



MAYDAY GAMES

DUNGEON BUSTERS



Fight monsters, capture gems, and suspect your comrades!

A party of heroes adventure into a monster infested dungeon rumored to be filled with precious gemstones! If these heroes heartily join forces they can surely defeat the monsters, but these Dungeon Busters are not without a touch of greed. If a hero holds back a bit in a brawl, perhaps all will be forgiven in the flush of victory. But beware! Should that touch of greed get out of hand and cause defeat, the laziest fighter will suffer the consequences . . .

Contents



35 Battle Cards (7 cards x 5 players)



15 Dungeon Cards
(5 cards x 3 Dungeons)



45 Gems
(15 x 3 colors)



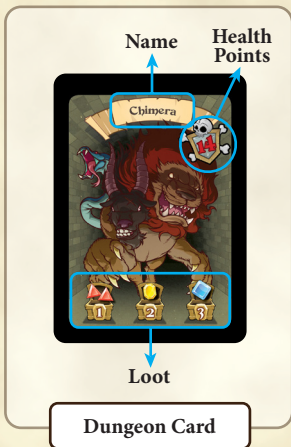
1 Spoils
Card



1 Leader
Token

Setting Up for Adventure

- 1) Each player chooses an Adventurer and takes **five Battle Cards** into his/her hand.
 - When playing with **4 players**, remove all “1” cards from the game.
 - When playing with **4 or 5 players**, remove all “7” cards from the game.
- 2) Each player takes **three Gems** (one of each color) as his/her starting Loot Pile. Remaining Gems are placed in the **Bank**, a central resource. The Bank and players' Loot Piles must be visible to all players during gameplay.
- 3) Choose the bravest player to act as Expedition Leader. The **Leader Token** remains with this player throughout the game.



- 4) Separate the **Dungeon Cards** into **three decks** according to their backs (Dungeon I, II, III).
- 5) The Leader shuffles the deck of **five Dungeon I Cards** and discards **one random card** to the box without looking. Place the Dungeon I deck in the center.
- 6) Set the **Dungeon II and III Cards** aside.
- 7) Place the **Spoils Card** in the center of the play area near the Dungeon I deck.



Turn Order: A Monster Appears!

- 1) The Leader reveals the top card of the Dungeon I deck, places it on top of the deck, and reads both the **name** and **health points** (HP) of the Monster.
- 2) Each player secretly chooses a Battle Card from his/her hand and puts it face-down. Players may discuss and negotiate which cards should be played, but promises or agreements are non-binding.
- 3) The Leader says, “*Bust it!*” and the face-down Battle Cards are revealed. The Leader then totals the strength of all the cards, disregarding the strengths of all cards that are duplicated. The Adventuring Party is victorious with an aggregate strength equal to or greater than the Monster, but faces defeat if the sum is less than the Monster’s HP. Heroes win or lose together.



Leader would say, “A Mimic with 10 HP.”

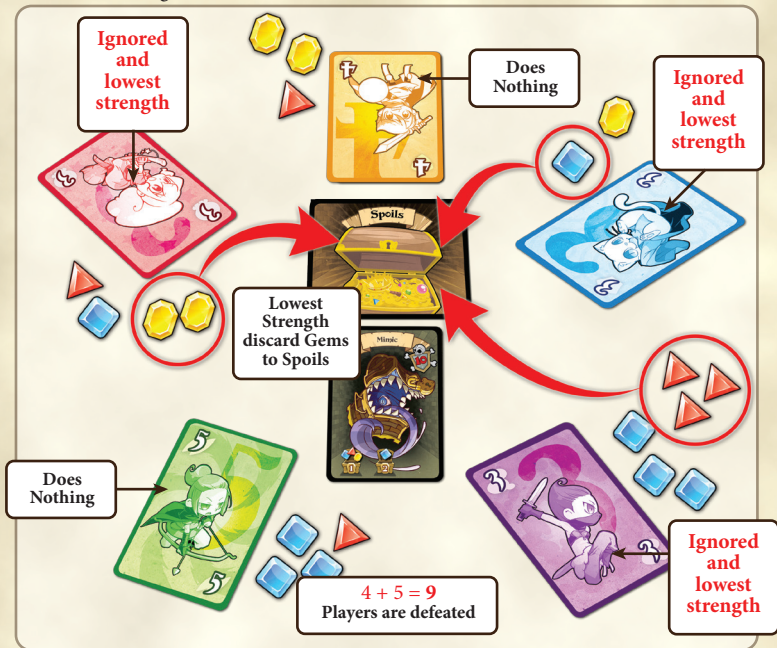
If two or more players play **matching cards of the same strength**, these cards “cancel out” and are **ignored**. Their strength is not added to the total.



If Strength is lower than HP: DEFEAT

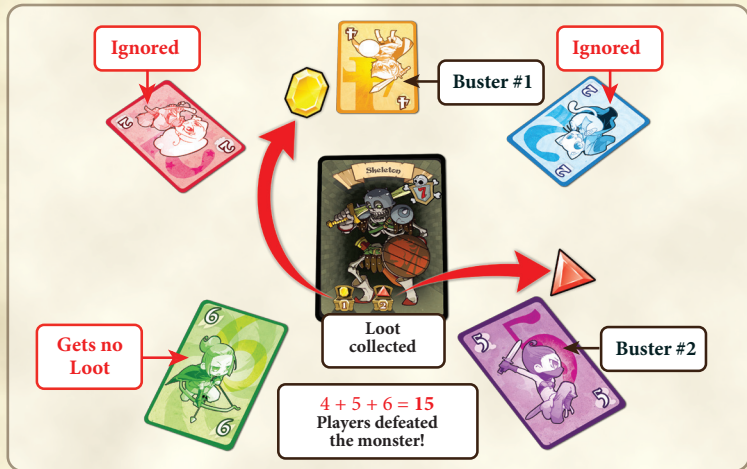
When players are defeated, no one collects Loot. The player(s) who played the lowest strength card must raid his/her Loot Pile for the highest number of Gems of one color, placing them on the **Spoils Card**. If two or more colors are tied, the player may choose which single color of Gem to discard to the Spoils Card.

Note that if more than one player ties for lowest strength, each of those players must take this action individually, even though these cards' strengths were duplicated, and therefore disregarded in battle. Multiple players discarding gems should do so clockwise starting with the Leader.



If Strength is equal to or higher than HP: VICTORY!

If total players' strength is equal to or higher than the Monster's HP, the Adventurers are victorious and the Loot will be split among the players! The **player with the lowest strength card** still in play (not disregarded because of duplication) collects the Gem(s) listed in Chest 1 on the Dungeon card. If there are additional Chests on the card, the second lowest player takes those listed Gems, and so on. If there are no remaining Gems of a certain color in the bank, then those Gems cannot be collected. *If there are not enough Adventurers left in the Party (for example only two players' cards were counted towards fighting the Monster, but there are three reward Chests on the Dungeon Card), all unclaimed Loot is placed on the Spoils Card.*



Spoils for the Victors

After the players have collected their Loot, all contributing players may collect Gems from the Spoils Card. Starting with the lowest player, each player picks a single Gem in turn from the Spoils Card until all the Gems from the Spoils are collected. Note: *If a player's cards are ignored, then he/she does not collect Spoils.*



Onward to the Next Monster

- 1) Players place their played Battle Cards face-up in front of them so that the values are clearly visible to all. Stack Battle Cards this way as play continues.
- 2) If the Heroes were victorious against the previous Monster, give the Defeated Dungeon Card to the player who played the **highest** strength card. Defeated Dungeon Cards are kept face-down in front of each player to signify the most valiant contribution each round (**Hint:** this is the tie breaker!).
- 3) If the Adventurers were defeated, discard the Dungeon Card to the box.
- 4) The Leader turns over the next Dungeon Card and play continues.



The Next Dungeon

When there are **no more Dungeon I Cards** to resolve, each player returns all face-up Battle Cards to his/her hand. The Leader shuffles the deck of five Dungeon II Cards and discards one random card to the box without looking. Place the Dungeon II deck in the center.

Now a new adventure for Dungeon II begins, proceeding round by round as with Dungeon I.

Dungeon III will proceed in the same manner. **Tip:** Remember to restock your hand with played Battle Cards between each Dungeon stage!

Final Scoring

After the final Dungeon III Card is resolved, the game is over and players add up their total **Gem scores**. Players score:

- **1 Point** for each **Gem**.
- **3 Points** for each complete **color set** (consisting of one red, one blue, and one yellow Gem)
- **3 Points** for having the **most Gems of a single color** among all players. *If two or more players tie for most of one color, then no player gets those points.*



Most points wins. If there is a tie the player with the most **defeated Dungeon Cards** is the winner. If there is still a tie, share the victory.



Check out these other titles from Mayday Games!



Garbage Day

There is a battle of wits among you and your roommate when it comes to taking out the Garbage. A carefully stacked banana peel represents a small victory. But the milk carton full of greenish liquid that you secretly stashed under your roommate's bed, that was pure genius! Will you be careful and cunning to avoid responsibility and not take out the Garbage? Find out in Garbage Day!



Dead Man's Draw

Dead Man's Draw is a pirate themed, press your luck card game played by 2-4 players in about 10-15 minutes. Players draw cards one at a time trying to collect the most loot. There are ten suits with six cards each. If you get two of the same suit you Bust and your turn is over. Can you collect the most loot or will you be too greedy and lose it all?



Get Bit!

Try to stay alive as others are being eaten by a shark. The order of the swimmers is determined by simultaneously playing cards face-down then revealing the values. The number on each player's card determines position in line. The swimmer at the back lose a limb to the shark and is flung to the front of the line! Stay at the front of the line to win the game!



Chopstick Dexterity Mega Challenge 3000

Test your chopstick skills in a thrilling contest at an affordable price. Grasp shapes with chopsticks to win pieces. Whoever obtains the most pieces wins! Maybe you can beat all opponents, win the Final Victory Stage, and become a Chopstick Grandmaster too!

Find them at maydaygames.com!

Credits

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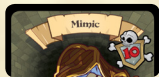
www.koreaboardgames.com

www.divedice.com



Quick Reference

1. Flip a Dungeon Card, read aloud it's Health Points.
2. Players negotiate which Battle Card each will play face down.
3. Players simultaneously reveal their cards. Add up total strength.



If two or more cards match, they are **ignored**.

**...If strength exceeds or is equal to Monster's HP...
VICTORY!**

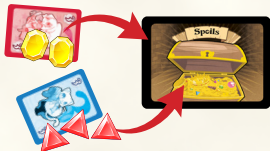
If your card was not ignored:

1. The players who played lowest strength, collect the Gems listed on the card, beginning with the lowest.
2. If there are Gems on the Spoils Card, starting with the lowest player, take one Gem at a time cycling through all players, lowest to highest, until there are no Gems left on the Spoils.



**...If strength is lower than Monster's HP...
Defeat!**

The lowest player(s) must lose his/her highest number of Gems of one color, even if their Battle Cards were ignored. Put these Gems onto the Spoils Card.



Final Scoring



1 Point for each Gem.



3 Points for each complete **color set** of Gems



3 Points for having the **most Gems of a color** out of all the players. *No ties.*