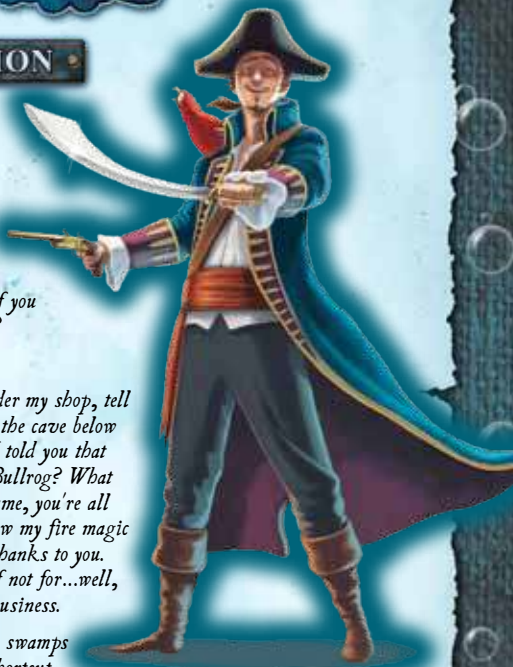


DUNGEON FIGHTER

THE BIG WAVE

EXPANSION

Rulebook



Well, look who it is – my favorite bunch of reckless heroes! What a coincidence that my shop went through this portal and appeared right in front of you. It's really lucky that all of you are still alive...wait a minute, where's your barbarian friend?

[...a few moments later...]

Okay, now that we pulled your barbarian friend out from under my shop, tell me of your recent travels. It looks like you managed to escape the cave below the fire mountains without so much as a burn...well, almost. I told you that my fire magic was powerful. Oh, did I forget to mention the Bullrog? What can I say—age is really starting to take its toll. But, all the same, you're all here in one piece! And, with that foul beast out of the way, now my fire magic can flow free again through the whole kingdom, and it's all thanks to you. My spells would have stopped working outside the dungeon if not for...well, nevermind—listen to me, going on and on. Let's get down to business.

If you continue on this road, it leads you straight through the swamps of certain, unavoidable death. Fortunately for you, I know a shortcut that descends deep into the clammy caves and exits just on the other side of the swamp – easy peasy. You prefer the clammy cave, you say? I thought you would...

Fear not; since you have all been put through the refiner's fire and survived, there is no foul creature that could possibly threaten you down there. Also, now is the perfect opportunity to stock up on my powerful water magic to aid you on your quest. This, combined with your battle-hardened skills, will make the upcoming journey a simple task. Besides, there aren't any hideous monsters with strange new powers or giant tentacular bosses from another dimension, I promise.

This expansion for *Dungeon Fighter* contains a mixture of new game materials. But, above all, it gives players access to the secrets of water magic, the coolest elemental art. So careless heroes can now flood nearly everything around them to make their situation even more interesting. Soon the heroes will get the chance to study more arcane elemental arts in future expansions: air and earth. Fire has been available for a while now, so if you don't have it, what are you waiting for?! Pay your local shopkeeper a visit so you can start hurling fireballs at your enemies!

Game Components

*Do you like the look of the light blue dice?
Just looking at them makes me feel
like it's a holiday.*

1 RULEBOOK



6 EQUIPMENT
CARDS



7 MONSTER CARDS



1 HERO SHEET



1 DUNGEON SHEET
(DOUBLE-SIDED)



1 FINAL BOSS CARD

6 POWER CARDS



3 WATER ELEMENT DICE



12 XP TOKENS



15 OXYGEN TOKENS



1 PARROT TOKEN



1 PUDDLE



1 SLIME TEMPLATE



1 MAJOR HEALING
TEMPLATE



1 WATERFALL

Setup Changes

Besides including new game mechanics, the **The Big Wave** Expansion also includes new cards and sheets. To integrate the new components into the game, take each new component and shuffle it into its respective group (Equipment cards into the Equipment deck, the hero sheet with the other hero sheets, etc.). If players own multiple expansions, they may include as many of them (or as few) as they wish.

The cards are marked with a water symbol, so you can easily sort them out if you wish.

Setup is the same as the base game with only a few additional components to set up during step 8.

8. Prepare Other Components:

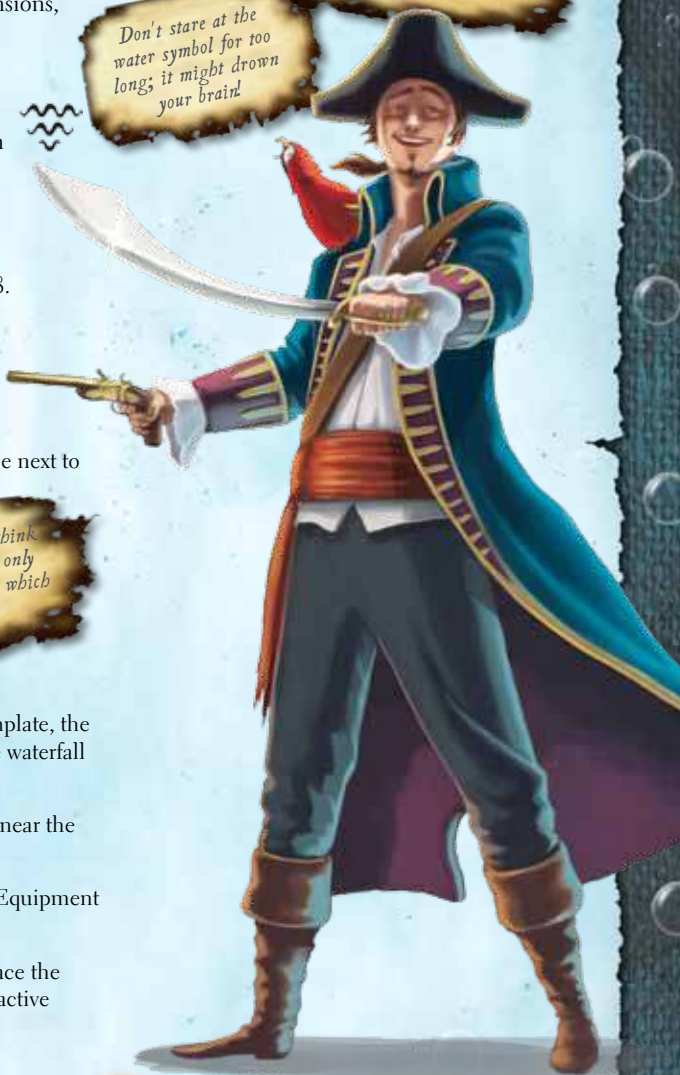
- Create the XP pool by placing the XP tokens near the tower.
- Place the oxygen tokens in a pile next to the scar tokens.

These are oxygen tokens, but do not think of them as something positive. They only show how much oxygen you have left, which is definitely not a good thing!

- Place the puddle, the slime template, the major healing template and the waterfall near the game board.
- Place the 3 water element dice near the white bonus dice.
- Place the Power deck near the Equipment deck.
- If Jack Parrot is in the game, place the parrot token on his hero sheet, active side up.

Of course right away you'll want to fight the new monsters with the new equipment and spells. In the first game, you may cheat a little by shuffling the new cards in at the top of their respective decks so that they will definitely come up. Now you will have the full water experience!

Don't stare at the water symbol for too long; it might drown your brain!



New Rules

XP (Experience Points)

This expansion includes plastic black tokens, which represent XP. XP is a new resource that players can store on the chest token, similar to gold.



XP. I hate to disappoint all you dwarves out there, but it doesn't come standard with a free axe; sorry!

When a thrown die lands showing the special icon (on the target board or not) and the hero can not activate his corresponding special ability he earns 2 XP instead. He may also choose not to use the special ability to earn 2 XP.

Gold, dice, and XP. Now we have everything for a complete fantasy game. If you're wondering what we need this XP stuff for, just read on and you'll find out! I guarantee thee; they are waterproof!

To earn 2 XP, the hero takes 2 XP tokens from the supply and places them on the chest token.

XP tokens belong to the whole party, not to any one particular hero.

Power Cards

PURCHASING POWER CARDS

The Power cards of this expansion allow heroes to cast magical spells to help them survive the perils of the dungeon.

Powerful magic requires experience, which is exactly what the newly introduced XP are for.

After the heroes finish buying equipment at the shop, they can also buy Power cards.

Only a complete lunatic of a wizard would hand magic THAT powerful to inexperienced heroes, still wet behind the ears!



The leader draws **three** Power cards from the deck (regardless of the number of players) and places them faceup. Now the party may buy Power cards with the XP they have accumulated on the chest token. The party can buy as many of the faceup Power cards as they wish. **Each Power card costs 1 XP.**

Be sure to read the Power cards carefully so that it is clear what advantage it gives the party and which hero should carry it. The party chooses which Power cards to buy, if any, and which hero receives the Power card. If the heroes cannot agree, the leader chooses.

The fact that it's three Power cards is a long-standing tradition, dating back thousands of years. All shop owners may only list three Power cards for sale at a time – not two, not four, certainly not five, and most importantly never six. So says the Almanac of Magic, chapter 3, paragraph 3... but other sources state that it is more of a limited supply/demand issue.

Shopkeepers have their own book of magic... the magic of increasing sales and getting as many coins out of their customers as possible.

A hero who receives a Power card places it faceup near his hero sheet.

Each hero can carry up to three Power cards. If he receives a fourth Power card, he must discard one.

Magic is not a short-term thing. If a hero learns a spell, he will retain it forever... or at least until he wants to remember a cooler spell or until a zombie eats his brain.

Players cannot exchange Power cards with each other.

If the party chooses not to buy any of the faceup Power cards, they are placed in a faceup discard pile next to the Power deck. If the Power deck becomes depleted, shuffle the discard pile and place it facedown to create a new Power deck.

With 3 shops in a dungeon and 6 Power cards in the deck, your basic math skills should indicate whether you need to reshuffle the power deck. If you have more than one expansion, a whole new world of math will open up to you if you try to answer the same question again.



Example: The heroes are currently shopping at the shop. After ringing up their equipment purchases, they proceed to survey the Power cards for sale. Marco, the leader, draws three Power cards from the deck. The party has accumulated two XP on the chest token, and they choose to buy the Water Globe for 1 XP. Since Marco does not have any equipment, the heroes choose to give the Power card to Marco.

Power cards grant really great power...that's why they are called "Power cards" rather than "'Grass-Green-Honey-Bunny cards'" or some other ridiculous name.

ACTIVATING POWER CARDS



A player may activate a Power card at the **beginning** of his turn. To do so, he must pay the number of XP shown on the card.

Magic is a risky business. With each uttered spell, you lose a part of you...sort of like going to the bathroom, ya know?

To pay, he takes the number of XP tokens from the chest token and returns them to the XP pool.

Remember, the player who owns the power may choose whether or not to activate it.

Templates

This expansion includes cards that require the use of templates. If a card instructs a player to use a certain template, the player takes the indicated template and **flips it onto the target board**.

There are 2 really big pieces of cardboard in this expansion. Did you find 'em? Guess what... these are templates!

Templates follow these rules, unless specified otherwise:

- 1. A player must flip the indicated template like a coin (i.e., with the player's thumb), and the template must complete one full rotation in the air (at least 180°).
- 2. If the template lands with any portion of it hanging off the target board and touching the table, the player suffers one damage and must flip the template again.



Flipping the template close to the edge of the board is an act of true bravery...but, let's face it, no one in this dungeon cares a lick about bravery, so you're best off aiming for the middle.

- 3. During the Maintenance phase, remove all templates from the target board.

During a fight, if a die lands on a template, all of the template's abilities take effect. That throw counts as a normal hit against the monster, regardless of the hero suffering any damage from the template. If the die lands showing the special icon, the hero may also activate his special ability.

If a die lands partially on a template, the players must to see what else the die is touching:

- If the die is **touching the target board**, the throw counts as a normal throw; the hero deals damage to the monster and completely ignores the template.
- If the die is **touching the table**, the throw counts as a miss.
- If the die is not touching anything but the template, it counts as a successful throw on the template and activates its ability.

*This is of course not easy to understand for a hero-brain. Let me rephrase it:
DIE TOUCHING TEMPLATE ... GOOD.
DIE TOUCHING BOARD ...
NOT GOOD NOT BAD.
DIE TOUCHING TABLE ... BAD.
Did you get it orc-head?*

Example: The die lands on the slime template. Now the player chooses how to place the die next to the arrow and on the target board (either option A or option B). Obviously, option B is best as it will deal more damage to the monster.

MAJOR HEALING TEMPLATE

This template is usually flipped at the beginning of a player's turn. If the die lands on the major healing template, each hero recovers five hit points. Also, this attack counts as a hit; since the die did not land in a section of the target board, the monster only suffers damage from bonuses from equipment, if any.



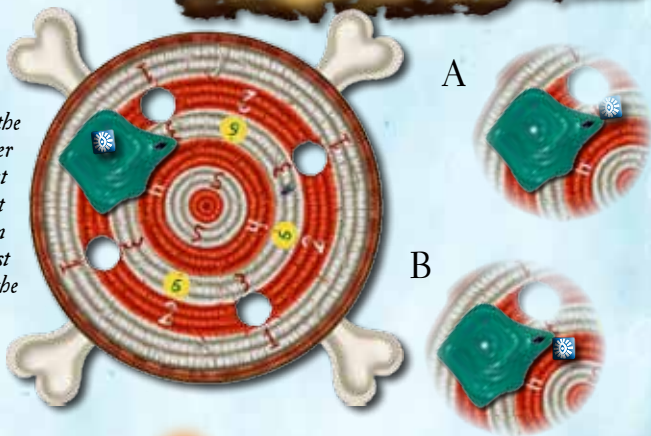
You wanna know about the waterfall template? Well, too bad for you, it's NOT a template - it's a throw prop, which we discuss later, mushroom face!

SLIME TEMPLATE

This template is usually flipped at the beginning of a fight. If a die lands on the slime template, the player must place the die so that it is on the target board and touching the curve on the slime template that the arrow points to.



Feel free to customize the slime template with your own bodily fluids. This will make your own copy of the game very personal and quite unique. Of course, then you may find it hard to get other people to play this game with you.



Element Dice

An element die functions slightly differently than the colored hero dice. A player can throw an element die only when a monster, equipment, or special ability specifies to throw it. Element dice follow these rules, unless specified otherwise:

- Element dice cannot be placed on the chest token.
- Element dice follow the same rules for throwing dice (see page 7 of the base game rules).
- If an element die lands showing an icon, the corresponding ability takes effect as explained here in the rules.
- Element dice do not replace any other dice. If a player throws an element die, it counts as his turn. Any unused hero dice and bonus dice are still available to use, and play proceeds clockwise as usual.

THE WATER ELEMENT DICE

The water element die consists of three small dice with no symbols on them. They are **not** blue hero dice.

When a rule or card refers to the "water element die," it is referring to all three small dice. When a player is instructed to throw the water element die, he throws all three dice at the same time. Thus, with a single throw of the water element dice, it is possible for a hero to hit or miss up to three times.

The hero adds up the damage from all of the water element dice that hit, applies any bonuses/penalties (from equipment, monster abilities, etc.) that increase/decrease the damage, and then deals that amount of damage to the monster.

Next, the hero adds up the damage from all of the water element dice that missed, applies any bonuses/penalties (from equipment, monster abilities, etc.) that increase/decrease the damage, and then suffers that amount of damage.

You still don't know how to do proper damage calculation math, after all this dungeon fighting? Seriously? What do they teach you at the hero academy these days? Sheesh...

The water element dice do not have any special icons on them. However, if either all three dice count as a hit or all three dice count as a miss, then collectively they produce one special icon.

Example: With this throw, Sir Moo deals (3 + 4 =) 7 damage, plus the damage from his weapon (+2), so he deals a total of 9 damage to the Sea Witch. For the one water element die that missed, the Sea Witch would deal 3 damage to him; however, his armor reduces it by 1, so Sir Moo suffers only 2 damage for the miss.



Oxygen Tokens

Some monsters (i.e., those with the "smother" ability) cause heroes to receive oxygen tokens.

Do you actually think that anything good can come of these tokens? They just make you pass out if you can't kill the monster fast enough. Not nice...really, not nice.

The hero places as many tokens on his hero sheet as indicated by the monster card. At the beginning of **each** player's turn during this fight the affected hero removes one oxygen token from his hero sheet. If he runs out of oxygen tokens to remove from his sheet, he faints.

At the end of a fight, return all oxygen tokens to the supply.

You faint just for this? And you call yourself "heroes" ~~bab!~~ I drank half of muddy lake while fighting a tentacular ancient god once, and I drank it without even blinking an eye. Even worse, it tasted absolutely awful. I'm starting to wonder if you wusses are up to this task...?

Specific Throw Requirements

Just like in the base game, sometimes the heroes are required to throw the dice in a specific way. There are three new shots related to the element of water:

Cup Shot:

The player places the die inside a cup (or any suitable liquid-holding object from which one might drink water). He holds the cup and casts the die.



Waterfall Shot:

The player holds the waterfall in front of him so that one of its short sides is toward himself and the other short side is toward the target board. He places the die on the short-side edge nearest himself, and then tilts the waterfall downward so that it slides along the waterfall and off the opposite short-side edge. If the die does not slide off the opposite short-side edge, this throw counts as a miss.



Puddle Shot:

The player places the puddle between himself and the target board and then throws the die. The die must hit the portion of the table where the puddle's hole is before touching the target board. If the die touches the puddle itself, the throw counts as a miss.



Special Water Rooms



Water Shrine

At the beginning of the fight, the first player throws the water element die. The following player still has all the three colored hero dice to choose from.



Training Room

After the fight ends in this room, the party receives as many XP tokens as shown on the dungeon sheet.

Credits

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Production Management: Heiko Eller

Editing & Graphic Design: Fiona Carey, Marina Fahrenbach

English Language Editing: Steven Kimball

I hope you enjoyed my dry humor and that you didn't wet yourself too much...mwabababa...get it?...WET yourself...bababa...I really am too clever for my own good.

Special thanks to: Aureliano Buonfino, Lorenzo Tucci Sorrentino, Steven Kimball, Gabriel Durnerin, Evelyn Bigelmaier, Alessandro Prà and the gamers of Heidelberg Burgevent Stahleck 2013

Okay, that's it for today. I'm looking forward to meeting you again in future expansions; air is the next one...you know, that foul stench coming from the garbage?

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