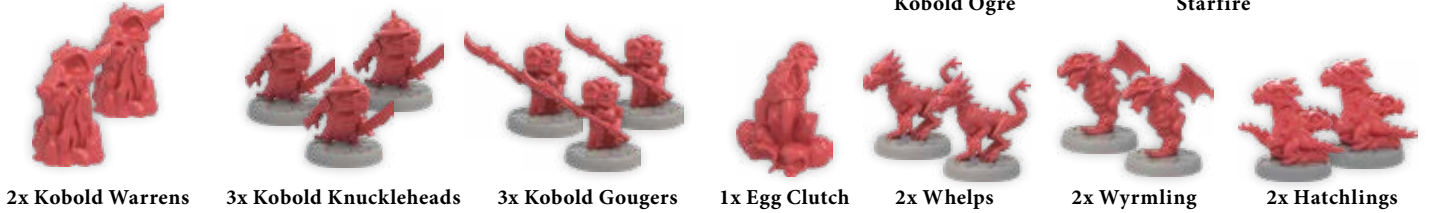
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WELCOME ADVENTURERS!

The book you hold in your hands is the rulebook for Super Dungeon: Explore. In Super Dungeon: Explore, one player assumes the role of the Dark Consul. The Dark Consul (or just Consul for short) is responsible for playing all of the monsters in the dungeon. The Consul can judiciously use the monsters to keep the dungeon at a difficulty that suits the skill level and enhances the fun of all the players. The remaining players assume the roles of the Heroes. It is their job to slay all of the monsters in the dungeon and defeat the dungeon boss!

COMPONENTS



GAME OVERVIEW

Super Dungeon: Explore is a tactical turn-based battle game set in the dungeons of Crystalia.

The Dark Consul has created spawning points throughout the dungeon that will create hordes of monsters to ravage Crystalia. The Heroes must race through the dungeon and destroy all of the spawning points in order to summon and defeat the dreaded dungeon boss. The Consul must destroy the Heroes before they succeed.

During a game, the Heroes and Consul take turns activating models. As monsters are destroyed, the Consul will spawn reinforcements from spawning points. The Heroes seek to defeat the growing horde of

monsters, and the spawning points which create them, to earn loot and treasure. The Heroes cannot delay; the Consul's power will grow as the game continues, bringing new threats to stop the Heroes from achieving their goal.

As a rule, the Consul should seek to tailor the dungeon to provide a unique and challenging experience for the Hero players, based on their skill level. This does not mean the Consul should shy away from trying to destroy the Heroes. But defeat should come through a hard fought battle, not through the Consul (or the Heroes) making selections designed to exploit or crush the other side's choices.

GAME TERMS

There are several game terms players must be familiar with before beginning the game.

DISCARD

When a player is required to discard a card, place the card face up on top of any previously discarded cards, next to the card's deck. When a player is required to discard a token, place the token in the token pile with the other tokens which are not currently in use.

DRAW

When a player is required to draw a card from a deck, the player takes the top card from the specified deck. When the last card of a deck is drawn, players immediately shuffle the deck's discard pile and place it face down to create a new deck.

FRIENDLY & ENEMY

Some abilities and effects refer to friendly or enemy models. When playing a Hero, any model controlled by the Consul is an enemy, and any model controlled by a fellow Hero is friendly. When playing the Consul, any model controlled by a Hero is an enemy, and any model controlled by the Consul is friendly.

An action may only target or affect enemy models, unless it is an Augment or Dangerous action, as explained in the Activation section.

MONSTER

All models, except spawning points, which are controlled by the Consul are collectively referred to as monsters.

PARTY

All models controlled by any Hero player, including the Heroes, are collectively referred to as the party.

PLACE

Some game effects will instruct players to place a model in a specific location in the dungeon. To place the model, pick it up and put it in the location specified by the effect. This does not count as moving and all dungeon elements, tile effects, and models are ignored, except for those which affect the square in which the model is placed.

SPEND

Some game effects require a player to spend points, cards, or tokens in order to trigger the effect. When spending points, the player must keep track of how many points have been spent, and may not spend more than the total points the model has available. When spending cards or tokens, the required number and type specified must be discarded in order to trigger the game effect the player wishes to perform.

GAME CARDS

There are several types of game cards used in Super Dungeon. Make sure every player clearly understands how to read their cards before beginning the game. The diagrams provide an overview of each card. When necessary, further details on the use of these cards and other cards are provided in relevant sections later in the rules.

Every model is represented by a game card. The model's card details all of the information necessary to play the model, including its movement, actions, abilities, attributes, and hearts. Most elements of Hero and monster cards are identical; any differences are called out specifically.

HERO CARD

NAME: The model's name.

TYPE: The model's type. Some game effects only affect specific model types.

EQUIPMENT SLOTS: Each Hero has four colored-crystal equipment slots. Heroes may equip one equipment card of the corresponding color on each side. (Heroes only.)

AFFINITY: The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

ABILITIES: Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

UNIQUE ACTIONS: Actions only the model may use. Spend the number of action points shown to use the action.

- Red actions are **offensive actions** and cause a wound.
- Blue actions are **support actions** and do not cause a wound.

MOVEMENT POINTS: Spend one point to move one square.

ACTION POINTS: Spend action points to perform Basic Actions listed on the Hero Reference Card or Unique Actions listed on the model's card.

ATTACK ICONS: An attribute with an attack icon may be used to make a basic attack offensive action. The number is the range in squares.

- Melee Attacks use **STR**
- Magic Attacks use **WILL**
- Missile Attacks use **DEX**

DEFENSE ICON: An attribute with a defense icon may be used when making a defense roll.

POTION QUANTITY: The maximum number of potion tokens a Hero may have. (Heroes only.)

HEARTS: When a model suffers a wound put a wound token on its card. Once the number of wound tokens equal the model's hearts, the model is destroyed.

POTION: Drinking a potion grants the model a free unique action of the same color as the potion. Spend the number of potion tokens shown to drink a potion. Green potions grant blue support actions, but may only be used during the Consul's Turn! (Heroes only.)

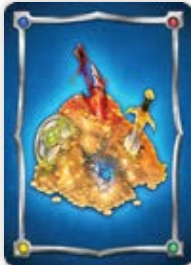
ATTRIBUTE DICE: Roll the color and number of dice shown when making combat or action rolls. If the attribute has a ☆ star, add the number in the star to any roll made using that attribute. If the attribute only has a star, the number is always considered the result of the model's roll for that attribute.

EQUIPMENT CARDS

Although cards that list the rules for models are the most common cards used in Super Dungeon: Explore, cards are also used to represent equipment (pg. 21) and tile effects. Tile effect cards detail rules for individual spaces in the dungeon.



Tile Effects



Loot Card



Treasure Card



Relic Card

MONSTER CARD



NAME: The model's name.

TYPE: The model's type. Some game effects only affect specific model types.

ABILITIES: Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

AFFINITY: The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

UNIQUE ACTIONS: Actions only the model may use. Spend the number of action points shown to use the action.

Red actions are **offensive actions** and cause a wound.

Blue actions are **support actions** and do not cause a wound.

ATTRIBUTE DICE: Roll the color and number of dice shown when making combat or action rolls. If the attribute has a star, add the number in the star to any roll made using that attribute. If the attribute only has a star, the number is always considered the result of the model's roll for that attribute.

PLATFORM: A monster's platform can affect when it can be spawned or activated, as well as if it is affected by certain game effects. (Monsters only.)

MOVEMENT POINTS: Spend one point to move one square.

ACTION POINTS: Spend action points to perform Basic Actions listed on the Hero Reference Card or Unique Actions listed on the model's card.

ATTACK ICONS: An attribute with an attack icon may be used to make a basic attack offensive action. The number is the range in squares.

- Melee Attacks use **STR**
- Magic Attacks use **WILL**
- Missile Attacks use **DEX**

DEFENSE ICON: An attribute with a defense icon may be used when making a defense roll.

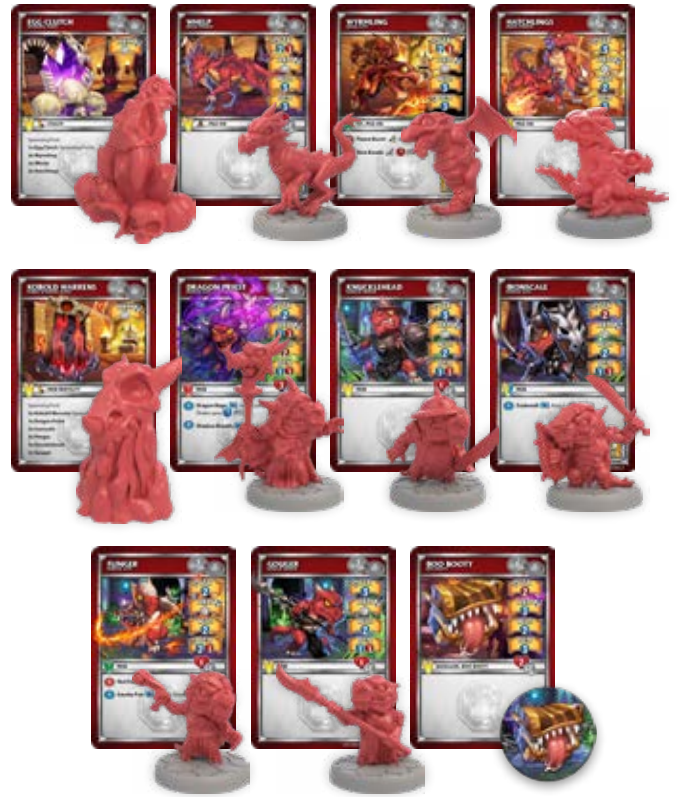
SKULL POINTS: The number of skull points the model is worth. Skull points help to determine how many monsters the Consul may activate on his turn. (Monsters only.)

HEARTS: When a model suffers a wound put a wound token on its card. Once the number of wound tokens equal the model's hearts, the model is destroyed.

GAME SETUP

1. CHOOSE CONSUL PLAYER

One player plays the Consul and controls all of the monsters during the game. The Consul chooses one dungeon boss, one mini-boss, and three spawning points. Each spawning point has a list of monsters; gather these monsters together to form the Consul's **spawning pool**. When only using the contents of this box, the Consul simply takes all of the monster models and cards shown below.



2. SELECT HEROES

The remaining players play a **party** of Heroes. Choose three or four Hero models and their cards. Super Dungeon: Explore plays equally well with a party of either three or four Heroes, so feel free to use whichever will work better for your group.

Each Hero player must control at least one Hero. Any additional Hero models beyond the number of Hero players can be controlled by a single player, or by all the players cooperatively.

RECOMMENDED PARTIES

***BALANCED:** Royal Paladin, Ember Mage, Glimmerdusk Ranger*

***FIGHTY:** Claw Tribe Barbarian, Hearthsworn Fighter, Rifling Rogue*

*If this is your first game we recommend using the **Balanced Party!***



Balanced Party



Fighty Party


3. BUILD DUNGEON

The Consul places three tiles. When placing a tile, at least one of its doorways must align with another tile's doorway. The Consul may choose either side of a tile. Once all dungeon tiles have been placed, perform the below steps in the following order:




1. The Consul selects one tile which is connected to exactly one other tile to be the "first tile."



2. The Consul places one spawning point model on each tile. Spawning points must be placed on squares with .



3. The Consul places one Treasure Chest token  on each tile. Each chest must be placed within four squares of a spawning point (regardless of line of sight).

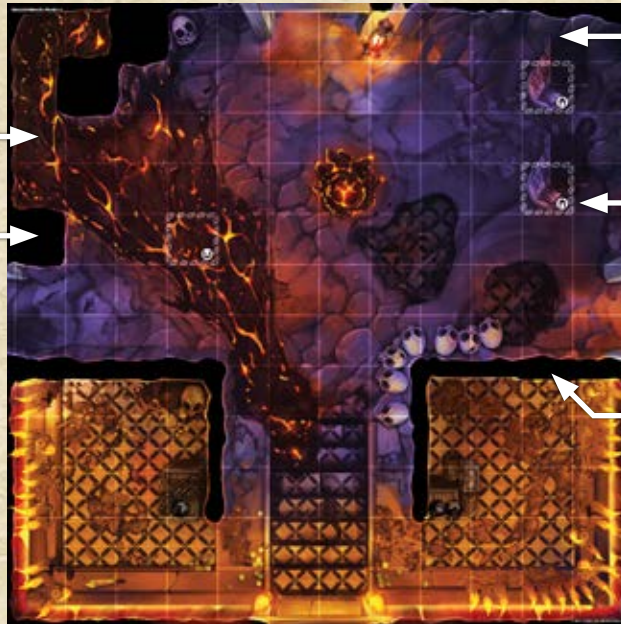
DUNGEON TILE

Now that the dungeon has been built, the Consul should go through and explain the following elements to all players:

SQUARES: Every dungeon tile has a grid of squares on it. Squares are used for movement, range, and determining area effects.

A model may never move into or through a location on a dungeon tile that does not have a square. Likewise, no action or ability can affect a location that does not have a square.

FIRST, SECOND, AND THIRD TILE: The rules will sometimes reference the first, second, and third tiles. The first tile is the tile containing the Start Token (See step 6). The second tile is the tile connected to the first tile, and the third tile is the last remaining tile.



OPEN SQUARES: Squares that do not have a tile effect are called open squares.

TILE EFFECTS: Some squares have unique effects, called tile effects. Squares with tile effects have a grey hatched border and an icon that represents the effects of the square. Each tile effect is detailed on a card.

WALLS: Walls are represented by a black line between squares. Models cannot move or draw line of sight through walls.

DOORWAYS: Doorways are the area where tiles connect. Models cannot move through doorways that are not connected to another doorway. Doorways that are not connected to another doorway are called **dungeon exits**.

4. CARDS, DICE, AND TOKENS

Place the backpack dashboard within easy reach of the Hero players. Shuffle the loot deck and treasure deck and place them on their locations on the backpack.



LOOT DECK



TREASURE DECK

Place all tokens and dice within easy reach of every player. Give each Hero player a Hero reference card. Give the Consul player the Mighty Monster Reference Cards, Relic Cards, and Mighty Monster Chart which corresponds to the number of Heroes being played face up. Place the dungeon boss model on the start space on the Mighty Monster Chart.



BACKPACK DASHBOARD

The backpack has lots of helpful resources for players. Have a look over it to familiarize yourself!

Princess Coins:
Place all Princess Coins available to the party here. As they are used, take them off and place them on the card of the Hero that used them, defense icon up.

Backpack: Excess loot and treasure that the party has, but is not currently using, is stored here.

Quick Reference:
A handy-dandy reference for the Heroes to look at for reminders on how to use the backpack!



Loot Tracker:
During the Hero turn, as monsters are destroyed, place them on the loot tracker. This provides an easy way to determine how much loot to draw during power-up. Once loot is drawn, return the monsters to the spawning pool.

Loot Deck: Place the Loot Deck here so all players can reach it.

Treasure Deck: Place the Treasure Deck here so all players can reach it.



RELIC DECK



HERO REFERENCE CARD



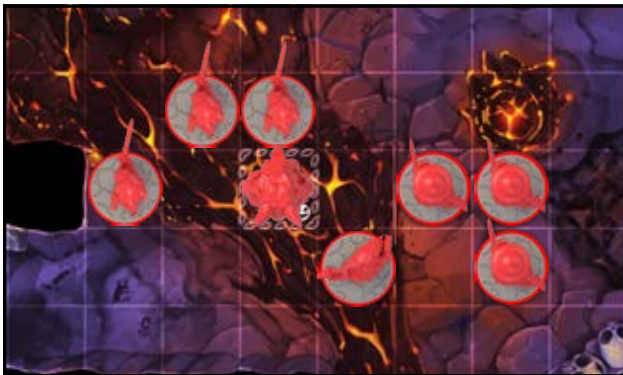
MIGHTY MONSTER REFERENCE CARD



DOUBLE-SIDED MIGHTY MONSTER CHART

5. SPAWN MONSTERS

The Consul chooses eight skull points worth of 8-bit monsters from the spawning pool and spawns them from the spawning point on the first tile. When monsters are spawned, they are placed within three squares and line of sight of the spawning point. (See Spawn Monsters, page 23.)



Mini-Bosses and Dungeon Bosses do not begin the game on the dungeon. They only arrive once the Heroes have trespassed in their dungeon for long enough to arouse their anger! The dungeon boss will advance along the Mighty Monster Chart, counting down to its epic battle with the Heroes. It may also be ominous and fun to place the mini-boss on the spawn mini boss space of the Mighty Monster Chart, so that the Heroes may better watch their doom approaching.

PAIRED SPAWNING POINTS

Some spawning points only come in pairs of two. These are called **paired spawning points**. The monsters listed on a paired spawning point's card is the total number of monsters added to the spawning pool for both spawning points combined.



Using a paired spawning point may reduce the variety of monsters the Consul has access to, but paired spawning points usually have more wounds, making them harder to destroy! Some spawning points may be large based models. If they are, one of the squares they occupy during setup must have the spawning point icon.

6. HEROES ENTER DUNGEON

The Heroes place the Start Token in the first tile on any square that is adjacent to a dungeon exit. Place all Heroes in a square on, or adjacent to, the Start Token.



Place a number of Princess Coin tokens on the backpack equal to the number of Heroes in the party plus one (three Heroes receive four Princess Coins, four Heroes receive five, etc.).



Place one potion token on each Hero's game card.



7. TIME TO EXPLORE!

The game is all set up. Time to start slaying some monsters! The Heroes always take first turn.

FULL GAME SETUP

Below is a set up of a 3-4 Hero game. Note that the Consul player has spawned the first spawn point with 8 Skull-Points worth of monsters.



PLAY OVERVIEW

Beginning with the Heroes, the Heroes and Consul alternate taking turns. Each turn consists of two phases: **activation** and **power-up**. After power-up, play then moves to the opposing side. The Heroes and Consul continue alternating turns until one side wins the game.

HERO TURN

During the Hero Turn, two Heroes are activated. A Hero must complete its entire activation before the next Hero activates. The same Hero may not be activated a second time during a single Hero turn. Every Hero in the party must be activated before a Hero may be selected an additional time. When a Hero activates, place an activation token on its card. A Hero with an activation token on its card may not activate again. Once all Heroes in the party have an activation token on their cards, remove all activation tokens from all Heroes.

After two Heroes have activated, proceed to **Power-Up**, page 20.

Play then moves to the **Consul Turn**.

URNS EXAMPLE

Royal Paladin & Ember Mage Turn → Consul Turn → Glimmerdusk Ranger & Ember Mage Turn → Consul Turn → Royal Paladin & Glimmerdusk Ranger Turn → Consul Turn → Ember Mage & Royal Paladin Turn

CONSUL TURN

During the Consul Turn, the Consul will activate monsters. Monsters may be activated in any order the Consul wishes. A monster must complete its entire activation before another monster may be activated. Monsters may be activated in consecutive Consul Turns, but may not be activated multiple times in the same turn.



After monsters have completed their activations, proceed to **Power-Up**, page 20.

Play then moves to the **Hero Turn**.

SKULL POINTS

The Consul may activate most of its monsters for free. However, some monsters require skull points to activate.

The Consul has four skull points every turn that it may spend to activate monsters. A monster that requires skull points to activate requires a number of skull points equal to the skull point value shown on its stat card in order to be activated. The following monsters require skull points in order to activate:

-  16-Bit monsters
-  8-Bit and SUPER monsters spawned during the Consul's turn (8-Bit and SUPER monsters that began the turn in play may be activated for free).

Most spawning points cannot activate - they are immobile and are used only to spawn new monsters on to the dungeon. However, some spawning points may be considered 16-Bit monsters as well as spawning points. If this is the case, the spawning point's card will make this clear and list all of its statistics and actions.

FREE ACTIVATIONS

The Consul may activate all 8-Bit and SUPER monsters that began the Consul Turn in play for free. These activations do not count towards the four skull points the Consul may activate. The free monsters may activate in any combination with the monsters activated through skull points. For example, a two skull point monster can activate, followed by a free monster, followed by a one skull point monster. If an 8-Bit or SUPER monster is spawned or placed into the dungeon during the Consul Turn, it may only be activated by spending skull points.

VICTORY

If at any time one of the following conditions are met the game is over, and a side may immediately declare victory.

CONSUL VICTORY

If one or more Heroes are destroyed, and the party does not have enough remaining Princess Coins to revive all destroyed Heroes.

The Consul has prevailed and darkness tightens its grip upon Crystalia!

HERO VICTORY

If the dungeon boss is destroyed.

The Heroes have prevailed and Crystalia will rejoice!


ACTIVATION

A model's activation consists of five parts: upkeep, movement, actions, remove status effects, and end activation. Upkeep is always resolved at the beginning of a model's activation. After its upkeep, a model may spend movement points, action points, and drink potions (if a Hero) in any order the player wishes. Once the model has completed all of its chosen actions and movement, remove all status effect tokens from the model. After this is done, end the model's activation (if any effects are triggered by the model ending its activation, they happen now).

A model may alternate between spending movement and action points however its player wishes, so long as the total number of points spent of each type does not exceed the model's maximum.

UPKEEP

Resolve each upkeep step in the following order:

1. If a Hero, add an activation token to the Hero's card.
2. End effects from the model's previous activation, such as potions or auras.
3. Apply healing effects, such as Tough.
4. Apply damaging effects, such as  Fire.
5. Apply all other game effects the model is subject to in the order of its player's choice.



MOVEMENT POINTS

A model may spend one movement point to move into one adjacent square, including diagonals. A model may freely move through tokens, templates, and friendly models. A model may not move through enemy models (either by moving over the square the enemy model is occupying, or moving diagonally between two squares occupied by enemy models), move into a square which it does not have line of sight to, or end its movement in a square occupied by another model. (See Line of Sight, page 15).



When moving a large model with a base that occupies more than one square, count movement exactly as though it were a small model. At the end of its move place the model so that at least part of its base occupies the last square counted. This may be used to "squeeze" through narrow single square areas. However, no part of its base may be placed in a square further than the last square counted, so as to gain additional movement.

● ACTION POINTS

During a model's activation it may spend its action points to perform basic actions listed on the player's reference card or unique actions listed on the model's card or equipment. The number on the action's icon is how many action points the model must spend to perform the action. A model may never spend more action points than it possesses. A model may perform the same action multiple times.

There are two types of action:

● **Red offensive actions inflict a single wound if successful.**

● **Blue support actions do not inflict wounds.** Instead they cause special effects to occur, such as inflicting status effects on enemies or helping friendly models.

📖 **Augment** actions may only target or affect friendly models. Augment actions that do not list a range affect the model using the action.

☠️ **Dangerous** actions may target, and will affect, both friendly and enemy models.

Regardless of the action being used, they all follow the same rules to perform:

Action Type & Cost	Action Name	Range	Action Effects
2	Sparkle Burst:	8	Burst 1
1	Herbalist:		Remedy

Action Type & Cost	Action Name	Targeting Restrictions	Range	Action Effects



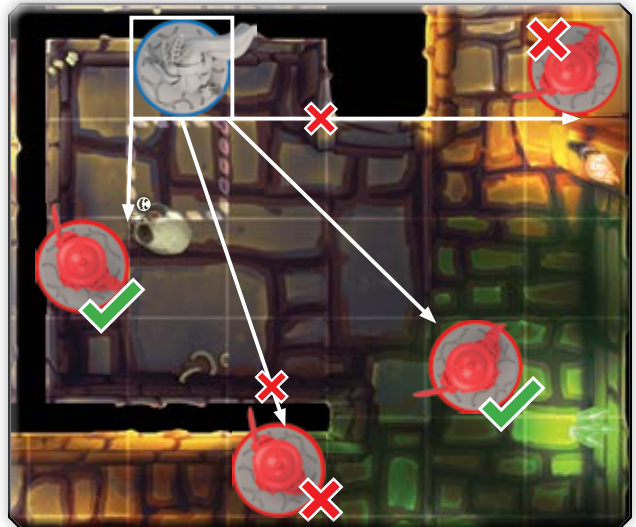
1. DETERMINE LINE OF SIGHT

Models require **line of sight (LoS)** to target another model. A model has line of sight when it can draw at least one straight line from any point of its square to any point on the intended target's square. The line cannot contact walls, structures, or enemy models, including where these elements meet on a corner.

A large-based model's line of sight is only blocked by an enemy model if the enemy model is also a large-based model. Likewise, small-based models may draw line of sight to a large-based model over enemy small-based models.





A model with the Fly ability ignores all models and structures when determining line of sight, regardless of the model's base size. Likewise, any models attempting to draw line of sight to a model with the Fly ability ignore intervening models and structures for the purposes of determining line of sight.

Tokens and templates do not block line of sight. A model always has line of sight to itself.



Remember, only enemy models block line of sight! You can draw line of sight through friendly models.

2. CHECK RANGE

All actions have a maximum range indicated by a number on its attack icon:  Melee,  Magic, or  Missile. Instead of an attack icon, support actions possess a  Support Range. Only models that are within range of an action may be targeted by the action.




To see if a target is within range, count the number of squares between the model performing the action and the target model, including the square the target occupies. If the number is equal to or less than the action's range, the model may be targeted by the action. If the target is further than the action's range, the model may not be targeted. A different target must be chosen.


If the action has an area effect, it will not list a number range with the icon, the area effect is used instead (See Area Effects, page 19).



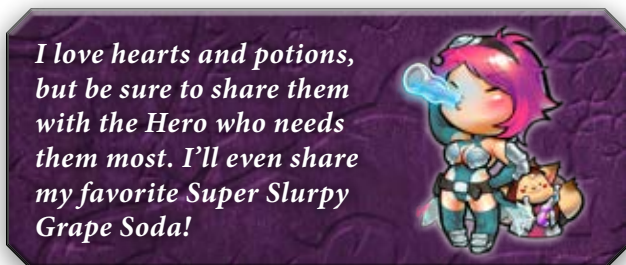
3. MAKE OFFENSE ROLL

All  offensive actions require an **offense roll**.

The attribute used to make the roll is indicated by the action's attack icon:  STR,  WILL,  DEX. The number and color of the dice a model rolls are based on this attribute, in addition to any bonus dice it has from equipment, potions, or other effects. A model must include all of these effects when making its offense roll.

 Support actions never require an offense roll, unless the action indicates otherwise. If no offense roll is indicated, skip directly to 6. Resolve Effects. If the support action does require an offense and defense roll, the action will specify which attributes are used.


Count the total number of stars that were rolled, plus any bonus stars the model may have for the attribute. Any blank faces, hearts, or potions rolled **do not** count as stars.



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4. TARGET MAKES DEFENSE ROLL

The target of the action must attempt to stop the action by making a **defense roll**.

The model may use any single attribute on its card with a  defense icon to make its defense roll. The number and color of the dice a model rolls are based on this attribute, in addition to any bonus dice it has from equipment, potions, or other effects. A model must include all of these effects when making its defense roll.

Count the total number of stars that were rolled, plus any bonus stars the model may have for the attribute. Any blank faces, hearts, or potions rolled **do not** count as stars.

5. COMPARE RESULTS

Compare the number of stars rolled for the offense roll and defense roll.

The offense roll wins if it has more stars than the defense roll. The defense roll wins if it has an equal number or more stars than the offense roll.

6. RESOLVE EFFECTS

After the winner of the roll has been determined resolve all of the effects of the action according to the result of the roll.











OFFENSE ROLL WINS -

BLUE SUPPORT ACTION

1. Resolve game effects caused by the action.
2. Resolve game effects caused by the target when making defense rolls or suffering specific effects caused by the action.

OFFENSE ROLL WINS -

RED OFFENSIVE ACTION

1. Place a single  wound token on the target model.
2. Resolve any game effects caused by the action.
3. If any  Hearts,  Potions, or  Heart/Potions were rolled, these items have popped out of the target!
4. Remove one wound token or one status effect token from any Hero's game card for each  or  rolled.
5. Place one potion token on any Hero's game card for each  or  rolled.
6. If the target model was not destroyed and causes any game effects when making defense rolls or suffering wounds apply those effects.

The Consul ignores all heart and potion dice results.

DEFENSE ROLL WINS

1. The action has failed. No wounds or other effects of the action occur.
2. If the target model causes any game effects when winning defense rolls, those effects are applied.

Hearts and potions are ignored even when winning a defense roll.

REROLLS

Some abilities cause a model to reroll one or more dice. A dice may only be rerolled once. If a dice is subject to multiple rerolls from opposing enemy and friendly effects, the effects cancel and no reroll is made.

CRITICAL SUCCESS


During a red offensive action, if the offense roll is five or more stars and more than double the result of the defense roll, the model has achieved a critical success. The action inflicts one extra wound in addition to any it would normally cause. Spawning points do not suffer additional wounds due to critical success.









The Glimmerdusk Ranger activates. First, she decides to use three movement points to move three squares. Then she decides to use the Herbalist action on the Royal Paladin who is suffering Knockdown and Fire.

1 Herbalist: , , Remedy

Herbalist has augment, so it only affects friendly models, such as the Royal Paladin. It has a range of six, so the Royal Paladin must be within six squares and line of sight, which he is. No roll is needed, since Herbalist is a support action and it does not state it needs a roll. The effects of Herbalist are applied automatically. Herbalist causes Remedy, allowing the Royal Paladin to remove his Fire and Knockdown status effects.

Next, the Glimmerdusk Ranger chooses to make a basic Missile Attack against the Dragon Priest. She has a  symbol next to her DEX meaning she can use her DEX to attack with a range of eight. She checks that the Dragon Priest is in range and line of sight, which it is.

She rolls her DEX and gets , , , for a total of two stars.



The Dragon Priest must defend using its ARM because that is the stat with the  next to it. It rolls , , for a total of one star. The Glimmerdusk Ranger rolled more stars so the attack is a success and the Dragon Priest suffers one wound. She also rolled a heart, so she may remove one wound or status effect token from any member of her party. Finally, she also rolled a potion, so she may add one potion token to any member of the party.

The Glimmerdusk Ranger still has one more action and four more movement points, which she may use in any order.



YOU HAVE DIED

Over the course of a game, models will suffer wounds and be healed. Some may even be destroyed and then resurrected!

Every model has a number of  **hearts** indicated on its card. Whenever a model suffers a wound place a  wound token on its card. Whenever a model heals a wound, remove a wound token from its card.

When a model has a number of wound tokens equal to its hearts, the model is **destroyed**. Immediately remove all wound and status effect tokens from the model's card and remove the model from the dungeon.

DESTROYING HEROES

Hero models are returned to the Hero player. A destroyed Hero may not receive new equipment or potion tokens until it is returned to play, however it retains all tokens (other than wounds and status effects) and equipment that it had when it was destroyed.

If a Hero is destroyed, and the party does not have enough remaining Princess Coins to revive the Hero, the Consul wins the game.

DESTROYING SPAWNING POINTS


When a spawning point is destroyed, place its model on the backpack's loot tracker, so that it is easy to remember and tally the rewards for the turn during the power-up phase. Destroying spawning points limits where in the dungeon the Consul may spawn monsters, but it does not affect the spawning pool in any way; monsters which were added to the spawning pool due to the destroyed spawning point may still be spawned from other spawning points. After the turn's rewards have been determined, spawning point models can be returned to the game box.

DESTROYING MONSTERS




When a monster is destroyed, place its model on the backpack's loot tracker, so that it is easy to remember and tally the rewards for the turn during the power-up phase. After the turn's rewards have been determined, monster models are returned to the spawning pool.

Place destroyed monsters and spawning points on the handy-dandy loot tracker on the party's backpack dashboard to more easily remember the Heroes' rewards during the Power-Up phase!

POTIONS

The maximum number of potions a model can carry is indicated by the  Potion Quantity on their card. When a model gains a potion through a dice roll or other effect, place a potion token on its card.

A model may drink one red or blue potion during its activation. A model may drink a single green potion during the Consul Turn. Green potions may only be used during the Consul turn.

Drinking a potion grants the model a free unique action, that does not cost any action points, of the following type:  support action,  offensive action,  support action.

Spend the number of potion tokens shown on its icon to drink a potion, then resolve the effects of the potion as a normal action of the corresponding type.


A model may never drink a potion to interrupt a dice roll or affect a dice roll that has already been made, unless the potion indicates otherwise.

SHARING POTIONS

A Hero is not restricted to drinking only the potions listed on its card. During a Hero's activation another Hero may share its potion with the activated Hero, no matter where it is in the dungeon.



To drink another Hero's potion, the activated Hero selects another Hero and removes the potion token(s) from the selected Hero's card. The activated Hero then resolves the effects of the selected Hero's potion as normal.



Don't be stingy with your potions. Always share your potion with the Hero who needs it most. Be sure to say, "thank you." No one likes an impolite soda drinker!



For example, the Riffling Rogue activates and decides she wants a bonus to her DEX. She politely asks the Glimmerdusk Ranger if the Rogue could drink the Ranger's potion and the Ranger agrees. The Riffling Rogue removes the potion token from the Ranger's card, and declares she is using the Ranger's Pixie Dust potion. The Riffling Rogue gains the benefits of the potion, giving her  DEX and Stealth. This bonus will end at the start of the Rogue's next activation.

BASIC ACTIONS




OFFENSIVE



 **Magic Attack:** A model may only use Magic Attack if it has  on its **WILL** attribute. The model may make an offensive action using its Willpower (WILL) attribute against any enemy model within the range indicated.



 **Melee Attack:** A model may only use Melee Attack if it has  on its **STR** attribute. The model may make an offensive action using its Strength (STR) attribute against any enemy model within the range indicated.

 **Missile Attack:** A model may only use Missile Attack if it has  on its **DEX** attribute. The model may make an offensive action using its Dexterity (DEX) attribute against any enemy model within the range indicated.

SUPPORT

 **Dash:** . A model that uses Dash may immediately move two squares using its normal movement rules. Dash is affected by  Slow and difficult terrain as normal.

 **Open Chest:** . Only Heroes may take this action. Target a treasure chest. Draw a number of cards from the Treasure Deck equal to the tile which the treasure chest is on (one for the first tile, two for the second tile, and three for the third tile). Choose one of the drawn cards and add it to the backpack, discard the rest. Remove the target treasure chest from the dungeon map. If one or more of the cards drawn is a boo booty, a boo booty must be chosen.

 **Interact:** . The model interacts with an element of the scenario as described in the scenario.




POWER-UP

During the power-up phase both the Heroes and the Consul have an opportunity to escalate the power level of the dungeon. Resolve each step of power-up in the order indicated.

1. REWARDS

The party earns rewards for its accomplishments during the activation phase. The party places earned rewards in the backpack. Rewards may be used by any Hero. Draw cards according to the Rewards Chart to the right.

There is no maximum on the amount of loot or treasure cards the Heroes may draw in a turn. Heroes draw one loot for every full three skull points of 8-Bit monsters destroyed in one turn; if the Heroes only destroy one or two skull points worth of 8-Bit monsters, they do not carry over to subsequent turns.

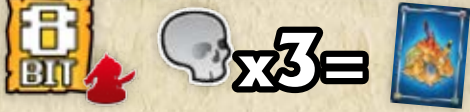
The party may not draw loot cards for monsters that were destroyed during the Consul Turn (such as from Fire  or Backlash) or that possess the Insignificant ability. Rewards for destroying spawning points or which result in treasure cards may be drawn as normal, regardless of the turn it was destroyed.



Some Heroes may have actions or abilities that allow them to draw additional treasure cards. These actions and abilities increase the number of treasure cards Heroes have to choose from when selecting a single treasure; they do not provide separate treasure draws. Only a single treasure may be chosen, as usual.



REWARDS CHART



For every three skull points of 8-Bit monsters destroyed draw 1 loot card.



For each 16-Bit monster destroyed draw 2 loot cards.



For each mini-boss destroyed draw 1 treasure card.



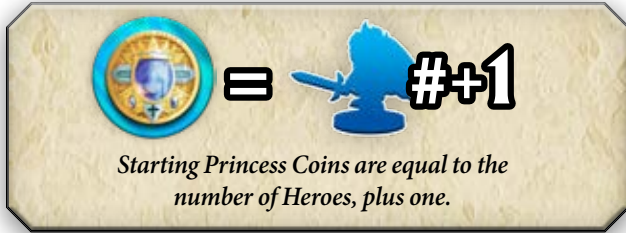
For each spawning point destroyed draw loot cards equal to the tile number it was on plus one, (e.g. two for the first tile, three for the second, four for the third).



For each boo booty destroyed draw a number of treasure cards equal to the tile on which the boo booty was spawned (one for the first tile, two for the second tile, and three for the third tile). The Heroes select one treasure card and discard the rest.

2. PRINCESS COINS

Princess Coins are powerful artifacts which may be offered to the Goddess to resurrect Heroes. The party begins the game with a number of Princess Coins in its backpack equal to the number of Heroes in the party plus one.



SPENDING PRINCESS COINS

For each Hero that was destroyed during the turn, the party must spend one Princess Coin to bring a new Hero into play.

Place one Hero model of the party's choice adjacent to the Start Token or adjacent to any other Hero. The selected Hero may be any Hero in the players' collection, it is not required to be the same model. If a different Hero is chosen to enter the game, the previous Hero's equipment and tokens (other than activation tokens) are discarded.

Place the spent princess coin on the Hero's card. The coin may not be used again, but the Hero gains to all defense rolls for each princess coin on its card.

3. EQUIPMENT

Drawn loot and treasure cards are called **equipment**. Any Hero may be equipped during the Heroes' power-up phase. Each Hero has four colored-crystal equipment slots along the edge of its card: citrine , ruby , emerald , and sapphire . Each equipment card has a corresponding crystal color indicating the slot to which it can be equipped.

Tuck the equipment card underneath the Hero's card until the matching crystals touch and only the name and abilities of the equipment is showing. The Hero gains all the abilities and bonuses listed on the equipment exactly as though they were printed on the model's card.

Only one piece of equipment may be equipped per slot. If a Hero replaces a piece of equipment, the old card must be discarded and may not be equipped by another Hero.

All equipment is shared by the Heroes and goes into the backpack. It doesn't matter who drew the card or where they are on the dungeon map.

BACKPACK

At the end of the Heroes' power-up phase, after all equipment has been drawn, Heroes may equip cards from the backpack. They may equip cards drawn on previous turns that had been stored in the backpack. This is also when Heroes may equip treasure cards drawn by opening treasure chests during the Hero Turn. At this time, once per turn, the party may choose to discard exactly six loot cards from the backpack to draw one treasure card and place it into the backpack; this treasure may be equipped immediately. Remember that boo booties only come into play when opening a treasure chest, so discard any boo booties drawn in this way and redraw.



If equipment is discarded from a Hero, including if it was discarded because the Hero replaced it with a new equipment card, the equipment is placed in the discard pile, not the backpack.



4. MIGHTY MONSTERS (CONSUL TURN ONLY)

As the game progresses the Consul's wrath will grow, increasing the strength of the monsters in the dungeon and summoning monsters, mini-bosses and the powerful dungeon boss.

Advance the dungeon boss along the mighty monster chart one space at the end of every Consul Turn.

Most spaces will trigger some sort of effect, such as spawning new monsters, providing bonuses for the monsters in the dungeon, or boss sighting.

If a space on the Mighty Monster Chart causes several things to happen, apply them in the following order:

1. Spawn monsters and bosses.
2. Apply dice and status effect bonuses.
3. Resolve boss sightings.

When a space is reached that provides a bonus to the monsters in the dungeon, take the appropriate mighty monster reference card and place it next to the monsters' cards as a reminder to use the bonus. The Consul can also place a spare token on the space as a further reminder.



MIGHTY MONSTER CHART

Start: Place the dungeon boss here at the start of the game.

8-Bit: The Consul may spawn 8-Bit monsters this turn.

16-Bit: The Consul may spawn 16-Bit monsters this turn.

Bonuses: Monsters gain the chosen bonus.

Dungeon Boss: Spawn the dungeon boss this turn.



Skulls: The number listed here is how many skull points the Consul spawns.

Bonuses: Monsters gain the chosen bonus.

Mini-Boss: Spawn mini-boss this turn.

Boss Sighting: Boss sighting this turn.

SPAWNING

Most spaces on the Mighty Monster Chart indicate a number of monsters or bosses to spawn. When the space is reached, the monsters spawn during that power-up phase.

Spawning is how new monsters enter the dungeon. Only monsters that are available in the spawning pool may spawn.

The space that the dungeon boss occupies indicates how many skull points worth of monsters may be selected from the spawning pool. It will also note whether these monsters can be 8-Bit or 16-Bit. If the space has the 8-Bit symbol then 8-Bit monsters may be spawned that turn. If it has the 16-Bit symbol then 16-Bit monsters may be spawned that turn, and if it has both symbols then both 8 and 16-Bit monsters may be spawned that turn. The Consul selects the indicated number of skull points worth of monsters from the spawning pool.

Place each of the selected monsters within three squares and line of sight of any spawning point model. (A monster is not required to be spawned from a spawning point which lists the monster.) Monsters may be split up and spawned from any spawning point in the dungeon, in any combination. If there is not enough space to place monsters, the excess monsters may not be spawned and remain in the spawning pool. Large-based models must occupy at least one square within three squares of the spawning point.

When **Spawn Mini-Boss** is reached, the Consul must place the mini-boss model adjacent to any dungeon exit in the second or third tile. If there is no space to place the mini-boss in this manner, the Consul may place it anywhere in the dungeon. Only one mini-boss may be on the dungeon at a time. If a spawn mini-boss space is reached and another mini-boss is already on the dungeon, remove all wound and status effect tokens from the mini-boss instead of spawning a new one.

When **Spawn Dungeon Boss** is reached, spawn the dungeon boss. The Consul must remove the dungeon boss from the Mighty Monster Chart and place it adjacent to any dungeon exit in the second or third tile. If there is no space to place the dungeon boss in this manner, the Consul may place it anywhere in the dungeon. This triggers a Boss Fight (see page 24).

During the Consul's power-up phase, and after advancing the Mighty Monster Chart and applying all effects, if there are no spawning points in play, the dungeon boss automatically spawns. Follow all of the rules above when spawning the dungeon boss in this way.

BONUSES

When a space is reached that grants a bonus, the monsters on the dungeon gain the bonus listed, exactly as though the bonus were printed on its card. Bonuses apply to all monsters except the dungeon boss (even the mini-boss and monsters spawned after the space with the bonus is reached), unless the bonus specifies otherwise. These bonuses are permanent.

Dice bonuses add a die to monsters' offense rolls or defense rolls. Bonus abilities give monsters the listed ability. These abilities can be in the form of a status effect or keyword ability. (A status effect ability means the monster causes the status effect when it inflicts a wound when using an offensive action.)

Some spaces will provide the Consul with a choice between multiple bonuses. When this occurs, the Consul must choose only one bonus to use.

When a space is reached that provides a bonus to the monsters in the dungeon, take the appropriate mighty monster reference card and place it next to the monsters' cards as a reminder to use the bonus. The Consul can also place a spare token on the space as a further reminder.

All bonuses are cumulative. If the Mighty Monster Chart has reached multiple bonuses, they are all applied.

BOSS SIGHTING

If a space on the Mighty Monster Chart says Boss Sighting, it will also note a dungeon tile (or tiles). If any Heroes are in the noted tiles when the Boss Sighting space is reached, then the dungeon boss's timeout effect is triggered and is applied to all models in those tiles. (A dungeon boss's timeout effect is listed on its boss fight card.) If the timeout requires range to be measured from the dungeon boss, instead, the Consul chooses a Hero that is on one of the affected tiles and measures range from the chosen Hero instead.

BOSS FIGHT

The dungeon boss is a terrible and powerful foe which guards its dungeon ferociously. When the dungeon boss spawns, the boss fight begins.

ACTIVATION

For most purposes, the dungeon boss activates in the same manner as other super monsters.

SPAWNING POINTS AND RELICS

Once the boss fight starts, all remaining spawning points channel their energy to the dungeon boss. When the dungeon boss spawns, it may choose and equip up to one relic equipment card for each spawning point remaining in the dungeon. All spawning points are then removed. (Heroes do not get loot for spawning points removed in this way.)



Tuck the relic card underneath the dungeon boss's card until only the name and abilities of the relic are showing. (This takes up an equipment slot and works just like equipping loot or treasure to Heroes.) The dungeon boss gains all the abilities and bonuses listed on the relic card exactly as though they were printed on the model's card. Some relics may have a portrait of a specific dungeon boss on its card; if it does, it may only be chosen by the shown dungeon boss.

THE MIGHTY MONSTER CHART

Once the dungeon boss is on the dungeon, the Consul is no longer able to advance the Mighty Monster Chart. This step is simply skipped during the Consul's power-up phase.



BOSS FIGHT CARD

A dungeon boss spawning is a momentous event, and triggers events that can change the nature of the dungeon. Every dungeon boss includes a boss fight card, listing unique rules that affect the game once the dungeon boss has spawned.



BOSS SPAWN

Immediately after the boss spawns, resolve any effects listed under Boss Spawn.

TIMEOUT

Immediately after the boss has a number of wound tokens equal to, or greater than, half of the number of hearts on its card, a timeout is triggered. Before any further actions are carried out, perform all of the following steps:

1. The party may choose one Hero and discard any number of equipment cards from the backpack. The chosen Hero Heals 1 (pg. 25) for each equipment card discarded in this way.
2. The dungeon boss becomes immune to critical success for the remainder of the game. It will not suffer additional wounds or effects due to critical success.
3. Resolve any timeout effects listed on the Boss Fight card.

A timeout is only triggered once, even if the boss later heals and then suffers enough wounds to trigger a timeout additional times.

ADVANCED RULES

ABILITIES

Abilities listed on a model's card are always active and require no action points to activate. The most common abilities are listed below. If an ability is not listed here it will be on the model's game card.

ARC: After resolving an action with Arc, choose another model within two squares of the last model targeted and which has not already been targeted. Resolve the action again, rolling one less dice of the player's choice against the new target. Continue choosing new targets in this manner until Arc fails to inflict a wound, or no dice remain, or there is no new target in range.

BACKLASH: If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash.

BLESSING: A tile effect with Blessing bestows a positive effect, specified on the tile effect's card, to models within the tile. Blessings only affect Hero, elite and minion models.


BURROW: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.


CURSED: Equipment with Cursed must be equipped during power-up if any Hero has an available slot, and cannot be removed or discarded unless the model is destroyed.

FLY: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

HEAL X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.




HOOKEHOT: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around spaces that block line of sight, such as walls and structures.

 **IMMUNE: STATUS EFFECTS:** A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects, remove all status effect tokens immediately.

 **IMMUNE X:** A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately.

INSIGNIFICANT: Models with Insignificant are not counted when determining loot.

MASSIVE DAMAGE: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

MOB: When making a Melee offensive action, a model with Mob adds  STR to its offense roll for every additional model with Mob that is in range of its target, up to  STR. (For example, most Kobolds have Mob. A Kobold Knucklehead is targeting the Royal Paladin with a Melee action. If there are two Kobold Gougers, who also have Mob, that are close enough to the Royal Paladin to take Melee actions against the Paladin, the Knucklehead will gain  STR to its attack from its Mob ability.)

ONE USE ONLY: An action with One Use Only may only be used a single time during the game, once it has been used it may not be used again.

SHAPESHIFT X: The model may Shapeshift into the model listed. (See Shapeshift, page 30.)

SMALL: An enemy model may only target a Small model if it is within three squares of the Small model.

STATUS EFFECTS: If a model has a status effect listed as one of its abilities any successful offensive action it performs inflicts the status effect upon its target. See Status Effects, page 30.

STEALTH: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

SUREFOOT: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

TOUGH: During its upkeep, a model with Tough may remove a single wound token.

AFFINITY

Every model has an affinity with one or more of the Goddess Crystals of Crystalia. A model may gain benefits or suffer penalties based on its affinity. If a model has two affinities, it is affected by affinity based game effects if either affinity matches. If this results in a model gaining both a benefit and a penalty, only the penalty is applied.



BOO BOOTY

Boo booty are a special type of monster. In addition to its game card, each boo booty has a treasure card that is shuffled into the Treasure Deck.

When a boo booty is drawn, replace the treasure chest token with the boo booty token and game card. Any additional treasure cards that were drawn are discarded.

A boo booty token is treated exactly as if it were a monster model and may be activated as normal. When a boo booty is destroyed, the Heroes may draw a number of cards from the Treasure Deck during power-up equal to the tile on which the boo booty was spawned (one for the first tile, two for the second tile, and three for the third tile). The Heroes select one treasure card and discard the rest.

A boo booty is only spawned when treasure chests are opened. If another action or effect causes a boo booty card to be drawn, such as destroying a mini-boss (or even defeating another boo booty), discard the boo booty card and draw again.





AREA EFFECTS

Some actions can hit multiple models all at the same time. These actions are called **area effects**.

To use an area effect, first determine which models are in squares that will be affected. Squares that the user cannot draw line of sight to are not affected. When determining the squares which will be affected by an area effect, models (friendly and enemy) are not considered to block line of sight. All models that are within the area are considered to be affected simultaneously.

With the exception of Burst X, area effects replace the range of an action.

If the area effect action requires an offense roll, the model using the action makes a single roll. Every model within the area is allowed to make a defense roll.

Friendly models, including the user, are not affected by area effects unless they are  Augment or  Dangerous actions.

If a model is affected by two area effects simultaneously the effects are cumulative as long as the actions' names are different, even if their effects are the same. If the actions' names are the same, the effects are not cumulative. For example, the Royal Paladin may use the Iron Halo action as many times as it likes, but only one dice bonus from Iron Halo will ever apply (the Paladin is just wasting action points by taking Iron Halo again).

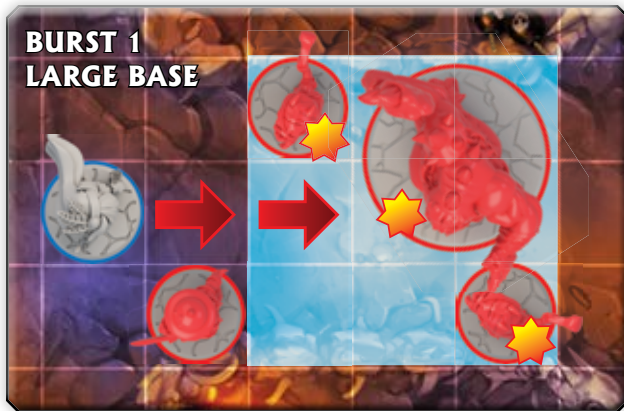
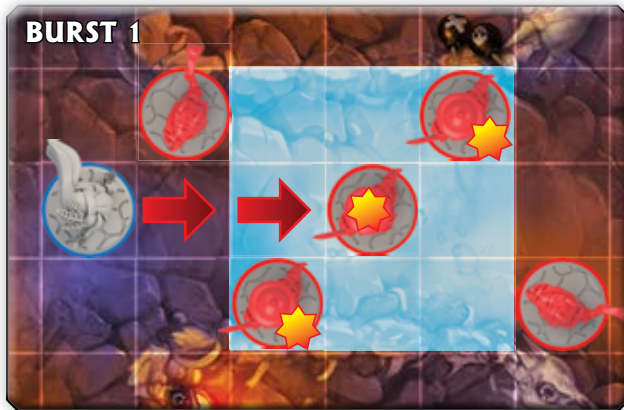
Watch out little monsters. Make sure to stay spread out whenever a Hero with an area effect is around—unless you want to get roasted!



BURST X

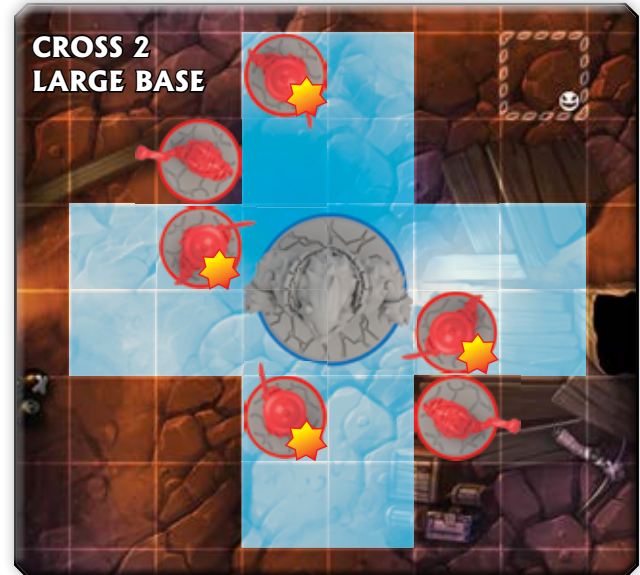
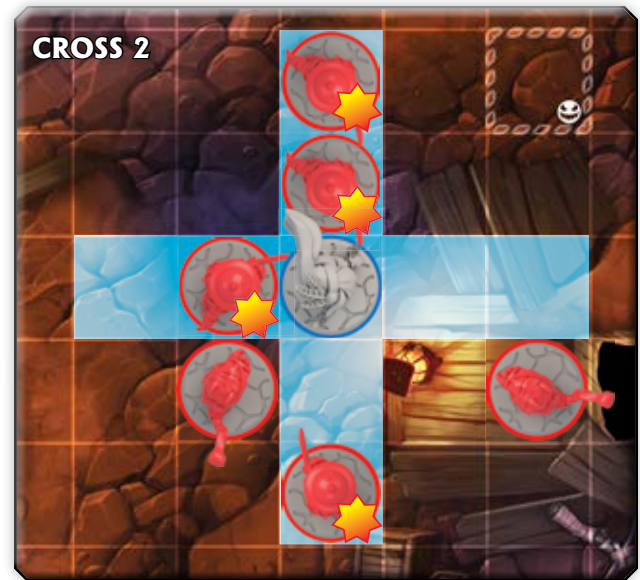
Determine a Burst effect's target as normal using the action's range. After the target has been selected, it and every model within X squares of the target are affected. Squares that the target cannot draw line of sight to are not affected (models do not block line of sight when determining which squares are affected, as usual for area effects).

If a large-based model is targeted by a Burst area effect choose one square occupied by its base as the square targeted and determine the area effect as normal.



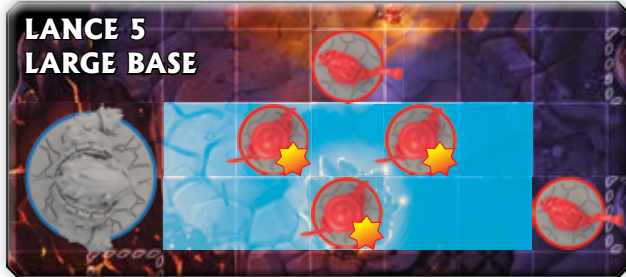
CROSS X

A Cross effect is centered on the user's square and affects every square within X squares of the user, including the user's square, but does not affect any diagonal squares.



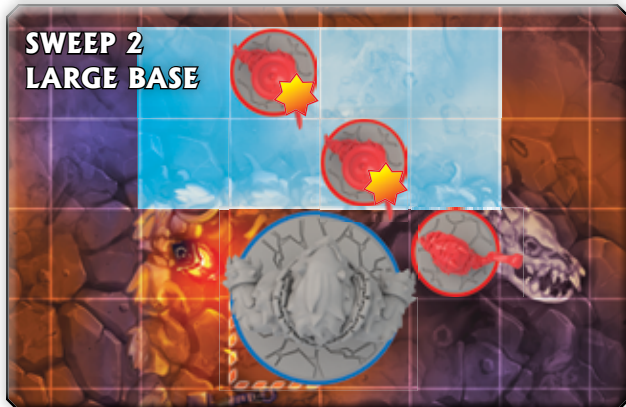
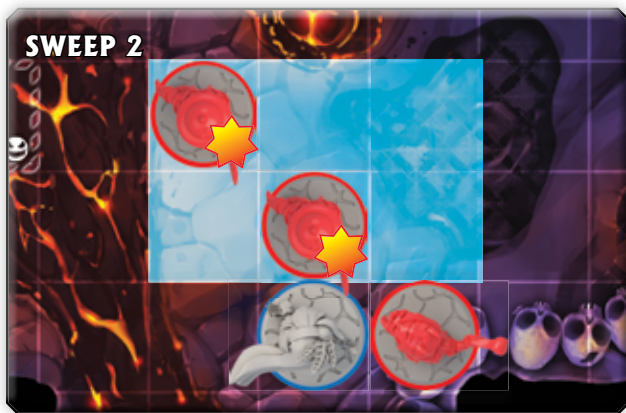
LANCE X

A Lance effect draws a straight line directly away from the user's square along a distance of X. Every model along this line is affected. Lance effects may not be used along diagonals.



SWEEP X

A sweep effect hits every model within X squares of a single side of the user's square along a straight line. Sweep effects may not be used along diagonals.

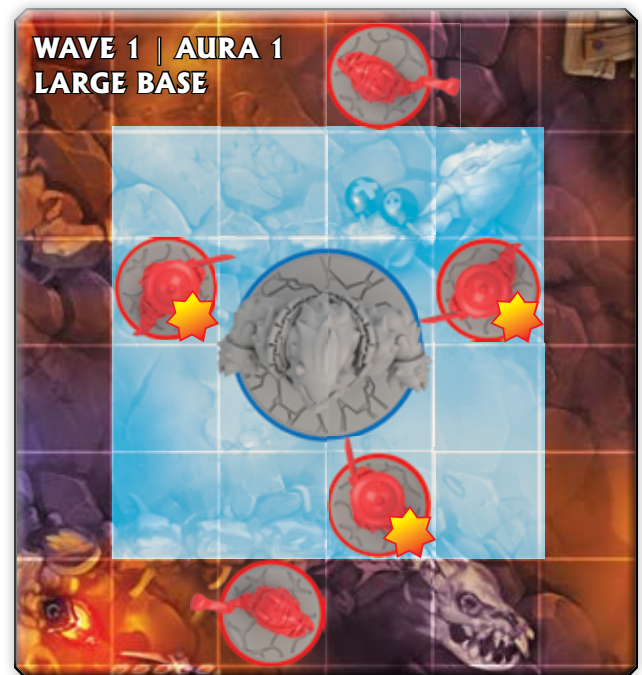
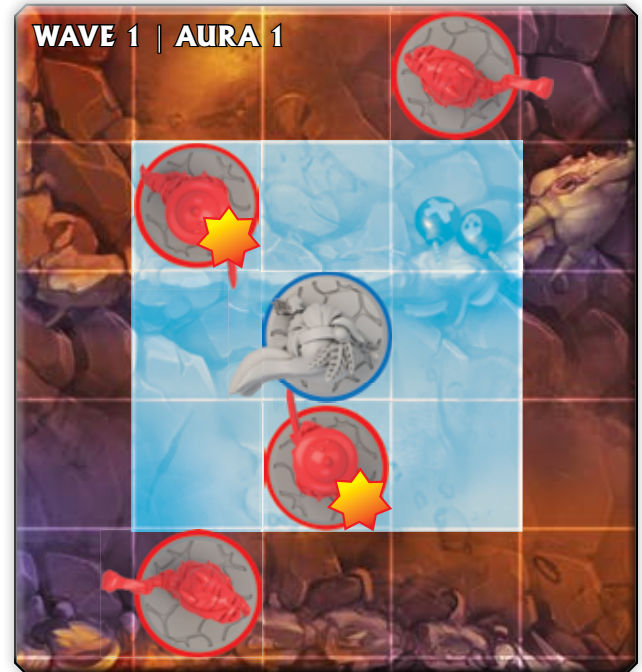


WAVE X

A Wave effect is centered on the user's square and affects every square within X squares of the user, including the user's square.

AURA X

An Aura effect is centered on the user's square and affects every square within X squares of the user, including the user's square. Auras remain in play, centered on and moving with the user, until their next upkeep.



CONTROL EFFECTS

Control Effects allow one model to move another model. A model that is moved as a result of a control effect does not count as having been activated and may still activate and move as normal during their own turn.

A model may never be moved in a manner that would not be legal for it to move on its own. Difficult terrain and other tile effects are treated as normal.

COMPEL X

A model targeted by Compel may be moved a number of squares up to the value of X in any direction.



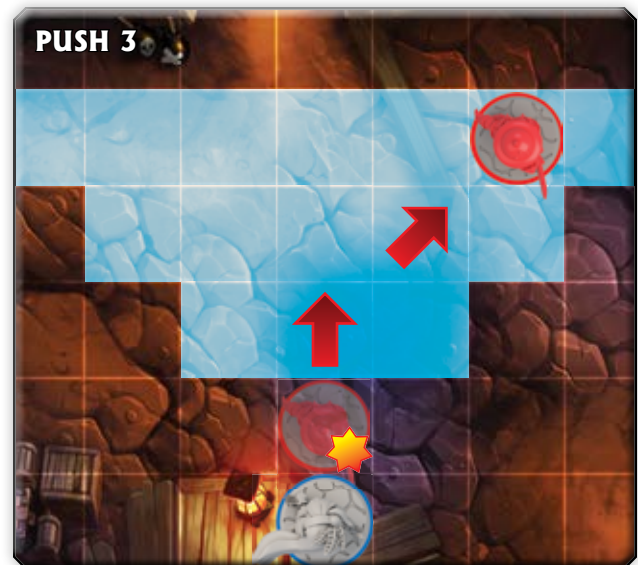
PULL X

A model targeted by Pull may be moved a number of squares up to the value of X towards the model using Pull. Each square moved must decrease the distance between the two models. Once the two models are adjacent, the target model immediately stops.



PUSH X

A model targeted by Push may be moved a number of squares up to the value of X away from the model using Push. Each square moved must increase the distance between the two models. If the target model cannot be moved further away, such as from contact with a wall, the model immediately stops.



RULE PRIORITY

If a game card, game effect, or ability has a rule that is contrary to the rules in this rulebook, the card or ability always takes precedence.

SHAPESHIFT

A model with the Shapeshift ability has two cards and two models, one representing its original form and one representing its shapeshift form. A model always begins the game or is spawned using its original form.

When the model is activated, it may choose to shapeshift into its alternate form during its upkeep. Replace its card with the card of its new form. Replace the model on the dungeon map with the new form's model. The new model must occupy at least one square that the previous model occupied. If there is no room to place the new model it may not shapeshift.

The model retains all tokens and equipment it possesses regardless of its form. The shapeshift form retains the same model type as the original form.

Monsters that shapeshift are considered in play, and may not spawn, as long as one of its forms is on the dungeon map. Heroes do not draw loot when a monster shapeshifts from one form into another. When spawning a monster with shapeshift, the Consul must check to see which form costs more skull points and pay that amount (the monster still spawns in its original form, even if its shapeshift form is more skull points).



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STATUS EFFECTS

Status effects are negative effects that cause a model to suffer a disadvantage. Status effects are typically caused by actions. When this is the case, the model only suffers the status effect if the action was successful. When a model suffers a status effect, place the appropriate status effect token on the model's card. The model suffers the effect until the token is removed, at which point the effects immediately end. At the end of a model's activation remove all status effect tokens from it. A model may suffer multiple status effects but may only ever have one of the same type. Status effects are listed on the back cover for easy reference.

Note that a model with a status effect listed in its abilities causes the effect when completing a successful offensive action, it does not suffer the effect. (Unless caused by another game effect!)



Bane



Fire



Hex



Ice



Immobile



Knockdown



Poison



Slow

*Remember, you may use hearts
you roll to remove status effects
as well as remove wounds. Use
those hearts wisely!*



EXPANDING THE GAME

Super Dungeon is more than a single board game. It is a vast world ready for players to discover, complete with new Heroes, monsters, realms, challenges, and even different game modes tailored to the playstyle of your gaming group. This section explores the many ways you can expand your games of Super Dungeon using the contents of this box or exciting expansion products from Soda Pop Miniatures and Ninja Division Publishing!

ALTERNATE SPAWNING POINTS

Players can add variety to the monsters they face by using different spawning points. Any spawning point may be swapped out for an alternate spawning point on a one by one basis.

Simply choose the new spawning point card and all associated monster models (and their cards) listed under the spawning point's spawning pool. If a paired spawning point is chosen, both spawning points must be taken.

Some spawning point cards provide alternate profiles for the same model as another spawning point card. For instance, the Egg Clutch and Nether Clutch spawning points included in this box both spawn drake models, but the drakes have different abilities depending on which point they spawn from. Any combination of spawning points may be used if the players have enough models to fill the spawning pool listed on all of the chosen spawning points' cards.



If you are still building your Super Dungeon collection, choose only one of the spawning points that spawns a particular model.

ADDITIONAL CARDS

Players may acquire new cards by purchasing expansions, participating in events, or other promotions. Model cards are used whenever their models are used in the game. Other cards, such as treasure or loot, may be added to their decks for all games, increasing the options for every game.

Alternatively, these treasure and loot cards may be added to the decks only when the models the cards came with are used in the game. This keeps the decks lightly themed to the monsters faced in the game. Cards that come with a specific model have that model's portrait on the card for easy identification when customizing the deck. Some players may not enjoy sifting through their Treasure Deck to take out all of the treasure that is linked to a specific monster or boss. If so, that's fine! Simply agree to either play with the basic Treasure Deck included in this box, or just keep adding treasure to your deck until you have a massive treasure collection.

ADJUSTING DIFFICULTY

Super Dungeon: Explore is not just a competitive game, it is also a narrative experience where players take on the roles of mighty Heroes or the dastardly Consul. Because of this, either the Heroes or the Consul may wish for a greater challenge. Only adjust the difficulty if all players agree.

To create a game that presents a greater challenge for the Heroes, simply begin the game with one less Princess Coin. To create a game that presents a greater challenge for the Consul, begin the game with one more Princess Coin. Princess Coins may be added or removed until the appropriate challenge level for your individual group is achieved. If this is your first game of Super Dungeon: Explore, it is highly recommended that you play the game with the normal number of Princess Coins as that is where the game is balanced. Once you know what your group considers challenging, feel free to add or remove coins if all players agree. Some expansion bosses list a difficulty rating on their boss fight card. If they do, the party may add Princess Coins equal to the difficulty rating if they can't beat the boss with the normal number of coins.

GAME SIZE

Super Dungeon: Explore easily scales to larger games involving more players. When playing a 5 or 6 Hero game, use four game tiles instead of the usual three. The fourth tile is added during setup. It must be connected to the third tile, and may not be connected to the first tile. Draw one additional treasure card for treasure chests and boo booty encountered on the fourth tile than was drawn in the third tile. The Heroes draw five loot for destroying the spawning point on the fourth tile.

The Consul also selects one additional spawning point and one additional mini-boss. (Potentially two mini-bosses can be spawned by the 5-6 Hero Mighty Monster Chart.)

When the Consul spawns monsters at the start of the game, spawn 8 skull points of 8-Bit monsters from both the first and the second spawning point (16 skull points of 8-Bit monsters total) instead of only spawning monsters from the first spawning point.

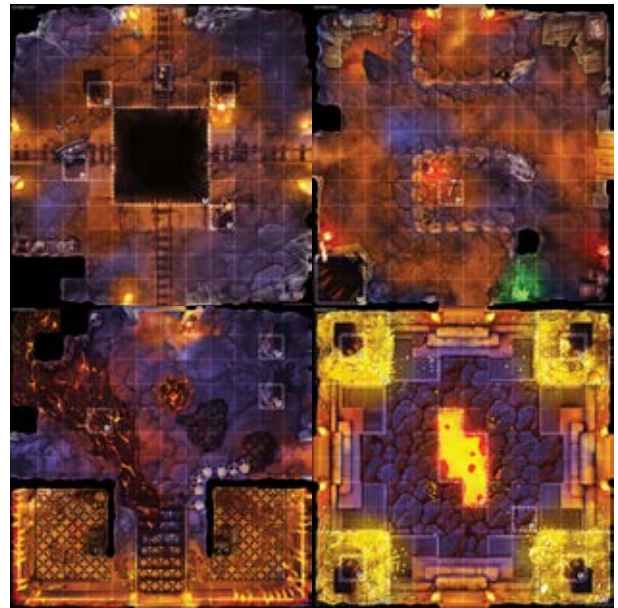
During the Hero Turn, three Heroes activate instead of two before proceeding to power-up. This reduces wait time for players and helps to balance the Heroes against the difficulty of the 5-6 Hero Mighty Monster Chart.

Finally, simply use the Mighty Monster Chart for 5-6 Heroes and you're ready to go!

It is worth noting that this set only comes with three spawning points, so expanding to a game this large will require at least one expansion. **A game of this size will take significantly more time, so be prepared for an entire evening of Super Dungeon: Explore!**

SQUARE DUNGEONS

When playing a 5-6 Hero game, you will have enough tiles to create a square dungeon instead of a linear one. Using such a square setup is an optional rule and must be agreed to by all players. Designate a first, second, third, and fourth tile as usual for the purposes of Boss Sightings and placing the Start Token. When using such a board setup, all spawning points and treasure chests grant loot and treasure as if they were located on the second tile. A square setup may interfere with certain expansion components, such as those found in Pet Parade, but that's why it's an optional rule. If your group enjoys it, feel free to make it work for you.



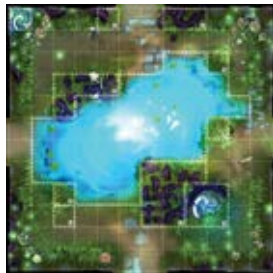
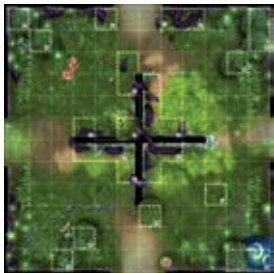
MIGHTY MONSTER CHART FOR 5-6 HEROES

START 5-6 HEROES Monsters gain 8 loot on all tiles.		4 4 4 4 4		4 4 4 4 4		4 4 4 4 4		4 4 4 4 4		8 8 8 8 8		4 4 4 4 4		8 8 8 8 8		SPAWN DUNGEON BOSS			
EXTENDED MODE		ACTIVATION		SPAWNING		SPAWN MINI-BOSS		BOSS FIGHT		BOSS SIGHTING		TIMEOUT							
<ul style="list-style-type: none"> Build the dungeon using four tiles, four treasure chests, and four spawning points. Each tile uses one hero. At the start of the game, spawn 8 skull points of 8-bit monsters from the first two spawning points (16 skull points total). During the Hero Turn, 3 heroes activate. This mode will increase play time. 		<ul style="list-style-type: none"> Monsters may be activated in any order. All 8-bit and 4-bit monsters that began the turn in play may be activated in turn. Up to four skull points of 2-bit monsters may be activated. 		<ul style="list-style-type: none"> Spawn monsters within three squares of a spawning point. Monsters may be spawned from any spawning point. 		<ul style="list-style-type: none"> Spawn the Consul from a spawning point on the second or third tile. 		<ol style="list-style-type: none"> Spawn a dungeon boss adjacent to a dungeon exit on the second or third tile. Remove all spawning points. The dungeon boss spawns one Hero Token for each spawning point destroyed. Destroy all effects based under Boss Sightings on the Boss Fight card. 		<ul style="list-style-type: none"> If any Heroes are in the third tile, immediately transfer the Timeout effect on the Boss Fight card. Only monsters in the third tile are affected. 		<ol style="list-style-type: none"> As soon as the Dungeon Boss reaches full health (or lower) do the following: <ol style="list-style-type: none"> The party must discard a number of equipment cards from the backpack to find a single Hero's number equal to the number of cards discarded. The Dungeon Boss becomes immune to critical damage for the remainder of the game. Destroy any loot and effects based on the Boss Fight card. 							

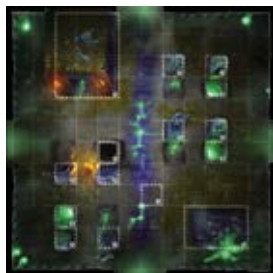
ALTERNATE TILES

Super Dungeon: Explore has a vast amount of customization available to players. Some of this customization comes in the form of alternate tile packs. If you own one or more tile packs, you can mix and match the tiles however you wish. However, not all tiles are created equal, and some may affect game play more than others. Some may increase the difficulty or length of the game and generally should only be used if all players agree. We have identified four such tiles from existing tile packs (not included in this box set): Fae Woods 4, Fae Woods 5, Fae Woods 6, and Von Drakk Manor 11.

Fae Woods 4, 5, and 6 present a much greater challenge for the Heroes and can extend the length of the game. Von Drakk Manor 11 makes things a bit easier on the Heroes. If these are options your group is looking for, these tiles are perfect for you. In general, tiles which are more cluttered or maze-like will increase the difficulty for the Heroes; take this and the skill level of your group into account when building a dungeon.



Forgotten King Tileset



Von Drakk Ghost House Tileset



Dragonback Peak Tileset



ALTERNATE MIGHTY MONSTER CHARTS

As Super Dungeon: Explore continues to expand, new Mighty Monster Charts will be released. If you wish to use a different Mighty Monster Chart, simply agree to it with your group before the game and use it instead of the chart included in this set. Some Mighty Monster Charts may be specific to certain dungeon bosses or other game features, if so this will be noted on the chart.

ALTERNATE GAME MODES

The next two pages contain some alternate ways for the Heroes to win the game to increase the variety offered by Super Dungeon: Explore. Each of these game modes replaces the usual Hero victory condition of destroying the boss; if one of these modes is chosen, destroying the boss will not end the game. However, the Consul victory condition remains the same in each mode: destroy a Hero when there are no Princess Coins left to resurrect it. If you wish to play one of these modes, after determining who will play the Consul, all players must agree on an alternate game mode. Some game modes require tokens to be added to the dungeon at the start of the game, in this case add the tokens immediately after Step 3 of setup: Build Dungeon.

RESCUE THE PRINCE

A fiendish dungeon boss has made off with a moderately handsome prince. Rescue him and bring him home!

SETUP

At the end of step 3. Build Dungeon, the Consul places the prince token in any open square in the dungeon. Then, one of the Hero players may move the prince token up to 4 squares.



SPECIAL RULES

A Hero adjacent to the prince token may use the Interact basic action to remove the prince token from the dungeon and place it on the Hero's card. A Hero carrying the prince token may not Dash, and may not be placed using actions or abilities (though it may be pushed, compelled, etc.). At the end of the Hero Turn, if there is a Hero carrying the prince token and the Hero did not activate, it may move up to 5 squares (following the normal rules for movement).

If a Hero carrying the prince token is destroyed or otherwise removed from the dungeon, place the prince token on the square the Hero had previously occupied.

Every time a Hero targets the prince token with the Interact action, the Consul must immediately advance the Mighty Monster Chart, if able. Resolve all effects of advancing the Mighty Monster Chart (including spawning) immediately.

HERO VICTORY

If a Hero carrying the prince token enters the same square as the Start Token, the Heroes immediately win the game.

CONSUL VICTORY

If one or more Heroes are destroyed, and the party does not have enough remaining Princess Coins to revive all destroyed Heroes, the Consul immediately wins.



FIND THE ARTIFACT

There is a powerful artifact hidden somewhere in this dungeon. The heroes must find it before the boss finds them...

SETUP

At the end of step 3. Build Dungeon, the Consul places the second Start Token, red side up, in the third tile on any square that is adjacent to a dungeon exit. This is the end token.

Then select five crystal tokens with five different colors. Choose one of the colors to represent the artifact. The remaining colors are decoys. Place the crystal tokens face down in front of you, and shuffle them such that neither Heroes nor Consul knows which one is the artifact. Starting with the Consul, the Consul and Heroes take turns placing a random crystal token in an empty square in the dungeon until all five crystal tokens have been placed. Crystal tokens may not be placed within four squares of the start or end tokens, spawning points, or other crystal tokens.

SPECIAL RULES

Once per activation, a Hero may use the Interact basic action to flip over an adjacent crystal token. If the token is a decoy, discard it and gain one loot. If the token is the artifact do the following in order:

1. Discard all other crystal tokens in the dungeon.
2. The Hero who took the Interact action must immediately draw one treasure card and equip it (discarding and redrawing anything which is not a treasure, such as a boo booty or bitey book). This treasure must be equipped to the Hero that took the Interact action.
3. Place the crystal artifact token on the drawn treasure to denote it as the artifact. This treasure may never be discarded for any reason. Actions on the treasure that require it to be discarded may not be taken.

If a Hero equipped with the artifact is destroyed or otherwise removed from the dungeon, place the artifact token on the square the Hero had previously occupied and remove the associated treasure from the Hero. Any Hero adjacent to the artifact may use the Interact action to target the artifact token and equip the artifact.

A Hero equipped with the artifact may not Dash, and may not be placed using actions or abilities (though it may be pushed, compelled, etc.). At the end of the Hero Turn, if there is a Hero carrying the artifact and the Hero did not activate, it may move up to 5 squares (following the normal rules for movement).

While a Hero has the artifact equipped, the Consul spawns 2 additional skulls of monsters while spawning monsters due to the Mighty Monster Chart.

HERO VICTORY

If a Hero equipped with the artifact enters the same square as the end token, the Heroes immediately win the game.

CONSUL VICTORY

If one or more Heroes are destroyed, and the party does not have enough remaining Princess Coins to revive all destroyed Heroes, the Consul immediately wins.



Crystalia is a large and vibrant world, and the scenarios presented here only scratch the surface. Feel free to use the components in this box or any Super Dungeon expansion to come up with your own creative ways to play the game!

REFERENCE

HERO TURN SUMMARY

Perform the following:






- Complete one Hero activation.
- Complete a second Hero activation.
- Power-Up Phase.

CONSUL TURN SUMMARY









Perform the following:

- Activate all 8-Bit and super monsters that began the Consul Turn in play for free.
- Activate up to 4 skull points of 16-Bit monsters, or 8-Bit and super monsters spawned during this turn. (Monsters may be activated in any order. e.g. mixing free and skull point activations.)
- Power-Up Phase. (Remember to advance the Mighty Monster Chart!)

ACTION ICONS (PAGE 15)







-  **Offensive Action:** Inflict a single wound if successful.
-  **Support Action:** Do not inflict wounds, only effects.
-  **Augment:** May only target or affect friendly models.
-  **Dangerous:** May target and will affect friendly and enemy models.
-  **Defense:** May use attribute for defense roll.

BASIC ACTIONS (PAGE 19)













-  **Magic Attack:**  Make an offensive action using **WILL**.
-  **Melee Attack:**  Make an offensive action using **STR**.
-  **Missile Attack:**  Make an offensive action using **DEX**.
-  **Dash:** Move two squares.
-  **Open Chest:** Open an adjacent Treasure Chest.

POTIONS (PAGE 19)

Once per turn a Hero may spend a potion token to make a potion action without spending action points.

-  **Support Potion:** Make the listed  support action.
-  **Offensive Potion:** Make the listed  offensive action.
-  **Emergency Potion:** Make the listed  support action.
Green potions may only be used during the Consul's Turn.

STATUS EFFECTS (PAGE 30)

-  **BANE:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.
-  **FIRE:** A model suffering Fire suffers one wound during its upkeep.
-  **HEX:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.
-  **ICE:** A model suffering Ice may not use unique actions.
-  **KNOCKDOWN:** A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.
-  **POISON:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.
-  **SLOW:** A model suffering Slow halves its movement points, rounding up.
-  **IMMOBILE:** A model affected by Immobile may not move during its next activation.
-  **IMMUNE: STATUS EFFECTS:** A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects remove all status effect tokens immediately.
-  **IMMUNE X:** A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately. e.g. A model with  is immune to  Poison.

