Rial’s Dungeon – Rules

# Aim of the Game and How it Ends

The aim is to collect treasure. This may be done competitively or as a collaboration.

Players agree on an end time before entering the dungeon. Set an alarm clock for this time. All play stops when the alarm sounds and treasure is immediately counted up. If being played competitively, the winner is the player with treasure to the highest value. A player may leave the dungeon by any entrance to stop playing before the agreed end time.

# Setting up the Board

There are 2 kinds of “card”; “board-cards” are small and are laid out on the board, larger cards are used to indicate detail for an event or to show possession of an object. There are two sets of board cards: one for rooms (white) and one for passages (green). Shuffle the board-cards (for rooms and passages separately) and lay out one of face down on each board square.

Set out stacks of the (large) cards, one stack for each type.

Each player rolls a 1d4 to determine which entrance they start at. Roll again if that entrance is already being used. The player with the lowest roll starts. This player, the “beginning player” is important (see below).

# Player Capabilities and Challenges

Players all start with a sum of levels = 12, with no capability lower than 1. Certain events may increase or decrease a given capability by 1 or more levels. Keep track using the player capabilities sheet s.

Any event requiring the use of a player capability is a “**Challenge**”.

If **Health** gets below 1 then the player must skip at least one turn, adding 1 to Health on each missed turn until it reaches 1.

## What is on the Board Cards?

On each game “square”, there may be one of 4 kinds of thing to encounter signified by a non-blank board-card:

1. An “**item**”. If a player passes over or lands on an item card then they have found an item.
2. A “**blocker**”. Blocker board-cards force the player to stop moving and deal with a problem. A blocker may be a door, a puzzle door or a cliff/climb.
3. A “**non-blocker**”. These are as blockers except that the player does not have to stop, although they may choose to. The only kind of non-blocker is a chest.
4. A “**chance**”. If a player ends their turn on a chance tile than a random event is indicated.

Which kind of thing it is only becomes known when a player lands on or tries to pass the square; the board-card is turned over (and left turned over) when this happens. Many board-cards are blank and may be removed immediately on being turned over. Some board cards may be removed according to specific rules.

# Cycle of Play

Players take turns and each turn involves one or two repeats of the following cycle:

1. If the player is the beginning player then they roll a 1d10. If a 10 is rolled then all players can add 1 to any capability of their choice.
2. Roll a 1d4
3. Attempt to move the rolled number of squares.
   * Any route may be taken but a blocker will stop progress if encountered.
   * All board-cards are turned over if passed or landed on.
4. Deal with the challenge or chance:
   1. Blockers must be dealt with
   2. Non-blockers may be dealt with if the player chooses
   3. Chance must be taken if landed on at the end of a turn
5. Trades with any other player in the same or adjacent (connected) square, either swapping items or buying items with treasure.

Players who have taken a Speed Potion may repeat this cycle twice on their turn.

Doubling-back is not permitted during a move (passages are too narrow), although circular routes may be taken in a room.

# Events of the Game

## Taking a Challenge

Any event requiring the use of a player capability is a “**Challenge**”. Some challenges may be met using more than one capability (e.g. some monsters may be dodged using Agility or fought with Fighting ability. Some challenges may be either “**failed**”, “**just-passed**” or “**exceeded**” according to whether a given capability is of sufficient level. The outcome of a fail/pass/exceeded is indicated on the card that indicates the challenge.

### Blocker Challenges

Whenever a blocker is encountered, the player must stop and see if they can overcome the difficulty, which happens if the appropriate capability is >= the level shown on the board-card. Alternatively, one **luck point** may be used up to open a door or make the climb if the player’s luck value >0.

If they succeed, they remain on the square. If they fail, they retreat to the previous square they occupied (but do not take a chance, get to open a chest they passed etc)

Blockers may be one of:

* a locked door, requiring a key, the use of Dexterity (if lock picks are owned) or the use of Strength. A key may only be used on one door.
* a puzzle door, like a normal door but requiring intelligence to solve a puzzle and open the door (lock picks and strength are ineffective)
* a climb/cliff, requiring the use of agility

**Door-type** blocker board-cards are removed once the challenge they represent has been overcome (the door stays open), while **climbs/cliffs** for remain for the duration of the game.

### Non-blocker Challenges

Non-blockers may be one of:

* a chest, requiring a key, the use of Dexterity (if lock picks are owned) or the use of Strength. If opened, take a card from the Chest Card Stack.
* a puzzle chest, like a chest but requiring only the use of intelligence to solve it.

For chests and puzzle chests, the level of capability required is shown on the board-card. Chests remain open once opened (remove the board-card from the board).

If a player decides to stop and open a chest during their move, they may not continue moving afterwards (e.g. player rolls 3 on die, stops at chest 1 square from their starting point on that move, does not move 2 more squares).

## Finding an Item

Passing over or ending a turn on an item card entitles the player to take one card from the top of the Useful Item Cards pile.

## Taking a Chance

Chance board-cards are turned over as the player passes but this does not allow the player to draw a Chance Card; a chance may only be taken when a player lands on a chance board-card at the end of their move. Players may not double-back in a passage to land on a chance.

A player who lands on a chance will turn over one of the (large) Chance Cards. The change board-card remains until a “**last chance**” Chance Card is turned over.

Chance may be one of:

* An item found => pick a card off the Useful Item Card Stack
* A monster encounter (see Fighting Monsters)
* A trap
* A helpful person
* A teleport or secret door/compartment

Afterwards, place the Chance Card at the bottom of the stack.

Chance squares may not be revisited on the next turn (e.g. by taking a circular route in a room).

#### Special Rule for Traps

If the trap is disarmed (beaten) then the chance card is removed from the board. If the trap is not disarmed then it remains as a trap and will either trigger or be disarmed whenever a play attempts to enter the square.

## Fighting Monsters

The monster level should be matched by the player’s Fighting Capability. Some monsters are slow and can be dodged using agility as an alternative to fighting. This is indicated on the Monster Card.

* If capability > monster level then the player wins and may take their next turn as normal
* If capability = monster level then the monster is beaten but the player must miss their next turn to recover
* If capability < monster level then the player will lose some Health and may have their treasure stolen (see Monster Card)

Whether or not the player wins, the monster card is returned to the bottom of the Chance Card pile.

# Special Rules

**Teleport and secret doors** are non-returnable. The destination square is treated as if the player just ended their move on it.

**Stuck players**: if a player is in an area where there are only impossible board cards (no chances) accessible to them and they have no luck remaining, they may go to one of them and sacrifice a turn to have it removed from the board.

**Exit and re-entry**: players may exit and on their next turn roll 1d4 to jump to another entrance. On their next turn they may enter as for starting the game, or roll 1d4 for another jump.