

DUNGEON QUEST

REVISED EDITION

The cover art for 'Dungeon Quest Revised Edition' depicts a dramatic scene in a stone dungeon. A massive, dark red dragon with large, leathery wings is the central focus, breathing a stream of fire from its mouth. The dragon's body is covered in scales and spikes. In the foreground, a knight in blue and gold armor, wearing a blue cape and holding a shield, stands on a pile of gold coins, looking towards the dragon. The background shows the ruins of a stone building with arches and columns, partially obscured by flames and smoke. The overall atmosphere is one of intense action and fantasy.

LEARN TO PLAY

DUNGEON QUEST™

REVISED EDITION

GAME OVERVIEW

In *Dungeon Quest*, players explore Dragonfire Dungeon, collect loot, and battle fearsome monsters. Any player fortunate enough to enter the treasure chamber may attempt to plunder its riches. However, he must be careful not to wake Kalladra, the dragonlord who sleeps upon the treasure hoard. When players have looted their fill, they must exit before the sun sets or be forever entombed in Dragonfire Dungeon.

The object of *Dungeon Quest* is to collect LOOT and exit Dragonfire Dungeon before the sun sets. The surviving player who exits with the most loot wins the game.

Welcome to Dragonfire Dungeon!

Vast wealth awaits the adventurer who is strong enough to face the creatures that dwell within and clever enough to avoid the many pitfalls that await. But one must be quick, for when the sun sets, the doors close and there is no escaping the dragon's terrible wrath.

COMPONENTS

Game Board



6 Hero Sheets with Matching Travel Markers



6 Hero Figures



117 Chamber Tiles



50 Dungeon Cards



40 Catacomb Cards



15 Corpse Cards



15 Trap Cards



10 Catacomb Entrance Markers



10 Monster Tokens



65 Determination/Search Tokens



1 Sun Token



15 Crypt Cards



15 Door Cards



30 Search Cards



32 Treasure Cards



39 Wound Tokens



1 First Player Marker



4 Six-Sided Dice



6 Combat Cards



12 Rune Cards



20 Monster Cards



8 Dragon Cards



3 Hero
3 Monster

USING THIS BOOKLET

This Learn To Play booklet is written with the sole purpose of teaching new players how to play *Dungeon Quest*. For this reason, this booklet omits a few rules exceptions and component interactions.

In addition to this booklet, this game also comes with a Rules Reference book. The Rules Reference book addresses rules questions and special exceptions that are not answered in this booklet. The Rules Reference book also includes optional rules for adjusting the game to your liking.

SETUP

Before playing *DungeonQuest* for the first time, carefully punch the cardboard pieces out of their frames. Then, follow the steps below.

1. **Place Game Board:** Unfold the game board and place it in the center of the play area.
2. **Prepare Chamber Stacks:** Place all the chamber tiles in the game box lid and mix them together. Then, place them in any number of facedown stacks near the game board.
3. **Prepare Combat Cards:** Place the monster combat cards and the hero combat cards near the board within reach of all players.
4. **Prepare Decks:** Separate the remaining cards into their decks. Shuffle each deck and place it facedown on its designated place on the board. Place the rune deck and the monster deck near the board within reach of all players.
5. **Prepare Sun Track:** Place the sun token on the first space of the sun track.
6. **Prepare Token Supply:** Place the wound tokens, catacomb entrance tokens, monster tokens, and determination/search tokens in separate piles within reach of all players.
7. **Determine First Player:** Each player rolls one die. Reroll ties. The high roller is the first player for the remainder of the game and takes the first player marker.
8. **Choose Heroes:** Starting with the first player and proceeding clockwise, each player chooses one hero sheet and places it in his play area. Then, each player takes the plastic hero figure and travel marker that correspond to his hero. Return unused hero sheets and hero figures to the game box.
9. **Draw Rune Cards:** Starting with the first player and proceeding clockwise, each player draws one rune card and places it faceup next to his hero sheet.
10. **Place Heroes:** Starting with the first player and proceeding clockwise, each player places his hero figure in a tower chamber. A player cannot place his hero figure in a tower chamber that is already occupied by another hero figure.



PLAYING THE GAME

Dungeon Quest is played over a series of turns beginning with the first player and proceeding clockwise. Each player completes his entire turn before the next player takes his turn.

A turn consists of two phases, which the player follows in this order:

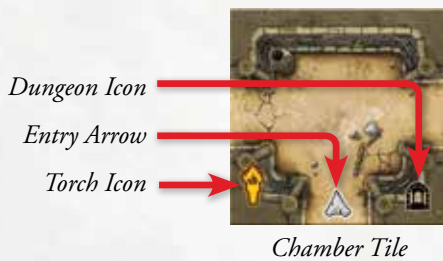
1. **Status Phase:** The player resolves abilities on cards in his play area that occur at the start of his turn. If it is the first player's turn, he advances the sun token one space on the sun track.
2. **Action Phase:** The player chooses **one** of the following actions:
 - » **Move:** He moves his hero figure into an adjacent space.
 - » **Search:** He searches the chamber his hero figure currently occupies (if eligible).
 - » **Enter the catacombs:** He follows the instructions for entering the catacombs (if eligible). See page 6.

After a player has completed both of these phases, his turn ends and the next player takes his turn.

MOVING

The game board representing Dragonfire Dungeon is divided into a grid, and each space on that grid is either an **EXPLORED SPACE** (also referred to as a **CHAMBER**) or an **UNEXPLORED SPACE**. At the start of the game, most of the dungeon is unexplored. The space a hero figure occupies is always an explored space.

Each chamber has one or more openings, called **HALLS**, that show which directions a hero can move. When a player performs a move action, he can move his hero figure to any adjacent space that is connected to his current chamber by a hall.



MOVING INTO A CHAMBER

Each time a player enters a chamber, he resolves the effects of that chamber. A chamber's effects are determined by the image of its tile. For a complete description of all chamber effects, see "Chamber Effects" on page 8.

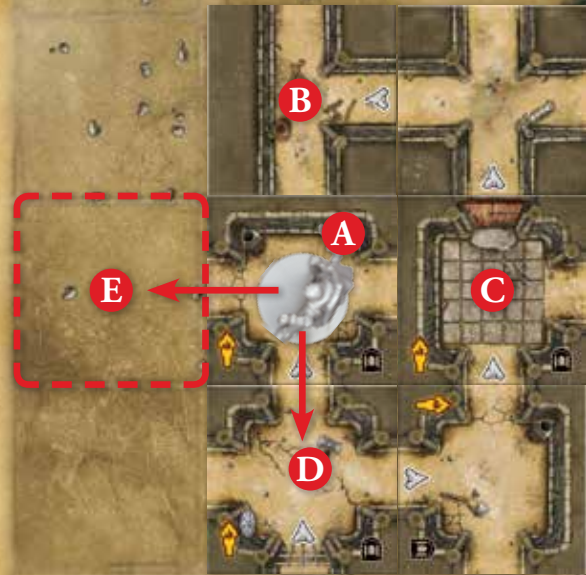
A player cannot choose to enter a chamber that is already occupied by another hero figure.

MOVING INTO AN UNEXPLORED SPACE

A space on the game board that does not already contain a chamber is an **UNEXPLORED SPACE**.

Each time a player moves into an unexplored space, he draws one chamber tile from any stack and places it faceup on the board so that the **ENTRY ARROW** on the tile he drew is adjacent to the chamber from which he moved. That space is now explored. Then, he places his hero figure in that chamber and resolves the chamber's effects.

MOVEMENT EXAMPLE



From the center chamber where he starts his turn (A), Lindel may only move into spaces D or E. He cannot move into spaces B or C because walls block his path.

Unexplored Space: If he chooses to move through the hall to space E, he draws a new chamber tile, places it faceup in the space, places his figure on the chamber, and resolves the new chamber's effects.

Explored Space: If he chooses to move through the hall to the explored chamber (D), he would then draw and resolve a dungeon card.

SEARCHING

By searching a chamber, players can discover loot, secret doors, monsters, and other elements of Dragonfire Dungeon.

In order for a chamber to be searched, it must fulfill all three of the following criteria:

- It must have a **TORCH ICON**.
- It cannot have **MONSTER TOKENS** on it.
- It cannot have a **SEARCH TOKEN** on it.



Torch Icon



Monster Token

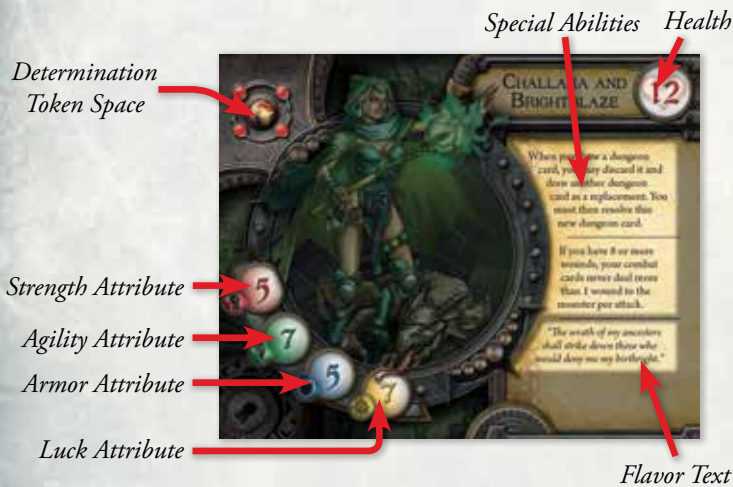


Search Token

If a player chooses to search, he draws the top card from the search deck and places one search token on his current chamber. If a chamber has a search token on it, that chamber has already been searched and cannot be searched again by any player.

ATTRIBUTE TESTS

Some card and chamber effects require players to test an attribute. There are four different attributes that a player can test: strength, agility, armor, and luck. The hero sheets contain information about each hero's attributes and special abilities.



When a card, a rule, or a chamber effect instructs a player to test an attribute, he rolls two dice and adds their results. If the sum is **equal to or less than** the attribute being tested, he **SUCCEEDS**. If the sum is **greater than** the attribute being tested, he **FAILS**. Each time a player fails an attribute test, he places one **DETERMINATION TOKEN** on his hero sheet.

DETERMINATION TOKENS

Players acquire determination tokens by failing attribute tests. After a player rolls his dice during an attribute test, he may spend any number of his determination tokens by removing them from his hero sheet and returning them to the supply. Each determination token he spends subtracts one point from the total value of his dice roll.



Determination Token

TIME

The **SUN TOKEN** and the sun track measure the passage of time during a game of *DungeonQuest*. During each of the first player's status phases, he advances the sun token one space on the sun track.



Sun Token



Sun Track

Each time the sun token advances to one of the numbered spaces near the end of the sun track, the first player immediately rolls one die. If the number he rolls is **higher than** the number on the space, the game continues. If the number he rolls is **equal to or less than** the number on the space, the sun sets, the doors to the dungeon are sealed, and the game immediately ends.

Each player who has not exited the dungeon when the sun sets immediately dies.

WOUNDS

Many rules and card effects instruct players to suffer **WOUNDS**. Place wound tokens on a hero's sheet to track the wounds he suffers. If the total value of all wound tokens on a player's hero sheet equals or exceeds his health at any time, he dies (see below).



Wound Tokens

Some card effects and abilities allow players to **HEAL**, which is the only way to remove wound tokens from a hero sheet. Each time a player heals, he removes a specified value of wound tokens from his hero sheet and returns them to the supply.

DEATH

A player can **DIE** in several different ways. If a player has wound tokens with a total value that is equal to or greater than his health, if the instructions on a card cause him to die, or if the sun sets while he is still in the dungeon, he immediately dies.

Each time a player dies, his turn immediately ends; he removes his hero figure from the game board, places all of his cards in their respective discard piles, and returns all his tokens to their respective supply. Then, he returns his hero sheet to the game box. He no longer takes his turn, and he cannot win the game. However, he continues taking the role of the monster player as normal during another player's combat (see "Encountering Monsters" on page 6).

WINNING THE GAME

The game ends when the sun sets or when each player has either exited the dungeon or died.

When the game ends, each surviving player checks his loot cards (see below) for end-of-game instructions. If any of his loot cards have end-of-game instructions, he follows them now. The player with the highest total gold value on all his loot cards wins the game.

If two or more players tie for the highest total gold value, the tied player who has the single loot card with the highest gold value wins the game. If there is still a tie, the tied player with the greatest number of loot cards wins the game. If there is still a tie, all tied players win the game.

LOOT CARDS

Cards with the "**Loot**" keyword are found in many different decks. Each time a player draws a **Loot** card he places it faceup on the table in his play area. **Loot** cards often have a **GOLD VALUE**. When the game ends, the surviving player with the highest total gold value wins.



Loot Cards

ENCOUNTERING MONSTERS

There are two ways players can encounter monsters: by drawing various cards that instruct them to “encounter a monster” or by entering a chamber that contains a monster token. When a player enters a chamber with a monster token, **he does not resolve the chamber’s effect.**

Each time a player encounters a monster, the player taking his turn is the **HERO PLAYER**, and the player to his left is the **MONSTER PLAYER**. The monster player draws one card from the monster deck, announces **only the name** of the monster, and places a monster token in the hero player’s chamber (if one does not already exist there). Then, the hero player takes the three hero combat cards and the monster player takes the three monster combat cards. Both players now enter into a **COMBAT**.



COMBAT

Combat takes place over a series of **ROUNDS** which continues until the hero player escapes, or until either the hero player or the monster dies.

At the start of each round, the hero player and the monster player each secretly select one combat card from their hands and reveal them simultaneously. Each player consults his card’s damage table, and suffers a number of wounds indicated in the “Wounds Suffered” section. The hero player places his wound tokens on his hero sheet; the monster player places his wound tokens in front of him.

If the hero player dies, the encounter immediately ends. The monster player discards his monster card.

If the number of wound tokens in front of the monster player equals or exceeds the life value on his monster card, he announces that the monster has died and the encounter immediately ends; the monster player discards the monster card and the monster token, and the hero player ends his turn.

If neither the hero player nor monster player dies after a round of combat, the hero player has an opportunity to escape (see below). If he declines, or if he attempts to escape and fails, both players return the combat cards they played to their hands and begin another round of combat.

ESCAPE

At the end of each round of combat, the hero player can attempt to **ESCAPE**. If the hero player chooses to escape, he tests agility. If he succeeds, the encounter ends. The monster player reveals his monster card and the hero suffers a number of wounds equal to the monster’s escape penalty. Then, the hero player moves to an adjacent explored chamber ignoring any doors or portcullises. If there are no adjacent explored chambers, the hero player cannot attempt to escape combat.

COMBAT EXAMPLE

Brother Gherin has encountered a Golem.



Each player selects and reveals one combat card. The hero player reveals the “Hero Ranged” card, and the monster player reveals the “Monster Magic” card.

Next, the hero player consults the row of his card matching the card played by the monster player (A). He suffers one wound and places one wound token on his hero sheet.

The monster player then consults the row of his card matching the card played by the hero player (B) and suffers zero wounds.

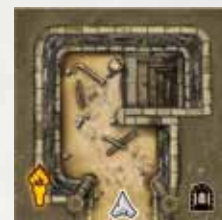
THE CATACOMBS

The catacombs are a labyrinth of vaults and passageways that twist beneath the dungeon, full of priceless loot and unspeakable foes.

ENTERING THE CATACOMBS

Some chamber tiles and cards give a player the option to enter the catacombs voluntarily; others force him to enter the catacombs against his will.

If a player begins his action phase in a chamber that has a catacomb entrance either printed on its tile or on a catacomb entrance marker, he may choose to **ENTER THE CATACOMBS** during his action phase instead of moving or searching.



Examples of catacomb entrances printed on tiles



Catacomb Entrance Marker

In either case, when a player enters the catacombs, he places his travel marker on the chamber that his hero figure currently occupies and points the travel marker in the direction of his choice. Then, he removes his hero figure from the game board, places it on his hero sheet, and ends his turn. The player's travel marker remains in its current chamber until he exits the catacombs.



Travel Marker

EXPLORING THE CATACOMBS

While a player is in the catacombs, he cannot move or search as he normally would during the action phase. Instead, he draws one catacomb card, follows its instructions, and places the catacomb card faceup next to his hero sheet.



Catacomb Card

EXITING THE CATACOMBS

Some catacomb cards give players the option to **EXIT THE CATACOMBS**. If a player chooses to exit the catacombs at that time, he counts the number of catacomb cards he has next to his hero sheet (including the card just drawn) and moves his travel marker that number of spaces in the direction his travel marker is pointing. If this would move his travel marker past the outer wall of the dungeon, he moves his travel marker up to the wall and ignores any remaining movement allowed by his catacomb cards.

Then, he rotates his travel marker 90° in the direction of his choice, rolls one die, and moves his travel marker in the direction the travel marker is facing a number of spaces equal to the die result. If this would move the travel marker past the outer wall of the dungeon, he moves his travel marker up to the wall and suffers one wound for each remaining movement afforded by his roll.

Lastly, he places all loot catacomb cards with his other loot cards, discards his other catacomb cards, and resurfaces in the dungeon by replacing his travel marker with his hero figure.

RESURFACING IN AN EXPLORED SPACE

Each time a player resurfaces from the catacombs into an explored space, he resolves the effects of that chamber (or encounters a monster if one is present). A player **can** resurface in a chamber that is occupied by one or more other players.

RESURFACING IN AN UNEXPLORED SPACE

Each time a player resurfaces from the catacombs into an unexplored space, he immediately draws a chamber tile and places it on that space, orienting it however he likes within the space. Then, he resolves the effects of that chamber.

EXITING THE CATACOMBS EXAMPLE



Tatianna previously accumulated two catacomb cards. On this turn, she draws an “Exit” card and chooses to exit the catacombs. Tatianna now has a total of three catacomb cards, so she moves her travel marker forward three spaces (A).

Tatianna rotates her travel marker 90° to the left. She then rolls one die, obtaining a “2”, and moves her travel marker two spaces in that direction (B).

She discards three catacomb cards and replaces her travel marker with her hero figure. She did not find any loot cards in the catacombs.

The space is unexplored, so Tatianna draws a chamber tile, places it in the space in any orientation (C), and places her figure in that chamber (D). Then, she resolves that chamber's effects.

WHAT NOW?

Now that you've read up to this point in the Learn To Play booklet, you are ready to play your first game! As questions arise during play, consult the Rules Reference book for answers and expanded rules and definitions.

CHAMBER EFFECTS

The following briefly summarizes the most important chamber effects. For complete descriptions, see the Rules Reference book.



DUNGEON ROOM

Draw a dungeon card.



BRIDGE

Upon entering this chamber, either end your turn or immediately move again by attempting to cross the bridge.

To cross the bridge, test agility and add 1 to your dice roll for each loot card you have. You may discard any number of your loot cards before you test agility.

If you succeed, exit the chamber normally. If you fail, you fall off the bridge. Roll one die and suffer a number of wounds equal to the result, then enter the catacombs.



BOTTOMLESS PIT

Test luck. If you succeed, end your turn. If you fail, you die.



CAVE-IN

Draw a dungeon card.

On your next turn, if you choose to exit through any hall that is on the other side of the cave-in, test agility. If you succeed, exit the chamber through that hall. If you fail, end your turn.



CHAMBER OF DARKNESS

Roll a die and immediately move again, ignoring doors and portcullises. You

must exit through the hall that matches the die result. If the hall you must exit through is blocked by a wall or a hero, reroll the die.



CHASM

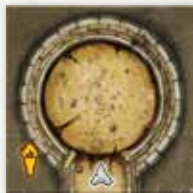
Draw a dungeon card.

You can only exit the chamber through a hall that is on the same side of the chasm as the side you last entered.



CORRIDOR

Immediately move again, ignoring doors and portcullises. You cannot go back the way you came unless all other halls are blocked by walls or other heroes.



ROTATING CHAMBER

Rotate the chamber 180° and end your turn.



SPIDER WEB

Immediately move again, ignoring doors and portcullises.

If you exit through any hall **other** than the hall you entered, test strength. If you succeed, exit the chamber normally. If you fail, end your turn. If you begin your turn here, you must successfully test strength before you can move.



TRAP CHAMBER

Draw a trap card.

TOWER CHAMBER

If you have one or more loot cards, you may exit the dungeon.

After a player exits the dungeon, he no longer takes turns and cannot reenter the dungeon. He must wait until the game ends and the surviving players determine the winner (see "Winning the Game" on page 5).

If you do not exit the dungeon, immediately move again. Optionally, you can move directly to any other tower chamber and then immediately move again.



TREASURE CHAMBER



Each time a player enters the treasure chamber, he draws a dragon card.

Each time a player begins his turn in the treasure chamber, he may either move as normal or draw a dragon card.

Unlike the other chambers, two or more players can occupy the treasure chamber at the same time. The treasure chamber counts as a single chamber even though it takes up two spaces on the game board. When a player leaves the treasure chamber, he can leave by any of its halls that are not blocked by walls or other players.

DOORS

Some chambers feature closed doors. If a player attempts to move through a door, he draws one door card and follows its instructions.



Door

PORTCULLISES

Some chambers feature portcullises. If a player attempts to move through a portcullis, he must first test strength. If he succeeds, he continues his movement as normal. If he fails, his turn ends.



Portcullis