

The cover features a vibrant pink background with a stone wall pattern. At the top, a blue and yellow shield-like shape contains the words "Dungeon Drop" in a stylized, bubbly font. Above and around the shield are several colorful gemstones (purple, blue, yellow). Below the shield, the word "SOLO" is written in a yellow, blocky font with a lightning bolt effect. Underneath "SOLO" is the word "SPELLUNKER" in a green, blocky font with a brick-like texture. At the bottom of the title section, the word "RULEBOOK" is written in a large, white, bubbly font with a pink and blue outline. The entire title section is set against a dark pink background.

# Dungeon Drop

## SOLO

### SPELLUNKER

# RULEBOOK

Prepare to delve deep into the dungeon on a seemingly endless quest to recover fragments of the great relic. You alone must survive the depths and emerge safely in order to save your village, the kingdom, or perhaps the entire world...

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

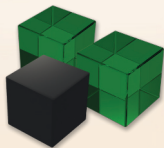


## OVERVIEW & SPECIFIC COMPONENTS

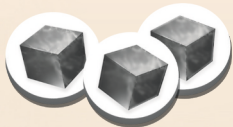
This rulebook contains solo gameplay rules for Dungeon Drop. In this mode, you will play as a lone, brave hero, delving deeper and deeper into the dungeon searching for fragments of the great relic. You win by emerging from the dungeon with enough relic fragments to save your village, the kingdom, or possibly the entire world. How many fragments can you recover before you are consumed by the horrors of the dungeon?



1 Score Tracker and  
1 Relic Tracker token



2 Relic cubes  
and 1 Staircase cube



3 Pillar tokens



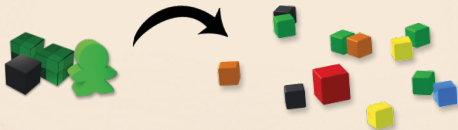
1 "meeple"

## GAME SETUP CHANGES

**1. Receive your Hero:** Perform this step according to the standard rules. The Hawkmyrn's Flight ability works differently in Solo Spelunker mode: "While Moving, you may Move to a Room that uses 1 fewer Pillar tokens from your current Room."

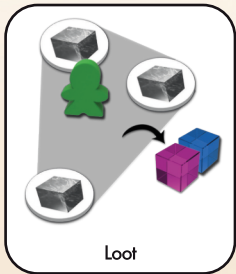
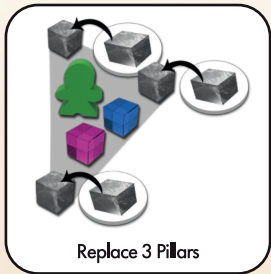
**2. Receive your Quest:** Before dealing yourself a Quest card, remove the following Quests from the deck: Hero's Help, Hoarder's Hunt, and Scout's Specialty. These Quests are not compatible with Solo Spelunker mode.

**3. Drop the Dungeon:** Before Dropping the initial Dungeon, add the Staircase cube, 2 Relic cubes, and your Hero meeple to the set of smaller cubes (yes, you will be Dropping your Hero meeple into the Dungeon!). After Dropping the Dungeon, check that the Staircase and your Hero meeple are not located outside the Dungeon Boundary - if they are, Re-drop them until this is not the case.



## ENTER THE DUNGEON

At the start of the game (and each subsequent Dungeon level), your Hero enters the Dungeon. Form a Room that contains your Hero meeple. Replace that Room's 3 Pillar cubes with the Pillar tokens (the Pillar cubes will not be needed until you descend to a deeper level in the Dungeon). **NOTE:** Pillar tokens do not count as cubes, so they may not be intentionally Flicked, Moved, or Re-dropped by any ability or game effect unless explicitly stated.



Loot the Room your Hero entered according to the standard rules (therefore, you must make sure the Room you Form doesn't have too many Monsters!). **NOTE:** Like Pillars, the Staircase cube can never be Collected. Relic cubes, however, are Collected like normal Treasure.

## HOW TO PLAY

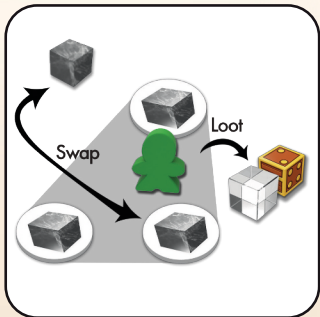
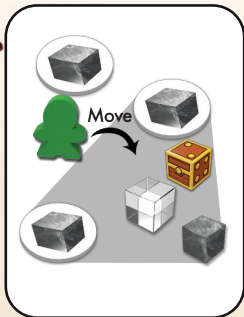
**1. Explore:** Draw 4 cubes from the box, without looking at them, and Drop them into the Dungeon **over your current Room** (the Room outlined by the Pillar tokens), unless otherwise instructed. Re-drop any cubes that land on top of a Pillar token. **NOTE:** If any new cubes land inside your current Room, you do not automatically Collect them at this time.



**2. Act:** You may activate any one Race or Class ability. After using an ability, rotate that Race or Class card slightly, indicating that it has been used. You may not use abilities on rotated cards again until you descend to a deeper level in the Dungeon.



**3. Move:** Move your Hero meeple to an “adjacent” Room (a Room that uses 2 of the 3 Pillar tokens from your current Room, plus 1 new Pillar cube). Swap the new Pillar cube with the unused Pillar token (the token goes where the cube was, and the cube goes where the token was).



**4. Loot:** Perform this step according to the standard rules. If the Room contains the Staircase, you may choose to exit the level (refer to the Exit the Level section).

**End of turn:** Continue to Move around the Dungeon level, Exploring, Acting, and Looting along the way. Repeat the steps outlined above until one of the following scenarios occur:

- **There are no more cubes in the box to Explore:**  
You have become lost in the Dungeon and lose the game!
- **You cannot Move to a new Room that won't kill your Hero:**  
You have been consumed by the Dungeon and lose the game!
- **You Loot a Room containing the Staircase:**  
You may choose to exit the level (refer to the Exit the Level section).



## EXIT THE LEVEL






When you Loot a Room with the Staircase, you may choose to exit the level. If you do, you must first determine if you completed the level successfully, and then you will make the decision whether to proceed deeper into the Dungeon, or leave and enter retirement.

### Determine Level Completion:

Set aside any Relic cubes you Collected for now (do not increase the Relic Tracker token's position yet). Total your score according to the standard game rules (including points from your Quest), and then determine if your score meets the Dungeon level's score requirement.

#### Relic Tracker total

#### Score requirement

0  Relics	15 + your Hero's total Health
1-2  Relics	20 + your Hero's total Health
3-4  Relics	25 + your Hero's total Health
5-6  Relics	30 + your Hero's total Health
7-8  Relics	35 + your Hero's total Health



### **Level Completed Successfully:**

If your score meets or exceeds the Dungeon level's score requirement, then you have successfully completed the level (if not, proceed instead to the Retirement section). Proceed as follows:

- 1. Claim new Relics:** Move the Relic Tracker token up 1 space on the Score Tracker card for each Relic cube you Collected.
- 2. Go deeper, or go home:** Decide if you want your Hero to enter retirement (proceed to Retirement section), or continue adventuring.
- 3. Level Up:** Your Hero's "experience level" may increase up to 2 times, as follows (see example on next page):

If you Collected any Relic cubes (regardless of how many you Collected), draw 1 additional Class card and add it to your Hero (place it to the right of any other Class cards you have).

If you Collected a Huge monster, draw 1 additional Class card and add it to your Hero.

These added Class cards offer you additional ability choices during the subsequent levels of the Dungeon. As before, each Race or Class ability can only be used once per Dungeon level, and only one ability can be used each turn.

**4. Refresh abilities:** Turn all Race and Class cards upright, indicating that they are available to be used again.



Refresh abilities

Level Up

**5. Gain new Quest:** Discard your current Quest and draw a new one.

**6. Reset Dungeon:** Gather all cubes (including the Relic cubes and any Monster cubes on your Race card), Pillar tokens, and your Hero meeple, and then Drop a new Dungeon. This forms the next level of the Dungeon. **IMPORTANT:** Your Hero cards (Race and Class cards) and the Relic Tracker token remain where they are.

**7. Enter the new level:** Proceed to the Enter the Dungeon section (page 4).

## RETIREMENT

If you did not meet the Dungeon level's score requirement, or you chose to leave the Dungeon with the Relics you've obtained thus far, your Hero enters retirement. Hopefully you've enjoyed a long and eventful adventuring career, and it's time for some well-deserved rest and relaxation. But, how exactly will history remember you?

### Relic Tracker total

### Your legacy

1-3  Relics

You didn't save squat!

4-5  Relics

Good job, you saved your village from the forces of darkness.

6-8  Relics

You saved the kingdom – your name will be remembered for decades!

9  Relics

You have become a legend. You saved the entire world, and your family's lineage will enjoy a prosperous future!



## CREDITS

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