



RULEBOOK

Gather your gear and prepare to dive into the labyrinth! Teeming with untold treasure, the tunnels are said to be inhabited by unusual creatures, both adorable and terrible. Keep your wits about you as the very walls shift in the torchlight...

...it's time to drop into the dungeon!



OVERVIEW & COMPONENTS

Dungeon Drop is a light-hearted competitive game for 1 to 4 players. Assuming the role of a brave hero, players will take turns exploring, using their abilities, and looting rooms in an ever-changing dungeon. The hero who returns with the most treasure will win the Queen's favor and be declared the winner!



4 Player Aids



4 Turn Order Markers



1 Score Tracker



4 "Meeples"



4 Solo Tokens



4 Teamwork Tokens



87 Cubes



6 Custom Dice

Initiative 15 Race Cards



Health

Race Ability

10 Class Cards



Class Ability

10 Quest Cards



Gem Scoring

Special Scoring

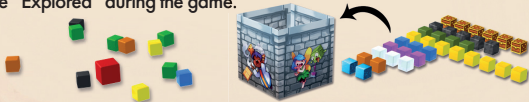
GAME SETUP

1. Receive your Hero: Deal each player a random Race and Class card, face up. Distribute turn order markers according to each Hero's Initiative (the number in the top left corner of each Race card) – turns will be taken in Initiative order, starting with the lowest number.



2. Receive your Quest: Deal each player a random Quest card, face down. Players may look at their own Quest card at any time. **Your Quest** determines how your collected Gems are scored, and it may include an additional scoring bonus.

3. Drop the Dungeon: Separate out all the smaller cubes from the larger ones. Add the red Dragon cube to the smaller cubes. The first player in initiative order drops the smaller cubes (plus the Dragon) in the center of the table, from a height of 6 to 12 inches, so that the cubes spread evenly across the table, without more than one or two touching each other. The larger cubes (including the dice) go back to the game box, to be "Explored" during the game.



HOW TO PLAY

The game takes place over three rounds. Each Hero will take one turn per round, as follows:

1. Explore: Draw the specified number of cubes from the box, without looking at them, and drop them into the Dungeon.

(2👤=6 cubes 3👤=4 cubes 4👤=3 cubes)



DUNGEON HEROES
RE-DEEP ALL CORNERS
OF 1 COLOR IN THE DUNGEON

Race Ability



INTERMEDIATE!
COUNT 1 MONSTER AS A PILLAR

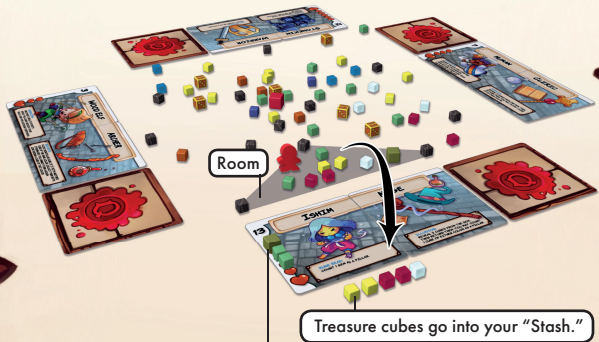
Class Ability

2. Act: You may activate either your Race or Class ability.

Flicking

Some abilities in the game involve Flicking one or more cubes in the Dungeon. To do this, use one finger to tap or hit the cube in the desired direction. There are no re-dos, so be careful to use the correct amount of force. **Oops!** If you accidentally cause any cubes to fall off the table, the next player to act will drop them into the Dungeon as part of their Explore step.

3. Loot: Form a room by selecting 3 gray Pillar cubes, and then collect all cubes within or touching that space. You may not form a room that would cause you to collect a Pillar or lose your last Health point.



Monsters (Goblins, Trolls, and the Dragon) take away Health – cover the appropriate amount of Health points with the cubes (see page 7).

End of turn: Flip over your turn order marker to indicate your turn has ended, and then it is the next player's turn.

Weight: At the end of the round, each Hero counts the total number of Treasure cubes they have in their Stash (non-Monsters) to determine their Weight. Reassign the turn order markers, in order from the lightest to heaviest Weight. Settle ties according to the tied Heroes' starting Initiative numbers (lowest Initiative goes first).

Start a new round, and play until 3 rounds have been completed.

GAME END

After 3 rounds have been completed, it's time to count your Treasure! Players proceed as follows:

1. Reveal Quest cards.
2. For each Key paired with a Chest in your Stash, roll the Chest to see how much it's worth. Ignore unpaired Keys and Chests.
3. Count total scores. Refer to the table on page 7 for specific cube scoring details.

The Hero with the highest total score wins! **Ties:** In the case of a tie, the tied Hero with the highest starting Initiative number is the winner.



Cube (Quantities)	Rules	Scoring
Treasure cubes: Collect when Looting a room and place in your Stash		
 Gold (12S, 8L)		Score 1
 Key (4S, 2L)		Unlock 1 Chest
 Chest (6L)		If unlocked, roll for score
 Clear, Blue, Pink Gem (4S, 3L each)	Each Gem scores an amount of points as indicated on your Quest card	Refer to your Quest card
 Health Potion (2S)	Remove a Health Potion in your Stash from the game to uncover 1 Health point (move the cube beside your Race card for later scoring purposes)	Score 0
 Magic Shield (2L)	Remove a Magic Shield in your Stash from the game to ignore Health loss from 1 Monster you are collecting (place the Monster cube beside your Race card for later scoring purposes)	Score 0
 Relic (2S)	See Solo rules for details	Increase relic tracker by 1
Monster cubes: Collect when Looting a room and cover the specified number of Health points		
 Goblin (10S)	Removes 1 Health point	Score 0
 Troll (4L)	Removes 2 Health points	Score 2
 Dragon (1H)	Removes 8 Health points (cannot collect without a Magic Shield)	Score 8
Pillar and Staircase cubes: Cannot be collected		
 Pillar (13S, 5L)	Connect 3 Pillar cubes to form a room	n/a
 Staircase (1S)	See Solo rules for details	n/a

S=Small L=Large H=Huge

HEROIC "TEAMWORK" GAME MODE

Intro & Setup: After your first game or two, we recommend you use this game mode for all your games. Give each player a Hero meeple at the start of the game. Place the matching scoring tokens near the score tracker card.



Gameplay: On each of the other players' turns, you may place your Hero meeple anywhere in the Dungeon at any time before the active player forms their room (if they form their room before you place your meeple, your Hero will not participate that turn!).

When the active player Loots a room, any meeples contained within or touching that room will be collected and returned to their owners. Those players (not including the active player) move their scoring token one space on the score tracker card.

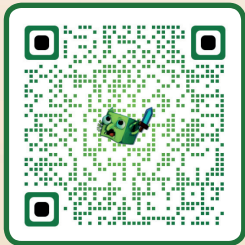
At the end of each player's turn, any uncollected meeples are removed and returned to their owners, available to be placed again during the following turn.

Scoring: Each Teamwork point scores 1 at the end of the game.

SOLO SPELUNKER

Intro: Prepare to delve deep into the dungeon on a seemingly endless search for fragments of the great relic. Emerge with enough fragments to save your village, the kingdom, and perhaps the entire world!

Rules: This box contains all the components necessary to play an epic solo game of Dungeon Drop. The latest rules are available as a downloadable PDF on Phase Shift Games' website. Use the QR code or link provided below to access the Solo Spelunker PDF.



SCAN ME

www.PhaseShiftGames.com/DungeonDrop

FAQ

What does “outside the Dungeon boundary” mean? Cubes that are not contained within or touching any possible room formation are considered outside the Dungeon boundary.

Which cubes count as the “same color?” Cubes that are the exact same color scheme are considered the same color. While Goblins and Trolls are both shades of green, they are not exactly the same. Keys and Chests, on the other hand, are the exact same color scheme, so they are considered the same.

Do the smaller cubes work differently from the larger ones of the same color? No. The size difference is only an aid for easy game setup. Once they have been dropped into the Dungeon, they are treated identically aside from any Quests that specifically reference small or large cubes.

If a cube is “on the line” of a room boundary, is it considered in or out of the room? If a cube is debatably on the line, then it is considered in the room. You should also consider that the line is the entire thickness of the Pillar cubes, so it’s not hard to tell when you get down and look at the cubes from a “table edge view.”

If an ability would cause me to lose my last Health point, what happens? You can never voluntarily lose your last Health point.

Where exactly can I drop new cubes “into the Dungeon?”
You can drop new cubes into the Dungeon anywhere over existing cubes, even if those cubes are considered “outside the Dungeon boundary.”

Heroic Teamwork: Can players move their meeples after they have placed them? **No.** Once placed in the Dungeon, a meeple may not be intentionally moved by any player, though they may be bumped by dropped or flicked cubes.

Heroic Teamwork: What happens if a player accidentally chooses a room with too many Monsters? **They sacrifice their turn while they shiver in fear!** If the player already took cubes from the Dungeon, they must immediately re-drop them.

Heroic Teamwork: Are meeples considered cubes for the purposes of Race and Class abilities? **No.** Meeples are never considered cubes – they’re meeples. For example, if a meeple is contained within the Fairie Dust ability’s area, it is not redropped with the cubes.

Heroic Teamwork: When exactly has a player “formed their room?” To make this crystal clear, once their decision has been made we recommend the active player place their own meeple inside the room they intend to Loot. As soon as their meeple hits the table, no one else may place theirs.



CREDITS

Game Design Scott R. Smith
Artwork Marília Nascimento
Game Development Jason Miceli & Scott R. Smith
Graphic Design Darrin Horbal & Marília Nascimento
Character Design Jorge Luiz C. Rocha
Character Background & Copywriting Michael Schemaille
Logo Design Matthew Mizak
Production Phase Shift Games



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