

A DUNGEON DEFENSE GAME BY LUIS BRUEH

KEEP THE HEROES OUT!




BRUEH
GAMES



PLEASE NOTE

Everything marked with a lock icon won't be available at the beginning of the kickstarter campaign. Also, both rulebook and dungeon books that you have are W.I.P. and still need to be proofread and also have a few changes in the final printed versions. Feel free to point out any improvements that could be made, as this would help me immensely! Thank you in advance!

COMPONENTS

Dragon



1

Meeples:

Ratkin



9

Skeleton



6

Imp



4

Slime



8

Resource Tokens:

Frog



5

Coin



5

Bone



5

Book



5

Craft Cards:

Potion



5

Beast



5

Equipment



5

Scroll



5

Guild Cards:

Heroes



16

Scenarios



10

Trap Tokens:



5

Event Tokens:



3

Wound Tokens:



4

Hero Tokens:

Rogue



5

Warrior



5

Archer



5

Mage



5

Special Ability Cards:



4

Monster Cards:



10

Portal Tokens:



8

Treasure Tokens:



13

Dungeon rooms:



10

GAME CREDITS

Game designer and Artist: Luís Brüh **Editor:** Richard Neale

Special Thanks to: Better Half Reviews, Evellyn Bruehmueller, Ferdinand Capitulo, Fernando Celso Jr.



GAME SETUP

1

Build the Dungeon

At the beginning of the game, choose one of the available scenarios and build the dungeon as described in it.



2

General Store

Shuffle all Beasts, Potions, Equipments and Scroll cards together to make the Crafts deck, then reveal 5 to make the available offer. Everytime a card is crafted, reveal a new one immediately.



3

Mystery Boxes

Shuffle all treasure chests from a given value before placing them on the Dungeon rooms described on the scenario.



4

Guild's Bulletin board

Shuffle all Warrior, Rogue, Mage & Archer cards along with the scenario cards described on the scenario you chose to play to make the Guild deck.



5

Create the Supply

Set aside all remaining tokens in reach for all players. This will be the Supply. Everytime a token enters the Dungeon, it comes from the Supply. Everytime a token leaves the Dungeon, it goes to the Supply.



6 Starting from the younger player, every player choses a Monster Clan:



6.1

Special Ability

Every monster has one special ability that can be performed by expending activate ations () as long as you have at least one Meeple in the dungeon.

6.2

Dungeon Dwellers

At the beginning of the game, place as many meeples in the dungeon rooms matching the symbol divided the way you decide in between them.

6.3

Prepare for Battle

Give the player all meeples belonging to their faction to their personal Supply. Everytime a meeple enters the dungeon, it enters from their supply, every time it leaves the dungeon it goes back to their supply.



6.4

Health points

Your meeple can take this many wounds to die. If you have only one Health point, everytime a meeple get attacked, remove it from the dungeon.

6.5

Monster Deck

Gather all cards with your matching symbol to make your Monster deck! After shuffling it for the first time, Draw 5 cards.



7

Select the Difficulty Level:

After each player plays their turn, flip and resolve as many Guild cards as depicted on Level 1. When the Guild deck is completely depleted, reshuffle it and go to the next Level. If you survive going through the guild deck as many times as the difficulty selected without losing the "4" Treasure Chest on the Vault, then you all win.

Easy:

Level 1: 1 Guild card
Level 2: 2 Guild cards

Medium:

Level 1: 2 Guild cards
Level 2: 2 Guild cards

Hard:

Level 1: 2 Guild cards
Level 2: 3 Guild cards

8 The player with fewer meeples starts the game.

DUNGEON DENIZENS

Every Monster starts with a deck of cards that highlights different aspects of 3 basic roles: **Crowd Control**, **Defender** and **Supporter**. As the game plays and you craft new cards, you might adjust your Monster to your group and scenario needs, deviating from its starting role, and that's great! None of the Monsters plays the same and choosing different combinations for each scenario is part of the fun.

CROWD CONTROL

You have many attack cards, so you can defeat many heroes in a single turn.

DEFENDER

You can summon many meeples in the Dungeon with ease. This way you can better protect treasure and/or other Monsters.

SUPPORTER

You have many activate and move cards and, so you can craft cards easily and/or help others doing so.

RATKIN

Starting Role: Defender
Strength in numbers.




9 Meeples, 1 Heart, 10 Cards

Activate to: Place a Meeple in a room you already have Meeples.

Pro tip: If possible, focus on crafting equipment. Swords and Axes may do wonders for you.

RED DRAGON

Starting Role: Crowd Control
Heroes are best served charred.



1 Meeples, 5 Hearts, 10 Cards

Activate to: Remove all wound tokens from your dragon meeples.

Pro tip: Avoid crafting equipment, and if possible try crafting the Brew Potion and Attack Scrolls.

SKELLETON

Starting Role: Defender
Fear the undead.



6 Meeples, 1 Heart, 10 Cards

Activate to: Place a bone on a Dungeon room you have a meeples.

Pro tip: If possible, try crafting Pets and Movement cards in the beginning.

IMP

Starting Role: Supporter
If you are clever enough, nothing can scare you.



4 Meeples, 1 Heart, 10 Cards

Activate to: Move one of your meeples.

Pro tip: Place as many traps as you can! Try crafting attack and summon cards.

SLIME

Starting Role: Defender
Divide and conquer.



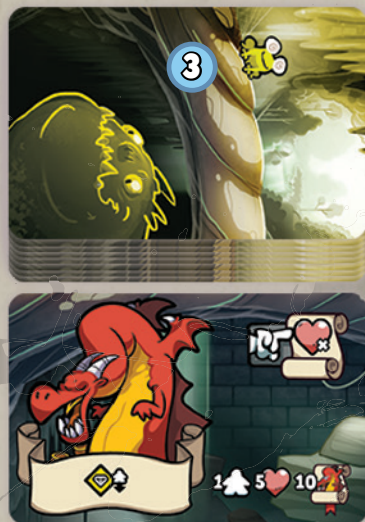
8 Meeples, 1 Heart, 10 Cards

Activate to: Draw a Monster card immediately.

Pro tip: Craft Activate cards (Spider, Spade, etc) to draw more cards using your special ability.

PLAYER'S TURN

Every turn the active player will perform 3 phases in order: 1) Play as many cards from their hand into their play area as they can to perform actions in the Dungeon; 2) Renew Craft Offer / Discard all cards in the play area to the Discard pile; 3) Draw back to 5 cards. After your turn is over, is time for the Heroes Invasion.



1

Play cards in the Play area:

Cards must be played and resolved one at a time. You may perform the actions depicted in a card in any order, and divide them in between different meeples of yours if you want to, just keep in mind that a actions divided by “/” means “or” (example 1.1: attack 2 times ranged or Activate once)



2

Renew Craft offer / Discard cards from the Play Area to the Discard Pile:

You may discard unused Monster cards from your hand to renew the Craft offer, shuffling the available cards in the offer back into the Craft deck and revealing new ones. Once you have no more Monster cards to play, or decided to keep remaining cards to be used in the future, discard all cards in the play area to the Discard pile.



3

Draw back to 5 cards from your Monster Deck

After you complete your hand, your turn is over. It's time for the Heroes Invasion.

If at any point the Draw pile is depleted, shuffle the Discard pile back to renew the Draw pile.

ACTIONS

Unless otherwise stated, actions can be resolved individually, in any order you choose, splitting the actions depicted in one card for one or more meeples in the Dungeon. You may also choose not to use all the actions depicted in a card.



Draw:

Draw a Monster card immediately. If you have no more cards in the Draw pile, you may shuffle the Discard pile back in the Draw pile.



Activate:

You may spend Activate to: use your Monster Special Ability; or Activate a Dungeon Room action; or to complete a Portal.



Move:

Move one of your meeples to an adjacent Dungeon Room through passageways, or Portals. When you move, you can bring one resource or trap token with you.



Melee Attack:

Attack an enemy in the same Dungeon Room as you have a Meeple. If the enemy has only one Health point remove it from the Dungeon.



Ranged Attack:

Attack an enemy in an adjacent Dungeon Room to one of your Meeples (must be connected through a passageway). If the enemy has only one Health point remove it from the Dungeon.



Place a resource:

Place the depicted resource token in the same Dungeon Room as you have a Meeple.



Defend:

When an enemy is attacking you, as a Reaction, you can expend this card to protect your monster from taking a wound.



Trap:

Place a Trap token in the same Dungeon Room as you have a Meeple.



Portal:

Place a completed Portal token in the same Dungeon Room as you have a Meeple.



Swarm:

All your meeples from one Dungeon room get to do the action depicted. In this example: All your meeples from one Dungeon Room can move by 1.



Reinforce:

Look at the top 3 cards of your monster deck and take all the ones that have the depicted action. In this example: collect all cards with melee attack you reveal.



Ambush:

Summon meeples in a room type, without having to own a meeple there. In this example: you could summon 3 meeples divided in between the Sewers & the Beast trainer.



Surge:

Successfully perform the first action to get a second action as a result. In this example: If you spent this card to attack an enemy melee, you also place a meeple on the same Dungeon room.

PORTALS

Each scenario starts with incomplete Portal tokens already placed on the Dungeon. In those rooms, you may expend Activate actions to complete them, flipping their tokens to the completed side. Completed Portals are considered adjacent to rooms with completed Portals.

If at any point of the game you try to place a new portals and there is no portal tokens available, take any of the portals on the dungeon and place in the dungeon room you have a meeple. Unless otherwise stated, Heroes will always ignore Portals when moving inside the dungeon.



You may spend an Activate action to complete a Portal.



Once completed, Moving a meeple "portal to portal" costs one move action only.

DUNGEON ROOMS

Every dungeon room serves a purpose and most of them can be Activated (👤) if you have a meeple inside the room.



Vault: Place a Coin in this room.



Library: Place a Book in this room.



Sewers: Place a Frog in this room.



Graveyard: Place a Bone in this room.



Workshop: Place a Trap in this room.

Sometimes, Activating isn't enough. So in order to Craft the items available in the general store, you must bring one token from the previous rooms with your meeple so you can now expend it to be able to craft a card. When you craft a card, you expend the given resource, add the crafted card to your Discard pile so next time you renew your Monster deck it will be shuffled along with it. Reveal a new Craft card in the General store immediately.



Forge:
Expend a Coin to craft an Equipment card from the offer.



Beast Trainer:
Expend a Bone to craft a Beast card from the offer.



Apothecary:
Expend a Frog to craft a Potion card from the offer.



Study:
Expend a Book to craft a Scroll card from the offer.



For example, to be able to tame the spider, adding it to your Discard pile, a player would need to have a meeple in the cemetery, activate it to generate a bone there, then move their meeple along with the bone to the Beast trainer room, activate it again to craft the spider card, adding it to their discard pile. Then they reveal a new card to the general store. That being said, you can always generate resources and leave it in the dungeon for other players to complete a craft item in future turns, this is a cooperative game after all.



Cells: Once per turn, at any point of their turn, a player may push their luck by throwing a hero in the Cells. This is a global effect so you don't need to have a meeple in the cells or spend an Activate action. If you decide to do so, you flip the top card from the heroes deck and add one of the depicted Heroes in the cells, with the exhausted side up, then draw 3 cards from the Monster deck immediately and keep playing.

But beware! Even exhausted, heroes will perform their abilities when summoned! so, if a Mage is sent to the cells, all the exhausted heroes break their cells and become Active! In this case, resolve them immediately, interrupting the player's turn. Once all heroes are exhausted again, if you haven't lost the game, the monster player can keep playing their Monster cards and performing actions as usual.

If a scenario card is sent to the cells, no hero is sent to the cells, and you also ignore the scenario effect.



For example, the Ratkin player, having no meeples in the dungeon at the start of their turn, decides to push their luck and send a hero to the cells. 1) They flip the top hero card from the guild deck and it is a Mage! Oh no! 2) then, they still get to draw the 3 cards from the monster deck! and one of them has summon! 3) But wait! Before they get to use their cards, it is time to resolve the heroes... 3.1) The Mage ability is breaking all heroes from the cells, so when you spawn a Mage into the cells, you reactivate all exhausted heroes there and resolve all of them!

3.2) One of the heroes will become exhausted by taking the "1 Treasure chest" 3.3) with no monster or treasure on the cells to target, the other 3 will move to the Vault, that is also unguarded, reactivating the archer and 3.4) Exhaust all 4 of them taking the "4 Treasure Chest" ending the game immediately as a Defeat for the mosters!

Pushing your luck at the right times is key to winning, but be mindful to mitigate the risks involved as much as possible!



Additional Setup: If the Laboratory is present in a scenario, pick one monster that is not being used and shuffle all their 10 starting monster cards along with the Crafts deck.

Laboratory: Flip a guild card and send it to the cells to craft a Monster card from the General Store. Please note, a Monster card does not give you access to it's original meeples or Special Abilities.

So, for example, to craft the "dragon" card, you must go to the Laboratory, Activate it to send a guild card to the Cells, then you add the dragon card to your discard pile. If a Mage was sent to the Cells this way the heroes would become Active breaking out from the prison as usual.



PLAYER'S TURN EXAMPLE

This example covers a complete turn of the Ratkin player.



1) The Ratkin player at the start of their turn decides to push their luck and send a Hero to the cells to draw 3 extra cards. The hero card flipped is a barbarian so it enters the cells exhausted; 1.1) The player draws the 3 cards as a result of this action, having a total of 8 cards in hand.



2) The player plays their first card in their play area and choses the first half of the card "Swarm" to move all their meeples on the Vault to an adjacent room. 2.1) So 2 meeples more to the Sewers, while; 2.2) 1 meeple moves to the Workshop.



3.1) The player plays it's 2nd card, Activating the sewers action to generate a frog, and then; 3.2) Activate the Workshop with the second action to generate a Trap.



4) The player plays it's 3rd card, Activating the Workshop twice and placing 2 more Traps!





4) The player plays it's 4th card, and moves 2 of their meeples to the Apothecary, bringing the frog token while they move.



5) The player plays it's 5th card, to move their meeple to the Beast trainer, bringing one trap along. Remember: each meeple can only carry one resource or trap token.



6) The player plays it's 6th card, using its "Swarm" to attack once with each of their meeples in the Apothecary, removing both heroes from the Dungeon!



7) The player plays it's 7th card, to activate the Apothecary, removing their frog from the dungeon and crafting a potion that was available in the General Store! The potion crafted goes to their Discard pile. 7.2) Using their second Activate, the player uses the Ratkin ability to place another meeple on the dungeon!



8) Using their last card, the player removes one hero token from the Beast trainer. The Ratkin player turn is now complete.



After a player does everything they can, their turn is over. If they have any unused cards in their hand at this point, they can decide to either discard it to renew the General Store offer, or to keep it in their hand for their next turn. Then, all cards played this turn go from their play area to the discard pile. Finally the player completes their hand until they have 5 cards. It's time for the Heroes Invasion.

HEROES INVASION

After each player plays their turn, flip and resolve as many Guild cards as depicted on Level 1. When the Guild deck is completely depleted, reshuffle it and make a new guild deck, you are now in the next Level. If you survive going through the guild deck as many times as the difficulty selected without losing the “4 Treasure Chest” on the Vault, then you all win.

Easy:

Level 1: Reveal 1 Guild card
Level 2: Reveal 2 Guild cards

Medium:

Level 1: Reveal 2 Guild cards
Level 2: Reveal 2 Guild cards

Hard:

Level 1: Reveal 2 Guild cards
Level 2: Reveal 3 Guild cards

For example, if you were in Level 1 of the Hard game mode, you will reveal 2 Guild cards after each player. When the Level 1 Guild deck is fully depleted, you reshuffle it and proceed to Level 2. From then on you would be revealing 3 cards after each player. If the heroes haven't stolen the “4 treasure chest” and the Level 3 guild deck is completely depleted, you all win.

REVEALING A GUILD CARD

No matter which Level you are facing, you always reveal 1 Guild card at a time and fully resolve it, one step at a time, before revealing the next card (if the Level requires multiple cards to be flipped). If there is multiple active Heroes, the players choose which one to resolve first.

1) When revealing a guild card, two things may happen:



You may reveal a Hero card! In this case, you must summon 1 of the Hero depicted in 2 different rooms that belong to the given **room type**.



You may reveal a Scenario card. Scenario cards follow specific rules described in the scenario you are playing. Check the Dungeon book for answers.

The room types are the following:



Jewel: Vault



Swords: Forge & Workshop



Hats: Library & Apothecary



Mystic Eye: Graveyard & Study

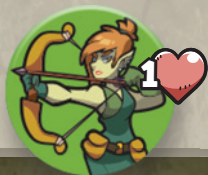


Crossbones: Sewers & Beast trainer



Special: Cells, Laboratory, Builder

1.1) Show off: Immediately after being summoned, a hero will always perform their special ability:



Archer: Ranged attacks targeting one monster in an adjacent room closer to the Vault



Warrior: Removes up to 2 resources in the room he was summoned



Rogue: Remove 1 trap in the room she was summoned



Mage: If summoned in the cells, Inspire all of them, breaking them out of the cells!

Unless otherwise stated, all heroes have only 1 Health point, being removed from the dungeon at their first wound.

2) **Check the room for traps:** If there are one or more remaining traps in the room, wound this hero, removing it from the dungeon along with the trap that was triggered by it. If the hero survived this step, proceed to step “3”.



3) **Inspire:** If a Warrior, Rogue or Archer was summoned in the cells, then flip it to the exhausted side. But, if If the hero was summoned in any other room, reactivate all exhausted heroes in this room.



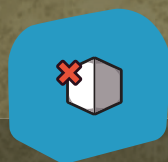
When a hero **Attacks; Loot or Waits**, flip it from the active to the exhausted side!



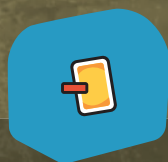
When a hero is **Summoned; or Charge** into a room, and its not killed by a trap, Inspire all exhausted heroes previously in that room flipping them to their active side.

4) **Attack!:** Exhaust the hero to attack a monster by flipping it to the exhausted side, if the monster has only one Health point remove it from the dungeon, if not place a wound token on it. A player may use a defense card as a reaction to an Attack;

4.1) **Loot:** If there are no monsters left in the room and the heroes have met the amount of active heroes needed, the number of heroes needed will exhaust to loot the treasure chest; Remove the treasure chest from the room and perform the effect on the back of the Treasure chest token you removed immediatly.



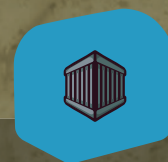
Spoil: Remove one resource from this room



Curse: All Monsters discard a card of their choice from their hand



Heal: Re-activate all Heroes in this room

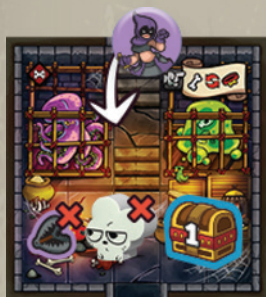


Rescue: Flip a guild card and send it to the cells

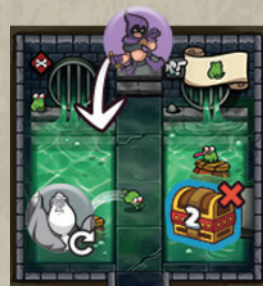


Defeat: You lose the game!

4.2) **Wait:** If there are no monsters left in the room and they don't have met the amount of active heroes needed to Loot, heroes will exhaust but won't loot the treasure chest.



For example, the rogue summoned in the Beast trainer will: 1) Disarm the trap with their special ability and then 4) Exhaust to attack the Ratkin, removing it from the Dungeon.



While in this example, the rogue summoned in the Sewers will: 3) Inspire the Exhausted Mage, flipping it to the active side and then 4) Exhaust both the Mage and the rogue to Loot the treasure chest.

5) **Charge:** If there are no monsters or treasure chest left in the room, heroes then move to the next room tile closest to the Vault (if there is a tie in between rooms, players decide) When heroes move into a new room, perform steps 2,3, 4 & 5 again until all heroes on the dungeon are exhausted.

When every guild card for the challenge Level was released, and all heroes on the Dungeon are exhausted, the next player starts their turn. If this was the final card of the final level of the Guild deck for the Game mode challenge you picked, then you all win!

HEROES INVASION EXAMPLE

This example covers a complete Heroes invasion, in the Level 3 of the Hard Game Mode. To explain how to reveal an resolve 3 Guild cards, one at a time.



1



The first Guild card to be revealed was Rogue on 2 different Swords rooms. This means you must place a Rogue on the Forge and another one in the Workshop room.

1.1) The rogue in the Forge exhaust to Attack the dragon, placing a wound token on it! the dragon can take 5 wounds, so their meeple stay in the Dungeon.

1.2) The rogue in the Workshop Disarm of the traps with their special ability removing it from the Dungeon, but then falls into the 2nd trap! Remove both the rogue and the 2nd trap from the Dungeon.

2



The 2nd Guild card to be revealed was a Warrior, but now on 2 different Mystic Eye rooms. This means you must place a Rogue on the Graveyard and another one in the Study.

2.1) The warrior in the Graveyard removes the 2 bones from this room with their special ability, then exhaust to Loot the treasure chest, you reveal the Treasure token and it was a heal! So this warrior will be reactivated!

2.2) The warrior in the Study Inspires both Archers when summoned! Then, the 3 active heroes there will exhaust to loot the "3 Treasure Chest". You reveal Treasure token and it was a Rescue, so you must send a guild card to the dungeon immediatly!



2.2



2.1





2.3) The rescue ability in the treasure chest lost in the study, makes you send a card from the guild deck to the cells. It was an Archer! She uses her ability to Ranged attack one of the Ratkin meeples in the Apothecary and then remains exhausted in the cells, not motivating any of the other prisoners.

2.4) The warrior in the Graveyard that was Healed is still active, so now they move into the Beast trainer and falls into the trap there, not inspiring the other rogue. Please note, Heroes only perform their abilities when summoned, so the warrior would not removing the bone from the room, even if there was no trap there.



The 3rd Guild card to be revealed was a Mage on Hats, this means you must place a Mage on the Library and another one in the Apothecary.

3.1) This Mage was summoned on the Library, but there is no monster or Treasure Chest there! So this Mage will charge into the next room closer to Vault (through passageways). When he enters the Forge it also Inspires the exhausted rogue there. Both of them will now Exhaust to Attack, placing 2 more wounds on the Dragon! Please note, as the Mage was not summoned in the cells, his ability will not break any prisoners.

3.2) The Mage on the Apothecary will Exhaust to Attack the Ratkin meeple there, removing it from the dungeon. As all 3 guild cards have been revealed and the "4 Treasure" in the Vault was not lost, the Dragon's player now can start their turn!



After all heroes are exhausted, the next Monster player starts their turn. If this was the final card of the final level of the Guild deck for the Game mode challenge you picked, then you all win!

PLAYER'S TURN

Every turn the active player will perform 3 phases in order: 1) Play as many cards from their hand into their play area as they can to perform actions in the Dungeon; 2) Renew Craft Offer / Discard all cards in the play area to the Discard pile; 3) Draw back to 5 cards. After your turn is over, it's time for the Heroes Invasion.

Play cards in the Play area:

Cards must be played and resolved one at a time. You may perform the actions depicted in a card in any order, and divide them in between different meeples of yours if you want to, just keep in mind that a actions divided by "/" means "or" (example 1.1: attack 2 times ranged or Activate once)

Renew Craft offer / Discard cards from the Play Area to the Discard Pile:

You may discard unused Monster cards from your hand to renew the Craft offer, shuffling the available cards in the offer back into the Craft deck and revealing new ones. Once you have no more Monster cards to play, or decided to keep remaining cards to be used in the future, discard all cards in the play area to the Discard pile.

Draw back to 5 cards from your Monster Deck

After you complete your hand, your turn is over. It's time for the Heroes Invasion.

If at any point the Draw pile is depleted, shuffle the Discard pile back to renew the Draw pile.

ACTIONS



Draw a Monster card immediately.



Activate a Dungeon Room, Special Ability or complete a Portal.



Move one of your meeple.



Attack an enemy in the same Dungeon Room as you have a Meeple.



Attack an enemy in an adjacent Dungeon Room from your Meeple.



Place the depicted resource token in the same Dungeon Room as you have a Meeple.



As a Reaction, you can expend this card to protect your monster from taking a wound.



Place a Trap token in the same Dungeon Room as you have a Meeple.



Place a completed Portal token in the same Dungeon Room as you have a Meeple.



All your meeples from one Dungeon room get to do the action depicted.



Look at the top 3 cards of your monster deck and take all the ones of the given action.



Summon meeples in a room type, without having to own a meeple there.



Perform the first action then get a second action as a result.

