

Dungeon Trapper Rulebook - 2 Players

Setup:

- X2 dungeon boards, one per player
- X2 pencils (erasable)
- X2 D6 dice
- X1 D12 die
- X68 tokens
- X2 adventure pieces

Intro:

- You may have your own treasure, **but you want more**, and the other player just happens to have some! Enter the other player's dungeon to steal their treasure, but be wary of traps! But don't forget to fortify your own dungeon, as they'll be trying to steal your treasure as well!

Objective:

- The goal of the game is to steal the Prized Heirloom hidden somewhere within the other player's dungeon
- Each turn, players will be deciding whether to add traps to their dungeon or risk entering the other player's dungeon to steal their treasure.

Overview:

- At the start of the game, each player will prepare their dungeon layout by placing walls and some initial traps in the setup phase.
- Once a player finishes placing their traps and their adventurer in the other player's dungeon is killed, their turn ends.
- Each player will take turns either upgrading their dungeon or invading the other player's dungeon until one player has successfully captured the other player's treasure.

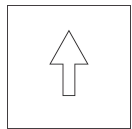
Tile Key:

Basic:



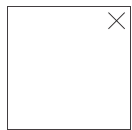
Walls

- Adventurers cannot land on or bypass any wall tile. Only placed during the Setup phase.



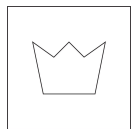
Entrance

- Move the Adventurer here at the start of the adventuring phase. Preplaced on the game board. Cannot be overridden.



Disabled

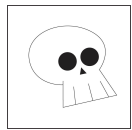
- When a tile is disabled, place this X in the corner of that icon. When reactivating a tile, erase this X.



Prized Heirloom

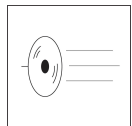
- When activated, the game ends and the adventuring player wins!

Tier 1 Traps:



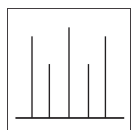
Spooky Skeleton | Utility | Purchase: 2 AP | Reactivate: 1 AP

- Event: The adventurer's fortitude is reduced by 1 (minimum 1).
- Requirements: Only 3 Spooky Skeletons may be active in your dungeon at a time.



Fan | Utility | Purchase: 2AP | Reactivate: 1 AP

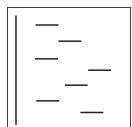
- Event: The adventurer is pushed 3 spaces in the direction the fan icon is blowing. If the adventurer is blown across another trap tile, stop at that trap and activate that trap. If the trap is a kill trap, add +1 to its trap dice rolls (Does not stack).
- Requirements: None



Floor Spikes | Kill | Purchase: 2AP | Reactivate: 1 AP

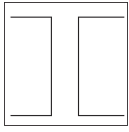
- Event: Roll a D12 die and compare its value to the adventurer's fortitude. If the trap's value is higher than or equal to, kill the adventurer
- Requirements: None

Tier 2 Traps:



Wall Darts | Kill | Purchase: 4AP | Reactivate: 2AP

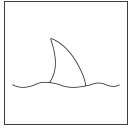
- Event: Roll a D12 die 5 times. For each trap roll that is higher than or equal to the adventurer's fortitude, a dart hits. If 3 darts hit, the adventure dies. Otherwise, reduce the adventurer's fortitude by 1 (minimum 1) for every dart hit.
- Requirement: Must be placed adjacent to a wall tile.



Crushing Walls | Kill | Purchase: 4AP | Reactivate: 2AP

- Event: Roll a D12 die and check the adventurer's fortitude.
 - If fortitude is 6 or less, kill the adventurer if the trap rolls a 5+.
 - If fortitude is 7 or more, kill the adventurer if the trap rolls a 9+.
- Requirements: Must be placed between 2 wall tiles.

Tier 3 Traps:



- Shark Pit | Kill | Purchase: 6AP | Reactivate: 3AP
- Event: Roll a D12 twice and add the values. If that value is greater than or equal to the adventurer's fortitude, kill the adventurer.
- Requirements: None

How to Play:

- Setup Phase
 - At the start of the game, each player will take their 9x6 grid dungeon sheet and hide it from the other player.
 - Each player will place up to 20 wall tiles on the board as they like. The walls should form a maze throughout the dungeon, with no segments completely closed off by walls. Walls cannot be placed on the entrance tile.
 - After each player makes their dungeon, they must add the following:
 - X1 Prized Heirloom- Protect this at all costs!
 - X2 Tier 1 traps of the player's choosing
 - X2 Tier 2 traps of the player's choosing
 - X2 Tier 3 traps of the player's choosing
 - The heirloom must have an accessible path to the entrance
 - Once both players have indicated that their dungeon is finished, have one player place their dungeon board on the table and cover their traps and heirloom with fog tokens while the other player looks away. Then, repeat this step with the other player placing their dungeon and fog tokens.
- Turns
 - At the start of a player's turn, roll x2 D6 dice. The sum of the dice determines the total action points the player can use for this turn.
 - A player chooses how to allocate their action points across placing traps in their dungeon and sending in an adventurer into the other's dungeon. These are represented in the trapping and adventuring stages.
 - Trapping Stage
 - The player chooses what traps to purchase during this phase to add to their dungeon.
 - The price and function of each trap is listed on the Tile Key.

- A trap cannot be placed on the entrance tile or over existing traps. A trap must also follow any requirements listed on its Tile Key.
 - To place a trap, the player must draw the trap icon on the tile they wish to place it on, trying not to let the other player see! They then place a fog token over the new trap.
 - There are two types of traps, utility traps and kill traps.
 - Utility traps always trigger their event when revealed unless otherwise stated by another event. Utility traps can not kill the adventurer.
 - Kill traps have a chance of triggering as described in their Tile Key section. On a successful trigger, the adventurer will die.
 - The player may also choose to spend action points on re-activating traps that have been disabled. The price for re-activating each trap is listed on the Tile Key.
 - If a trap is re-activated, erase the small X in the corner of that trap's tile.

- Adventuring Stage
 - The player's remaining action points for this turn will represent their adventurer's fortitude for this dungeon run.
 - The player will place their adventurer piece on the entrance tile of the other player's dungeon.
 - The player can move their adventurer to any adjacent, non-diagonal tile that isn't a wall. Continue moving the adventurer until the adventurer dies or claims the prized Heirloom.
 - If an adventurer lands on a tile not marked with an X or a fog token, remove that fog token and view the tile's icon. Based on the icon, resolve the appropriate event listed in the Tile Key. After the event has been resolved, mark the corner of that tile with a small X to indicate that it is now disabled.
 - If the adventurer dies, move the adventurer off the board and the adventuring stage ends.
 - If the player's adventurer finds the Prized Heirloom, that player wins!
 - Even after a dungeon run, all revealed tiles will stay revealed unless otherwise stated by an event.

- After the adventuring stage, if the player has not claimed the Prized Heirloom, the other player's turn begins.

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