

DUNGEON BRAWL

INSTRUCTION
BOOK

INTRODUCTION

Stay a while and listen... No, seriously, if you want to learn how to play Dungeon Brawl, you'll want to stay a while and... well not actually listen. More like reading. Actually, completely like reading. Though, have you ever noticed how you can hear the sound of your voice when reading? I suppose you can listen to that. Anyway, where was I? Ah, yes... Stay a while and listen!

You and your fellow adventurers have just cleared the dungeon. The dungeon boss is a pile of ash and now the heap of treasure is yours for the taking!... Or so you thought. Disagreement on who gets what has turned into an argument. You all draw your weapons. The time for civility has ended. This simple dungeon crawl has now become a dungeon BRAWL!

Dungeon Brawl is a 3-5 player game in which you will assume the role of one of many adventurers attempting to defeat each other by receiving the highest total points at the end of the game... (or in some cases, the least negative total points.)
This game takes 30 mins to 1 hour to play.

CREDITS

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SETUP

Pick a Class

Randomly select the Starting Player. That player picks which class he will play. From his left, in order, each player selects from the remaining classes.

Create your Deck

Each class has a pool of cards from which each player must now create a **12 card deck**. Any unused cards are returned to the box. Place your Class Card in front of you. This card contains your passive ability. For quick play, select cards from "Starting Deck".

Select your Artifact

The last player gets first pick of the Artifacts. From his right, in order, each player then picks from the remaining Artifacts. If playing with less than 5 players, randomly draw Artifacts equal to the amount of players. These will be the Artifacts from which the players will chose. Return the others to the box. Players now add **3 Wound cards** and their selected **Artifact card** to their deck. You should now have a total of 16 cards in your deck.

Create the Trap Deck

Shuffle each Trap Deck by Level. Remove 1 card of each level. Stack the remaining decks. Level 3 on bottom, then 2, then 1.

Create the Wound Deck

<u>Players</u>	<u>Wounds</u>	<u>Treasure</u>	Shuffle Wounds and Treasure together according to the chart..
3 Players	15	5	Should you want a longer game
4 Players	20	10	than usual, add 5 Wounds and
5 Players	25	15	5 Treasures to the Wound Deck.

Return all removed and unused cards to the box.

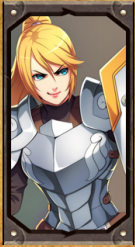
Placement

Beginning with the Starting player, and going in clockwise order, players place their character in a square on the board. Any number of players can occupy a single square at any time.

Draw and Turn Order

Everyone shuffles their Deck and draws 6 cards. Play begins with the Starting Player. Turn order continues clockwise. (left)

CLASSES & STRATEGIES



Warrior

Low damage but high armor. Weapon-dependent.
Close-range but can close gaps.

Rogue

Dependent on high-damage, single-target, combos
and targeting avoidance. Situational armor.



Ranger

High damage. Long-range, AoE attacks. Low,
but frequent armor. Mostly stationary.

Wizard

Moderate-high damage. Variable sources of armor.
Dominates with AoE and status effects.



Cleric

Very low damage and armor. Heals Wounds easily.
Uses buffs/debuffs to help/hurt other players.

Simple Strategies

When selecting a class or making a deck in a low player game, take into consideration the other classes picked. Try to pick a class you think is best suited to take on the other classes and select cards which would be more helpful in low player games.

Keep a mental note of who is taking the most damage and who is healing the most. Also be aware of how many Treasures have been revealed in the Wound Deck.

Remind (or trick) other players as to who hasn't taken damage or has been gathering Treasure. Form temporary alliances for a turn or two to even the odds.

Your Discard Pile is public knowledge. Remember that when fishing for cards or assessing another players Wounds.

PLAYER TURN

Removal Phase

During this phase, remove all Spells, Tokens, Buffs, etc., which were created during your last turn. Reaction effects/tokens/etc which are created out of turn, are not removed. They expire on the turn of the player in which they were created.

Trap Phase

If you are the Starting Player, reveal and play a new Trap Card from the Trap Deck. Trap Cards almost always effect 2 squares. The squares are marked 1 through 6. Roll a Die to determine which squares are affected. Reroll any duplicate outcomes.

Action Phase

During this phase, you will have 1 Move Action and 1 Attack Action which you can take in any order. These and other actions are explained in-depth on the "Actions" page.

Cards you play are placed in front of you. They remain there until the Cleanup Phase. If you Discard a card, it is not considered played. Discarded cards are immediately placed in your Discard Pile.

Cleanup Phase

Any cards you have played are now placed in your Discard Pile.

Discard and Redraw Phase


At the end of every turn, you must either:


- 1.) Discard your hand and draw up to your max hand size.
- 2.) Keep 1 card, discard the rest of your hand, then draw up to your max hand size.


If at any time you must reveal or draw a card and you cannot, shuffle your Discard Pile to create a new Draw Pile. If you have no cards in your deck, **do not** create a new Draw Pile until you need to draw a card. (Enjoy your last minute Wounds. bwahaha)


ACTIONS


Below are all the possible actions you can take. They are color coded with gems at the top of each card for easy reference.


 **Attack Action:** Spells, Skills, Weapons, etc. Your main source damage. You cannot perform two Attack Actions in the same turn. If you do not want to or cannot use your Attack Action, you can instead use another Move Action.

 **Move Action:** Spells and Skills which are generally passive. You may also use a Move Action to move to an adjacent square on the board. Using a Move Action this way **does not** require a card.

 **Double Action:** This action uses both your actions to play and counts as both a Move Action and Attack Action. Effects which prevent you from taking a Move Action or Attack Action also prevent this action. You must have both Actions available to take a Double Action.

 **Quick Action:** You can take any number of Quick Actions on your turn. They do not use up your normal actions.

 **Variable Action:** This means the card has multiple options such as being used for either a Move Action or a Quick Action. One option is chosen and the other is ignored.

 **Reaction:** This is the only action which can be played out of turn. When certain conditions are met, usually to prevent damage, these cards are then played. You cannot play more than one copy of a Reaction card on any one turn. (You can't wear two suits of armor or wear two helmets!)

Wait Action: Forfeit your remaining actions and end your turn. You do not need a card to do this.

Deal With the Pain: Once per turn, as a Quick Action, you may discard 2 Wound cards from your hand to draw 1 card from your Deck.

OTHER CARD TYPES

ARTIFACTS

These one-of-a-kind items are added to your deck to give you a unique ability. These cards are drawn, played, and discarded like every other card in your deck.

WOUNDS

Wounds clog up your deck and are worth -1 point at the of the game! Once per turn, you can discard 2 Wounds to draw 1 card! Each class is able to remove and/or prevent Wounds to some degree. When you remove a Wound, it is placed next to the Wound Deck. This will serve as the Removed Pile.

TREASURE

Each Treasure is worth +1 point at the end of the game but is also a burden, as they do nothing until then! When a player receives a Wound from the Wound Deck, if Treasure is revealed, it is given to the attacker. Note: Treasure is counted against Wounds drawn. Example: A player receives 3 Wounds. He draws 2 Treasure and 1 Wound. The Treasure is given to the attacker and the defender only receives 1 Wound.

TRAPS

At the beginning of the Starting Player's turn, a trap is played from the Trap Deck. These cards affect the dungeon and the players in a variety of ways. Sometimes good, but mostly bad. If the Trap Deck runs out, reshuffle it.



ACTION CARD LEGEND

Card Name

Action Type

Target

Range

Damage

Ability Type

Card Effect



Title – The name given to a card.

Action Type – How the card will be played. The action types are as follows: Attack, Move, Double, Quick, and Reaction. The actions are color coded with gems for quick reference.

Target: The targeting reticle shows the number of players you can target. If the number is surrounded by a square, (1) you target that many squares instead.

Range: The bow icon shows how many squares away your action can reach. If the Range reads "0", it is "Close-Range". If the Range reads 1 or more, it is considered "Long-Range". Actions which have a Close-Range distance can only target players in that players' square.

Damage: The amount of damage being dealt to the target. A red Burst symbol (★) deals damage to all players in a square.

Ability Type – Skill, Spell, Weapon, Item, Treasure, Artifact, etc

Card Effect – This shows any other effects or limitations card has. Card rules always override the game's general rules.

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END OF THE GAME

LAST ROUND AND SCORING

Once the Wound Deck runs out, this marks the last round. The game ends when the Last Player (the player who picked their character last) has taken their turn. If the Last Player was the player to deplete the Wound Deck, the game ends after his turn. If a player is to be dealt more Wounds than are available in the Wound Deck, Wounds from the Removed Pile are used. Players now count the Wounds and Treasure in their decks. The player with the highest point total (or least negative point total in some cases) wins!

If there is a tie, the player with the least amount of Wounds wins. If there is another tie. The player with the most money on their person wins.

ACCIDENTALLY KILLING A PLAYER

You may have asked, "How many Hit Points do I have?" or "How do we die?" In your typical Dungeon Fantasy RPG, your characters rarely die. This game is no exception. While you don't have Hit Points, you may accidentally kill your adventuring partner.

On your Redraw Phase, should you draw all Wounds, reveal your draw. You are now dead. Play immediately ends and everyone loses. "Why?" you ask. Because you are all friends. Comrades at the very least. You didn't mean to KILL anyone... just hurt them a little. You've all let this squabble get the better of you and now you're paying the price, literally. All the Treasure you acquired this game is used to pay for a Temple Healer to properly resurrect your fallen ally.

"But we have a Cleric," you exclaim. He doesn't have enough Magic Points to perform the spell... unless he was the victim. Then, you HAD a Cleric.

COMBAT

ATTACKING

Play an Attack Action card. This starts Combat.

Target step: Select the target(s) of your attack. The Targeting Reticle represents this. Range, shown by the Bow icon, shows number of squares away your target can be.

Damage step: Damage is dealt to the target.

DEFENDING

Reaction cards are generally played in response being attacked by preventing damage being dealt to you.

Armor Tokens prevent 1 Damage each. Note: You cannot play more than 1 copy of the same Reaction card for the same attack.

Wound step: Damage which is not prevented, becomes a Wound. The Defender draws cards equal to the number of Wounds received from the Wound Deck. They are placed in the Defender's Discard Pile. If a **Treasure** is drawn, it is given to the attacker.

End Combat step: Combat ends and the Action is completed.



Clint plays Crippling Shot, dealing Donovan 2 wounds. He defends with Cleric Robes, discarding 1 card, to prevent 1 damage, Donovan has another Robes in hand but cannot use it. He is dealt 1 Wound and cannot play Move nor Double Actions next turn. He draws cards from the Wound Deck, giving any Treasures drawn, to Clint.

EXAMPLE OF COMBAT

It is Damaris' turn and she wants to attack Valentina. She plays *Bull Rush*, a Move Action which allows her to move 1 square. She cannot reach Valentina before dealing 1 damage, BUT Damaris uses her Passive Ability to receive 1 Wound to move 1 extra square. She can now target Valentina with *Bull Rush*. Valentina uses *Custom Leather Armor* to prevent 1 damage, but the card effect of *Bull Rush* gives her a Wound.



Damaris still has an Attack Action left. She decides to use *Shield Bash*. She discards a Shield and announces she is dealing 2 damage and a Stun effect if not prevented. Valentina responds by playing *Sidestep* thus preventing all damage.



TERMS & KEYWORDS

A-Z

Artifact: Unique cards which are drafted from last player to first and are shuffled into your respective decks.

After “X”: Effects which take place after a step during Combat. “After Damage” and “After Combat” are examples.

Armor Token: Prevents 1 damage from being dealt. It is then placed back into a pile near the game area.

Before “X” Effect which take place before a step during Combat. “Before Targeting” and “Before Damage” are examples.

Box: Components from outside the game.

Close-Range: Targeting a player at Range 0.

Damage Token: Deal 1 additional damage. It is then place back into a pile near the game area.

Discard: Place cards into your Discard Pile. Generally from hand.

Discard a “X” (singular): Example: “Discard a Shield”. One, and only one card is discarded for the effect.

Discard “Xs” (plural): Example “Discard Weapons”. Multiple cards can be discarded this way. This is further reinforced with the words “for each” to differenciate between the singular.

Enhance: Altering the effects of played cards. (ex. “+1 damage”)

Half (1/2): Unevenly split numbers from effects such as Half Damage are **rounded down** unless otherwise noted.

Lingering: Cards you play on your turn with effects which last until your next turn.

TERMS & KEYWORDS

A-Z

Long-Range: Targeting a player at Range 1 or more.

Next Attack: Most enhancements/effects Linger for a round and are removed. If “Next Attack” is stated, the effect lasts until the player completes an Attack Action.

Place (Placed): Placing a player or effect as to not cause any effects to trigger from a “Move”.

Prevent: Block damage being dealt. Cards which prevent damage cannot block unpreventable damage.

Reduce: Lower a number by a set amount. This is the only way to avoid unpreventable damage, as reduction is not the same as prevention.

Receive: Received cards are placed in your Discard Pile.
Tokens and Status Effects are placed in front of your play area.

Remove: Remove from your deck. “Trash”

Snared: On your turn, you cannot move to another square nor use a Double Action. You can still use Move Actions though.

Stunned: On your turn, you cannot take an Attack Action nor a Double Action.

Stacking: A card with **Lingering** or **Next Attack** effects cannot “stack” copies of itself on each other. If you replay a card with an effect which has not resolved, the old target and its effects are cancelled. For example, you cannot use the Ranger card “Marked” to target another player if the first “Marked” player effect has yet to be resolved. If you do, the old effect is removed and the new target is affected. “Aura of Protection” is another example of this. Different cards with the same effect can be stacked, such as +1 Damage from discarding a Weapon and using “Empowering Amulet” for another +1 Damage

TERMS & KEYWORDS

A-Z

Trap: Cards from the Trap Deck which affect the playing area. 1 Trap is always drawn and played at the beginning of the Starting Player's turn, after the Removal Phase.

Treasure: Worth +1 point at the end of the game. When drawn from the Wound Deck, counts as a Wound received, but is given to the attacker. Treasure can be used when you must "Discard a non-Wound card". Any time you receive a Wound which is not from an Attack Action and a Treasure is drawn, the Treasure is shuffled back into the Wound Deck.

Unpreventable Damage: Damage which cannot be prevented. However, effects that reduce damage, reduce the amount of damage before it's dealt, thus circumventing Unpreventable Damage.

Wound: Usually the result of unprevented damage. Should an effect cause you to take a Wound, you cannot prevent it, as most effects prevent Damage. Once per turn, you can Discard 2 Wounds to Draw 1 card from your deck as a Quick Action.

Cards override the general rules. The only time you may ignore an effect is if it says "you may". Otherwise, follow the instructions as written.

If you have any questions as to clarification of cards or just a general question or comment, send them to:
info@tableflip-games.com or leave us a message on facebook.
www.facebook.com/tableflipboardgames

