



Rulebook

There came a time when there were no genuine heroes anymore. Only toothless charlatans and wheezing, uneducated ruffians roamed the desolate lands and, with their bogus stories of supposed heroic deeds, relieved the people of their hard-earned gold. When the king heard of this, a wrath overcame him that almost shook the jewels from his best Sunday crown. This embarrassing deheroization of the land was intolerable. And so he decided to send out his trusty scouts to seek and find the most dangerous dungeons of the realm. He then proceeded to let every self-professed hero be seized and brought before him.

And he threw these lowlifes into the dungeons in small groups. There, they should either prove their hero mettle or else fertilize the slimy fungi with their rotting corpses. You might be surprised to hear that you are none other than these heroes. Whoop-dee-dod So, for you this means fight or ... fertilize.

Dungeon Fighter is a game combining dexterity, adventure and a good dose of humor, in which each player plays the role of a hero (or something close to the general idea anyway) who will venture forth with his party to explore the dungeon and face the hordes of grotesque (and in most cases slightly insane) monsters infesting its rooms. Forged in the fires of desperation, the hero party will need to bring the right mix of skill and courage to bear in order to fight their way through the dungeon and ultimately face the Final Boss.

Contents



1 FOUR-PART TARGET BOARD



3 COLORED HERO DICE



9 WHITE BONUS DICE



30 GOLD COINS



6 BLACK HEALTH TOKENS (FIGURES)
FOR THE HEROES



1 RED HEALTH TOKEN (FOR THE MONSTERS)



9 HERO SHEETS



1 MONSTER HITPOINT BOARD



2 DOUBLE-SIDED DUNGEON MAP BOARDS



4 BOSSES (WITH ADVENTURE MAPS
ON THE BACK)



1 HERO PARTY MARKER



1 PARTY LEADER TOKEN
(WITH DEFEATED/UNDEFEATED SIDE)



1 CHEST TOKEN



5 TOKENS FOR SPECIAL POWERS



14 SCAR TOKENS TOWER WITH 5 LEVELS



PIECES FOR THE TOWER WITH 6 LEVELS



4 FINAL BOSS CARDS



53 ITEM CARDS



53 MONSTER CARDS

Object of the game

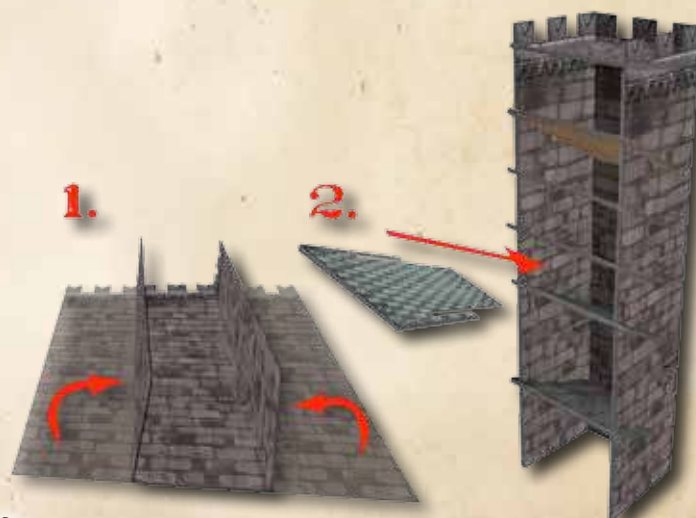
In Dungeon Fighter a party of dimwitted heroes rushes into the next best dungeon to pilfer great riches and fabled artifacts. With their innate grace, they throw themselves at the horrid creatures inhabiting these places, hoping to overcome them and face down the final boss in the end. If they manage to defeat this monstrosity, they have won the game. So enter, you fools ... and abandon all hope.

Before the first game

When playing Dungeon Fighter for the very first time, you need to make the following preparations.

First, punch out the tower pieces, tokens and markers, taking care not to damage the pieces or yourselves. Now you build the TOWER. Follow the illustration below to build the tower from its components from the punch board. Make sure you don't accidentally build one of your fellows into the tower. The levels have different designs and you are free to include them as you wish. The shorter layer should be on top. Unless you suffer from obsessive-compulsive tower-building disorder, you never need to disassemble the tower again.

TOWER CONSTRUCTION



Game setup

To set up a game of Dungeon Fighter execute the following steps in order. There is a setup example on page 4:

1. Put together the target board

Put the four pieces of the board together to form one big target board. The letters at the edges help you line up the correct pieces with each other. Of course, it would be advisable to place the board with the target illustration facing up onto the table. It will dramatically increase your heroes' chances to hit. The board should be placed at an equal distance to each of the players.

2. Creating the dungeon

As everyone knows, dungeons consist of three levels. So players will draw three dungeon boards, which they need to traverse. First, one final boss board and then 2 dungeon map boards.

From the 4 final boss boards, one player draws one at random without looking at them and places it on the table with the final boss side facing up.

Now, the dungeon map boards and the remaining 3 final boss boards (each with a dungeon map on the other side) are shuffled. The same player as before now draws two of these boards without looking at them and places them on the table with no final boss side facing up. If a dungeon map board is placed with the final boss side up, simply flip it over to its dungeon map side.

Now place the boards next to each other, lining up the arrows from the exit of the first board to the entry of the second board and from the exit of the second board to the entry of the final boss board. If you read this sentence three times in a row, make sure there is a bucket close at hand.

Now you have constructed your dungeon with 3 levels. Place the hero party marker in front of the entry space of the first dungeon map board.

EXAMPLE: CREATING THE DUNGEON



First the players drew the the boss board ad then 2 adventure boards.

1. EBENE



2. EBENE



3. EBENE



The first drawn adventure board is the 1st level of the dungeon. The second drawn is the 2nd level. The boss board is the 3rd level. This may be confusing, but just remind yourself how a hero would feel in a dungeon.

3. Summoning the final boss

The heroes would be disappointed to no end if they did not have to face a final boss and simply found an unguarded treasure chamber. So now you randomly draw one of the 4 facedown final boss cards. Place the drawn card facedown at the exit of the final boss board without looking at it. There, the final boss can patiently wait for the party to arrive. Being a final boss does indeed take some patience, as many hero parties will never reach him, having been thwarted by his overzealous minions.

4. Choosing the heroes

Each player chooses one of the heroes (indecisive or quarrelsome players can draw the heroes randomly) and places the corresponding hero sheet in front in himself, with the side showing a healthy hero facing up. Each hero also gets one health tracker and places it on the highest space of his hero sheet, the IX.

5. Choosing a difficulty level

Depending on how daring or timid you are, you can choose a higher or lower difficulty level for your game of Dungeon Fighter. To do this, sort the monster cards into separate piles. Different combinations of monsters are drawn to represent a higher or lower difficulty level. For the number of monster cards drawn from each of the piles, refer to the table below. The points in the last column are used for the endgame scoring.

	I	II	III	IV	Punkte
Easy	4	4	4	2	5
Normal	3	3	3	5	10
Hellish	2	2	2	8	15



New and/or inexperienced heroes should start with the easy difficulty level. After all, dungeons are dangerous

places, and not everyone has what it takes to roam around the five-star dungeons of world. Place the pile of level-I monsters on the upmost tier of the tower, the pile of level-II monsters on the tier below it, etc.

6. Preparing the other components

All the other components, like gold coins, scar tokens, the chest token, item cards, the monster hitpoint board and special ability markers are set up as shown in the illustration below.

Finally, the heroes receive get their gear ... the dice. The 3 colored dice represent the basic equipment of every hero party and are called hero dice. The party also receives 2 gold coins and 1 white die. These are placed in the treasury, i.e. onto the chest token. This is where the collective possessions of the hero party are stored.

7. Appointing a leader

A hero party without a leader will just aimlessly amble about. There are several different rituals to determine the leader of a Dungeon Fighter hero party. You can elect the player with the best likeness to his hero, or you can resort to the time-honored tradition of wrestling, kicking and fighting for it, but if you do so, you might want to consider doing it away from the table. If all else fails, let the fates decide. From time to time the leader needs to make critical decisions about the game, but otherwise he is a hero no better and no worse than the rest. The leader will also be the first player during the first round and, as such, takes all 3 hero dice. He also gets the leader token, which he places in front of himself with the undefeated side facing up.

Hint: Leader is not the same as the starting player!



Flow of the game

A game of Dungeon Fighter is played over several rounds, each consisting of 3 phases:

- A) movement
- B) encounter and fighting
- C) clean-up

A) Movement

The dungeon consists of rooms connected by corridors. In this phase, the heroes decide which corridor to take and which room to enter next. The following rules apply to the hero party movement:

- To indicate the party's movement to a particular room, simply move the party marker to that room on the dungeon map board.
- The party can only move to a room directly connected to the current room by a corridor, following the direction of the arrow.
- The party can NEVER move against the direction of the arrows.
- The party always moves from one room to the next, never to a corridor.
- In the first round, the party moves to the entry space of the first dungeon map board.
- If the players cannot agree on where to go next, the leader has the final word.
- If the party leaves the last room of a dungeon map board, it moves to the first room of the next board, until reaching the exit of the final boss board.
- After completing the move, the movement phase is over, and the second phase (encounter) follows.

EXAMPLE FOR MOVEMENT



Special rooms and their effects:



Shops

In a shop you shop, of course. These rooms allow the heroes to buy equipment during the clean-up phase, i.e. after the encounter phase. To set up what's available in any given shop, draw 3 cards plus 1 for each hero from the equipment deck in the tower and lay them out face up. The party can now purchase as many of these equipment cards as they wish, by paying the printed amount of gold coins from their treasury. The cards are purchased by the party as a whole, even though only one hero at a time can use any particular card (see page 8-9). In addition to these cards, the party can purchase bonus dice. 1 white bonus die costs 2 gold coins. The heroes can also purchase healing. Per gold coin spent, all heroes heal 1 damage. If the party cannot agree on what to buy, the party leader decides.



Healing fountain

After the encounter phase, all heroes are fully healed during the clean-up phase.



Treasure chambers

After the Encounter of this room, the Party receives the reward indicated on the room. If the reward is an Equipment, draw a random Equipment card from the deck. The Leader will decide who receives it.



Dangerous rooms

In these rooms, the heroes have to fight the monster under adverse conditions indicated by the room's icon. For details on these icons, see page 11.

B) encounter and fighting

After entering a new room, the party ALWAYS faces an encounter. Any well-organized dungeon has a monster in each room, so that, naturally, each new room means a new fight to the death.

The start player draws one monster card from the topmost tier of the tower still containing at least one card. At the start of the game this should be a level-I monster. After all level-I monsters have been defeated, the next room will contain a level-II monster, and so on.

Reveal the monster card and place it next to the monster hitpoint board. The monster card specifies how many hitpoints the monster has. The health tracker is placed on the appropriate space on the monster hitpoint board. If the monster card shows gold coins (gold which the monster got for finishing off earlier hero parties), place that many gold coins on the monster card.

Now, you are ready to fight the monster.

BREAKDOWN OF A MONSTER CARD



TYPE OF MONSTER

NAME

HEALTH

DAMAGE

GOLD

SPECIAL ABILITY
(HANDICAP WHILE
FIGHTING)

FIGHTING A MONSTER

To fight the players try to deal damage to the monster clockwise starting with the starting player (who has the 3 hero dice in front of him).

The start player takes the first swing at the monster. And he will swing ... with a die, what else?!

There are three colored hero dice, which are always available to the hero party at the start of the fight. The colors correspond to the special abilities depicted on the hero sheets.

The start player chooses one of these three dice, thus also choosing the special ability he might get to activate. Choosing the best color for your shot is crucial and should be discussed with the other heroes. Now, he only needs to hit the monster. He takes the chosen die and tries to throw it onto the target board (following the rules for throwing dice). After the die comes to rest (whether on the target board or anywhere else), this die cannot be used again this round. The hero does damage to the monster equal to the number of the section of the target board his die landed on (plus bonuses from weapons etc., if any). Subtract that many hitpoints on the monster hitpoint board.

Hint: The bulls eye of the target board has a damage value of 10. If you hit the bulls eye and the hero icon is upside, the monster is killed immediately. This does also apply for the final boss!

DICE COLOR AND HERO SHEETS



Rules for throwing dice::

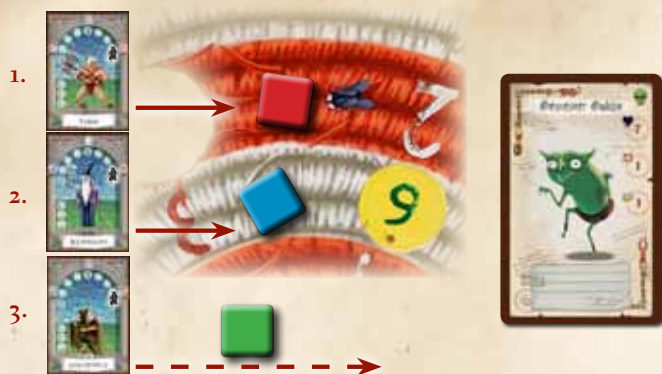
- The die has to bounce at least once on the tabletop before hitting the target board!
- If the die does not bounce at least once before hitting the target board, the throw counts as a miss.
- If the die falls into one of the holes in the target board, the throw counts as a miss. If the die touches the table top, however slightly, it counts as having fallen into the hole.
- If the die comes to rest on one of the bones on the target board, the throw counts as a miss.
- If the die comes to rest outside the target board, the throw is considered a MISS. After a miss, the monster attacks the hero. The hero who missed is dealt damage according to the damage value printed on the monster card.
- The die is allowed to bounce more than once before hitting the target board.
- The throwing player can stand or sit, other players may move out of his way, and the player can throw from anywhere around the table, except when some ability (that of a room or a card) explicitly forbids this. The players are free to cheer on the throwing player, but they should take a second to remember where they are before attracting unwanted attention to themselves.
- If the die comes to rest on the target board (and has bounced legally before doing so), it does damage equal to the number printed on the section where it landed. If the die came to rest across the dividing line between two sections, the die is considered to be in the section containing more of the die than the other. If in doubt, the die is considered to be in the lower-value section.
- If the die comes to rest showing the hero icon, the hero's special ability of the die's color is triggered.
- Other players are allowed to stand up to make room for the throwing player. Other obstacles, like beer mugs, may also be moved (i.e. drained down someones gullet)..

Every time a hero misses the target board, he takes damage equal to the damage value printed on the monster card. He moves his health tracker down that many spaces. If the player then has fewer than 1 hitpoint, he decides to faint and feign death. He cannot act again in this fight. Then the next player in clockwise order takes his turn, choosing a die and throwing it. After him, the next player in clockwise order throws the remaining hero die. If the heroes have done enough damage to reduce the monster's hitpoints to 0, the monster is down in the dust. Which means that the heroes do not need to throw more dice at the poor creature.

White bonus dice

A white bonus die can be used as a die of any color (players can decide after the throw which color it should represent). However, the white dice are one-time use only. But they are the heroes' only hope when they fail to kill the monster with the three hero dice.

EXAMPLE OF A FIGHT



Example: Torm, Randolph and Goldfinga are fighting their way through the labyrinth. They have just encountered a Common Goblin. He has 7 hitpoints and does 1 damage. He also carries 1 gold coin.

Torm goes first and, being the fierce barbarian that he is, chooses the red die. He throws the die making it bounce once on the table. The die comes to rest on the 2 ring, but not with the hero icon showing. So Torm does 2 damage. Nothing spectacular, but at least he hit the goblin at all. Randolph is next. He throws the blue die and gets it inside the 3 ring, but also did not get a hero icon. He does 3 damage. Now Goldfinga needs to finish the Goblin ... he takes the green die and throws.

If all three hero dice have been used but the monster is still alive, the next hero in clockwise order takes his turn choosing one of the following options:

A) He takes a white die from the chest token and uses it to attack.

or

B) ALL heroes take damage according to the monster's damage value to free up the three hero dice again. The active player chooses a die and starts his attack. **The leader token is then flipped over to its defeated side.**

Regardless of his choice (A or B), the next player in clockwise order takes his turn after him. If the hero dice are again used up, the next hero in clockwise order again has to choose option A or B and so on until the monster is defeated.

Example: Torm's, Randolph's and Goldfinga's fight against the Common Goblin continues. After Torm's and Randolph's two successful throws, dealing a total of 5 damage, Goldfinga bumbles his throw and takes 1 damage from the Goblin. Now it's Torm's turn again. All hero dice are used up, so he has to choose whether to use a white die or have all heroes take damage. He decides to use a white die. With barbaric fury, he throws the die making it land on the 4 ring. The Goblin's hitpoints are reduced below 1, and he is defeated. The heroes are once again victorious.

Hint: The damage dealt while becoming **defeated** by a monster is not avoidable. No special powers can prevent that damage.

END OF THE FIGHT

A fight can end in one of two ways:

- The heroes defeat the monster
- The monster knocks all heroes unconscious

The monster is defeated

If the heroes have collectively done enough damage to reduce the monster's hitpoints to 0, the monster is defeated, and the party has conquered the room. Proceed with the clean-up phase!

All heroes are unconscious

If the over-zealous monster has made all heroes faint, the party has lost the game. Their remains will be devoured or – if found unpalatable by the dungeon's denizens – used to fertilize the local flora. While lamentable, these things happen. Next time, the party can play at a lower difficulty level if they want to improve their chances of survival.

HEROES' SPECIAL ABILITIES

A hero's special ability is triggered when the thrown die comes to rest showing the hero icon face up. Some abilities require that the die actually come to rest on the target board to be triggered. The ability triggered, if any, depends on the color of the die thrown. The general rule is that special ability icons containing a target require the die to land on the target board to trigger. All the heroes' special abilities are explained fully on page 10.

Note: The heroes' special abilities also work when fighting the final boss.

SPECIAL ABILITIES (WEAPONS, MONSTERS AND ROOMS) DURING A FIGHT

Weapons give the heroes the chance to deal more damage by performing a special kind of throw. Heroes can choose which weapon(s) to use each time they throw a die. Weapons are not discarded after use, so they can be used multiple times. When using a weapon, the general rule requiring the die to bounce at least once outside the target board still applies.

A player can use any number of weapons in front of him to combine their bonuses. However, using multiple weapons at once also requires the hero to combine all the special throws.

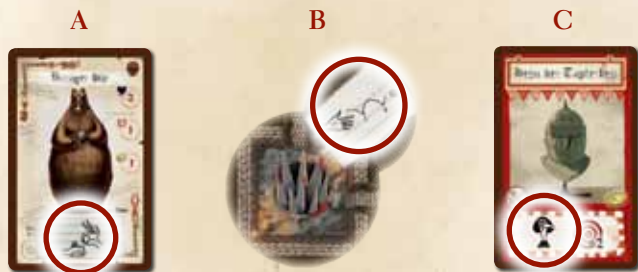


Example: Torm has the Helm of Bravery (blind shot) and the Dragon's Vent (spin shot) and decides to use both. He closes his

eyes and spins the die towards the target board, hoping to land a hit. If he lands a hit, he will do +5 damage in addition to the normal damage from the die's position on the target board.

Icons for these special shots can also be found on certain types of monsters or rooms. Whenever a room or monster card shows a special shot icon, the heroes will have to fulfill this special shot requirement during that fight (this does have no benefit for the heroes except that they can prove their dice-throwing prowess under more challenging conditions). Special shots required by monsters and rooms are combined when they are present during the same fight.

Example: The heroes are fighting a A) **Sweet Bear** (crossbow shot) in a B) **Dangerous Room** requiring a two-bounce shot, and the hero wants to use his Helm of Bravery (blind shot). All 3 requirements are combined. So the player needs to perform a crossbow shot with his eyes closed making the die bounce at least twice before hitting the target board. Difficult, but not impossible.



If two requirements are the same, e.g. a weapon and a room having the same icon, the requirement is not doubled or combined. The hero just needs to perform the special shot as normal.

Important: When combining damage bonuses (from several weapons and/or other effects), the normal order of operations applies.

For those of you who didn't pay attention in fifth grad maths, this means: multiply before you add or subtract.

Example: Torm the Barbarian uses the red die (*2 when activated) and the Helm of Bravery (+3 with a blind shot) to fight a worthless Common Goblin. He manages to make the die come to rest on the 3 on the target board with the hero icon showing, even with his eyes closed. So he does $3 * 2 + 3$ damage. That's a total of 9 damage! This magnificent shot floors the poor Goblin in one go.

C) Clean-up

When the party has conquered the room, they can bask in their glory for a bit, but then they will have to clean up the mess of all that hacking and slashing. Execute the following steps in any order you choose.

- The 3 hero dice are given to the player who is next in order, he is the new starting player.
- The heroes take the gold sitting on the slain monster's card and put it into their treasury, i.e. on the chest token.
- Heroes who fainted are revived and ready to fight again in the next room. Owing to the trauma of being

defeated by a monster, each revived hero receives a scar token, which he places on his hero sheet covering up one of his special abilities. This means that he can no longer use this special ability AND has 3 fewer hitpoints than before. If a hero would receive his third scar token, he cannot be revived, and his hero sheet is flipped over. He has now „leveled up“ to the „angelic hero“ level and is eliminated from the game.

- Any special abilities triggered during the fight which take effect during the clean-up phase, such as Seduction, are now resolved.
- The leader token is turned back, so its undefeated side is upside.
- The 3 hero dice are passed to the next player in clockwise order.
- The white dice used during the last fight are placed back into the general supply (not to the heroes' treasury!).
- If the heroes managed to kill the monster without using all three hero dice, they receive one white bonus die from the general supply for every hero die not used. However, they get no bonus dice if the leader token is showing the defeated side. This does not apply if the Leader Token has the Defeated side upside.
- Is the Leader Token with its Defeated side upside, the Leader Token is turned around so he shows the Undefeated side again.
- The defeated monster is placed onto the discard pile, except when a special ability says otherwise.
- The heroes can now swap any equipment they are carrying.
- If the heroes are now in a special room (like a shop) they can now take advantage of the room's benefits.
- This concludes a turn, and the next turn starts with the movement phase.



EXAMPLE OF A PLACED SCAR TOKEN

ITEMS, ARMOR AND, MOST IMPORTANTLY, WEAPONS

As described on page 6, you can buy all sorts of shiny things in shops (there are other ways to get equipment, as Goldfinga will know). There are 3 types of equipment:



WEAPONS



ARMOR



ITEMS

Each hero sheet lists how many of each type of equipment that hero can carry. No hero can ever carry more pieces of equipment than his hero sheet allows him (this might be 0 in some cases). If a hero ever has too many pieces of equipment, he has to discard the excess equipment or (if this is the clean-up phase) pass it to another hero.



Example: Goldfinga can carry, and use at the same time, 2 weapons and 1 item.

Some equipment cards have a „1x“ printed in the lower left corner. This means that this particular piece of equipment is one-time use only. To make up for this, they can be used at any time.



Fighting the final boss and winning the game - or not

If the heroes have successfully fought their way through the dungeon and defeated the monster in the last room of the final boss board, their next encounter will be the final boss.



Flip over the final boss card drawn during game setup to reveal the horrid creature guarding the final treasure chamber. Place the card next to the monster hitpoint board and place the red health tracker on the appropriate number as indicated on the final boss card. Now the heroes will fight for their lives. If they manage to defeat the final boss, they have won the game.

Fighting the final boss follows all the rules for fighting other monsters. With the following exceptions:

When all hero dice have been used, the next player cannot choose to have all heroes take the final boss's damage to get the hero dice back. He has to use a bonus die. If the heroes run out of bonus dice before the final boss is defeated, they

have lost the game.

If the heroes manage to reduce the final boss's hitpoints to 0, they have won the game and go off to celebrate their victory. Dramatic and ridiculous victory poses at the table are not only tolerated, but called for in our opinion. Should the heroes wish to express their joy in numbers, they can refer to the following scoring rules:

- + X based on the level of difficulty chosen at the start of the game
- + 1 per player
- + 2 per bonus die still in the party treasury
- + 1 per 2 gold coins still in the party treasury
- + 5 if no hero ever fainted during the game (i.e. no hero has scar tokens)
- 1 per scar token among the party
- 5 per „leveled up“ hero (flipped hero sheet).

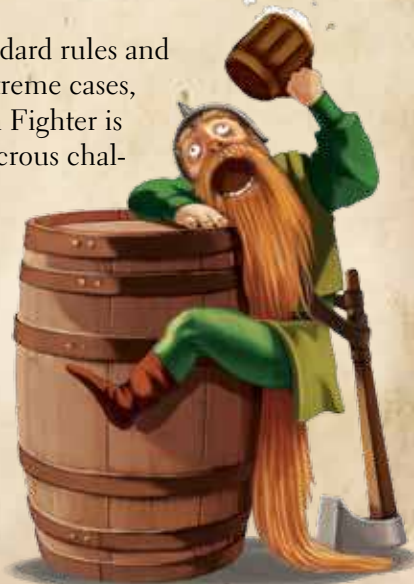
After calculating your hero rating in this way, you can determine your party's status:

- 0 or less: **Lame ducks**
- 1 to 5: **Inept optimists**
- 6 to 10: **Insubordinate rascals**
- 11 to 15: **Rookie adventurers**
- 16 to 20: **Wannabe heroes**
- 21 to 25: **Average heroes**
- 26 to 30: **Level-20 heroes**
- 31 to 35: **Epic source book readers**
- 36 to 39: **Epic source book writers**
- 40 or more: **Heroic awesomeness beyond human comprehension**

Impossible situations

Should the heroes ever find themselves in a situation where they consider the shot required impossible, they can, as a group, decide to step down. So if, say, the heroes don't think they will ever be able to throw the die successfully under one leg while standing with their back to the table, all heroes lose 1 hitpoint out of shame, the monster is put back at the bottom of the stack it came from, and a new monster is drawn for the current room (if it was the last monster in its stack, simply draw from a different stack).

This is not part of the standard rules and should only be used in extreme cases, because after all *Dungeon Fighter* is all about overcoming ludicrous challenges.



Special abilities

Heroes



Burst of hits: if activated, it temporarily doubles the attacking speed of the hero. The players can immediately take back the die just thrown and throw them again (following the normal rules of combat). The results from both throws are added together. Is only activated if the player hits the target board and it cannot be activated twice.



Extra damage: If activated, add the printed bonus to the damage dealt with this throw. Is only activated if the player hits the target board.



Focused damage: If activated, deal 5 damage regardless of the „normal“ damage dealt by this throw. Other bonuses can be added, if applicable. Is only activated if the player hits the target board



Divine intervention: If activated, this ability makes the character an instrument of his God. For each point of damage dealt to the Monster, one chosen player heals one HP. The hero activating this ability is expected to praise his or her god(s) loudly and exuberantly. Is only activated if the player hits the target board.



Blind Fury: If activated, this ability transforms the character into a fighting machine, oblivious to the damage he takes from the attacks received. The player can choose to lose 1 HP (cut to the earlobe) to double the damage dealt with his throw. Is only activated if the player hits the target board.



Heal all heroes: If activated, all heroes heal the printed amount of HP. Is also activated if the player misses the target board.



Tracking strike: If activated, makes the Monster a light in the dark for all the Heroes. Place the tracking token on the Monster. All players deal +1 damage to the glowing Monster until the end of the fight. Take the token back during the clean-up phase. Is also activated if the player misses the target board..



Theft: if activated, makes your character perform a spectacular stealing action against the Monster you're fighting. For each activation, the Party gains an Equipment card randomly drawn from the Equipment cards deck during the clean-up phase. Is also activated if the player misses the target board.



Metamorphosis: if activated, transforms the Monster you're fighting into a Toad. Place the Toad token on the Monster. The damage dealt from the Monster is reduced by 2 until the end of the fight. (Does not apply for damage dealt by the monster to all players when taking back the 3 hero dice). Remove the token during the clean-up phase. Is also activated if the player misses the target board.



Sworn enemy: if activated, this ability gives bonuses against certain types of Monsters (indicated by the monster icon on the hero sheet). Each time the hero activates this power while facing a Monster of the corresponding kind (with the same icon), he will deal more damage (usually +4). Is also activated if the player misses the target board.



Reroll: The player can immediately take back the die just thrown and throw it again. The first die result is disregarded. Is also (and will most probably be) activated if the player misses the target board.



No damage: If activated, the hero takes no damage if he misses the target board.



Pickpocket: The player steals 2 GC and adds them to the treasury. Is also activated if the player misses the target board.



Seduction: if activated, place the Charm token on the Monster. At the end of the fight, when the Monster is defeated, the Monster will fall madly in love with the Character who seduced it. If the monster is defeated, the seducing player takes the Monster card and adds it to his equipment (it doesn't count towards the number of Equipment cards the character can equip). At any moment after he throws a die, the player can discard a seduced Monster to add the monster's maximum damage value to the damage he deals this turn. During Clean-Up the Charm token is taken off the card. Is also activated if the player misses the target board. A player can charm more than one monster!



Beer: If activated, place the beer token on any hero sheet. The hero with the beer token does not take any damage for the rest of the fight. If activated again, the beer token can be moved to a different hero. Then that hero does not take any damage for the rest of the fight. (Does not apply for damage dealt by the monster to all players when taking back the 3 hero dice). Take the beer token back during the clean-up phase. Is also activated if the player misses the target board.



Lay of heroes: If activated, the monster loses its special abilities until the end of the fight, provided the party pays 1 Gold (no bard sings for free, after all). Is also activated if the player misses the target board.

Armor and items

If a player uses an Item or an Armor, he gets the benefits right away. All items have to be discarded after use. This is shown with a symbol in the lower left corner. Armors sometimes have to be discarded, not always.



Healing one hero: The player can give any hero (including himself) the printed amount of HP.



Healing all heroes: The player gives all heroes the printed amount of HP.



Reroll: The player can immediately take back the die just thrown and throw it again. The first die result is disregarded. Is also (and will most probably be) activated if the player misses the target board.



Additional damage: If the player hits the target board, the damage dealt is increased by the printed amount.



No damage: If the player misses the target board, he can discard this card. If he does, he takes no damage. Does not apply for damage dealt by the monster to all players when taking back the 3 hero dice (defeat).




Riposte damage: If the player takes damage, he can deal the same amount of damage to the monster. (Does not apply if the party is defeated.).





Reduced damage: If the player misses the target board, he takes „X“ fewer points of damage (does not apply if the party is defeated). Does not apply for damage dealt by the monster to all players when taking back the 3 hero dice.


Weapons (and rooms and monsters)


 **Bank shot:** The player places the game box or an upright hero sheet on the table in a position of his choice. He then throws the die. The die has to hit the placed object before landing on the target board.


Note: The die still has to bounce at least once outside of the target board; it can do so before and/or after hitting the object.


 **Crossbow shot:** The player puts the die on the back of his hand, then flicks it towards the target board with a finger of his other hand.


 **Blow shot:** The player places the die on his hand and blows it towards the target board.


 **Under the leg shot:** the player throws the die with the shooting hand under one of his legs.


 **Blind shot:** The player throws the die with his eyes closed.


 **Two-bounce shot:** The die needs to bounce at least twice outside the target board before hitting it.


 **Elbow shot:** The player places the die on his elbow and lets it roll towards the target board.


 **Pious shot:** The player keeps the die between the two palms of his hands as if praying. He then opens his palms and flings the die towards the target board..


 **Weak hand shot:** The player throws the die with his weak hand (the one he doesn't use to write).


 **Borrowed hand shot:** The player places the die onto a palm of the player to his left. He throws the die by moving the other player's hand


 **Card jump shot:** The player holds a card upright with the longer side touching the table. With his other hand, he throws the die making it bounce once between himself and the card. The die needs to jump over the card to hit the target board.

 **Catapult shot:** The player places a card on the edge of the table, letting it protrude over the edge. He places the die onto the card, he then bends the card down and releases it to fling the die towards the target board.

 **Head shot:** The player throws the die into the year making it bounce off his head before hitting the table..

 **Spin shot:** The player throws the die making it spin like a top, before hitting the target board.

 **Nose shot:** The player places the die on his nose and lets it roll towards the target board.

 **Backwards shot:** The player stands with his back to the table and throws the die (he can twist from his waist and/or neck to look at the target board)..



Slam shot: The player throws the die into the air, then slams it towards the table with his hand..



Sitting shot: The player sits down on the floor and throws the die. No matter how tall he is, he has to keep his eyes below the level of the tabletop



Jump shot: The player jumps into the air and throws the die before touching the floor again.



Under the table shot: The player throws the die with his hand held lower than the table top.



Dancing shot: The player jumps a bit and turns around 180 degrees, so he ends up face to the target. During the landing the player must through.



Far shot: The player stands up and steps back one step away from the table. Then he throws the die normally.

Monster

Some monsters require the players to make special kinds of shots to deal damage to that particular monster (monsters with special shot icons on their cars); other monsters have other types of special abilities:



Destroy equipment after a miss: If the player misses the target board, he has to discard and equipment card of his choice. If the player does not have any equipment, nothing happens.



Heal after a miss: If the player misses the target board, the monster heels „X“ HP.



Small target: Dice landing in the „1 zone“ of the target board are considered missed shots.



Lose Gold after a miss: If the player misses the target board, he has to discard 1 GC from the treasury. If there is no Gold in the treasury, nothing happens.



No green, red or blue dice can be used during the fight. This applies from the beginning of the fight.



Critical miss: If the player misses the target board, all players take the monster's damage..

Credits

Designers: Lorenzo Silva, Aureliano Buonfino and Lorenzo Tucci Sorentino

Illustrations and graphic design: Giulia Ghigni

Production management: Heiko Eller & Harald Bilz

Editing and layout: Lorenzo Silva and Heiko Eller

Layout: Heiko Eller and Helena Göres

Proofreading: Carsten-Dirk Jost

With help from: Stephan Roths Schuh

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WWW.CRANIOCREATIONS.COM



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