



D6

Dungeon

# D6 Dungeon

D6 Dungeon is a race to be the first to find a route through a perilous dungeon. A brave adventurer, you will encounter monsters from terrible dragons guarding hoards of gold to pesky little orcs, ancient, undiscovered treasure chambers, cursed glyphs. Lots of stuff.

As you explore you also come across the items you need to get through and learn spells that can alter the very corridors in front of you. But beware - you are not the only one in the dungeon and your opponent will have a very different view of what it looks like...

## Contents (what's in the box?)

The Dungeon Waffle (plus half of a tri- and quadra-waffle); 36 Dungeoneering Dice (six each of six designs); a cloth bag; three pamphlets (an example of scoring, waffle assembly instructions and these rules.)

## Playing the game

Place the Dungeon Waffle between you and your opponent, so each of you can see a different side of it, and put the Dungeoneering Dice into the bag.

Your aim is to score more experience points than your opponent over one or more games. During a game you try to map out a route on your side of the waffle from one edge to the other, and collect weapons and equipment to deal with whatever you might encounter on the way. When adding to the dungeon map you will change the map seen on both sides of the Dungeon Waffle, hopefully helping your route, while hindering your opponent's.

The player who looks most like a dragon goes first. Draw one die at random from the bag and roll it, with the following possible results (a more detailed explanation of the dice faces is given in the player aid at the back of this rules booklet):

- **Dungeon Map** (shaded grey in the player aid): examine the map you rolled and the map on the opposite side of the die and choose either one. Insert the die into **any** empty hole in the Dungeon Waffle, with your chosen side facing you, in any orientation. Note: the dungeon corridors don't have to line up.
- **Item or Spell** (shaded papyrus scroll colour in the player aid): put any items rolled (e.g. keys, swords) in front of you; you will need these to get through the dungeon at the end of the game. Spells may be cast straight away or kept with your items to use in a later turn. The Wondrous Item can be exchanged immediately with one of your opponent's spells or items, or kept to add to your score.



- **Wish Ring:** immediately choose any other face of the die, and carry on as though you just rolled it.

Your opponent draws one die from the bag, rolls it and repeats the process. Continue taking it in turns to draw a die from the bag, roll it and act on the result. You can also cast **any number** of the spells you have accumulated at any time during your turn. Put used spells back in the bag before the end of your turn.

**Extra free turn:** If you have accumulated more than six items and/or spells you may choose to 'pay' one of them (put it back in the bag) to re-roll another as if you had just drawn it. You may only do this once on your turn.

### Game End

The game ends when you are unable to draw a die from the bag, or when either of you declares that you have completed a route from one edge of the Dungeon Waffle to the other **and have the items needed to get through it.**

You will have some control over whether there are any dice left in the bag. Even if the bag is empty at the start of your turn you can cast one of your spells, which will be discarded into the bag, meaning the bag is no longer empty and you can take your turn! This sort of shenanigans can only go on for so long, though, and if you decide on your turn that you don't want to extend play in this way the game is ended

When the game ends because one of you has completed a route, the other player can have one last go. During this last ditch effort the player may not do anything to spoil their opponent's route (e.g. use a spell to disrupt the path or a Wondrous Item to steal the key they need). If you declare that you have finished but it turns out you made a mistake, just carry on playing as if nothing had happened. People make mistakes.

At game end each of you chooses a way into the dungeon if you can. This must be a corridor that runs from the left or right vertical edge of your side of the Dungeon Waffle. You must then trace a route of connecting corridors from this entrance through the dungeon, using whatever swords and keys are needed, and making excursions into offshoot passages where necessary, to collect the greatest number of experience points. Note that when you overcome an obstacle such as a monster or door, that part of the dungeon will be clear for you for the rest of the game. Likewise a curse will only affect you once. Points are counted up as follows:

First player completing a route through the dungeon	5 points
Second player completing a route (last ditch effort)	3 points
Gaining Treasure (Dragons, Goblins etc.)	1 point
Owning a Wondrous Item	1 point
Suffering a Curse (using a Cursed crossroads in your route)	-1 point





**Wish Ring:** Immediately choose any side of this die and carry on as if you had just rolled it.



**Orc:** a straight corridor to help you get to the other edge, but with an orc blocking your way. You need one sword to defeat the orc.



**Giant Rat:** a T-junction with a huge rat lying in wait. You need two swords to get past the unusually sized rodent.



**Spiders' Webs:** a crossroads thick with webs. Each arm of the crossroads you want to pass requires one sword to cut through (i.e. at least two)



**Curse:** a crossroads, but a dread curse means anyone walking through it will feel quite discombobulated



**Corner:** just a bend in the corridor, one entrance and one exit.



**Doorway:** this door sits on a four-way junction. You need to unlock it to get past. One key must be spent to unlock one door.



**Treasure Chamber:** this is a dead end, but stores the treasure of some forgotten foe



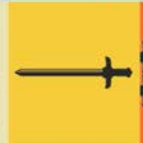
**Dragon:** a crossroads with a great dragon guarding it. You need five swords to defeat the monster and claim its treasure hoard



**Treasure Chest:** someone has dropped a sturdy treasure chest at this corner. The corridor acts as a normal corner, but to open the chest and get at its loot you will need to use a key.



**Goblins:** a T-junction with a gang of goblins living there. One goblin would be easy to get past, but a group this large will need four swords to defeat. They have a bag of gold.



**Swords (item):** collect swords to help you defeat monsters you encounter. Swords come in sets of one or more. When you try to get through a dungeon you may split the swords on a die between monsters (e.g. you have two triple swords; these can be used to defeat an orc [1 sword] then a dragon [5 swords]).



**Vorpal Sword (item):** The Vorpal Sword can defeat a single enemy, be it a mighty dragon or one arm of a web infested crossroads.



**Key (item):** one key can be used to open any single door or treasure chest



**Disintegrate (spell):** remove any die from the Dungeon Waffle. Return the die to the bag before your turn ends



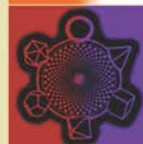
**Rotate (spell):** turn any die that has been placed in the Dungeon Waffle. You can turn it as far as you want, but keep the same face towards you.



**Look (spell):** either choose which die you pick from the bag before rolling it or have a good look at your opponent's side of the Dungeon Waffle.



**Swivel (spell):** remove a die from the dungeon waffle and reinsert it the other way round (so you now see the other side). Be careful not to also rotate the die, i.e. keep the same side of the die on the bottom and the top.



**Wish Net (spell):** you can use the Wish Net to catch and store a wish to use later. When you roll a Wish Net put it with your spells and items. If on a later turn you roll a Wish Ring you may catch it with the Wish Net instead of using it straight away. Then on a yet later turn you may use this Wish Net-Wish Ring



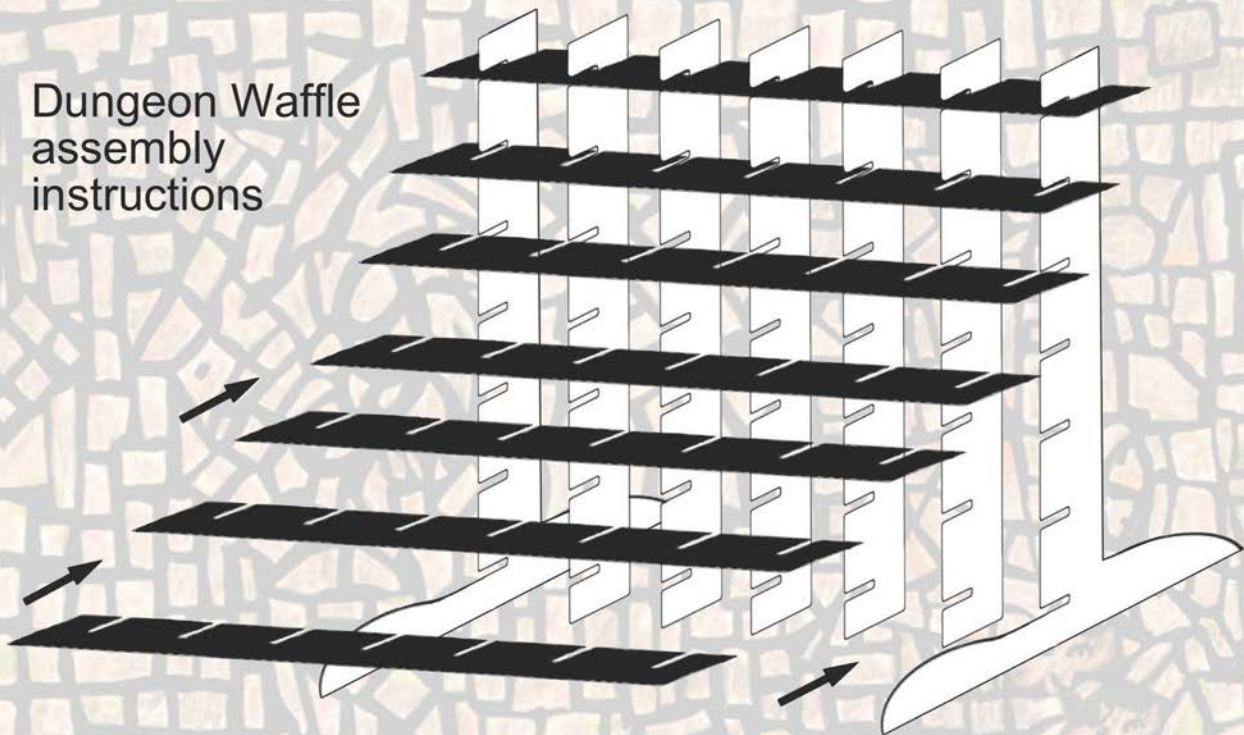
**Wondrous Item (part item, part spell):** when you roll the Wondrous Item you may either add it to your items or exchange it with any one of your opponent's spells or items. You choose which spell or item you want (your opponent has no say in the matter). Add the Wondrous Item die to your opponent's items and

pair after one of your rolls to choose which side of the die to use (as if you had just rolled a Wish Ring on that die). You must then discard the Wish Ring & Wish Net. If you have two Wish-Nets you can pair them up at any time to use like a Wish Net-Wish Ring combination.

take your chosen spell or item and add it to yours. You may only carry out this exchange on the turn on which you roll the Wondrous Item, and your opponent cannot then use this Wondrous Item back at you. Any Wondrous Item among a player's items is worth one experience point at the end of the game.

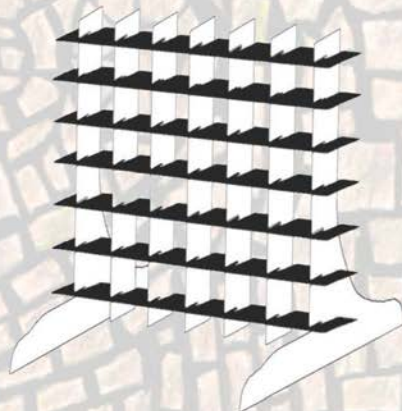


## Dungeon Waffle assembly instructions



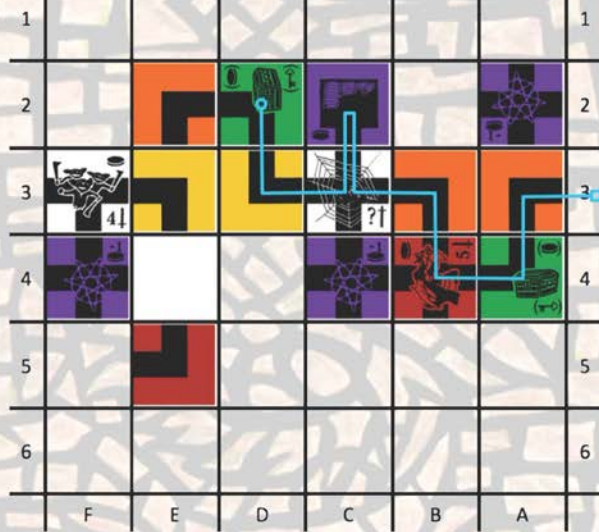
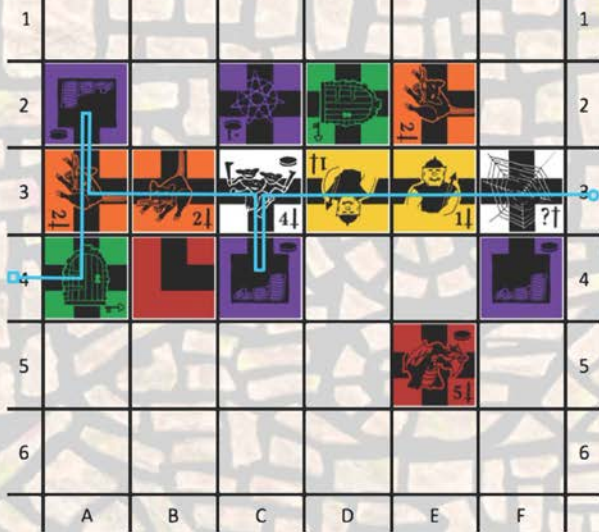
Punch out the fourteen pieces of the Dungeon Waffle (from cards A and B - card C is a spare) and assemble them as illustrated above to create the finished masterpiece shown to the right:

When putting the game away, only remove the 'T' shaped end pieces and the game will fit back into the box









Jenny enters the dungeon from the left at row 4. She uses her only key to open the door and turns left to find some giant rats, which she dispatches with one of her Vorpals swords. Then on to the treasure at A2, back past the defeated rats and onto more rats at B3, which she uses two of her six swords against. The Goblins are seen off with the second Vorpals sword, which lets Jenny duck into the Treasure chamber at C4, then on to defeat the two orcs with one sword each. Jenny has two swords left to cut through the Spiders' webs at F3 (although not enough to get to the Treasure chamber at F4) and exit the dungeon.

I could enter the dungeon from the left at row 3 or 4, or from the right at row 2 or 3. For me to get the most experience points, however I will enter the dungeon from the right at row 3, turn left past the chest at A4, which I can use one of my keys to open, then onto the dragon which requires 5 of my 11 swords to best. From there I go up around the corner at B3 and on to the Spiders' Webs. I use three of my six remaining swords to cut a path to the treasure at C2 and through the crossroads allowing me to get to the second treasure chest, which I use my second key to open. Unfortunately I then have to turn around and go back the way I came!

**Jenny's score**

**Points**

- Treasure Chamber x 2      2
- Goblins x 1                      1
- Completing a route (first)      5

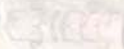
**Total                                      8**

**My score**

**Points**

- Treasure Chamber x 1      1
- Treasure Chest x 2          2
- Dragon x 1                        1
- Wondrous Item x 1            1

**Total                                      5**





## Playing D6 Dungeon in Tabletopia

D6 Dungeon is normally played using the Dungeon Waffle – an upright grid of squares with six rows and six columns. When you put a map into the waffle you will see one side of it, and your opponent will see the other. In this way you both build up a secret route which only you can see.

Unfortunately it isn't possible to build a Dungeon Waffle in Tabletopia so instead each player has a six by six grid. When you roll a map face you put it on one square on your grid (or you can flip it over and add the opposite side – just like in the game), building up your route from one side to the other.

Every time a player adds a map in this way their opponent should take the same coloured die from the middle of the game set up and add it to the corresponding square in their grid, making sure that they see the other side of the die. Use the crib sheet at the top of the screen to work out what opposite map sides look like.

Tabletopia have cleverly made it so that you can only see dice on your grid (unless you press the reveal button)