



DUNGEON FIGHTER

IN THE
CASTLE OF FRIGHTENING FROSTS

With elemental magic flowing freely all over Middlewhere again, all sorts of dungeons are discovered at every corner... seriously, as soon as you secure one, two more appear!

You ventured into forests and volcanoes, and defeated wicked witches, ostentatious goblin weirdos, and workaholic corporate demons. Now you must stop the foul plans of a vile winged tyrant!

Holed up in her icy castle, Penqueen, the Supreme Dictatress of all Penguins (yes, you heard that right), has summoned from the Afterlife the spirit of Sahl Esman, the evil Shopkeeper that almost ended the world ten years ago. This nefarious alliance wants to awaken the Slumbering Horror lying deep off the Baantic Sea and unleash it onto the continent.

If you still think penguins are cute, think again. They're bloody murderers! In addition to those brutal birds, the Castle of Frightening Frosts hosts many other things that want you dead! Get ready to storm the glacial halls of this chilling fortress!



DUNGEON FIGHTER™

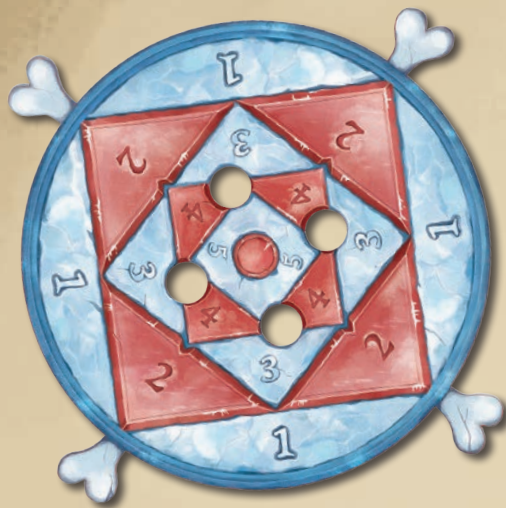
Dungeon Fighter™ is a game that combines dexterity, adventure, and a good dose of humor. Players take on the roles of self-proclaimed heroes, and they venture forth together as a party. Along the way, they will explore the dungeon, search its many rooms, and face endless hordes of vicious monsters by throwing dice at the target in whimsical ways.

Forged in the fires of recklessness, this party of wannabe heroes will need the right mix of skill and courage to survive the dangers of the dungeon and ultimately defeat the Final Boss. Will they have what it takes? Will they get the glory... or just prove their vainglory?

Dungeon Fighter™ in the Castle of Frightening Frosts is a standalone expansion for *Dungeon Fighter 2nd edition* that comes with new ice-themed contents and lots of gameplay gadgets! Grab your dice and get ready to prove your worth in the dungeon!



COMPONENTS



1 TARGET BOARD



21 MONSTER CARDS



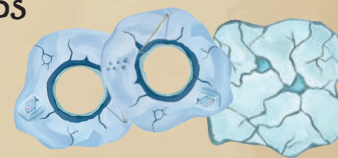
24 EQUIPMENT CARDS



3 BOSS CARDS



21 DUNGEON CARDS



3 TEMPLATES
(2 FROZEN,
1 WEAK POINT)



12 CUSTOMIZED
D4 DICE



1 SNOW DIE



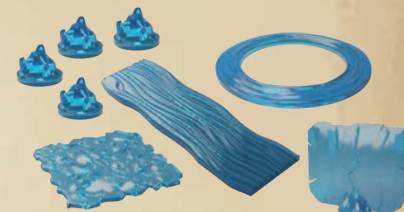
3 WATER
DICE



4 HERO SHEETS



1 LEADER TOKEN
1 CHEST TILE



4 ICEBERGS, 1 ICE FLOE,
1 WATERFALL, 1 POND,
1 ICE WALL



6 LEVEL UP TOKENS



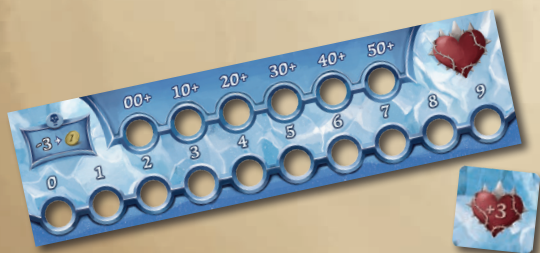
4 HERO LIFE MARKERS
2 MONSTER LIFE MARKERS



2 HERO ABILITY TOKENS
(MELODY, CUTTHROAT)



12 ABILITY UPGRADE/
SCAR TOKENS



1 MONSTER LIFE TRACKER
1 DIFFICULTY MODE TOKEN



30 GOLD COINS

GOAL OF THE GAME

In *Dungeon Fighter™*, a party of dimwitted Heroes rushes into the next best dungeon to pilfer great riches and fabled artifacts. With their innate grace, they throw themselves at the horrid creatures inhabiting these places, hoping to overcome them and take down the Final Boss at the end. If they manage to defeat this monstrosity, they win the game. So enter, you fools... and abandon all hope.

SETUP

Before playing, set up the game as follows:

1. ASSEMBLE THE BOARD: Fit the 4 board pieces together to form one large Target board. Use the letters at the edge of each piece to line up the correct pieces. Then place the board in the middle of the table.

2. CHOOSE HEROES: Each player chooses or draws 1 Hero sheet and places it faceup in front of themselves. Each player takes 1 Hero life marker and places it on the top space of their own Hero sheet life track—see page 9 for more details. Some Heroes might have a token associated with their 'blue ability': Place this token beside their Hero sheet with the inactive (gray) side faceup. Return the Hero sheets and tokens not used to the game box.

3. CREATE THE DUNGEON DECK: Shuffle all Dungeon cards and create a facedown Dungeon deck.

4. CREATE THE SHOP DECK: Shuffle all Equipment cards and create a facedown Shop deck.

5. CREATE THE MONSTER DECK: Separate the Monster cards into piles according to the Monster level, indicated by the color and number on the back of the cards, then shuffle each pile separately. Take 3 cards from each of Level 1 (Orange), Level 2 (Turquoise), and Level 3 (Purple) and pile them on top of all the Level 4 (Gray) cards, with the lower Levels on top:



6. SET THE DIFFICULTY LEVEL: Place the Monster Life Tracker beside the board close to the Monster and Dungeon decks. Place the 2 Monster Life Markers on the 'zero' spaces of the Monster Life Tracker. Now it's time for our party of Heroes to decide how brave they are... place (or not) the Difficulty Mode token on top of the heart image of the Monster Life Tracker according to the chosen difficulty:

NORMAL	HARD	INFERNO
Return the token to the box. <i>*recommended for first-time players</i>		

When playing on Hard or Inferno mode, add the indicated amount to the Monster's life every time you start a new combat.

7. APPOINTING A LEADER: A party without a leader is just asking for trouble! Choose (or randomly determine) one player to be the party leader. This player receives the Leader token.

Note: At the end of each successful combat, the player that defeated the Monster receives the Leader token!

8. GIVE STARTING LOOT: Place the Chest tile in easy reach of all players. Then place on it 2 white Bonus dice and a number of Gold coins equal to the number of players minus 2. This is the party's loot. (If playing with more than one Box of Dungeon Fighter, players may use up to 6 Heroes.)

9. CREATE THE SUPPLY: Place the Gold coins nearby along with the Scar tokens, the Final Boss cards, the remaining Bonus dice, the colored dice, the special dice, the templates, and the other gadgets. See the Setup picture on the next page.



SPECIAL SETUP FOR 1 PLAYER: When facing the Dungeon alone, the player must control 2 Heroes and follow all Setup rules for 2 players.

SETUP



(Setup for 3 players)

5



A game of *Dungeon Fighter* is played over several rounds, each consisting of 3 phases:



1. **Dungeon**



2. **Combat**



3. **Resting**

Advancing through the Dungeon can take the party to special Shops!



4. **Shopping**

And after visiting 3 Shops, the party might be ready to face the Final Challenge:



5. **Final Boss**

1 • DUNGEON



1.1 • CHOOSING YOUR PATH •

Each round, the party will have to choose between 2 paths. The current Leader **secretly draws the top 2 cards** from the Dungeon deck and **chooses 1 to reveal** and resolve. They place the other Dungeon card on the bottom of the Dungeon deck. The Shop icons in the top left corner (A) of the Dungeon cards indicate how many steps the party is advancing inside the Dungeon. The party needs at least **10 Shop icons to reach a Shop**, and they have to visit **3 Shops to reach the Final Boss**. Most Dungeon cards have a special immediate effect, which is shown in the bottom left corner of the card (B). More information about those special effects can be found on page 16 (*Dungeon Card Effects*) and on page 19 (*Specific Throws List*).



1.2 • REVEALING THE MONSTER •

The Leader draws the **top Monster card** from the Monster pile and reveals it. Each Monster belongs to a particular **type (A)**—which may be beneficial for some Heroes—deals a specific amount of **damage (B)**, and may have a special **ability (C)**, see page 18. To determine the actual life points of the Monster for this encounter, add up the life points on the Monster card (D) with any special effects from the current Dungeon card and the Difficulty Mode token. Record the **final amount of life points** on the Monster Life Tracker, using the Monster Life Markers. Place on the Monster card the number of **Gold coins** indicated (E): These coins are the reward if the party defeats the Monster.



NOTE: Use the two Monster Life Markers to keep track of the Monster's life points: The top row represents tens, while the bottom row represents units. In this example, the White Bear has 14 Life points.

2 ◀ COMBAT

During this phase, the Heroes face and fight the Monster until they either win or lose! The Heroes take turns performing attacks using the colored dice—red, green, and blue. **Each die can be thrown just once per combat.** The Hero to the left of the Leader is the first Active Hero and takes 1 colored die. To attack, the Hero must follow these 4 steps:



2.1 ◀ CHOOSE ONE AVAILABLE DIE ◀

The Active Hero **chooses 1 of the available** colored dice to throw at the Target board in an attempt to deal enough damage to the Monster to defeat them. If the party has already thrown all the colored dice in this combat, check the *Running Out of Colored Dice* section to the right.



2.2 ◀ THROW THE DIE ◀

The Active Hero **throws the die** at the Target board. They can throw the die from whatever position they find comfortable—anywhere around the table, standing, sitting, etc... In order for the throw to be valid, the die **must bounce at least once on the table** outside of the Target board before touching the board and landing on it.



2.3 ◀ CHECK IF IT IS A HIT OR A MISS ◀

Sometimes, Heroes swing at the Monsters and **Hit**, while other times they **Miss!** Check the conditions on the next page.

The die result may also display a special icon, which may trigger special powers—check page 9.



2.4 ◀ END OF THE TURN ◀

If the Hero defeated the Monster, the party can move on to the Resting phase—see page 12!

If the Monster is still alive, the Active Hero's turn is over, and the next Hero in clockwise order **must start their turn with step 2.1.**

If there are any colored dice left, they should be passed to the new Active Hero.

RUNNING OUT OF COLORED DICE

If the party has thrown all 3 colored dice without defeating the Monster, then the next Active Hero must choose one of two options:



- ◀ **USE 1 WHITE BONUS DIE FROM THE CHEST** (see the *White Bonus Dice* section on page 12) and swing at the Monster following steps 2.1-2.3, or



- ◀ **RETRIEVE THE 3 COLORED DICE FROM THE BOARD.** This choice will, however, make the entire party of Heroes **suffer damage equal to the Monster's level.** No special ability or card can be used to prevent this damage.

The Active Hero proceeds with the Combat phase as normal.

With the exception of the Final Boss combat (see page 15), it's possible to retrieve the 3 colored dice multiple times during a combat.





HIT

If the die **bounced on the play area** and then landed on the Target, the Hero deals damage to the Monster **equal to the number shown on the Target board section** the die lands on (plus bonuses from Equipment or abilities, if any). Reduce the Monster's life points on the Life Tracker by the amount of damage dealt. **The goal is to reduce the Monster's life points to "0"**, defeating them and then moving to the Resting phase to collect all your glory and fame.

SECTION BORDERS

If the die lands on the border between two sections, it counts as landing in the section with the most corners of the die in it. When in doubt, consider the die to be in the lower-value section.

PERFECT HIT

If a die lands on the bullseye of the Target board, the Hit deals 10 damage. *(Even though the bullseye shows no number there, it does it. Trust me. I wrote the rules! Why would I lie?)*



MISS

The throw counts as a Miss in the following situations:

- If the die **does not bounce** at least once outside the Target board before touching the board.
- If the die **falls into one of the holes** of the Target board (and remains there).
- If the die lands on one of the bones at the **edge of the Target board**.
- If the die lands **outside** the Target board.
- If the Active Hero doesn't **respect the specific throw requirements** shown on the Monster and/or Dungeon card (see page 10).

If the Hero Missed, they suffer damage equal to the Monster's damage value. Reduce the Hero's life points on their Hero sheet by the amount of damage suffered.

HERO DOWN!

Any time a Hero has less than 1 life point, they faint to feign death and cannot act again during that combat: They skip their turn until the end of the combat. Check page 12 for more details about a fainted Hero and their upcoming scar.



The Leader: If there's ever any doubt among the players if a throw was valid or not, or at any other game moment, the current Leader is responsible for making the decision.

◀ LOSING THE GAME! ▶

If at any time during a combat all Heroes have fainted (reached 0 life points) the **party loses the game**. Perhaps next time the party should fight better, or they will face shame again.

HERO SHEET ANATOMY

Hero sheets show all the (legal and not-private) information about our Heroes that a player would like to know.

Beside the Hero name (A), their favorite social media picture (B), and their classic quote (C), we can also find:

- The **limit and types** of Equipment that this specific Hero can carry (D).
- A track with the Hero's **current life points** (E), going from 1 (bottom) to 9 (top).
- The ability associated with the special icon of the **red die** (F).
- The ability associated with the special icon of the **green die** (G).
- The ability associated with the special icon of the **blue die** (H).



◀ ACTIVATING THE DIE ICON ▶

Each Hero sheet shows 3 special abilities—one for each die color. A Hero's special ability is activated when the matching colored (or white) die lands **showing the special icon**.

Players should discuss and carefully choose which player will throw which die, in order to have a chance to benefit the most from each Hero's special abilities during the current combat. Some special abilities only activate in specific circumstances, like when the Hero Misses or when the die lands on the Target board (see *Common Hero Abilities* on page 16 and *Unique Hero Abilities* on page 18).

◀ INSTA-KILL EFFECT ▶

If a die lands in the bullseye showing the special icon, instead of dealing 10 damage, the Monster is **immediately defeated** and the Hit is considered an Epic Shot (see page 12). This also applies while fighting the Final Boss! If a Hero benefits from this “insta-kill power,” they may still activate their special ability in the same turn.



SPECIFIC THROW REQUIREMENTS

There are pictures in the banners of some Monster, Dungeon, and Equipment cards! It depicts our Dummy Hero performing in **some unique physical way** that the Hero must copy when throwing the die. For a full list of icons and what they represent, see page 19.



When a **Monster** or **Dungeon card** shows a Specific Throw Requirement, the Heroes **must perform** the icon's requirements during each throw of that combat.

If, during a combat, both the Monster and the Room (and possibly even a Weapon!) each require a Specific Throw, the Heroes must combine those throws for the attack to be a Hit. If a Hero does not fulfill all the Specific Throw Requirements, then the throw counts as a Miss.

If the throw requirements of 2 or more cards are the same, then they count as one requirement (they do not double!).

COMBAT EXAMPLE

Jack, Marla, and Lebron are fighting their way through the dungeon. Lebron is the current Leader, so he secretly looks at 2 Dungeon cards and chooses to enter a **Hall of Winter Solstice**. The party immediately adds 1 Gold coin to the Chest as indicated by the card. Then, he reveals the Monster: the **Water Tribe Goblin**!

The **Water Tribe Goblin** has 6 life points, but the **Hall of Winter Solstice** specifies that they must add 3 life points to it, so our Heroes set the Life Tracker to 9 life points. The **Water Tribe Goblin** demands that the dice must bounce inside the Pond to be a valid shot! This Monster also deals 2 damage when a player Misses, and is carrying 2 Gold coins as a reward.



1 Since Jack is sitting to the left of Lebron, the current Leader, he is the active player. He will be the first to swing at the Monster and takes all 3 colored dice. Jack chooses the **blue die** and throws it. The die bounces once on the table (inside the Pond), enters the Target, and lands in the "2" section with the icon on top. Jack deals 2 damage to the Monster and activates the **Cutthroat token**! Then Jack passes the remaining two colored dice to Marla, the Hero on his left.





2. Marla is not confident she can make the die bounce inside the Pond! That's why she chooses the **green die** (her green ability, **Rethrow**, if activated, will allow her to cancel the throw and perform a new one). She throws the die, which bounces inside the Pond, but it lands in front of the Target, outside the board... But the icon is on top! She activates her ability and can throw once more. This time no mistake is made: The die bounces inside the Pond, enters the Target, and lands in section 2. She reduces the Monster's life by 2. Then, she passes the remaining red die to Lebron.



3. Lebron throws the **red die** at the Target board hoping it will land in a high-value section or with the icon showing, finishing the combat. The die bounces once on the table, inside the Pond, and enters the Target, but lands in a hole with no icon on top! The throw is a Miss, so Lebron takes 2 damage from the **Water Tribe Goblin**. The fight is not over, and it's Jack's turn again.



4. The party has already used all 3 colored dice, so Jack must choose to either use 1 white Bonus die from the Chest tile or let all Heroes suffer damage equal to the Monster's level to retrieve all 3 colored dice. Jack chooses to use 1 white die from the Chest. Heroes take no damage, but if Jack fails to defeat the Monster, Marla will have to decide once more between retrieving the colored dice or spending a white one.



5. Jack throws the **white die**. The die bounces once, rolls over the table, enters the Target, and lands between the Sections with values 2 and 3, without showing the icon on top. Since the **Cutthroat token** is active, Jack chooses to spend it to deal 5 damage to the Monster: That's enough! The Heroes have managed to defeat the scary (?) **Water Tribe Goblin**! They add 2 Gold coins to the Chest as a reward and move on to the Resting phase.



3 ◀ RESTING

After the party defeats a Monster, they can bask in their glory for a brief moment.

Then they must clean up the mess and prepare to move to the next room by following these steps:



Example: Later in a combat, the Monster had a total of 2 life points and Marla made a throw with a total damage of 7. The Monster is defeated, since it goes to -5 life points. That's an Epic Shot! Marla takes a total of 5 Gold coins to add to the Chest: 1 coin from the Epic Shot and 4 from the Monster Reward.



3.1 ◀ EPIC SHOT BONUS ◀

- ◀ As indicated on the Monster Life Tracker, if the last Hit on the Monster managed to reduce its life to **-3 or less**, the party of Heroes **gains 1 extra Gold coin**. This bonus is also gained if the Hero defeated the Monster with an Insta-Kill throw.



3.2 ◀ TAKING YOUR REWARD ◀

- ◀ Take the Gold coins from the defeated Monster card and place them on the Chest.



3.3 ◀ SCARS ◀

- ◀ Each fainted Hero must **take 1 Scar token** from the supply and use it to cover all 3 life spaces of a single ability section (color). Then, that Hero is **restored to full health**. From now on, they have 2 fewer life points, and they **cannot activate that color's special ability** for the rest of the game (but they can still throw that colored die)! A Hero can only have 1 Scar token on each color. If a Hero with 3 Scars faints once more, flip their sheet over: That Hero is eliminated from the game!



3.4 ◀ MOVING ON ◀

- ◀ The Hero who threw the last die receives the **Leader token**.
- ◀ **Retrieve all 3 colored dice** from the Target board and hand them to the Hero to the left of the Leader.
- ◀ **Return any white Bonus dice** used during the Combat phase to the supply (see *White Bonus Dice*, below).
- ◀ Check for any **Resting phase special effects** and resolve them (including Hero ability tokens).
- ◀ Place the defeated Monster card in the **discard pile**.
- ◀ The Heroes **may move Equipment cards** among themselves at this time (see *Equipment* on the next page).
- ◀ Heroes **realign their Armor** to be used again in the next combat (see *Equipment* on the next page).
- ◀ Set aside the concluded Dungeon card. Add up the quantity of Shop icons found on the Dungeon cards so far: If the party has accumulated **10 or more Shop icons**, they have reached the Shop and will take a small break before the next combat! If not, continue exploring by returning to the Dungeon phase.




WHITE BONUS DICE

Bonus dice are **thrown only once**. When removing dice from the Target board during the Resting phase, Heroes must return white Bonus dice to the supply. Thus, it is important that the party buys sufficient Bonus dice to use for future combats. If a Bonus die lands showing its special icon, that Hero may activate **any one** of their Hero's available (without a Scar) special abilities.

*The icon on the left refers to the white dice being used in the game (even if it is not a d6!). The dice may vary depending on the selected dice set—see **Mixing Dungeon Fighter Boxes!** on page 17 to read more.*

4 • SHOPPING TIME!

If the party has accumulated Dungeon cards with **10 or more Shop icons** (), they have reached the Shop! It's time to spend Gold to buy Equipment, Bonus dice, and/or heal.



• **BUYING EQUIPMENT:** Time to display the Shop's merchandise! The Leader **draws 2 Equipment cards from the deck plus 1 extra card for each Hero**, and reveals them on the table. The party can now buy as many of these faceup Equipment cards as they wish/can. You can buy these cards using Gold coins: Move the amount indicated on the Equipment card from the Chest tile to the supply. Then, assign that Equipment to a Hero. Discard any cards you have decided not to buy back to the box.



• **BUYING HEALING:** For each Gold coin you spend to buy healing, **heal 1 life point** to every Hero.



• **BUYING WHITE BONUS DICE:** Pay 2 Gold coins for **each white Bonus die** you wish to buy. There is a limit: You cannot have more than 9 Bonus dice in your Chest!







← EQUIPMENT →



The party can buy all sorts of shiny Equipment from Shops. There are 3 types of Equipment: Weapons, Armors, and Spendable magic items, as well as rare Relics.

Equipment cards must be assigned to a Hero, and must respect the type limits that each Hero can carry—as shown on their Hero sheet.

- **Weapons** () have a red border and will provide the Hero some benefits during combat. A Weapon may be used on every throw and its bonus is **only applied if the throw is a Hit**. If a Hero carries more than one Weapon, they can choose to use one or more of them (or even none), combining their Specific Throw Requirements and bonuses. A Hero can't have 2 Weapons with the same name.
- **Armors** () have a blue border and may be used **once during each combat** to prevent damage or activate special effects if the throw is a Miss. After using an Armor, **rotate the card 90°** to indicate it has already been used during that combat.
- **Spendables** () have a green border and a 'discard after use' effect. They can be used at anytime, even by non-Active Heroes or immediately before a Hero faints.
- **Relics** () are a special type of card: Check their rules on page 18.

4.1 • IS THE DUNGEON OVER? •

If this is the first or second time the party arrived at a Shop, a new cycle must be initiated: **Discard all the Dungeon cards** that were set aside so far back to the bottom of the Dungeon deck and **repeat phases 1-3** multiple times until you have enough Shop icons to reach the Shop again.

If the Heroes managed to successfully fight their way through the Dungeon and **have arrived at their third Shop**, they are ready to face the Final Boss immediately after that! Discard all the remaining Monsters in the deck, then check page 15.

COMBAT EXAMPLE

Our party of Heroes have entered the **Cool Slide**—they will have to perform all attacks using the Waterfall! The Monster found in this room is the **Bloodthirsty Penguin**, who has the Fearless ability: If the die lands on the section of value 1, the Hero may choose to re-throw it.



1. Marla is the first one to swing at the Monster. She chooses the **green die** and must throw it by sliding it down the Waterfall! She places the die on one side of the Waterfall and tilts it towards the Target. It bounces on the table and enters the Target, and lands on the section of value 1. The Fearless Monster allows her to re-throw the die, and that's what she decides to do. This time, she will use her **Ramboril** weapon, so her eyes must be at the table's level. She throws it, but it lands inside one of the holes! She takes the Miss damage! This is not very good news... She had 3 life points, and now she's down to zero. Marla faints and she's out of this combat!



2. The next player is Lebron. He has a **Horned Helm**. He chooses the **blue die** and will use his head to tilt the Waterfall (seems valid, I guess...)! He must do it all and the die still needs to bounce on the table. Miraculously, the blue die lands on the "4" section of the board with the icon showing. Lebron activates his **Camouflage** ability and deals an extra 4 damage: He's up to a total of 10! Since the blue die is in-between 2 sections, he decides to use his **Enlarging Lotion** to deal an extra 3 damage to the Monster, increasing the attack to 13. The **Bloodthirsty Penguin** is defeated by this single throw!



3. During the Resting phase, the party sees that the **Bloodthirsty Penguin** has come to 0 life points, so they don't collect the Epic Shot bonus. Then, they take the 2 Gold coins reward. Marla fainted during the combat, so she will receive a Scar. Marla chooses to assign the Scar to her green ability: She still can use the green die in the future, but won't be able to activate the **Re-throw** ability.





5 • FINAL BOSS COMBAT

Each Boss shows a damage value (A), a type (B), and may have a special ability (C), but they provide no reward (*spoiler: the reward is victory!*).

Shuffle the Final Boss cards, **draw a random card**, flip it faceup, and place it near the Monster Life Tracker. Place the 2 Monster Life Markers on the spaces of the Monster Life Tracker that match the Monster's life points shown on the card (D).

The Final Boss combat follows all of the standard fighting rules with the following exceptions:

- After all 3 colored Hero dice have been thrown, the next player's **only option** is to throw a white Bonus die. In other words, during the Final Boss combat, the party **cannot retrieve colored dice** by taking damage, because they will not survive a full-on attack from the fierce Boss... If the Heroes run out of white Bonus dice before defeating the Final Boss, **they lose the game**.
- If the party manages to reduce the Final Boss' life points to "0" or less, **they win the game** and head to the local tavern to celebrate the victory. Dramatic and ridiculous victory poses are encouraged.

NOTE: The Bullseye effect and all Hero special abilities activate as normal during the Final Boss combat.

SUMMARY

LOSING

- Heroes lose the game if ever during any combat all Heroes have fainted (0 or less of life points).
- Heroes lose the game if, when facing the Boss and after throwing the colored dice, they run out of white Bonus dice.

WINNING

- Heroes win the game if they reach the Final Boss combat and defeat the Final Boss.

END GAME SCORING

If the Heroes wish to express their joy in numbers, add up the points below and check the table to the right:

- +1 PT per Gold coin still on the Chest tile
- +3 PTs per white Bonus die still on the Chest tile
- +5 PTs if no Hero has received a single Scar token
- -1 PT per Scar token received
- -5 PTs per eliminated Hero
- +PTs per Difficulty level:

Normal	Hard	Inferno
+5 PTs	+15 PTs	+25 PTs

Total PTs	Title
0 or less	Lame Ducks
1-5	Inept Optimists
6-10	Insubordinate Rascals
11-15	Rookie Adventurers
16-20	Wannabe Heroes
21-25	Average Warriors
26-30	Skilled Champions
31-35	Epic Sourcebook Readers
36-40	Epic Sourcebook Writers
41+	Heroic Awesomeness Beyond Human Comprehension

IMPOSSIBLE SITUATIONS

Occasionally, there may be situations when the Heroes are faced with Specific Throw Requirements that make the throw virtually impossible. When these situations arise, the Heroes can choose (as a group) to back down.

If the party backs down, follow these steps:

1. *Out of shame, each Hero loses life points equal to the current Monster's level.*
2. *Place the current Monster card back in the box.*
3. *Draw the next Monster card from the deck.*

NOTE: Of course, *Dungeon Fighter* is all about overcoming ridiculous challenges, so players should only use this rule in extreme cases. The gods of Dungeon Fighting always watch over you; they don't like the coward but reward the creative! ... So don't be scared to bend the rules a little bit to create a new crazy throw.

DUNGEON CARD EFFECTS

Dungeon cards have immediate or permanent effects that affect the current combat:



GOLD BONUS: When revealed, add the quantity of Gold coins indicated to the Chest tile.



HEAL PARTY x2: When revealed, heal every member of the party 2 life points.



GAIN 1 DIE: When revealed, add 1 white Bonus die to the Chest tile.



FREE EQUIPMENT: When revealed, take the top card from the Shop deck and assign it to a Hero.



MONSTER ADVANTAGE: When revealing the Monster card, remember to add the indicated value to the Monster Life Tracker.



SPECIFIC THROW REQUIREMENT: Check page 19 to see which Specific Throw you must obey to perform a valid throw.

COMMON HERO ABILITIES

This section explains each special ability in greater detail. Unless an ability specifically states that it is "Activated only when the Hero Hits/Misses," the ability activates when the die lands anywhere.



AGILE INSTINCTS: Activated only when the Hero Misses. The Hero dodges the Monster's counter-attack, does not suffer damage, and still deals 2 damage to the Monster. (Weapon bonuses are not applied, since they only work when the Hero Hits.)



RE-THROW: If activated, the Hero may choose to swing at the Monster again: The player retrieves the die they just threw and throws it again. Ignore the result from the first throw.



HEAL PARTY: If activated, the Hero casts a healing spell on the entire party: every Hero recovers 1 life point.



PICKPOCKET: If activated, the Hero takes 1 Gold coin from the supply and places it on the Chest tile.



SELF HEALING: If activated, the Hero heals 3 life points.




SWORN ENEMY: Activated only when the Hero Hits. This ability empowers the Hero against the type of Monster indicated on the icon: The Hero deals 4 additional damage to that specific type of Monster.

If the Monster in the combat does not match the icon, the Hero deals only 1 additional damage to the Monster.

DUNGEON FIGHTER

IN THE
CASTLE OF FRIGHTENING FROSTS

◀ MIXING DUNGEON FIGHTER BOXES! ▶


Dungeon Fighter boxes were designed to be stand-alone experiences, but it's also possible to mix them during Setup (and play up to 6 Heroes): Each player may choose any Hero available. Next, set up any 1 Target board. Then, select 1 complete set of colored and white dice from a single box. Finally, create the playing decks (Dungeon, Monsters, Equipment) by shuffling any cards desired (that have matching backs, of course). Remember to include any special dice called for by the cards you have chosen. Now continue with the rest of Setup. If you want to separate the cards later, Equipment cards from this box have this icon water mark in the bottom right corner: 

↪ VARIANT: LEVEL UP ↪



New adventures lead our Heroes to new experiences and now it's possible for our Heroes to Level Up after they gain some experience (XP) points. During the game Setup, place a Crystal token on the bottom space of each Hero's XP track, on the left of their Hero sheets:


XP points can be gained in 3 ways:

- When a Hero **deals the last Hit** that defeats the Monster.
- Each time a die result shows the special icon () and the Hero decides **not to use it** OR the icon **cannot be activated** since it doesn't meet the Hit/Miss requirement.




When gaining an XP point, the Hero must **move their Crystal token up** on the track.

Whenever a Hero reaches the Shop with their Crystal token on the highest space of the track (3 XP), they may move the Crystal token to the **bottom of the track to gain a Level Up token** and assign it to a chosen die color (red, blue, or green.)

Anytime a Hero throws a die that doesn't show the Special icon () as the result, they may **use their Level Up token to activate the corresponding color die special ability**: Rotate the token 90° to indicate it has been used. A Scar overrides a Level Up token, so if a Hero ability has Scar and Level Up tokens, the ability still cannot be activated.

When the party reaches the **next Shopping Time**, all spent Level Up tokens **are refreshed**.

If all Heroes agree to use the Level Up variant in *Dungeon Fighter*, an adjustment must be made: Players will only arrive at the Shop after they have **collected 11 Shop icons**  (instead of 10).



RELICS

Relics are a type of Equipment that can be found in the Shop, mixed with the other cards. **Relics** (🗡️) have a black border and when purchased **ARE NOT assigned to a Hero**. Instead, place the Relic beside the Chest tile, as they **belong to the party** and any Hero can benefit from them. Relics can be activated during any Hero's turn, and each cards' use is described on the card.

UNIQUE HERO ABILITIES

Each Hero has a unique ability associated with the blue die (they like to brag about it). Some abilities use special game tokens (depicting the same ability icon). Heroes may activate these tokens during a combat, and each token will be resolved at a specific time (check the rules below).

Aristide



ENCHANTING MELODY: Activated only when the Hero Hits. Deal +2 **damage** and activate the Melody token (active side up). For the rest of the combat, all Heroes can perform a Dancing Shot to deal +2 damage to the Monster. Deactivate the token during the Resting phase.



DANCING SHOT: The Hero must spin on their feet, turning around 360° so that they end up facing the Target board, and immediately perform the shot.

Jack Boatless



CUTTHROAT: Activate the Cutthroat token and place it on top of the Monster Life Tracker. If the die lands in between 2 Target sections, the Active Hero may spend the token to add the section values together to calculate the damage. Deactivate and retrieve the token during the Resting phase.

Lebron Bearskin



CAMOUFLAGE: Activated only when the Hero Hits. Deal additional damage equal to the number of Shop icons on the current Dungeon card. If you are facing the Final Boss, deal +3 damage instead.

Marla Morningstar



HERB POWER: Heal any 1 Hero 2 life points plus 1 life point for each Spendable (🗡️) Equipment card in the discard pile.

BOARD MODIFIERS

Board Modifiers are placed on specific positions on the table or Target (on top of the board, around it, touching some part of it, etc...). Their use can be requested by a Monster, Dungeon, or Equipment card.



ICEBERGS

Place the 4 Icebergs on the Target holes, one on each hole. If any die touches an Iceberg, **the Active Hero deals 1 additional damage to the Monster and removes that Iceberg**, even if the throw is a Miss or the die is cancelled (when playing the Water dice, for example). Remove the Icebergs during the Resting phase.

MONSTER SPECIAL ABILITIES

Some Monster cards show ability text instead of a Specific Throwing Requirement. These special abilities occur when certain conditions are met:

MADNESS: Those Monsters have 3 different Throw Requirements in their description. At the start of the combat, all Throw Requirements are inactive. Whenever a Hero Hits, the Monster gains a new Throw Requirement (the next one on the card, from left to right). You may use any non-used game component (like a Level Up token, a scar, etc...) to help you manage the active Throw Requirements of the current Monster.

FEARLESS: When the throw lands on any Target section with value 1, the active Hero may choose to re-throw the die.

SPECIFIC THROWS LIST

As mentioned earlier, some cards display a black and white icon on their banner depicting some unique physical way that the Hero must throw the die. Sometimes, the icon shows a body position or body movement that must be respected to complete the throw, other times it shows the interaction between the die (or the player) with another special element or gadget.



BLIND SHOT: The Hero must throw the die with their eyes closed.



CARD FLICK SHOT: The Hero must place the die on top of any unused game card and flick the bottom of that card to 'throw' the die.



EYE-LEVEL SHOT: The Hero sits down on the floor and, regardless of their height, must keep their eyes at table level to throw the die.



HEAD SHOT: The die must start on the Hero's head or must touch it during the throw.



ICE FLOE SHOT: The Hero places the Ice floe in front of them. The die must bounce on the Ice floe (that counts as bouncing on the table) before entering the Target.



ICE WALL SHOT: The Hero places the Ice wall on the table, touching the Target's edge. The die must touch the Ice wall before entering the Target to be a valid throw. If the die knocks the Ice Wall down and lands on top of it, the throw is a Miss.



JUMP SHOT: The Hero must jump into the air and the die must be shot while the Hero is still in the air.



POND SHOT: The Hero places the Pond in front of them. The die must bounce on the table inside the Pond before entering the Target.



PRAYER SHOT: The Hero must hold the die between the two palms of their hands, as if praying.



PUNCH SHOT: The Hero must hold the die inside their closed fist and throw/release it by/when punching the table.



UNDER-THE-TABLE SHOT: The die must leave the Hero's hands (or other body part) while below the table level.



WATERFALL SHOT: The Hero must hold the Waterfall and place the die on the short edge nearest themselves. Then they must tilt the Waterfall downwards so that the die slides along it, off the opposite short edge. If the die does not slide off the opposite short edge, the throw counts as a Miss.



WEAK-HAND SHOT: The Hero must use their weak hand (the hand the Hero does not write with).



X SHOT: The Hero must hold the die between their two wrists, creating an 'X' with their forearms.

SPECIAL DICE

Special dice work like the white dice, but they're valid only during that combat. These dice must join the colored dice pool when a Monster or Dungeon indicates it, or when a Hero with a corresponding Equipment decides to spend it.

- Special dice follow the same rules for throwing dice: **They do not replace any other die**, and throwing them count as the player's turn.
- If a special die shows the special icon (☞), it's **resolved just like a white die**: Any Hero ability can be activated.
- All special dice are **returned to the supply** at the end of the combat, whether they were used or not.
- Special dice may have other icons that take effect if the die lands with that icon faceup, as described below:



WATER DICE

The active Hero must throw the 3 Water dice together. Check all 3 results and choose only 1 to resolve.



SNOW DIE



SOFT SNOW: If the Hero Misses and this icon is showing, they receive **no damage**.

TEMPLATES

Templates add new sections to the Target board. Monsters and Dungeons may request players to flip a Template at the start of the combat, while some Equipment may allow the player to choose when to flip it.

When requested, the active Hero must flip the indicated Template like a coin (i.e., with the player's thumb). The template must complete one full rotation in the air (at least 180°) and land on the Target to be considered valid.

- If the Template lands with any portion touching the table, the player suffers 1 damage and must flip the Template again.
- If the Template requested is already on the Target board, the active Hero may choose to leave it as it is or take it and flip it onto the board once more.
- If the Template lands on a die, remove the die and place the Template on the Target board in the same position.

DURING COMBAT:

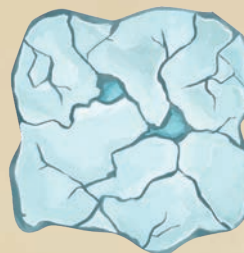
- If a die lands on a Template, that throw counts as a Hit against the Monster, even if the Hero suffers any damage from the Template's effects. Special icons work as normal when on the Template.
- If a die lands partially on a Template while also touching anything below the Template (the table, Target, or another Template), resolve the die as if it wasn't touching the Template at all, only the object below it.

Remove all Templates from the target board during the Resting phase.



FROZEN TEMPLATES

The Frozen Templates add 2 extra holes to the Target board. If the die lands inside a Frozen Template, it is a Miss. If the die lands on top of a Frozen Template, consider it a Hit with value 0.



WEAK POINT TEMPLATE

If the die lands on the Weak Point Template, reduce the Monster's life by half (rounded down). Heroes cannot increase this damage dealt to the Monster by any other means (Weapons, Spendables, abilities, etc...). Discard the Template after resolving it.

Like Dungeon Fighter?

TRY OUT NEW ADVENTURES! NEW HEROES, NEW MONSTERS, NEW DUNGEONS, NEW DICE, AND LOTS OF NEW GADGETS WITH CRAZY WAYS TO HIT OR MISS!



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