

DUNGEON FIGHTER™

ROCK AND ROLL™

EXPANSION

Rulebook

Guy! I would act surprised as usual, but I really can't be anymore, can I? You're seasoned heroes. I took your success for granted... well, almost. And since you don't have that strange look on your faces anymore, I assume that you were expecting my appearance, too, right? Even Torm tried to dodge my shop this time! He failed, but you know what they say? One step at a time.

I must congratulate you! You survived the Floating Island of Horrible Doom and defeated Aelous and his elusive henchmen... and because of that, air magic streams are running throughout the kingdom, intertwining with the fire and water forces you unleashed before... gods, I can feel it in my old bones! So much... raw... power... I feel so strong, almost like during my heyday, before the King's banish—wboopsie-daisy, sorry dearies, I'm talking too much. Just like an old, silly sorcer—ehm, shopkeeper. Let's talk about business, shall we?

Speaking of the King and his guards, I've got good news. You're almost done with escaping! One more dungeon, and you'll be out of the kingdom. There's just one small catch. You'll have to go through the Horrific Mines of Hefty Wealth... and in spite of the cutesy name, it won't be easy. Profitable, maybe, but easy? No. Not at all.

But fear not, my not-so-visibly-shaking friends: with your mighty skills and the aid of fire, water, and air, you can do it! I'm sure you can! I'm counting on it! Bwababab... abah... ah. Sorry.

I was just thinking, to be on the safe side... why don't you buy some new stuff? I've got something fancy for you... earth magic! Tough stuff. Your party will definitely rock... bababa... I still got it, don't I? Well guys, good luck. I'll wait for you at the other side of the dungeon. I'm looking forward to our next meeting. Trust me, you'll never forget it!

This expansion for **Dungeon Fighter** contains a mixture of new game materials. But, above all, it gives players access to the secrets of earth magic, the toughest elemental art. Careless heroes can now make everything around them bite the dust to make their situation even more interesting. This expansion concludes the elemental cycle, but who knows? Something may still be in the works for our silly, dimwitted heroes! We'll keep you posted. In the meantime, why not take a look at the three previous expansions? Fire and water have been available for a while now, and air has been released more recently, so if you don't have them, what are you waiting for? Pay your local shopkeeper a visit so you can start hurling fireballs, water globes, and lightning bolts at your enemies!



Game Components

1 RULEBOOK



6 EQUIPMENT CARDS



6 MONSTER CARDS



1 HERO SHEET



1 DUNGEON SHEET
(DOUBLE-SIDED)

Just look at that HUGE Earth Element die! Six faces of sheer power and money-grabbing opportunities! Fantastic.



2 FINAL BOSS CARDS



6 POWER CARDS



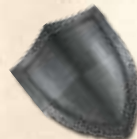
1 EARTH ELEMENT DIE



12 XP TOKENS



4 SLOW TOKENS



1 ARMOR TEMPLATE



1 PHILOSOPHER'S STONE
TEMPLATE



1 WEAK POINT TEMPLATE



1 GATE (WITH 3 PIECES)



1 STONE WALL
(WITH 4 PIECES)

Setup Changes

Besides including new game mechanics, the **Rock and Roll** 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 an earth symbol, so you can easily sort them out if you wish.



Thanks to this revolutionary idea, putting all cards back in their right places will be as easy as rolling a pebble down a stoney slope. I rock, I know.

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 can have a fully grounded experience!

Setup is the same as the base game with only a few additional components to set up during step 8 (Prepare Other Components):

- 👉 Create the XP pool by placing the XP tokens near the tower.
- 👉 Place the Earth Element die near the white Bonus dice.
- 👉 Place the Power deck near the Equipment deck.
- 👉 Assemble the Gate and the Stone Wall as shown to the right. Then place the Slow tokens, the Philosopher's Stone template, the Weak Point template, the Armor template, the Gate, and the Stone Wall near the game board.

The Stone Wall is the perfect thing to break through hordes of monsters with a smashing impact!



New Rules

XP (Experience Points)

This expansion includes cardboard black tokens with a little blue flame, which represent XP. XP is a new resource that players can store on the Chest token, similar to gold.



The Mines are packed with gold... and some Power cards allow you to take your share of it. You can practically change XP into gold coins. It's like theft, but with magic!

If a die lands showing the Special icon (whether you hit the Target or not) and you cannot activate a Special Ability, you earn 2 XP. If you can activate a Special Ability but **choose not to**, you still 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 will rock your party!

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 wacko of a wizard would hand magic so aSTONEishing to inexperienced heroes! That would be bonkers!

The leader draws **three Power cards** from the deck (regardless of the number of players) and places them face-up. 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 face-up 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 the party receives 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.

A Hero who receives a Power card places it face up near his Hero sheet.

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

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.

Three new cards are available for purchase at each shop, three gems of awesomeness, three nuggets of delight, but your mileage may vary. If you don't find what you want, try again next time! You'll be luckier... probably.

Magic is not a short-term thing. If a hero learns a spell, he retains it forever... just like diamonds for women. Or a shiny bald head for guys... sigh.

Players cannot exchange Power cards with each other.

If the party chooses not to buy any of the face-up Power cards, they are placed in a face-up discard pile next to the Power deck. If the Power deck becomes depleted, shuffle the discard pile and place it face down 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 or not. 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 shopping. 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 2 XP from the Chest token, and they choose to buy the Golden Fist for 1 XP. Since Marco has no equipment, the Heroes choose to give the Power card to Marco.

Power cards grant really great power... That's why they're called "Power cards" rather than "Shiny-Sparkly-Glossy 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.

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**.

Templates follow these rules, unless specified otherwise:

I'm sure you'll find the Philosopher's Stone template particularly useful... and no, the fact that you're probably going to spend all that money in my shop is not influencing my opinion. Not-at-all.

☞ 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°).




☞ If the template lands with any portion of it hanging off the Target board and **touching the table**, the player takes 1 damage and must flip the template again.

Flipping the template close to the edge of the board is an act of courage... but no one in this dungeon really cares a lick about that. However, covering that tasty 10-damage bullseye can gain you more than one scorned glance. Risk wisely.

☞ 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

taking 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 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.

Do you really still need all this blabbering for a fourth time? Do you really need me to repeat this, again? Sheesh... fine. You want to activate a template? HIT IT. You miss it? You don't activate it. It's that simple... no? You're a lost cause.

ARMOR TEMPLATE

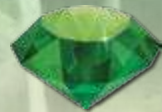
This template is usually flipped at the beginning of a fight. While the Armor template is on the Target board, all Heroes deal -1 damage when hitting the Target. However, if a Hero hits the Armor template, he deals 1 damage to the monster, then removes the Armor template from the Target board. After that, Heroes deal regular damage, as usual.



Example: The Party is fighting the Something, which has the "Defensive" ability, so the Armor template was thrown at the beginning of the fight. Marco fights first. His die lands on a 2, but because of the effect of the Armor template, he only deals 1 damage to the Something. It's now Caterina's turn. She throws and the die lands on the Armor template. The monster takes just 1 damage, but Caterina can now remove the Armor template from the Target. The next player is Luigi, who throws and hits a 3. Without the Armor template, the Something takes all 3 damage this time, but it still has 6 hit points left.

PHILOSOPHER'S STONE TEMPLATE

This template is usually flipped during the fight. If a die lands on the Philosopher's Stone template, the Hero deals 2 damage to the monster, and also places 3 gold coins from the supply on the Chest token.



WEAK POINT TEMPLATE

This template is usually flipped at the beginning of a fight. If a die lands on the Weak Point template, the player deals 7 damage to the monster. If the die lands on the Weak Point template showing its Special icon, the monster is immediately defeated (as when this happens on the bullseye section, see page 6 of the base game rules).



This reminds me of the good old days at school... every other lesson, my teacher made me list all the weak points of all Goblin Tribes, in reverse-alphabetical order... ah, good times.

Slow tokens

Some monsters (i.e., those with the "Slow" ability) and some Equipment and Power cards cause Heroes to use the Slow tokens.



When you are asked to use Slow tokens, place each one of them into one of the holes of the Target board. When a die lands into a hole filled by a Slow token, the Hero deals 2 damage to the monster instead of missing.

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 p. 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 EARTH ELEMENT DIE



The Earth Element die is a big, wooden, six-sided die with two different icons. **It is not a green Hero die.**



The Special icon on the Earth Element die behaves just like a Special icon on a white Bonus die. The Hero may activate any one of his Special Abilities (or earn 2 XP instead).

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If this icon shows up after a throw, you can take 3 gold coins from the supply and place them on the Chest token (similar to the **Pickpocket** Special Ability, see p. 11 of the base game rules).

The Shopkeeper



This expansion, the last one of the elemental cycle, contains a second Boss in addition to the classic, element-themed one. And guess who... *drumroll...* he is none other than your friendly dungeonhood Shopkeeper!

TADAAA!!! You totally didn't see that coming, huh? Well, you should have... a lot of clues slipped from my incautious lips during all these years. The King banished elemental magic many, many years ago, leaving me powerless, and he put those big, nasty bosses in the dungeons to stop me from getting it back!

The Shopkeeper is a special boss. He is capable of using all 4 Elemental arts. Therefore, you can only fight him if you own **all the elemental expansions** of Dungeon Fighter.

He has 5 different Special Abilities:

- ☞ **Elemental Mastery:** This is an all-new Special Ability. At the beginning of the fight, the first 4 players must use one of the Element dice (one Element die per player, each player can choose which die to throw and passes the rest to the next player). After all Element dice have been used, the party still has the 3 regular Hero dice available.
- ☞ **Explosive:** From the first expansion, **Fire at Will**. Throw the *Explosion template* at the start of the fight. For more details, check the Fire at Will rulebook.
- ☞ **Slimy:** From the second expansion, **The Big Wave**. Throw the *Slime template* at the start of the fight. For more details, check The Big Wave rulebook.
- ☞ **Flying:** From the third expansion, **Stormy Winds**. Put the *Flying stand* under the Target board at the start of the fight. For more details, check the Stormy Winds rulebook.
- ☞ **Defensive:** From this very expansion, **Rock and Roll**. Throw the *Armor template* at the start of the fight. For more details, check p. 6 of this rulebook.

Yeah, that's right! I used you all this time! I made you take all the risks, and you saved me the effort of releasing the power of the elements myself! Did you think the other Bosses were tough? They were nothing! Brace yourselves, you fools, 'cos now you're going to fight ME!

Specific Throw Requirements

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

Gate Shot

The player places the Gate in front of him, and throws the die through it.

Smash Shot

The player places the two pieces of the Stone Wall in front of him, side by side, with the feet on the sides, touching in the middle. Then he throws the die between them.



Credits

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*How I managed to lose against you is still beyond me. I was probably tired. Or I'm just too old for this kind of stuff, I don't know. Or maybe, just maybe, you're finally good enough to be called...
DUNGEON FIGHTERS!*

Special Air Rooms



Earth Temple

At the beginning of the fight, the first player throws the Earth Element die. The next player still has all 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.

*So, guys. This is it. This was the last one. Are you sad? I admit I am. What? You feel betrayed? I just wanted to restore the power of the elements the King stole from me! Did I use you? Well, maybe. But I shared it with you all, so that redeems me for trying to kill you after the last dungeon, don't you think?
Ok, maybe not. So... sorry? Not enough? What about 50% discount on everything you see in my shop? No? And if I say 75%? Gosh, you're tough customers! Fine... take everything, it's yours! But don't kill me... please? Guys???*

Warning: This product contains small parts that can be swallowed and may not be suitable for use by children under 36 months.
THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 3 YEARS OF AGE OR YOUNGER.

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