

You've made a deal with the Devil...

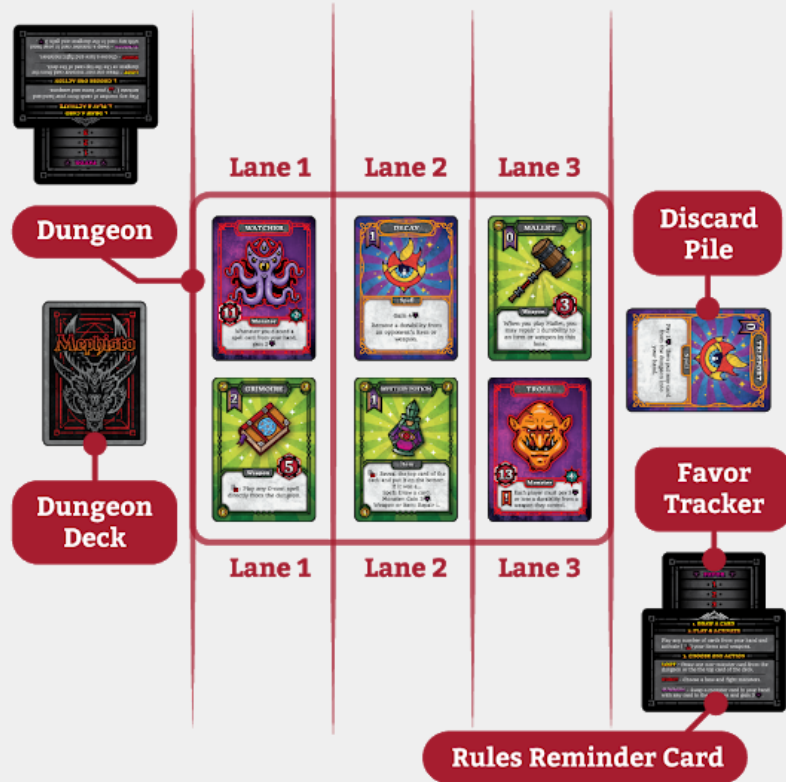
In exchange for unholy strength, you must collect the souls of monsters you defeat in the dungeon. The catch is: you aren't the only one who's agreed to this pact, but only one of you will receive the demon's gift. Race to collect the most souls or be doomed to serve the beast for eternity!

Components

- 59 Dungeon Cards
- 4 Rules Reminder Cards
- 4 Favor Tracker Cards
- 5 Quick Rules Cards

Play Area

- Dungeon
- Dungeon Deck
- Discard pile
- Favor Tracker
- Rules Reminder Card



2 Player Setup

1. Give each player a Favor Tracker Card and Rules Reminder Card.
2. Randomly decide which player goes first.
3. Shuffle the deck of 59 Dungeon Cards to form the Dungeon Deck and deal a hand of 3 cards to each player.
4. Deal 2 cards face-up into 3 columns from the Dungeon Deck to create the shared Dungeon.
5. Set each player's Favor to 5.

For 3 and 4 player game setup, see the **multiplayer rules and variants** section.

For a more balanced setup, instead of shuffling all cards together randomly you can separate all monster cards from the rest of the deck and place them into two roughly equal piles. Shuffle each pile of monster cards with half of the remaining cards and stack the two piles into one deck. This results in a more even spread of monsters throughout the game.

Note: To randomly determining who goes first, one rules reminder card has a unique **silver border**. Shuffle this card face-down with another rules reminder card for each other player and randomly deal one to each player. Whoever ends up with the silver bordered one is the starting player.

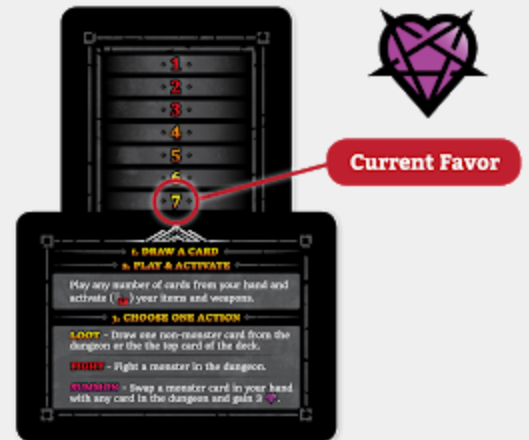
Goal

The goal of the game is to collect the most Soul Points before the Dungeon Deck runs out of cards. You collect Soul Points by defeating monsters in the dungeon when you perform the **fight** action on your turn.



Favor

As part of your deal with Mephisto, he grants you unholy power (favor) that you will need to defeat monsters in the dungeon. You can spend this favor to add to your attack when fighting monsters - gaining 1 attack per favor spent. You can replenish favor through various items, weapons, and spells you find in the dungeon or more commonly through taking the **summon** action on your turn.



Each player starts the game with **5 Favor** and can never go above 10 or below 0 for any reason. As players gain and lose Favor, they keep track by sliding their Rules Reminder card up or down on their Favor Tracker card.

How to Play

Each player's turn consists of 4 steps in this order:

1. **Draw step** - Draw the top card of the Dungeon Deck.
2. **Play and Activate Step** - Play any number of cards from your hand and activate your items and weapons.
3. **Action Step** - Perform 1 action.
4. Replace any empty spaces in the Dungeon with new cards from the deck.

Play and Activate Step

During the Play and Activate step, you may play any number of cards from your hand and activate any number of items and weapons you have in play. You may play and activate in any order you choose and can even activate weapons or items in the same turn that you play them.

To play a card from your hand you must **discard other cards from your hand equal to the cost of the card you want to play**. For instance, to play a 1-cost Greataxe you must discard any other card in your hand.

When playing a weapon or item, you must place it into one of the three lanes on your side of the Dungeon. It will stay in that lane until it has no remaining **durability**. Each player can have a **maximum of 2** items or weapons in each individual lane. If a lane is already full, you may place any cards you currently have in play into the discard to make room for new cards.



Unlike weapons and items, spell cards are put directly into the discard pile after you play them (unless they say otherwise).

Note: Cards are played from your hand, not directly from the dungeon. Also, you cannot use cards in play to pay the cost of new cards. For instance, if you already have a weapon in a lane, it **cannot** be discarded to pay the cost of a new weapon from you hand.

Weapon cards have the following features:

- **Cost:** How many **other** cards you must discard **from your hand** in order to play.
- **Attack:** How much attack you add from your weapon when you use it in a fight.
- **Durability:** The number uses the weapon has until it breaks. Remove a durability each time it is used (rotate the card 90 degrees clockwise after each use). Once an item or weapon has no durability left, it breaks and is put into the discard pile.



- **Ability:** Some weapons have abilities that happen immediately after they are played, while others require activating (using a durability).

Activating Items and Weapons

Some items and weapons have abilities that require removing a durability to **activate**. You may only activate each item or weapon **once on your turn** by turning the card 90 degrees clockwise and resolving the effect in its text box. This means that the remaining durability will always be displayed in the top right corner, decreasing in number after each rotation. When you use the last durability, place the item or weapon into the discard pile.



Note: Fighting with a weapon also removes durability but is separate from **activating**. This means that you can activate a weapon's ability in addition to using it in a fight, resulting in a loss of two durability.

Playing Spell Cards

When you play a spell card you resolve the effect in its text box, then move it to the discard pile unless the spell says otherwise. Spell cards have the following features:

- **Cost:** How many other cards you must discard from your hand in order to play it.
- **Effect:** What happens when you play the spell.

Note: Some spell cards attach to weapons. In that case, place the spell under the chosen weapon card and keep it in effect until the weapon breaks.



Action Step

After you are done playing and activating cards, you can move on to the action step where you choose one of the following actions to perform on your turn: **Loot**, **Fight** or **Summon**.

Loot

Take any non-monster card from the Dungeon and put it into your hand, or draw the top card from the deck.

Note: You cannot loot monsters that are in the dungeon, but it is okay if you loot from the deck and the card you draw is a monster.

Fight

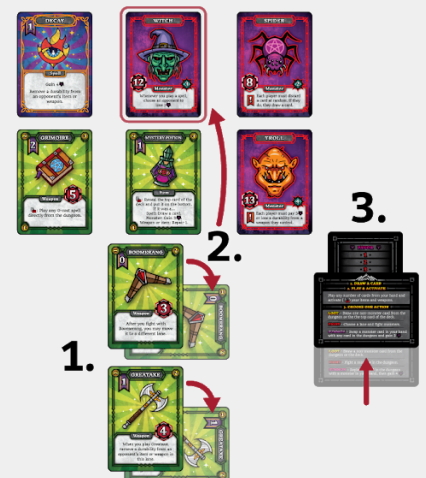
In order to collect Soul Points, you must perform the fight action on your turn. You may fight any number of monsters, but must fight in a **single** lane. To start, choose any number of monsters in a lane that you wish to fight. Then, if you control any weapons in that lane, you may use them to assist you by rotating them 90 degrees clockwise. As long as your attack is equal to or greater than the **total** monster's attack in the chosen lane, you collect their Soul Points and place them face-up next to your Favor Tracker.

Perform these steps in order when fighting:

1. Choose a lane in the dungeon to fight in and any number of monsters in that lane to fight.
2. Choose any number of your weapons in that lane you want to use and turn them 90 degrees clockwise.
3. You may spend any amount of Favor to further increase your attack.
4. If your total attack is equal to or greater than the monsters you fight, collect their Soul Points.

Note: You can fight monsters in a lane even if you don't have a weapon to use. As long as you have enough favor to spend you can fight that monster.

Combat Example: Samantha currently has 8 favor. She removes a durability from her Mallet and Greataxe (1) to fight the Witch in the second lane (2). She has a total attack of 7 whereas the Witch has an attack of 12 so she pays 5 favor to match (3) and collects its Soul Points. Finally, she places the Witch card in a pile with her other collected souls next to her Favor Tracker.



Monster cards have the following features:

- **Attack:** How strong the monster is when you fight it.
- **Soul Points:** How many souls the monster is worth.
- **Immediate Effect:** This effect triggers immediately whenever the monster enters the dungeon.
- **Monster Ability:** These abilities benefit after you've defeated the monster in a fight. These are ongoing effects that trigger each time you meet the conditions.



Summon

Summoning allows you to play a monster card from your hand into the dungeon and gains you favor as a result. To summon, take **any** card in the dungeon into your hand, and replace it with a monster from your hand, then **gain 3 favor**. If the monster you just placed into the dungeon has an immediate effect in its text box, that will now trigger.



Refilling the Dungeon

After you've finished your **action step**, the final step is to **fill all empty spots** in the dungeon with new cards from the top of the deck face-up. If any of the newly placed cards are monsters, their **immediate effects** now trigger (in the order that you revealed them). Play then continues clockwise.

Note: The player who is refilling the dungeon is still the **active player**, so any effects that refer to "you" target the player who is finishing their turn.

Ending the Game

Once the Dungeon Deck runs out of cards, the player whose turn it is shuffles the discard pile to reform the Dungeon Deck, then play continues until the players have **an equal number of turns**. This means that if the deck runs out of cards during the starting player's turn, their opponent will get a final turn and if the deck runs out during the non-starting player's turn, then the game ends when they finish their current turn.

Each player then counts their total **Soul Points**. The player with the highest total wins!

In the case of a tie, whoever has most favor wins. If players are still tied, whoever has the most combined weapons and items in play wins. If they are still tied, the game is considered a draw.

Multiplayer Rules and Variants

Free for all (3 or 4)

- After the deck runs out of cards, shuffle the discard pile to form a new deck and play until the new deck is out of cards.
- Set up the board in a 3x3 grid with the deck in the center, and place two cards face down at opposite corners of the dungeon.
 - Each player orients themselves to one side of the square dungeon.
 - The face down corner cards and center deck spaces are ignored and cannot be affected in any way.



4 Player Game (2v2)

When playing with 4 players it is recommended that you split into two teams of two players. All normal rules apply with the following additions:

- After the deck is out of cards shuffle the discard pile to form a new deck and play until the new deck is out of cards.
 - Set up the board in a 3x3 grid with the deck in the center, and place two cards face down at opposite corners of the dungeon.
 - Each player orients themselves to one side of the square dungeon.

- The face down corner cards and center deck spaces are ignored and cannot be affected in any way.
- Each player on your team takes their turn simultaneously. If your actions would ever conflict, decide among your team who's actions to resolve first.
- Each player still has their own pool of Soul Points throughout the game but our team wins by having the most combined Soul Points at the end of the game.
- Monster effects, spells and abilities affect each player individually, not as a team.
- You **cannot** trade any cards with your teammate.
- You **can** cast spells and activate any beneficial abilities that would normally affect you on your partner instead.
- Your combined turn ends when each player on your team is finished performing their action, then you replace any empty spots that you created.
 - Any immediate effects that trigger affect the player who caused it to come into play.

Solitaire Mode

When playing solo, all normal rules apply with the following additions:

- After you've finished performing your action for your turn, there is an extra step where you:
 - Discard the the top card of the deck. If the discarded card is a:
 - **Monster:** Discard the highest attack monster in the dungeon. If multiple are tied for highest attack you decide which monster is discarded.
 - **Weapon:** Discard the highest attack weapon in the dungeon. If multiple any are tied for highest attack, discard the highest cost one. If they are tied for cost you decide which weapon is discarded.
 - **Spell:** Discard the highest cost spell in the dungeon. If multiple any are tied, you decide which is discarded.
 - **Item:** Discard the highest cost item in the dungeon. If multiple any are tied, you decide which is discarded.
 - If no cards match the discarded card's type, discard the next card from the top of the deck and no more.
 - After this step, continue to the "Replace any empty spaces in the Dungeon" step but treat any immediate effects that are triggered as if it was your opponent's your turn. Immediate effects are triggered like normal if they trigger during your turn at any other step.

- Effects that remove a durability from an opponent's item or weapon now **repair** your own item or weapon instead.
- Effects that cause an opponent to lose favor now gains you that much favor instead.
- Once you reach **16 soul points**, the game immediately ends and you count the number of remaining cards in the deck. Your score is determined by the amount of remaining cards. Any Soul Points above 16 are treated as additional cards in the deck.

Solitaire Rankings

1-15: Imp.

15-20: Devil.

21-25: Demon.

26+: Archdemon.

Care Bear Variant

If you or your play group doesn't enjoy "take that" effects (effects that negatively effect other players) then this variant can help alleviate your worries.

- Effects that remove a durability from an opponent's item or weapon now **repair** your own item or weapon instead.

FAQ and Terminology

Q: How do I get monster cards in my hand?

A: You cannot loot face-up monsters from the dungeon, but if you loot from the deck and happen to draw a monster card, that is allowed.

Q: Can I fight multiple monsters in the same turn?

A: Yes, as long as the monsters are in the same lane and you have enough attack to match their combined total.

Q: When does my weapon or item break (get discarded)?

A: The number in the top right of an item or weapon is its durability (showing its **remaining** uses). After you rotate an item or weapon with a one showing in the top right, it breaks and is discarded.

Q: How many cards can I play in a turn?

A: As many as you want as long as you pay their costs.

Q: Can I use two weapons to fight a single monster?

A: Yes, as long as they are in the same lane you may use multiple weapons to fight.

Q: Can I use cards that I have equipped to pay the cost of new cards from my hand?

A: No, you can only pay the costs of cards by discarding other cards from your hand.

Q: Can I fight multiple monsters with one fight action?

A: Yes, as long as your attack is equal to greater than the total combined attack of the monsters you wish to fight.

Glossary:

Repair: Add a durability to an item or weapon you control (rotate it counter clockwise 90 degrees).

Break: Move your equipment to the discard pile.