

Thank you for playing tales of a dungeon ! This is a prortype and is subject to modification, for exemple in the final version all cards will have unique art.

Feel free to contact me at <http://talesofadungeon.com/>

Or on twitter [https://twitter.com/Mr\\_rollup](https://twitter.com/Mr_rollup)

## TALES OF A DUNGEON

*Players 2-5*

*Age 8+*

*Game length: 30 min to 2 hours.*

*« Innkeeper: Enter travelers! Welcome to my humble tavern.*

*You look like proud adventurers, what brings you to this abandoned land ... Ah! Let me guess, you come to explore the local dungeons around and take their treasures I guess ...*

*Yes, of course I can show you the way but I wouldn't approach these cursed places if I were you because an ancient evil lurks around here ...*

*Are you sure you want to go? Okay but before you go let me have you give some advice ...»*

### **Content**

- 15 six sided dice (D6)
- 80 wooden cubes ("power" tokens)
- 5 hero cards
- 15 boss cards
- 60 dungeon room cards
- 15 ancestral weapon cards

Summary

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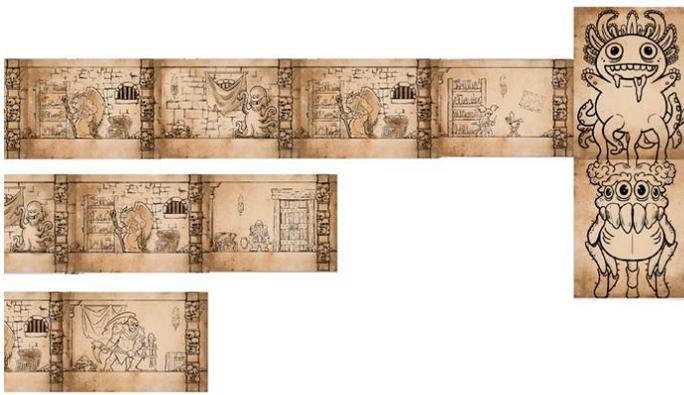
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## INTRODUCTION

Tales of a Dungeon is a cooperative game. The goal of your adventure will be to travel the different floors of the dungeon alone or with your companions and defeat the bosses to be able to continue your journey.

Each player will play in a side scrolling dungeon, you will need to cross the dungeon rooms relentlessly, but be careful if you go too fast you will find yourself alone against the boss!



## PRESENTATION OF CARDS

### Room cards:

They represent the rooms of the dungeon you will have to explore.

They have a pillar showing you how to cross the room.



Rewards = number of "power" tokens you can get from 0 to 3 when crossing the room safely.

Difficulty = result of dice must be equal or better than the difficulty to obtain success

Success = number of successes to be obtained.

To succeed in this exploration you will have to roll dice to determine if you succeed or fail.

In this example to succeed: you have to roll your D6 and all the results of 5 and more will count as successes, at least four successes are required to be successful. You will win two "power" tokens, these tokens can be spent to improve your weapons.

### Hero cards:

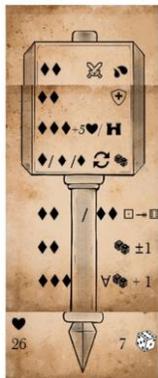
They represent your character. They are five of them:

The poisoner gnomette, the fierce half-ogre, the dwarf protector, the elf healer and the human swashbuckler.

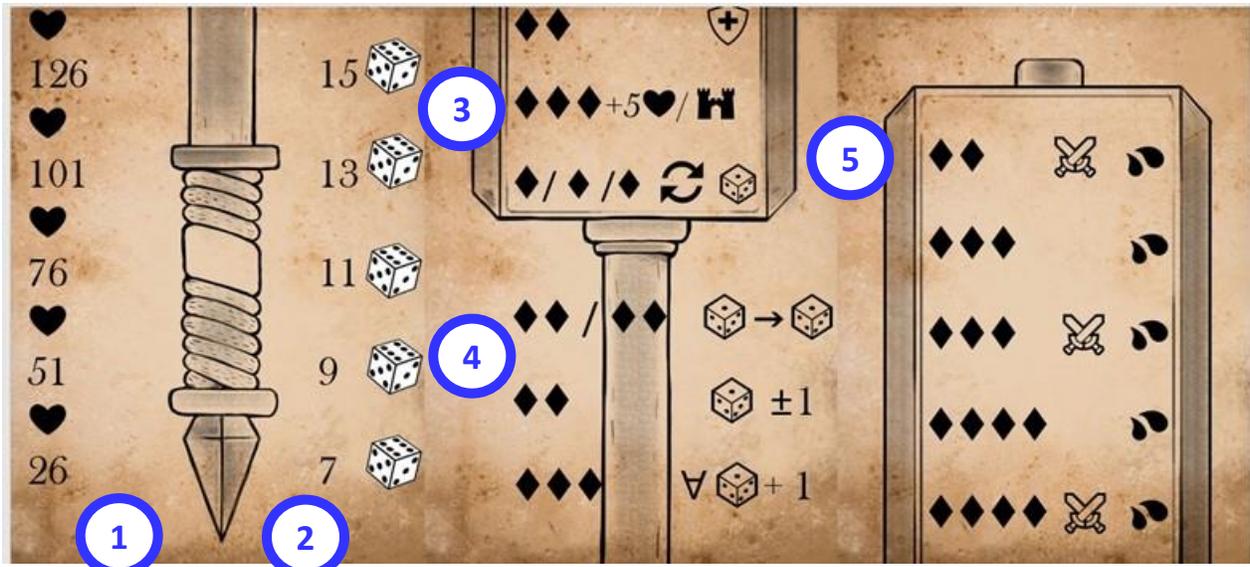


### The weapon cards:

Although each race has its weapon of predilection, they all share one thing in common: ancestral weapons, powerful magic object that can evolve, thus increasing the power of its bearer.



You can acquire different powers during the adventure by improving your weapons.



It consists of several parts:

- ①. Your life points: They will increase when you will kill a boss on this example 26 at level 1 and 51 at level 2.
- ②. The number of your hero's dice: As for your life points you will earn dice by killing bosses in this example 7 D6 for level 1 and 9 D6 for level 2

When you get these new bonuses slide the guard or sleeve card down to find your new life and dice total.

During your adventure, you will earn "power" tokens which can be spent on of the upgrading phase to unlock various skills by placing your token on the ♦ symbol of your card).

You will be able to acquire:

- **Abilities** (③) once obtained, you will get various bonuses. In this example for two "power" tokens"(♦♦) the dwarf will have the ability to protect his allies 🛡️ or three tokens for five life points per floor (♦♦♦ +5♥ / 🏠)

- **Skills** (4): Unlocked by the "power" tokens they allow you to manipulate the result of a dice roll.

Their costs and uses vary from 1 to 3. In the example: ♦/♦/♦  

The dwarf can acquire a dice re-roll skill for 1 token usable once. At each token he gains an additional use, if he spends 3 tokens during his adventure he will be able to use his skill three times.

In the example: ♦♦ / ♦♦ The cost is 2 for one use and for 4 tokens the player can use the skill twice.

These bonuses can be used once per floor at each new floor you use again all skills unlocked.

The skills can be used in a room or against a boss and at any moment, before or after a dice roll depending on use, once used, move your cube on your skill, to remind you that you obtained this power but that it is no longer available for this floor.

- **Improvements** (5). Once unlocked these bonuses will help you against bosses. You can get these by sliding the blade card up and placing a "power" token on the "♦" symbol as for skills.

: Chance to hit is increased by 1.

: Damage is increased by 1.

### **Boss cards:**

They are the last obstacle at the end of each floor of the dungeon. You will need to defeat them by reducing their life points to zero. Beware! Bosses can stack up to give many penalties.

- ① Number of boss health points.
- ② Chance to hit reduced by 1 during attack phase
- ③ Penalty of -1 D6 during the boss fight (-2d6 in the example on the left).
- ④ Damage reduced by 1 during damage phase.



In the example on the right, the stack of bosses inflicts a penalty of  $-4d6$  (symbol ) , Attack  $-1$  (symbol ) , Damage  $-2$  (symbol ) and has a total of 54 HP

**Character sheets:**

They will allow you to count the hero's life points (below), the boss's life points (up) and three boxes allowing you to calculate penalties / bonuses during boss fights by placing tokens on the corresponding boxes.



## MULTIPLAYER MODE

*« When I was young, three proud fellows went to these damn dungeons. I told them not to split ... They must have entered the dragon room one by one because we found them together... in the monster's droppings »*

### Setting up

Adventurous life is difficult and you may want to adjust your gaming experience when you play with your friends if they are beginners or if your characters are veterans of several campaigns.

You can modify the duration of your adventure by choosing the number of floors (by average 30 to 45 min per floor depending on the number of players) or change the difficulty while playing on several parameters:

- The number of bosses.
- The frequency of the boss's appearance.

For a standard game: 3 floors, 1 boss per player and per floor (in a two players game put 2 boss for the first floor and 4 for the second floor) and 8 rooms for the boss to appear.



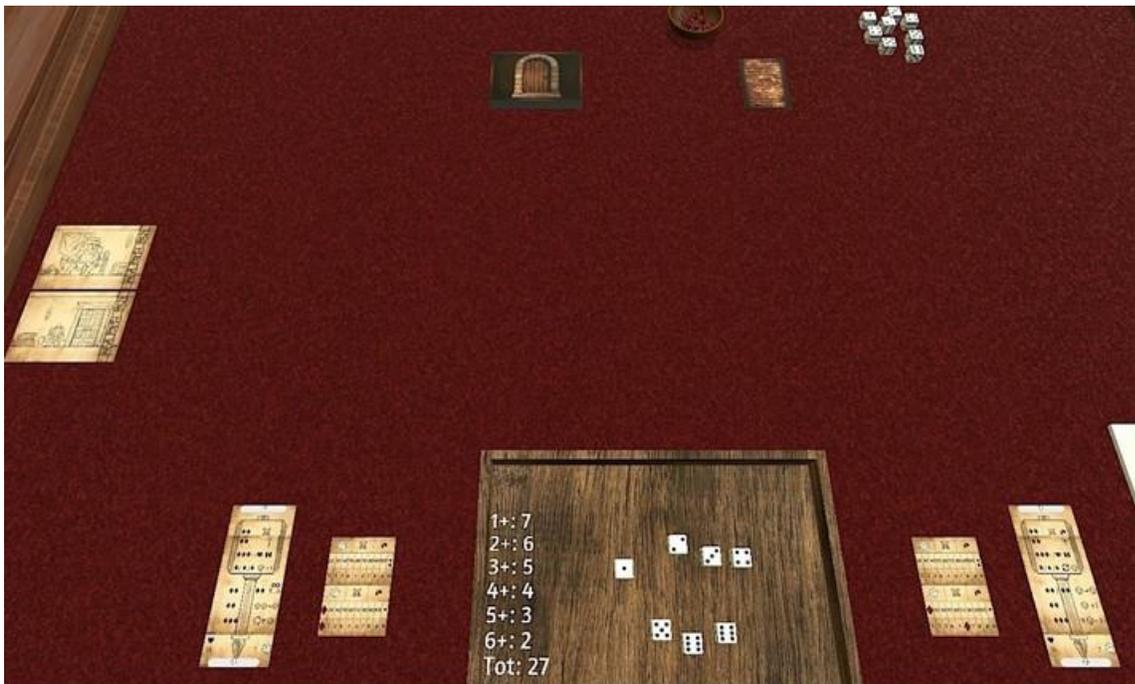
Then proceed to the installation.

Gather the tokens "powers" and distribute three to every player.

Then shuffle the Room deck and the Boss deck and place them on top of your play area. The discarded cards will go next to the corresponding decks.

Deal the hero cards to each player (randomly or not). Place your characters on the left in the center of your play area.

Then assign the corresponding weapon, a character sheet and some tokens to note your life points etc ...



### **Sequence of play.**

A tour includes three stages:

**1. Draw phase:** At the start of his turn if there is no room to explore the player draws a card from the room deck and places it on the right of his character to represent a dungeon with horizontal scrolling (see example 1).

*During the draw phase if the first card is a trap, treat it as a room normal.*

*«When you open the door, if you see a pit full of deadly stuff and corpses of adventurers, be careful.It's probably a trap . »*

*If you draw the last card of the room deck, take the discard pile and shuffle it to redo a new room package.*

*« When you get lost in a labyrinth, a good thing is to run like crazy.You necessarily find the exit faster, it's mathematical... »*

**1A Stacking phase:** During the game some players may fall behind,they may try to catch up at their own risk.

If the room to explore has one or more "power" symbols, the player can decide not to explore by drawing a new card from the room deck, the new card is placed at the right so it cover the pillar of the first card (cf. Example 2). We will call this effect "stacking".

The player can re-draw and stack any number of cards until he decides to stop. Then he passes his turn.

If during the draw he reveals a trap room, in this case he loses a number of explored rooms corresponding to the number of room minus the trap card, then he passes his turn (in example 3 the player loses 2 explored room cards).



Example 1



Example 2



Example 3

« The problem with blind racing is that you don't see much...The last adventurer was running so fast we didn't saw him die ! »

2. **Exploration phase:** The player rolls his D6s and compares his dice roll with the difficulty and number of successes required to pass the room.

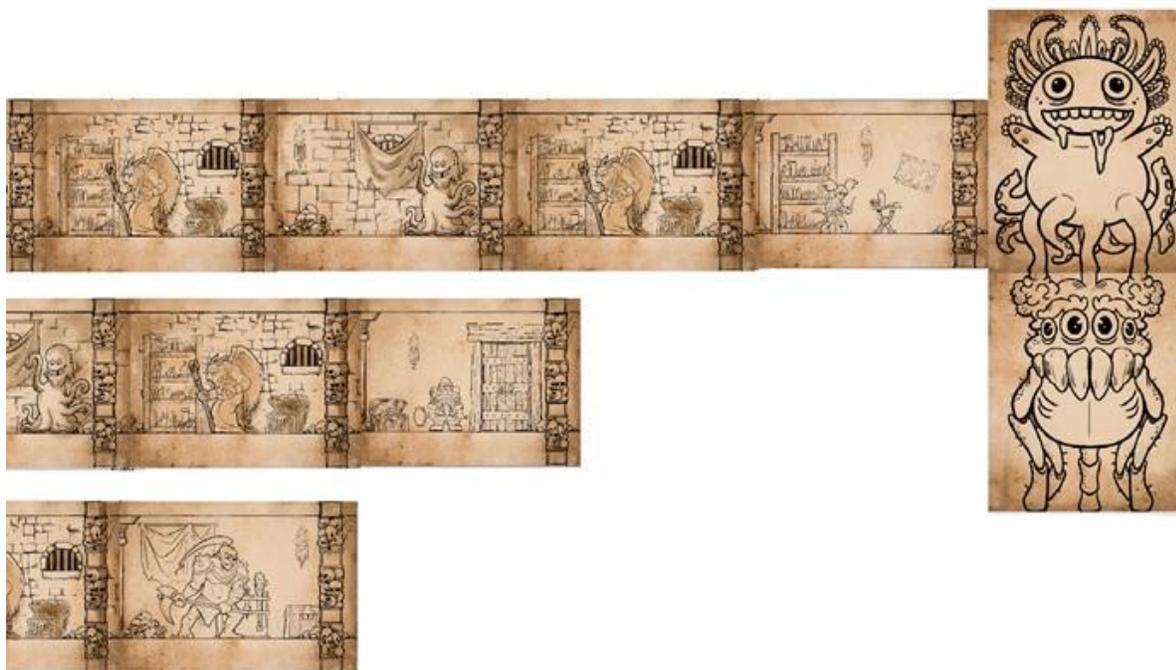
If he succeeds, he places the room to the left of his character and claims the rewards, if he fails, he goes to phase 3.

3. **Upgrade phase:** the player can reinforce his weapon by spending his "power" tokens. or save them for later, then pass his turn..

### **Boss appearance**

When a player has explored a certain number of rooms (8 in standard mode), the boss will appear for this player, the other players will also have to cross the same number of rooms to be able to help their mate.

Reveal the bosses and place them in front of the corresponding player, at the start of his next turn, he will fight the boss following the rules described in the **boss fight** section.



### **Lower floors**

Once the boss is defeated, you restore your life and gain a level. Slide the handle of your weapon. You now have more life points and more dice to roll.

Then go to the next floor. Warning ! The danger increases as you go forward, on each floor the number of successes required increases by 1 (floor 2 = Success + 1, floor 3 = Success + 2)

Once the bosses on the last floor have been defeated, the players win the game.

## **BOSS FIGHT SECTION**

### **Boss malus VS hero bonus .**

Some bosses are harder to kill than others and give you penalties, but the heroes during the adventure can improve their weapons to counter the penalties inflicted by the bosses.

At the start of your turn against a boss compare your number of bonuses and the number of penalties to determine the difficulty to hit and hurt the boss. Then add up the number of boss hit points if there is more than one.

You can count life points and the various penalties / bonuses on your character sheet by placing tokens on the corresponding square.

*« These critters are not easy to kill! Real walking armors... Will have to aim for the head or paws and you must quickly decide when you see an opening! And above all, knock hard ...It is not enough to touch them...You must also hurt them or they will fight back! »*

When you arrive in front of a boss, the fight proceeds in two phase.

#### **1. Attack phase:**

The player rolls his dice, once the roll has been made he chooses to make the highest score or the lowest score according to his result (he chooses to aim for the head or the legs).

Then he must keep at least 1 dice per roll, then re-roll until he has no more dice.

To hit the head the score to be reached is more than 5 per die (more than 25 for 5 dice, more than 30 for 6 dice etc...). If he is aiming for the legs the score is less than 2 per die (less than 10 for 5 dice, less than 12 for 6 dice). The difference between the score obtained and the score to be achieved is the damage score (a score of 27 to 25 gives a damage score of 2)

If he do not manage to obtain more than the required score, he lose a number of life points equivalent to the boss attack ( -5 per boss)

Example: the player rolls 5 D6 (score of 10- or 25+), on his first throw he rolls 6.5.3.3.1 could have kept the 1 and tried to make less than 10 but he decides to keep a 6 and a 5 to make 25 or

more. He rerolls his 3D6, (6.5 2) he keeps a 6. He re-rolls his 2D6, (4.2) he keeps a 4, he throw his last D6 and rolls a 5 which makes him a total of 26 for 25, he manages to hit the boss with a damage score of 1.

## **2. Damage phase:**

The player rolls his dice (5D6 in the example), each dice having the same number that the damage score is set aside and then counted (Each 1 in the example), then he re-rolls his dice until no dice have the value of damage, the damage phase ends and the boss loses a number of life points equal to the score obtained.

If on your first roll no die matches the wound value you lose one number of hit points equivalent to the boss's attack (-5 HP per boss).

*« Told ya to hit hard! »*

*If you manage to obtain the damage score with all of your dice, it is a critical strike. You can then re-roll them again to continue the damage phase.*

## **Multiple boss fight**

All of the bosses' penalties are awarded to the players who participate in the fight. The penalties are shared equally between the players starting from bottom to top. In the event of a tie the player with the most hit points suffers the penalties.

When a player's life points drop to zero he is KO for the rest of the fight, if all the players are unconscious the game is lost.

Example:

If player 2 is knocked out, player 3 will suffer the penalties of his boss plus the penalties of the boss of the player 2.

If player 1 is knocked out, player 2 will suffer the penalties of his boss plus the penalties of the boss of the player 1.



If the boss stack drops to zero hit points it dies, it is placed in the boss discard pile and then players gain a level and move on to the next floor.

In their next boss fight, players will need to draw again, in the boss deck. If you run out of bosses, take the boss discard, shuffle it and make a new boss pile.

When the bosses on all floors are defeated the players win the game.

## GLOSSARY OF SYMBOLS

♥ Health points.

♦ Symbol "power" This is where you place your "power" tokens



Six sided die (D6).

+1  Addition. Add an additional die to your next roll (+1 D6).



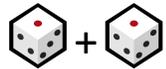
$\pm 1$  Increase or decrease the result of a die by 1 after your roll.



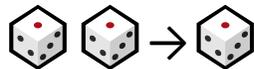
Relaunch. Re-roll a dice after your roll..



Cloning. After your throw take the result of a dice and transform another die in this result (if you roll a 1 you can turn another die into a 1).



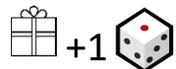
Addition. After your throw you can add the result of 2 dice to get 1 new result (if you do 2 and 4 you can get a 6).



Double throw. Add 1D6 to your roll, after your throw discard 1D6.



1...6 Infinite roll. Choose a number, if the result of your D6 matches the number, count it and re-roll your dice.



Added bonus. Choose a player, this player rolls an additional dice to his next throw.



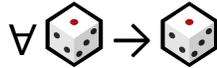
Bonus modification. Choose a player, increase or decrease the result a die of 1 on his next roll.



1...6 Infinite roll. Choose a number, all dice with that number are counted and re-rolled.

 +1 Total modification. Increase or decrease the result of all your dice by 1 when you next throw.

 Total relaunch. Re-roll any number of dice after your roll

 Full cloning. After your throw you can transform all your results in others (if you do triple 1 you can change 3 dice into 1).

 Total addition. After your throw you can add the result of all your dice to get new results (if you double 2 and double 4 you can get a double 6).

 Boss.

 (player) During the attack phase against a boss your chance to hit is increased by 1.

 (player) During the damage phase against a boss your damage score is increased by 1.

 The boss removes a D6 from your dice roll.

 The boss inflicts a penalty of -1 to your attack rating.

 The boss inflicts a -1 penalty on your damage score.

 Superior blow. When fighting a boss if you hit, you have an increased chance of injuring (if your damage score is 4 you can hurt the boss on a 4 and 5).

 Lower strike. When fighting a boss if you hit, you have a better chance of inflicting an injury (if your damage score is 4 you can hurt the boss on a 4 and 3).

 Healing. At the start of your turn against a boss, you can heal a player or yourself, that player regains 1 D6 life points

 Poison. Once a boss suffers injuries, he is poisoned. At the start of each turn he suffers 1 D6 less life.



Bouclier. If one of your companions should take damage, you can protect them and lose life points instead.

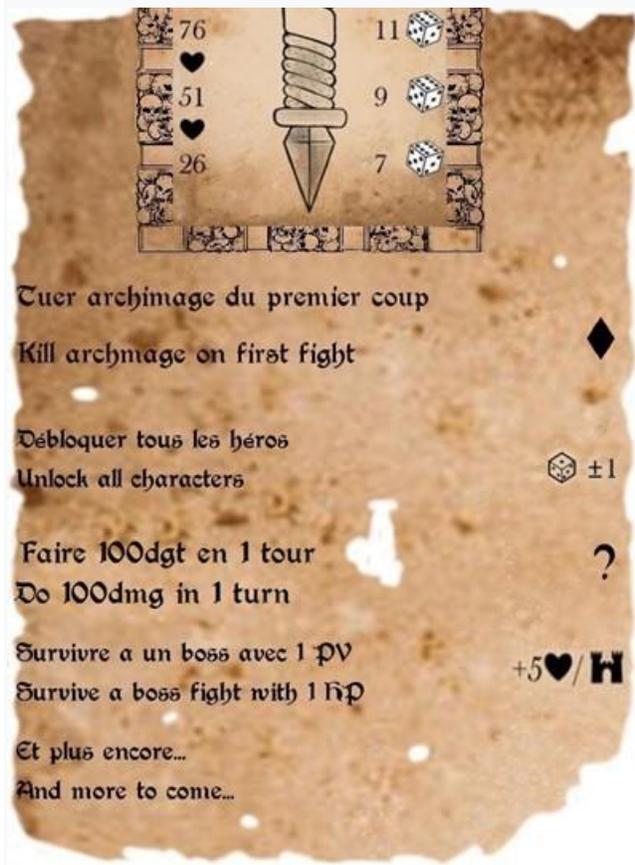
1x/ You can use once per floor

## CAMPAIGN MODE AND ACHIEVEMENTS

As you explore, you can unlock bonuses to help you on your adventures.

At the end of the booklet, you will find a sheet with a location for your ancestral weapon. This base will allow you to store your weapon while having within reach a list of the feats of arms to achieve.

To unlock these bonuses you will have to meet certain conditions: do a certain amount of damage to a boss, explore a room on the first try, find hidden objects in the illustrations of the maps or complete a particular dungeon. Once obtained, these bonuses will ultimately allow you to become a legend !



*« Innkeeper: Here you know everything ... If i was you I'll turn around and never come back in this hellish country ... You still want to know where the nearest dungeon is? Well ... there are a few ruins around, but I am warning you, it's not piece of cake! »*