

Dungeon Dice CO-OP VERSION

- WINNING CONDITION for 2-5 player -

For win the game the player need to gain **6 FAME** (OPTIONAL: **7** with 4-5 Players)

FAME is awarded as explain in the basic rule with only 1 modify:

Possess a **MAGICAL ARTEFACT** NOT WOUNDED → 1 **FAME**

If 2 or more player are defeated the game is LOST !

- SETUP-

Follow the basic rule.

Note:

1. Every player have 4 life point, if at the end of any turn, any player with 4 or more WOUNDS is removed from the game (and take the control of any **MONSTER DIE**), if 2 or more player are removed from the game, the players have lost.
2. Can choose a different difficulty level for calculate the Strength of the monster from their level:
 - a. CHALLENGE: The monster with High Level, define how many **MONSTER LEVEL DICE** are rolled, the other add their level to the total Strength.
(Example: 2 Monster, level 3 and 4 → Total Strength = 4 **MONSTER LEVEL DICE** + 3 → Level = 4+ = 5).
 - b. EXTREME: Add all level of every monster, for the first 5 level you must use then **MONSTER LEVEL DICE**, for the other one you must use the **HERO LEVEL DICE**.
(Example: 2 Monster, level 3 and 4 → 7 Total Level → Total Strength = 5 **MONSTER LEVEL DICE** + 2 **HERO LEVEL DICE**).
 - c. LEGEND: Add all level of every monster, use only **monster level**.

- PLAYER TURN -

Search for Monsters

- Grabbing random dice from the monster bag until you find 2 monsters (no chest dice, no familiars, no class dice ...). From all other dice picked up, can choose 1, it's become an additional reward if the players defeat all monster; put all the other dice inside the bag.
- Roll all dice (also the additional reward if needed) so all player can see the total level of the monster, different strength depends from the difficulty level chosen:
 1. **ONLY REWARD (LUCKY SHOT)**: the active player choose 1 reward from the monster dice rolled, and take also the additional reward if any.
 2. **1 or more monster**: the active player, if win, choose 1 reward from the monster dice rolled and take also the additional reward if any.
If 2 or more trophies monster are defeated, only 1 can be reclaimed, the active player choose (can be different from the choosed reward).

Assistance

Only 1 player can help the active player in the battle, but the other player can use **ONE-USE** die or **CLASS DICE** or **FAMILIARS** or others , usable outside turn.

Combat

The combat sequence is the same of the basic rule, the monster's ability are cumulative but can't use the same several time, for example if 2 monster have the FIRE SPELL only 1 FIRE SPELL can be used, lower level monster, use their ability first.

ALL used dice from the active Player and Assist Player, Before (**BOW** for example) , After (**Bag of Holding** for example) or in the fight (**EQUIPMENT, ARTIFACT, CLASS DICE** or FAMILIARS ... except the **HERO LEVEL DICE**) are **WOUNDED/DAMAGED**. also WOUNDED dice used from other Player out of turn.

The active player must choose if confront the monster or not:

- If the active player choose to flee (discard all dice and not put back in bag), take 1 WOUNDS.
- If the active player confront the monsters and LOST, take 2 WOUNDS, if a player ASSIST the fight, take 1 WOUND.
- If the active player confront the monsters and WIN or TIE, can reclaim the reward (also the additional reward and any additional **ONE-USE** picted on the **MONSTER LEVEL DICE**).
Only the active player gain 1 experience point.
In a TIE case the active player take 1 WOUNDS (normal rules).
- (OPTIONAL) The active player can confront with only 1 monster, with or without assistance , in this case the active player (at the end of the battle) take 2 additional WOUNDS (other the 2 if lost the fight, 1 if TIE) for every other monster not engaged. The active player can reclaim, if win the fight, the reward only on the monster die defeated (NO additional reward), the **ONE-USE** reward picted on the **MONSTER LEVEL DICE**, and also gain 1 experience point.

ROLL OUT OF COMBAT

All Dice used outside turn (**Bag of Holdig** for example), are WOUNDED also if not used from active player or assistance player.

All players except active player and assistance player, have a BONUS ROLL, can roll a HEAL DICE SPELL for ONLY recovery damage from **EQUIPMENT** or **ARTEFACT, CLASS DICE, FAMILIARS....** WOUNDED (in 2 player also the assistance player have a BONUS ROLL before become the active player)

The turn end and the next player in clockwise order become the active player.

Begin a new turn.

NOTE

The active player CAN'T REST.

PIETRIFY: WOUND **ALL DICE** of the active player used and not used in combat, also **ONE-USE DICE, FAMILIARS, CLASS DICE** ... also all the **HERO LEVEL DICE**.

ARTEFACT: wounded **Artefact** DON'T count **FAMA**, ONLY safe **Artefact** count.

DISCARD MONSTER: If the monster bag is empty put all discarded monster back in bag.

WOUNDED DICE can't be traded with other player, if upgraded or enchanted, they are also in WOUND condition (for example 5 **EQUIPMENT DICE** (also if only 1 is wounded can be traded for 1 WOUNDED **ARTEFACT**).

The **Key** on any Die, if rolled, can be also used as a **Repair Kit**, for recovery 1 WOUNDED DIE.