



# Dungeon Drop

## RULEBOOK

Gather your gear and prepare to dive into the labyrinth! Teeming with untold treasure, the tunnels are said to be inhabited by unusual creatures, both adorable and terrible. Keep your wits about you as the very walls shift in the torchlight...

**...it's time to drop into the dungeon!**



## OVERVIEW & COMPONENTS

Dungeon Drop is a light-hearted competitive game for 1 to 4 players. Assuming the role of a brave hero, players will take turns exploring, using their abilities, and looting rooms in an ever-changing dungeon. The hero who returns with the most treasure will win the Queen's favor and be declared the winner!



4 player aids



4 turn order markers



1 Score Tracker



4 "meeples"



90 standard & 3 Solo cubes



4 Solo & 4 Teamwork tokens

Initiative 15 Race cards

10 Class cards

10 Quest cards



Health

Race ability



Class ability



Gem scoring

Special scoring

## GAME SETUP

**1. Receive your Hero:** Deal each player a random Race and Class card, face up. Distribute turn order markers according to each Hero's Initiative (the number in the top left corner of each Race card) – turns will be taken in Initiative order, starting with the lowest number.



**2. Receive your Quest:** Deal each player a random Quest card, face down. Players may look at their own Quest card at any time. **Your Quest determines how your Collected Gems are scored, and it may include an additional scoring bonus.**

**3. Drop the Dungeon:** Separate out all the smaller cubes from the larger ones (do not include Solo cubes). Add the red Dragon cube to the set of smaller cubes. The first player in Initiative order Drops the smaller cubes (plus the Dragon) in the center of the table, from a height of 6 to 12 inches, so that the cubes spread evenly across the table, without more than one or two touching each other. Place the set of larger cubes in the game box, available to be “Explored” during the game.



## HOW TO PLAY

The game takes place over three rounds. Each Hero will take one turn per round, as follows:

**1. Explore:** Randomly draw the specified number of cubes from the box and Drop them into the Dungeon:

2♀=6 cubes   3♂=4 cubes   4♂=3 cubes

**2. Act:** You may activate either your Race or Class ability.



Race ability

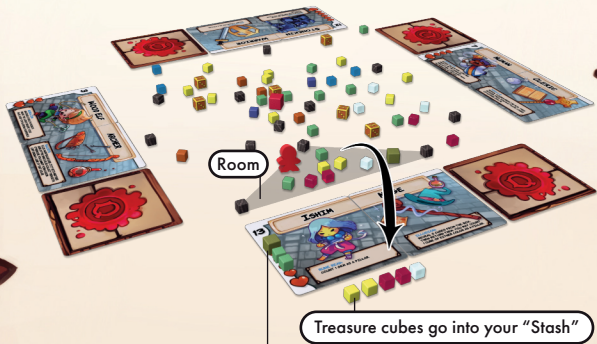


Class ability

### Flicking

Some abilities in the game involve Flicking one or more cubes in the Dungeon. To do this, use one finger to tap or hit the cube in the desired direction. There are no re-dos, so be careful to use the correct amount of force. **OOPS!** If you accidentally cause any cubes to fall off the table, the next player to act Drops them into the Dungeon as part of their Explore phase.

**3. Loot:** Form a Room by selecting 3 gray Pillar cubes, and then Collect all cubes within or touching that space. You may not Form a Room that would cause you to Collect a Pillar or lose your last Health point (**you cannot die!**).



Monsters (Goblins, Trolls, and the Dragon) cause Damage – cover the appropriate amount of Health points with the cubes (see page 7)

**End of turn:** Flip over your turn order marker to indicate your turn has ended, and then it is the next player's turn.

**Weight:** At the end of the round, each Hero counts the total number of Treasure cubes they have in their Stash (non-Monsters) to determine their Weight. Reassign the turn order markers, in order from the lightest to heaviest Weight. Settle ties according to the tied Heroes' starting Initiative numbers (lowest Initiative goes first).

Start a new round, and play until 3 rounds have been completed.








## GAME END

After 3 rounds have been completed, it's time to count your Treasure! Players proceed as follows:

1. Reveal Quest cards.
2. For each Key paired with a Chest in your Stash, roll the Chest to see how much it's worth. Ignore unpaired Keys and Chests.
3. Count total scores. Refer to the table on page 7 for specific cube scoring details.

The Hero with the highest total score wins! **TIES:** In the case of a tie, the tied Hero with the highest starting Initiative number is the winner.



Cube (Quantities)	Rules	Scoring
<b>Treasure cubes:</b> Collect when Looting a Room and place in your Stash		
 Gold (12S, 8L)		Score 1
 Key (4S, 2L)		Unlock 1 Chest
 Chest (6L)		If unlocked, roll for score
 Clear, Pink, Blue Gem (4S, 3L each)	Each Gem scores an amount of points as indicated on your Quest card	Refer to your Quest card
 Health Potion (2S)	Re-drop a Health Potion from your Stash to Heal 3 Damage (move cubes off the Health points, but keep them for scoring)	Score 0
 Magic Shield (2L)	Re-drop a Magic Shield from your Stash to ignore Damage from 1 Monster you Collect this turn (don't cover Health points, but keep the Monster cube for scoring)	Score 0
 Relic (2S)	See Solo Spelunker rules for details	Increase Relic tracker by 1
<b>Monster cubes:</b> Collect when Looting a Room and cover the specified number of Health points		
 Goblin (10S)	Cause 1 Damage	Score 0
 Troll (4L)	Cause 2 Damage	Score 2
 Dragon (1H)	Cause 8 Damage (cannot Collect without a Magic Shield)	Score 8
<b>Pillar and Staircase cubes:</b> Cannot be Collected		
 Pillar (13S, 5L)	Connect 3 Pillar cubes to Form a Room	n/a
 Staircase (1S)	See Solo Spelunker rules for details	n/a

S=Small L=Large H=Huge

## HEROIC "TEAMWORK?" GAME MODE

**Intro & Setup:** After your first game or two, we recommend you use this game mode for all your games. Give each player a Hero meeple at the start of the game. Place the matching scoring tokens near the Score Tracker card.



**Gameplay:** On each of the other players' turns, you may place your Hero meeple anywhere in the Dungeon at any time before the active player Forms their Room (if they Form their Room before you place your meeple, your Hero will not participate that turn!).

When the active player Loots a Room, any meeples contained within or touching that Room will be Collected and returned to their owners. Those players (not including the active player) move their scoring token one space on the Score Tracker card.

At the end of each player's turn, all remaining meeples are removed and returned to their owners, available to be placed again during the following turn.

**Scoring:** Each Teamwork point scores 1 at the end of the game.



## GLOSSARY OF TERMS

**Damage:** Monsters in a Room being Looted cause Damage to the Hero. Place the Monster cubes over the appropriate number of Health points on the player's Race card. **IMPORTANT:** A Hero's last Health point may never be covered (Heroes cannot die).

**Dungeon:** All cubes on the table make up the complete Dungeon, even the cubes that are considered "outside the Dungeon Boundary."

**Dungeon Boundary:** Cubes that are not contained within or touching any possible Room formation are considered outside the Dungeon Boundary. All others are considered inside.

**Heal:** Some game effects allow you to Heal a certain amount of Damage. When this happens, simply move cubes off the Health points, but keep them for later scoring purposes.

**(Re-)drop:** To Drop or Re-drop a cube(s), position your hand anywhere over a location that's **inside** the Dungeon Boundary, and Drop the cube(s) from a height of 6 to 12 inches.

**Type:** Identical cubes (regardless of size) are considered the same Type. **EXAMPLE:** There are 3 Types of Gems (each color is a different Type), and Keys and Chests are also considered different Types.

## FAQ

Can I use a Magic Shield or Health Potion at the same time I am Collecting it? **No, you must have the cube in your Stash before you perform the Loot action in order to use them.**

Do the smaller cubes work differently from larger ones of the same color? **No. The size difference is only an aid for easy game setup. Once cubes have been Dropped into the Dungeon, they are treated identically, except when a Quest or other game component specifically references a cube's size.**

If a cube is "on the line" of a Room boundary, is it considered in or out of the Room? **If a cube is on the line, then it is considered in the Room. You should also consider that the line is the entire thickness of the Pillar cubes, so it's not hard to tell when you get down and look at the cubes from a "table edge view."**

If an ability would cause me to lose my last Health point, what happens? **You can never voluntarily lose your last Health point.**

Where exactly can I Drop new cubes "into the Dungeon?" **You can drop new cubes anywhere over a location that's *inside* the Dungeon Boundary.**

**Heroic “Teamwork?”:** Is this game mode meant to be played cooperatively? No, the word “Teamwork” is intended to be ironic.

**Heroic “Teamwork?”:** Can players Move their meeples after they have placed them? No. Once placed in the Dungeon, a meeple may not be intentionally Moved by any player, though they may be bumped by Dropped or Flicked cubes.

**Heroic “Teamwork?”:** What happens if a player accidentally Forms a Room with too many Monsters? They sacrifice their turn while they shiver in fear! If the player already took cubes from the Dungeon, they must immediately Re-drop them.

**Heroic “Teamwork?”:** Are meeples considered cubes for the purposes of Race and Class abilities? No. Meeples are never considered cubes – they’re meeples. For example, if a meeple is contained within the Fairie Dust ability’s area, it is not Re-dropped with the cubes.

**Heroic “Teamwork?”:** When exactly has a player “Formed their Room?” To make this crystal clear, once their decision has been made we recommend the active player place their own meeple inside the Room they intend to Loot. As soon as their meeple hits the table, no one else may place theirs.



## CREDITS

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