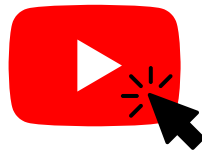




## Games Rules

You can watch the Games Rules video at  
[bit.ly/donion-rules](https://bit.ly/donion-rules)



2-4  
jugadores



5+  
edad



20  
min

# Abenquest

# Welcome to The Onion Kingdom

You are an adventurers group entering a donion full of formidable enemies. You will have to fight your way through the dungeon to find the most precious treasure and defeat each of the monsters in the Donion.

## Game Pieces

- Player cards.
- Item cards.
- Enemy cards.
- Heart tokens.
- Shield tokens.
- Coin tokens.
- Enemy board.
- 8 dice.



## Setup

- Choose your character.
- Equip your basic sword and shield.
- Give each player 3 heart tokens.
- Prepare donion.



## Adventurers

Each player must select a character.  
Each of them has a special ability and a specific color class die.

### The Knight

Blue Class Dice / Swords.

His ability allows him to give to his companions the shields won in the round. He can give as many shields as he has to any player.

### The Archer

Green Class Dice / Arrows

Her ability prevents the damage done to the enemy from being restarted in the next round.

### The Wizard

Purple Class Dice / Magic

His ability allows to change for each success obtained on the player's purple dice a damage marked on the enemy's card to another type of damage.

### The Barbara

Yellow Class Dice / Mallets

This ability allows to lend a yellow die to another player in addition to the dice he has. Each success obtained on the yellow die will be of the type of the class die of the player to whom the die was lent.



## Basic Weapons and Shields

At the start of each adventure players will start with basic weapons and shields.

- These can be.
- Basic Sword
- Basic Bow
- Basic Staff.
- Basic Axe.
- Basic Shield.

Players can only have two items of weapon and shield type equipped. But they can have an unlimited number of consumable items.

Players may choose any weapon they wish, there is no rule limiting the use of a particular weapon. Players can even use two weapons at the same time or two shields at the same time if they wish.

However, using a weapon that matches the player's Dice Class type will have a benefit. If a player has a weapon whose die matches his class die, he may reroll the dice of the color of his class die if he so desires.

Since sword die is blue and the knight's class die is blue, I can reroll the sword/blue die if I wish.

**Important:**

It is to re-roll and not to add a die.



## Attacks and Defenses

Each weapon or shield card indicates the color and the number of dice the player can roll of each type of die.

In the following example La Barbara can roll once the yellow axe die and once the brown shield die in each round.

The magic balls on the purple die are wild cards, i.e. they can be used as swords, arrows or axes.



## Prepare Donjon

There are different enemies of various levels. Players can decide the level or levels of monsters to face.

It is suggested to start by preparing a donjon with 8 level 1 enemies, 2 level 2 enemies and 1 level 3 enemy. The higher level enemies will be at the bottom of the enemy cards.





## The Battle Begins

At the start of the game, each player will give 3 heart tokens to the team. This is the health of the whole team, in Donions and Dragons they either win by all surviving or they all die.

At the start of each battle the players will turn over an enemy card and place it on the enemy board.

The battle will take place in rounds. The turns will be defined by age, starting with the youngest at the table and so on consecutively.

In their turn the players will be able to:

- Roll their weapons and shields dice.
- Roll white die.
- Reroll class dice (optional).
- Use a consumable item.
- Use their special ability.

**Important:** The special ability can be activated at any time during the round besides the player's turn.

For each success on the weapon dice the player will do the indicated damage and mark it on the enemy's board.

For each success on the shield dice the player will gain a shield token that can be used if attacked by the enemy.

Shield tokens not used at the end of the round are discarded.

In the following example the archer rolled her green die, her white die and her brown die, according to her equipped weapon and shield. She gets 2 arrows, a sword and a shield. Therefore, she gains a shield token and does the indicated damage to the enemy.





The enemy is defeated if the attacks of the specific type necessary to defeat them can be obtained.

For example, the Skull needs 4 swords, 3 axes and 4 arrows to be defeated.

Important.

The magic balls on the purple die are wild cards, i.e. they can be used as swords, arrows or axes.



## Rewards

If the players defeat the enemy, each player can roll the yellow coin die and win the indicated coins.

At the same time, the players will turn over 1 card from the pile of item cards and place it on the table, this area will be the market. Players can buy items from the market if they wish.

Important: For each defeated enemy the players can flip an item card and add it to the market. If they wish, they can modify the amount of cards to uncover to make the game easier.



## Rewards

If the players fail to defeat the enemy at the end of the turn, the enemy will attack. Each monster card has the number of times the black die must be rolled.

The black die has the following sides:

- Onion Shield, indicates that the enemy attacks the knight.
- Lemon Shield, indicates that the enemy attacks the archer.
- Pumpkin Shield, indicates that the enemy attacks the barbarian.
- Tomato Shield, indicates that the enemy attacks the wizard.
- Skull, indicates that the enemy makes a massive attack and attacks everyone at the same time. Each player must defend himself with a shield.





For each attack received, players must use a shield token to avoid being damaged. Only the attacked player can use his own shields.

If the player has no shield tokens, one heart will be removed from the team's health.

If there are no more hearts the team has lost.

If at least one player survives after the enemy attack, a new round will be started.

The enemy's damage counters will return to zero and the shield tokens earned in the round will be discarded.

## Victory

Victory is achieved when there are no more enemy cards to face. Players may start a new dungeon with their won team if they wish.

## Consumable Items

The following consumables are available within the item cards. These can be used only once and are discarded afterwards. They are used in the player's turn.

- Healing Grass: Recovers a heart.
- Red Healing Potion: Recovers two hearts to the team's health pool.
- Purple Magic Potion: Recovers 1 use of special ability.
- Bomb, Trap, Dagger: Provides additional damage.





## **Donions and Dragons Games Rules**

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