

Dungeons & Blocks



1-4



Octorebel

Dungeons & Blocks

Enter the dungeon, explore it and discover the hidden treasures

Will you be the one who gets the most treasures? Or will you be the one who falls into all the traps, don't lose your way and become a great explorer.

Contains: 4 hero boards / 1 dungeon board sheet

1 dungeon board vs / monster deck

You need for each player: 1 pencil / 1 6-sided die

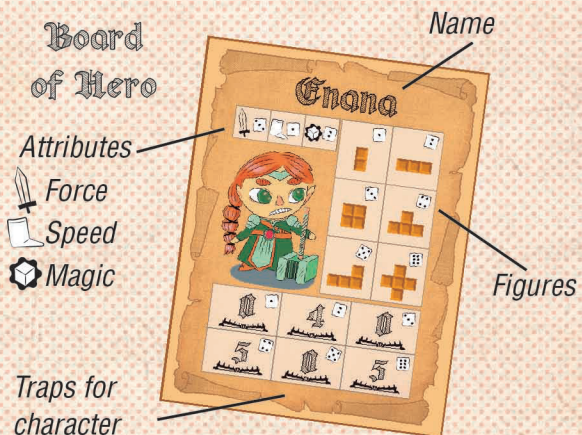
How to play 1 to 4 players:

First, print a dungeon sheet for each player, select an initial player with the roll of a die, the one who gets the most number will start, the initial player will change in each round in an hourly direction.

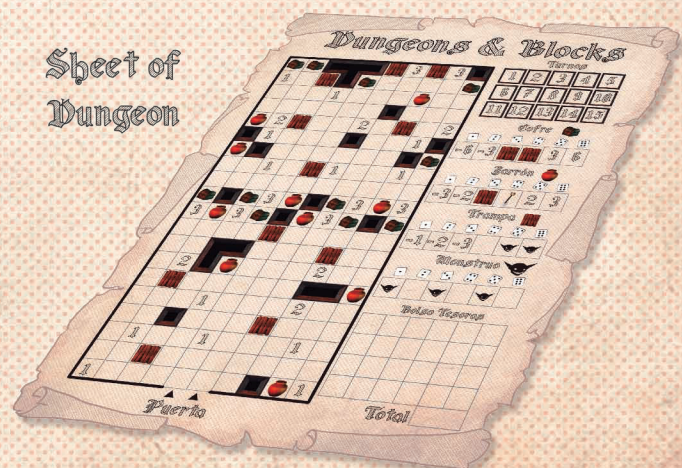
Each player will be given a hero board with figures and a copy of the dungeon, who must start from the marked door at the bottom of the dungeon.

Mix the monster deck and make it available to all players.

The initial player must roll 1 die for each participating player and following the order of the player starting from the initial each one will go choosing one of the dice with which according to the result each player will have to draw on the map its figure corresponding to the die, the initial piece must begin from one of the squares indicated in the door of the dungeon, the following pieces must directly touch one of the player's pieces with the minimum of 1 square on one of its faces.



Sheet of Dungeon



The map has obstacles like walls and traps, but you can also find treasures scattered on the map with the naked eye like hidden in chests and vases.

If one of the pieces falls on any of the marked boxes distributed in the dungeon you will get points or other benefits (see Boxes section) when drawing the pieces on the map you can rotate them to accommodate them, but you will not be able to reflect them.

At the end of the turn mark on the sheet the number of the turn played and it will be the player's turn to your left to roll the dice for a new turn.

End of Game

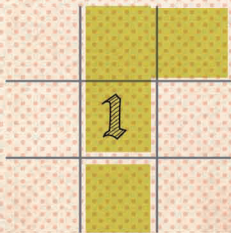
The game will end at the end of the 15 turns, then we proceed to count the points obtained from each player.

How to win

The player who has collected the most points during the game will win by adding the points scored in your treasure bag and adding 1 extra point for each monster defeated. If you are playing alone, play again and try to beat your score.

Boxes

If one of a player's figures is superimposed on one of the squares with points, chests or traps, a score must be made or the dice thrown to know the result.



Points: In case of points, write them down directly on your treasure bag.

Chests and Vases: There are 2 types of tiles from which to obtain hidden benefits, the chest and the vase, regardless of which one you fall into you will have to roll a die to know the result.

The results range from negative points, traps or a shovel, which you must use immediately.



Chest



Vase

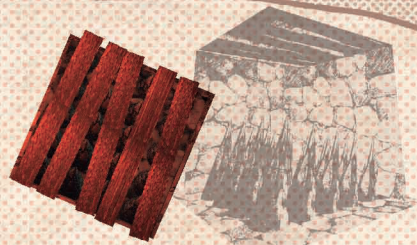


Shovel: Use it to cover one of the trap boxes, put a circle over the trap to show that it is already disabled so you can draw one of your figures on that box without any risk.





Character Trap: Use it to put a trap in the dungeon in an empty space on the player's sheet on your left draw the character trap icon with your initial, if the player falls on it he must throw a die and according to the result with your hero sheet, he will lose the amount of points indicated and you will win the same amount of points, in case of playing alone use the rules of a wooden trap.

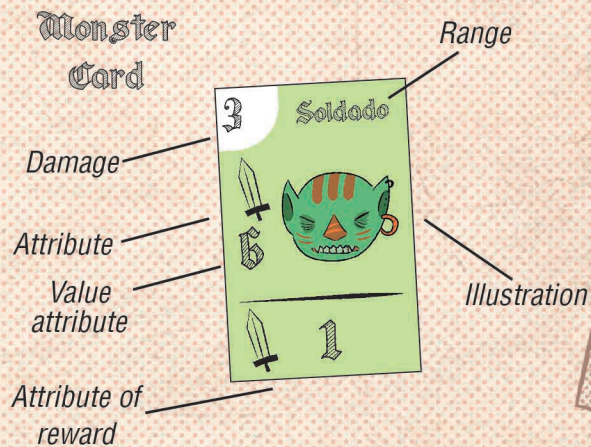


Wooden trap: Throw a die to know its result according to the corresponding table in the dungeon sheet in case it is a negative number you must write it down in your treasure sheet to be subtracted at the end of the game, there is a possibility that it is a false trap and nothing happens, but if the result is a monster you must throw the die again following the monster box below.



Monster: Roll a die to know your result according to the corresponding table on the sheet if the result is a monster you will have to draw the top card from the monster deck you will have to face

The combat is developed in the following way; each monster consists of an attack and a value in its attribute that is the one we must overcome to defeat it, for it we must throw a 6-sided die and add our corresponding base attribute.



-In case of defeating the monster the player will take the card and put it next to his hero tile, the monster will give him a benefit according to his rank plus 1 extra point at the end of the game.

-In case the monster is not defeated it will attack and take the points corresponding to its rank (Damage) and return to the bottom of the monster deck.

Example: The player with the Dwarf tile has defeated 2 monsters (1 soldier and 1 lieutenant) which give benefits to the attributes when fighting monsters, when throwing the dice in addition to adding their base attribute may add 1 to the force or 2 to the magic as appropriate.



Dungeons & Blocks VS

How to play VS mode (2 players)

Print the vs mode sheet and make it available to both players, each one will start from one of the dungeon doors, the figures will be played normally.

Dungeons & Blocks
Modo VS

Como jugar Modo vs 2 jugadores
Imprima la hoja del modo vs y pégala al alcance de ambos jugadores, cada uno comenzará desde uno de las puertas de la mazmorra, se jugarán las figuras de forma normal.

Fin del Juego
La partida acabará en el momento que un jugador ya no pueda poner una figura o mapa a diferencia de los 15 turnos normales, en el caso que un jugador no puede poner su pieza se acaba el juego, pero si el otro jugador si puede poner una figura podrá hacerlo, luego se procede a contar los puntos de cada uno.

Como Ganar
Ganará el jugador que haya logrado mayor cantidad de puntos durante la partida.

Cofre (Chest icon)
-6 -3 (Dice icons)

Trampa (Trap icon)
-1 -2 -3 (Dice icons)

Jarrón (Vase icon)
-3 -2 (Dice icons)

Monstruo (Monster icon)

Tesoros (Treasures icon)

The central grid map shows a 15x15 board with various obstacles and items. Numbers 1, 2, and 3 are placed on the grid, indicating point values. A red square is highlighted in the bottom-left corner of the grid.

End of Game

The game will end when a player can no longer place a figure on the map unlike the 15 normal turns, in the case that a player can not put his piece the game is over, but if the other player can put a figure can do so, then proceed to count the points of each.

How to win

The player who has scored the most points during the game will win.

Dungeons & Blocks Heroes

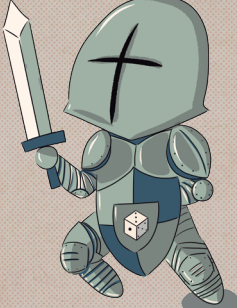
Print this sheet and cut out the characters, each player will select one of them to explore with their corresponding figures and traps.
































Dwarf



Knight




  	 	 
	 	 
	 	 
  	  	  
 	  	 
































Sorceress



Elf



Dungeons & Blocks Monster Deck

Print this sheet and cut out the cards to create the monster deck which you must leave in view of all players at the table.


6 Boss



10

3 1 2 2 2


5 General



8

1 1 3 1 1

5 General



8

1 1 1 1 3

4 Lieutenant



7

2

4 Lieutenant



7

2

4 Lieutenant



7

2


3 Soldier



6

1

3 Soldier



6

1

3 Soldier



6

1

3 Soldier



6

1

3 Soldier



6

1

3 Soldier



6

1

Dungeons & Blocks

Shifts

	5				4		5	
		3						
	3			2			4	
	2					2		
		1		1			1	
			3				2	
3		2				3		
	2					2		
		1				2		
1			1			1		
1								1

▲ ▲
Door

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Chest

-6	-3			3	6

Vase

-3	-2			2	3

Trap

-1	-2	-3			

Monster

Treasures Bag

Total

Dungeons & Blocks Heroes

Print this sheet and cut out the characters, each player will select one of them to explore with their corresponding figures and traps.

Dwarf

Knight


Sorceress

Elf

Dungeons & Blocks Monster Deck

Print this sheet and cut out the cards to create the monster deck which you must leave in view of all players at the table.


6 Boss



10

3 1 2 2

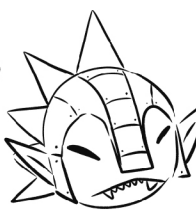
5 General



8

1 1 3 1


5 General



8

1 1 1 3


4 Lieutenant



7

2

4 Lieutenant



7

2


4 Lieutenant



7

2


3 Soldier



6

1


3 Soldier



6

1

3 Soldier



6

1

3 Soldier



6

1


3 Soldier



6

1

3 Soldier



6

1

Dungeons & Blocks

Shifts

	5			4		5			
			3						
	3			2			4		
	2					2			
		1			1		1		
			3				2		3
3		2				3			
	2					2			
			1			2			
	1			1			1		
1								1	

▲ ▲
Door

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Chest

Vase

Trap

Monster

Treasures Bag

Total				

