

GAME RULES

DONJONZ n°11

created by Léandre Proust



10'



1



8+

GAME OBJECTIVE

Map the Dungeon your Hero will crawl into by placing 11 cards on the gaming zone. Then, move your Hero into the Dungeon to collect Gold Pouches, fight Monsters with the Weapons you'll find into the Dungeon to win Glory Points.

SETUP

Shuffle the 11 cards and make a draw pile, face up. Place the starting card (1/2 card) on the center of the gaming zone and put your Hero on the Stair space. Print the Inventory Sheet (last page of the rulebook, Appendix section).



INVENTORY

Circle: Gold Pouches. Key and Weapons you gain; circle defeated monsters too.
Erase: Gold Pouches and Weapons you don't own anymore.

GOLD POUCH

1 GOLD POUCH = 2 GLORY POINTS



DEFEATED MONSTERS



WEAPONS



HOW TO PLAY

There are two distinct Phases in the game:

Phase 1: Map (all!) the Dungeon

Phase 2: Explore the Dungeon

Phase 1: Draw the first card of the drawing pile and place it on the gaming zone. It must be connected, at least by one side, to a card already on the gaming zone. Repeat this action until all cards have been drawn and the Dungeon entirely mapped.



Phase 2: Move your Hero, one space by one space. He cannot go through a Wall and cannot move on a space he already moved on.



Gold Pouch : If your Hero moves on a space containing a Gold Pouch, circle 1 Gold Pouch on your Inventory Sheet. You can collect as many Gold Pouches as you want.



Weapons : If your Hero moves on a space containing a Weapon, you can add it to your Inventory. Your Hero cannot have more than two weapons in his Inventory. If you want to pick up a Weapon but you already have two, you must drop one of them before (delete it on your Inventory Sheet). Weapons are used to fight Monsters. A Weapon can be used to kill multiple Monsters.



Monsters : A Monster can be overcome by using the corresponding Weapon type shown on its space. If you own a corresponding Weapon when entering a space with a Monster, circle a Monster on the "Defeated Monsters" line on your Inventory Sheet. If you don't own the corresponding Weapon type when entering a space with a Monster, loose all your Gold Pouches (delete them) on your Inventory Sheet. If you hadn't any Gold Pouch, you loose the game.



Lock & Key : If you move on the Key's space, circle it in your Inventory Sheet. If you move on the Locked Door space on the starting card when possessing the Key, double the Gold Pouches' number in your Inventory Sheet.



Keep moving your Hero until you cannot move him anymore.

Reminder: Don't forget to print a copy of the Inventory Sheet (last page of the rulebook, Appendix section) before play. With this last, you'll can check your progresses inside the Dungeon and score your points at the end of the game.

VICTORY CONDITIONS & END OF PLAY

The game ends as soon as:

- Your Hero enters a space with a Monster he cannot defeat and owns no Gold Pouch. You loose the game.
- Your Hero cannot move anymore. Go to Scoring section (next) and evaluate your exploration.

SCORING

At the end of play, you win :

- Glory Points shown under the rightmost circled space on the "Defeated Monsters" line of your Inventory Sheet.

INVENTORY

Circle: Gold Pouches, Key and Weapons you gain; circle defeated monsters too.
Erase: Gold Pouches and Weapons you don't own anymore.

GOLD POUCH 1 GOLD POUCH = 2 GLORY POINTS

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Example:

The Hero has 8 Gold Pouches in his Inventory, that were doubled when he got the Key and moved on the Lock space.

16 Gold Pouches x 2 Glory Points = 32 Glory Points

The Hero has defeated 6 Monsters, he wins 21 Glory Points.

His total score: $32 + 21 = 53$ Glory Points

EVALUATING YOUR EXPLORATION

Less than 20 Glory Points: You are a third-rate Hero

21 - 40 Glory Points: You are a second-rate Hero

41 - 60 Glory Points: You are a rookie Hero

61 - 80 Glory Points: You are a seasoned Hero

More than 80 Glory Points: You are a highly skilled Hero

APPENDIX

You'll need to make a copy of the Inventory Sheet before play or create your own from scratch.



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