



**DUNGEON FIGHTER**

IN THE  
LABYRINTH OF SINISTER STORMS

Once upon a time, elemental magic was sealed away from Middlewhere by Ancient Heroes, starting an era of peace.

With no real threats to fight, dungeons became a problem of the past, an excuse for incapable braggarts to escape a life of hard work and go in search of "glory"... but when their reckless actions unleashed elemental magic back upon the world, new (and very real) chambers of doom appeared.

Afterlife hath no fury like a woman scorned, especially if that woman is the self-proclaimed Evil Queen! Seeking vengeance for a broken engagement, she spent decades training in the magical arts. Now allied with the eccentric Showie I, the Goblin King, and Gaea, the wicked witch of the woods, she is ready to wage war and get her revenge.

Their lair awaits for you in the Deep Woods of Highbrow, but beware: Everything in the Labyrinth of Sinister Storms wants to kill you! Be it poisonous plants or things with many teeth, you'll be spoiled for choice! Get ready to explore the lush depths of this intricate maze!

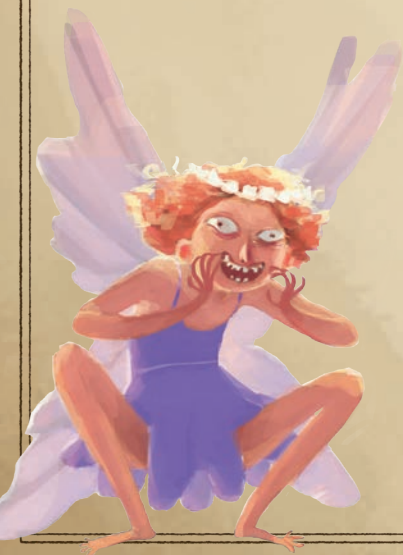


## DUNGEON FIGHTER™

*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 Labyrinth of Sinister Storms* is a standalone game that can be combined with any other *Dungeon Fighter 2nd edition* box. This one comes with new nature-themed contents and loads of gameplay gadgets! Grab your dice and get ready to prove your worth in the dungeon!



# COMPONENTS



1 TARGET BOARD



12 CUSTOMIZED  
D6 WOOD DICE



1 BIG DIE



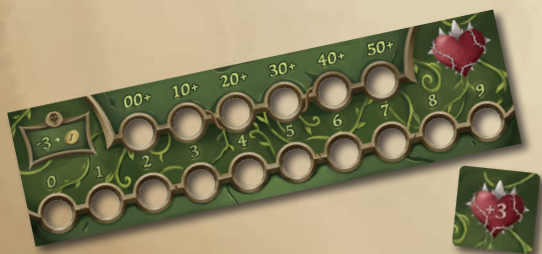
1 RUBBER  
DIE



6 LEVEL UP TOKENS



4 HERO LIFE MARKERS  
2 MONSTER LIFE MARKERS



1 MONSTER LIFE TRACKER  
1 DIFFICULTY MODE TOKEN



21 MONSTER CARDS



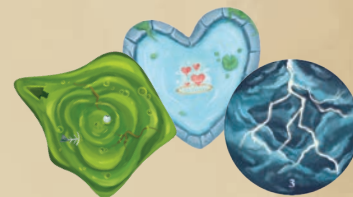
24 EQUIPMENT CARDS



3 BOSS CARDS



21 DUNGEON CARDS



3 TEMPLATES  
(1 SLIME, 1 MAJOR HEAL,  
1 LIGHTNING)



4 HERO SHEETS



1 LEADER TOKEN  
1 CHEST TILE



1 GATE, 1 CHALICE,  
1 RAMP, 4 THORN BUSHES



5 HERO ABILITY TOKENS  
(3 HAMMERS, 1 TRACKING,  
1 FROG)



12 ABILITY UPGRADE/  
SCAR TOKENS



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.<br><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 *Carnivorose* 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

Tina, Prince Todd, and Randolph are fighting their way through the dungeon. Tina is the current Leader, so she secretly looks at 2 Dungeon cards and chooses to enter a **Picnic Area**. The party immediately adds 1 White die to the Chest as indicated by the card. Then, she reveals the Monster: the **Obnoxious Monkey**!

The **Obnoxious Monkey** has 6 life points, but the **Picnic Area** specifies that they must add 4 life points to it, so our Heroes set the Life Tracker to 10 life points. The **Obnoxious Monkey** demands that the die must touch the Hero's waist to be a valid shot! This Monster also deals 2 damage when a Hero Misses, and is carrying 2 Gold coins as a reward.



**1** Since Prince Todd is sitting to the left of Tina, the current Leader, he is the Active Hero. He will be the first to swing at the Monster and takes all 3 colored dice. Prince Todd chooses the **red die** and throws it at the Target board, hitting it with his waist. The die bounces once on the table and enters the Target but it lands inside one of the holes! He deals no damage to the Monster and takes 2 damage. Then he passes the remaining two colored dice to Randolph, the Hero on his left.



**2.** Randolph is not confident he can make the die touch his waist and go to the target! That's why he chooses the **green die** (his green ability, **Re-throw**, if activated, will allow him to cancel the throw and perform a new one). He throws the die, but it's too strong! The die lands outside the Target. But the icon is showing, so he activates his ability and can throw once more. This time no mistake is made: The die lands on the section with value 4! The icon is showing but it doesn't seem clever to throw it again: Randolph decides to deal 4 damage to the Monster, and then he passes the remaining blue die to Tina.



**3.** Tina throws the **blue die** at the Target board hoping it will finish the combat. The die bounces once on the table, enters the Target board, and lands in the value-2 section with the icon showing! She activates Hammer of the Gods: She deals 1 extra damage (arriving at a total of 3) and activates 1 Hammer token. Whenever a Hero Hits, Hammer tokens may be spent to deal extra damage. The fight is not over, so it's Prince Todd's turn again.



**4.** The party has already used all 3 colored dice, so Prince Todd 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. Since the party gained 1 white die at the start of the combat, he chooses to use 1 white die from the Chest. The Heroes take no damage, but if Prince Todd fails to defeat the Monster, Randolph will have to decide once more between retrieving the colored dice or spending a white one.



**5.** Prince Todd throws the **white die**, hitting it with his waist. The die bounces once, rolls across the table, enters the Target, and lands on the Section with value 2 without showing the icon—he deals 2 damage to the Monster: Tina spends her Hammer token for an extra 1 damage and that's enough! The Heroes have managed to defeat the scary (?) **Obnoxious Monkey**. 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:



#### 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.



**Example:** Later in a combat, the Monster had a total of 2 life points and Tina 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! Tina takes a total of 5 Gold coins to add to the Chest: 1 coin from the Epic Shot and 4 from the Monster Reward.




#### 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 **Dampford**—they will have to throw the Slime Template before the fight! The Monster found in this room is the **Batrachian Sleazebag**, who has the **Deceitful** ability: The Heroes must choose 1 colored die to lose before the fight starts. They choose to lose the **green die**.



1. Tina is first, so she throws the Slime Template on the board... not very good: The template is aiming for a hole. She chooses the **red die** and decides to use her **Fan Cannon** weapon. She'll need to throw the die using the ramp, then it must bounce on the table once before entering the Target. Tina places the die on the lower part of the ramp and flicks it! It lands exactly on top of the Slime template... it's moved to inside the hole, so it's a Miss. Tina takes 3 damage! Ouch! This is not very good news... She had 3 life points, and now she's down to zero. Tina faints and she's out of this combat!



2. The next player is Prince Todd. He decides to use his **Glasscrasher**, which will give him +2 damage. He takes the **blue die** (last colored one available) and flicks it: The die lands on section "4" of the board with the icon showing! Prince Todd's **Royal Money** ability is activated, and since the party has a total of 7 coins on the Chest he deals 3 more damage: He's up to a total of 9! He decides to use his **Explosive Potion** to double the Target section value, increasing the attack to 13. The **Batrachian Sleazebag** is defeated by this single throw!



3. During the Resting phase, the party sees that the **Batrachian Sleazebag** has come to -2 life points, so they don't collect the Epic Shot bonus. Then, they take the 3 Gold coins reward. Tina fainted during the combat, so she will receive a Scar. Tina chooses to assign the Scar to her red ability: She still can use the red die in the future, but won't be able to activate the **Piercing Damage** 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  
LABYRINTH OF SINISTER STORMS

## ◀ 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 combat, and each token will be resolved at a specific time (check the rules below).

### Randolph



**METAMORPHOSIS:** If activated, place the Frog token (active side up) on the Monster card. For the rest of the combat, if any Hero Misses, reduce the damage suffered by 2. Deactivate the token during the Resting phase.

### Prince Todd



**ROYAL MONEY:** Activated only when the Hero Hits. Deal +1 damage for every 2 coins on the Chest tile, but only up to a maximum of +5 damage.

### Lanky Loushot



**TRACKING STRIKE:** If activated, place the Tracking token (active side up) on the Monster card. During this combat, all Heroes deal +1 damage to the Monster when they Hit. Deactivate the token during the Resting phase.

### Tina Thunder



**HAMMER OF THE GODS:** Activated only when the Hero Hits. Deal +1 damage and activate 1 Hammer token. Hammer tokens remain active from one combat to the next and can be spent any time a Hero Hits:

- Spend 1 Hammer token to deal +1 damage.
- Spend 2 Hammer tokens to deal +3 damage.

## 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.



### THORN BUSHES

Place the 4 Thorn bushes on the Target board's edges, each one between a pair of Target bones. If a die touches a Thorn bush, the Active Hero suffers 3 damage.

## MONSTER SPECIAL ABILITIES

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

**CROOK:** If a Hero Misses, at the end of their turn, they must discard 1 of their Equipment cards. The limit of stolen cards varies from one Monster to the next (as indicated on each card).

**DECEITFUL:** When this Monster is revealed, the current Leader must choose 1 colored die to be discarded before combat. This die cannot be retrieved, and is only recovered at the end of the combat.

**SUPER CROOK:** If a Hero Misses, at the end of their turn, they must put 1 of their Equipment cards under the Boss card. The Boss deals +1 damage for each Equipment card under their card.

**SUPER DECEITFUL:** When this Boss is revealed, discard all 3 colored dice before combat.

## 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.



**CHALICE SHOT:** The Hero must place the die inside the Chalice, hold the Chalice by the base, and cast the die towards the Target.



**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.



**DICE SPIN SHOT:** The die must spin like a top before touching the Target board.



**FLICK SHOT:** The Hero must flick the die towards the Target board.



**GATE SHOT:** The Hero places the Gate in front of them and must throw the die through it.



**HIP SHOT:** The die must start on the Hero's waist or must touch it during the throw.



**KNEE SHOT:** The die must start on the Hero's knee or must touch it during the throw.



**ONE EYE SHOT:** The Hero's hand that throws the die must be directly in front of their closed eye.



**RAMP SHOT:** The Hero places the Ramp with the lower side pointing towards them, places the die on the lower part, and flicks it with one finger so that it slides up the ramp and flies out of the higher part towards the Target.

## 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:



### RUBBER DIE



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



### BIG DIE



**SELF HEALING:** The Hero heals 3 life points.

## TEMPLATES

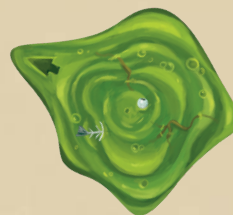
Templates add new sections to the Target board. Monsters and Dungeons may request players to flip a Template at the start of the combat, while some Equipment may allow the player to choose when to flip it. When requested, the active Hero must flip the indicated Template like a coin (i.e., with the player's 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.



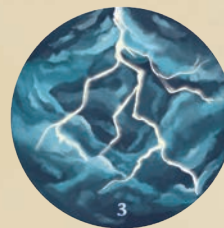
### SLIME TEMPLATE

If the die lands on the Slime Template, move it to the Target section indicated by the arrow on the edge of the Slime Template.



### MAJOR HEAL TEMPLATE

If the die lands on the Major Heal Template, treat it as a Hit with value 0, and all Heroes heal 5 life points each. Remove the Template after resolving it.



### LIGHTNING TEMPLATE

If the die lands on the Lightning Template, treat it as a Hit with a value of 3. After applying the damage to the Monster, the Hero may choose to remove the Template from the board and retrieve the die just thrown, if desired.

## Like *Dungeon Fighter*?

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