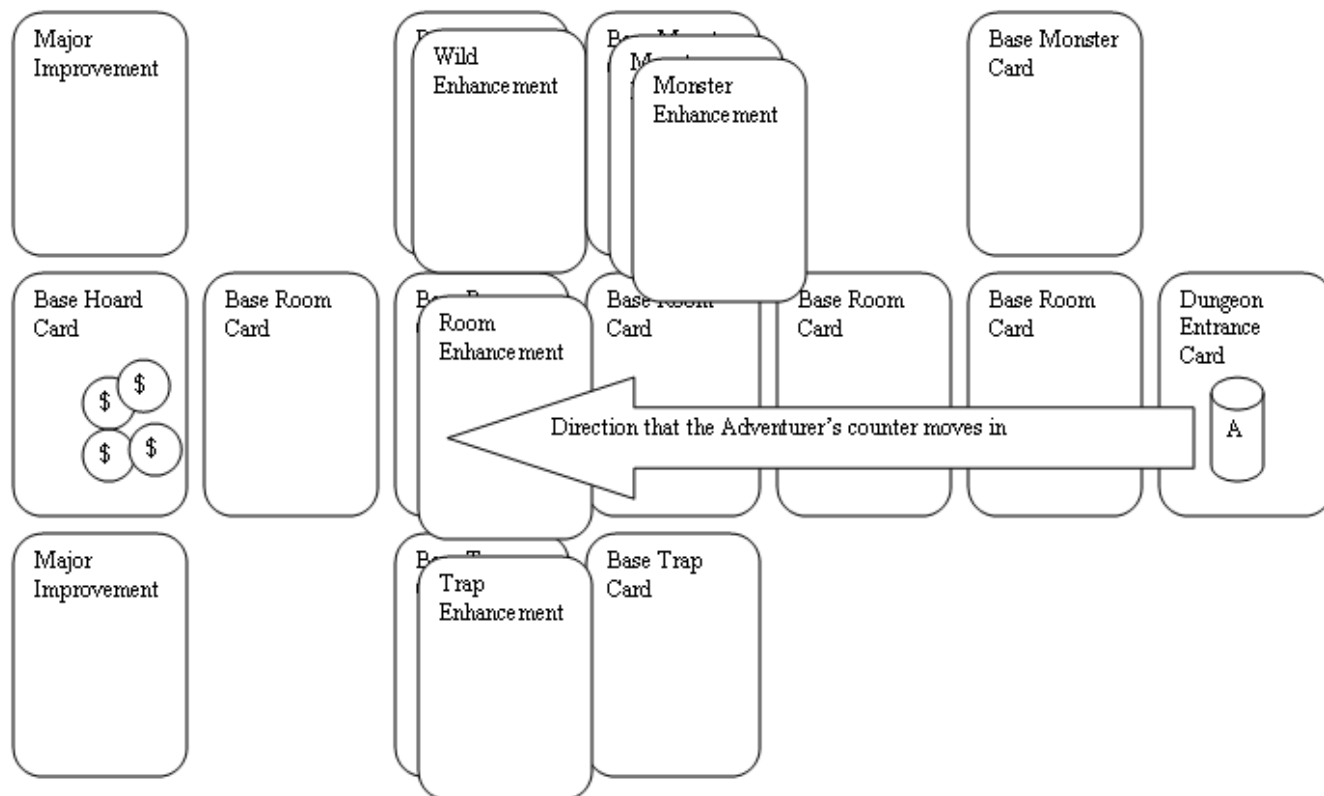


# Dungeon Builder: the Card Game



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## Not for sale

Was previously available at the Game Crafter website. Now removed until more playtesting is done

## Goal

To have the most treasure by the end of the game.

## Turn sequence

5 Rounds of dungeon building in which each round a player may play any amount of cards from their hand. 1 Rounds of adventuring where players may help adventurers in other people's dungeon. This is repeated a number of times equal to the number of players in the game with the adventurers gaining a level each time.

# Components

- [Components](#)
- [Card Gallery](#)

## Printable Components

- [Cards](#) 5mb PDF - 18 pages
- [Cheatsheet](#) 21k PDF - 1 page

# The Setup

Place all Major Improvement (Red) cards face up - put multiples on top of each other.

Shuffle all other cards and place in a single deck.

Deal 7 cards to each player, there is no hand limit in the game.

Place 6 cards from the deck face up as Available cards - if three of these cards are black cards, redeal these 6 cards until there are less than 3 black cards.

Each player places their starting hoard card from which their dungeon will be built.

Place a gold counter on the hoard for each player in the game.

Starting player is determined by the first card in the Available cards:

- Grey: The dealer
- Green: One player left of the dealer
- Blue: two players left of the dealer
- Purple: three players left of the dealer
- Yellow: four players left of the dealer
- Black: five players left of the dealer

# The Rounds

## Dungeon Building

- [Room types](#)
- [Monster types](#)
- [Trap types](#)
- [Yellow Cards](#)
- [Major Improvement Cards](#)

For each player starting with the first player-

1. **New cards** phase — Do one of the following
  - Take three cards from the facedown deck
  - Take three non-black cards from the faceup Available cards that aren't black cards and replace them from the deck.
    - If there are ever three wild cards in the Available cards, reshuffle and redeal them until there are less than 3 wild cards

- Take one black card from the faceup Available cards and replace it from the deck.
  - If there are ever three wild cards in the Available cards, reshuffle and redeal them until there are less than 3 wild cards
- 2. **Upgrade** dungeon phase — Only applicable to things already played on the table from a previous round.
  - Play one or more cards face down on your own dungeon, its monsters or traps.
    - Cards must be of the same exact type as the card they are upgrading, or a wild card equivalent. — e.g. to upgrade an Orc to an Ogre you must play another Orc card on the existing Orc card, or a Yellow card that counts as a monster upgrade.
- 3. **Build** dungeon phase — Play any room cards to extend the dungeon out from your starting hoard card or from an existing dungeon card
  - You cannot leave spaces
  - You may have a maximum of 5 room cards for your dungeon unless you have something that increases your dungeon size.
  - Cards are placed face down and only revealed when an adventuring party encounters them.
- 4. **Add dungeon contents** phase — Play any monster or trap cards from your hand above or below a dungeon room card that is part of your dungeon.
  - Monster cards are played above, trap cards are played below.
  - Cards are placed face down and only revealed when an adventuring party encounters them.
- 5. **Improvement or Interference** phase— You may do one of the two following actions.
  - Purchase one major improvement card and place it in your dungeon.
    - You may only have 2 red cards for your dungeon.
    - You may discard a major improvement card at any time in your turn - move it back to the face up display of red cards.
    - Red cards are always face up.
  - Play one card from your hand that has “Interference” written on it on someone else's dungeon.”
    - They may play a card to cancel this if they have one.

## Adventuring

- [Adventurer types](#)
- [Party composition cards](#)

### Setup

1. The first player draws 1 party type. This is the party that will be adventuring in everyone's dungeon this round.
2. Take the appropriate character cards for each member of the party and lay them out face up.
3. The first player is invaded first. Play proceeds clockwise. The player being invaded is called the Victim
4. The player to the right of the Victim (called The Invader) places the adventurer entrance card.
  - Place the party counter on the Dungeon Entrance card.
  - The Invader resolves all issues with the Adventurers if choices need to be made.

## Round sequence

1. **Movement** Phase — Move the party counter one dungeon room towards the Victim's hoard
  - If they can't move, resolve doors or other problems. A door will keep the party in the same room for as many movement phases as it has charges.
  - Turn faceup the room card(s) they have moved to.
2. **Room Encounter** phase — Encounter monsters or traps in that room and resolve them
  1. Trap reveal — Turn faceup any trap cards for the room
    1. Thief may disarm if able.
    2. Fighter may bash if able.
    3. If there are any remaining charges left, one is used on each party member doing the appropriate damage.
      - If there are no charges left, the trap cards are discarded.
      - Party members are damaged according to their party order (shown on their party composition card).
  2. Monster reveal — Turn faceup any monster cards for the room
    1. Ranger, Mage or Barbarian may autokill if able.
    2. If the monster is still alive combat ensues: —Repeat until the monster is dead:
      - The monster attacks the first party member in party order (shown on their party composition card).
        - If there is more than one monster, each monster attacks a different party member in party order.
        - If there are more monsters than party members start over in party order for the excess.
      - The Invader chooses which party members attack and which monster they attack if there are more than 1.
3. **Recovery** phase — Morale checks and magic items are used as necessary by the Invader on the party.

## Help and Hinder

During the room encounter or recovery phases players may play any card from their hand that will help or hinder adventurers.

1. Starting with the player to the left of the Victim, each player may play one or more cards from their hand to help or hinder the adventurers.
  - Cards that cancel other cards are not played out of order. So the third player after the Victim can only cancel cards from the first two players, but not the fourth as the fourth has not played any cards yet.
2. The Victim plays cards last and therefore has the opportunity to respond to all previous players' cards.
3. After all cards have been played, and all cards that were cancelled are discarded - the card effects are applied.

## Death

- If a party member dies, they drop what they are carrying and another party member picks it up if possible. However each member may only carry 1 gold. Dropped gold is returned to the hoard

- The Victim earns 1 gold for each party member that flees, and 2 gold for each that is killed.

### Raiding the hoard

- If the party reaches the hoard, they will take 1 gold per surviving party member. They will then proceed (unless otherwise noted) to leave the dungeon by the same way they arrived.
- If there is not enough gold in the hoard for adventurers to loot, they will destroy the dungeon instead.
  - The Invader chooses either a major improvement card or a room in the dungeon and removes the card(s) to the discard pile. If there are any monsters or traps in a room that is discarded - they are also discarded.

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