Scoring

Monster Rooms		
	x3	
	x4	
Must be adjacent to Path to score		
Boss Monster Rooms		
Adjacent to	x2	
Connected to	x3	
Gate Rooms	x2	
Acid Ponds		
One Tile		
Two Tiles (connected)	x3	
3+ Tiles (connected)	x5	
Paths		
Unconnected	-1	
Traps		
On top of a	x2	
Adjacent to	x1	

HP	-2	-2	-3	-3	-5
Coin					
Loot	+4	+4	+4	+4	+2 +2
Tools					

1	2	3	4	5	6

1 2 3 4 5 6

Market

1-2	Path						x2
3	Trap						
4	Path						x2
5-6	Monster				x2 x2 Str +1		x3 x2 Str +1 Int +1
7	Path						x2
8-9	Boss Monster		x3 x3 Str +1 Dex +1		x4 x3 Str +1 Dex +1		x5 x3 x2 Dex +1 Int +1 Str +1
10	Gate		x3 Str -1				
11-12	Acid Pond		x2				

Spells

- Change 1 die to any face
- +1 Extra Action
- Erase 1 Monster Room from Opponent's dungeon
- Add +3 HP to 1 Hero

Round

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17
18 19 20

Hero HP Stat

	1	2	3	4	5	6
	8	11	10	13	12	16
	11	10	14	8	9	12
	12	14	10	16	12	10
	12	16	14	14	16	18
	10	12	14	12	14	10
	16	14	18	16	14	12

Souls

Hero Base Stats

Hero	Str	Int	Dex
	8	3	3
	4	8	6
	5	3	8
	9	2	3

Stats Modifiers

Str

Int

Dex

Hero Stats

HP	Str	Int	Dex

Stats Check Reference Sheet

Str = 14

Str = 16

Str = 18

Int = 14

Int = 15

Str = 17

Str = 19

Str = 21

Dex = 18

Dex = 16

Dungeon Maker Deluxe

1-99, 20-30', Ages 10+

Components

2 Sheets, 1 Pencil & rubber, 2 D6 dice.

Setup

1- Locate the loot on the sheet by rolling the 2 dice, have 1 die be your X-axis and another your Y-axis. Begin with the 4 Gems, roll the 2 dice and draw the Gem symbol on the sheet. After drawing the 4 Gems, draw the 2 Potions in the same manner.

2- Draw a straight entrance Route to your dungeon. This can be any corner of the sheet. Mark your entrance with an arrow. Write your Coin as 20. Begin with the tool and Circle any 1 spell as your starting spell.

Gameplay

The game is played in 3 phases, the Building phase, the Hero phase, and finally the Scoring phase.

Building Phase

This Phase is played in 20 Rounds only. There are 2 Actions during each round from which you choose only 1 from the following:

1- **Collect Loot:** Collect 1 loot from your dungeon using your tools. If you have not upgraded your tools to then you may only collect Gems. To collect a loot, erase it from your dungeon and circle the loot symbol you have collected on your sheet. If you collect a Gem, you will receive 4 Coin. Once you upgrade your tools, you may collect potions which would give you +2 Coin and 1 Spell. To ugrpade your tools you must collect 3 Gems.

2- **Build Rooms:** Roll the 2 D6 dice and choose an item from the market. For example if you roll a 4 and a 5, you may choose to build a Path, a Monster room or you could combine the two values to build a Boss Monster room. Once you have decided which room to build you can choose which type and pay using your Coin.

Building Rooms

Each item drawn must fill in an entire square tile. Each item in the Market chart shows how much it would cost to build as well as the Damage it will cause and any Stats Modifiers it would provide to the visiting Heroes.

i- You must connect your Dungeon's entrance tile to the rest of your dungeon by drawing a Path. You may draw any type of Path however, the Bridge Path must be drawn on an Acid Pond. Paths do not give you any points on their own. You may also rotate a path.

ii- Traps must be laid on an existing Path or a Bridge Path. Once drawn, write the Damage that will be caused to a visiting Hero, at the bottom right corner of that tile.

iii- Monsters rooms can be drawn anywhere but, you must build them next to a path to score (see the scoring section on the dungeon sheet) and damage a visiting Hero. Furthermore, Monster rooms must be connected to each other in specific shapes to score points. When drawing a monster room, first draw the type of Monster, then write the damage that will be caused to a Hero at the bottom right corner of that tile. If you are unable to draw, simply draw a , write down the damage in the bottom right corner and a Monster initial at the bottom left corner. For the Slime Monster, Write the initial as S. For the Skeleton, write SK and for the Ghost, it is GH. Some monsters allow the heroes to modify their stats. For instance, the Skeleton gives +1 Str. If you draw the Skeleton, you must cross off 1 Str pip in the Stats Modifiers.

iv- To draw a Gate, first draw a path then draw a gate in the centre. The Gate Stats Modifier only applies if the Stats Check during the Hero Phase is failed.

v- For the Acid Pond, you may draw 1 tile or you can connect them to maximise your score.

vi- The Boss Monster room is similar to a Monster room however, these will not cause damage if placed adjacent to a Path, they must be connected to a Path. First, draw a path (any) then have a Boss Monster in the middle. If you are unable to draw, draw a Skeleton head symbol. Write the damage that will be caused on the bottom right corner. Boss Monsters allows heros to add more Stats modifiers. Cross off the relevant Stats pips in the Stats Modifiers. Write the Boss Monster's initials as follows: Giant Bat: GB, Golem: G, Boss Slime: BS.

Building Rooms

vii- Draw a stairs symbol adjacent (any direction) to the last room drawn in your dungeon to indicate an Exit tile.

viii- After Completing this phase, add up your score from this phase by refering to the Scoring chart in the Dungeon sheet.

Hero Phase

1- Assign each die to the Hero HP Stat grid, one die to the X-axis and another to the Y-axis.

2- Roll the 2 D6 and determine the Hero type and their HP, which are the numbers in the table. For instance, if you roll a 4 on the Y-axis die and a 6 on the X-axis die, then the Hero type is and their HP is 18. Write the HP in the Hero Stats chart.

3- Once you determine the Hero type from step 2, refer to the Hero Basic Stats chart and write down these stats in your Hero Stats chart. Add any Stats Modifications that were crossed off to the Hero's Basic Stats.

4- The Hero enters your dungeon. They will perform Stats check in each room that can cause damage or an effect on them. The stats check is done by rolling the 2 dice and adding the Hero's modified Stats from the Hero Stats chart. For instance, if a Path contains a spikes trap, they will need to perform a stats check with a 14. They roll the 2 dice and they get 6. They add up the 6 to their Int and compare it to 14. If it is equal or more they pass and do not recieve any damage. If you have a trap and a monster room adjacent, they will roll according to the highest Stat check. For instance, if there is a spikes trap (Int = 14) and a Skeleton monster room (Str = 16) adjacent, the Hero will need to roll against the Str. Should they fail they will receive the total damage (and effects) from the items within that room. If there are equal Stats items, the Hero will roll against their weakest. For example, if there is a Spikes trap (Int = 14) and a Slime monster room (Str = 14) adjacent to a path, the Hero will need to check against their weakest Stats between Int & Str.

5- The hero receive damage from each Path that contains a Trap, adjacent to a Monster room and/or on top of an Acid Pond. For instance, if one of your Path tiles contain a Trap and is adjacent to a Slime Monster, the Hero will recieve a total of 2 damage from that tile. Another example: if you have a Path tile is orthogonally adjacent to 2 Monster rooms (stacked in one direction), the Hero will receive 2 damage, as shown in the Figure. If a Hero dies in your dungeon, you gain 1soul . If a Hero escapes (by reaching the stairs), cross off from your dungeon's HP.

6- Repeat the previous until you have a max of 5 Heros (you can have less than 5) who visited your dungeon. During this phase, you may use Spells (for Multiplayer) to gain an advantage.

7- Score 3 for each and subtract based on each cross off. For instance if you cross off 2 , you will receive -4 . Add your Building Phase score to the Hero Phase score to determine your final score.

On this path, the Hero will receive 2 damage from these two monsters