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DUNGEON!

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GAME OF FANTASTIC ADVENTURE



FOR 2-12 PLAYERS
AGES 8 YEARS AND UP

DUNGEON! Introductory Game

(Note: This sheet contains the basic information needed to play DUNGEON! to allow new players to set up and begin play with ease. For the more detailed game rules, see the 8-page rules folder which explains all aspects of the game in detail.)

PREPARE FOR PLAY

Lay out the playing board. Separate the card sets and array the "Monster" and "Prize" cards according to "Level" (they are color-coded).

Examine the playing board and familiarize yourself with its details —

The **Yellow paths** are *corridors,* marked off in "spaces" by black lines to resemble stone slabs. The paths occasionally open into **larger yellow spaces** of various shapes — these are *large chambers,* and each is variously named.

The **rectangular spaces** lining the various corridors are *rooms*. Each room has one or more *doors* separating it from a corridor or adjacent room — these are either **solid black lines** *(normal doors)* or **dotted grey outlines** *(secret doors).*

Upon examining the board, players will note that the several folds divide the board into 9 parts. Each of these parts is labeled with a "level" designation showing it to be one of six levels, and the rectangular rooms comprising that level are color-coded identically, which differentiates them from the rooms of the other levels.

OBJECT OF THE GAME

The object of the game is for each player to assume the role of an adventurer as represented by a pawn (green for elves, or blue for heroes), then to travel through the dungeon maze defeating monsters and accumulating treasures. The winner is the first player to accumulate treasure items equalling 10,000 gold pieces in value who returns to the "Start" area with his trove.

SETTING UP & BEGINNING PLAY

Shuffle the Monster and Prize Cards which have been divided into groups according to level, but do not mix the cards from separate levels. Then place (face down) one Prize Card and one Monster Card in each rectangular room on that level, with additional Monster Cards being placed in the large chambers (3 per chamber) on the appropriate levels. Once all the Monster and Prize Cards have thus been placed, play is ready to begin.

Each player chooses to become either a hero or an elf, and places a colored pawn to represent himself on the "Start" space at the center of the board. All players then throw the dice and the highest scorer moves first, with play proceeding clockwise around the table.

COURSE OF PLAY

Each player decides what course to take in his adventuring and moves his pawn along the corridors as he wishes, exploring or passing by rooms as he pleases.

Each player may move his pawn up to 5 spaces each turn. Players may move less than 5 if they wish, or may even stay where they are if they desire. The dice are not rolled for movement.

If a player wishes to move his pawn through a large chamber which contains one or more Monster Cards, he must stop upon entering the chamber, turn over the top card, and combat the monster listed thereon (see the COMBAT section to follow). Only the first, or top, monster need be fought in this instance. Once the first monster has been fought, the adventurer may proceed on the following turn.

Upon arriving at a door in the course of movement, a player has the option of attempting to pass through. If the door is a normal one (solid black line), entry is automatic; if the door is a secret one (dotted grey outline), the player attempting it must roll one die: a 1 or 2 for heroes or a 1, 2, 3, or 4 for elves will mean that the door is discovered and opened. If the roll is not successful, the player may not enter the room and must wait until the following turn to exercise his option to try again or move elsewhere. Only one secret door may be opened or attempted in a single turn by a player.

If a player moves his pawn adjacent to the entrance to a room, he may be considered to be able to open the door to that room, even if he has already moved his maximum of 5 spaces. Of course, an undiscovered secret door may block his entry.

If a player succeeds and opens the door to a room containing a Monster Card, that card is turned face up (with the Prize Card remaining concealed). Then the player must combat the monster in the manner described below.

COMBAT (ADVENTURERS VS. MONSTERS)

Combat occurs when an adventurer opens the door to a room or enters a chamber with a Monster Card in it (in a large chamber, only the top monster is fought). The Monster Card is turned over (leaving the Prize Card face down), and the adventurer rolls two dice. His dice roll is compared to the number listed on the Monster Card according to his character type. If the dice roll is equal to or greater than the number shown on the Monster Card, then the monster has been defeated and the Monster Card is discarded, with the player winning the Prize Card and holding it face down on the table before him (he may read the prize received, however). If the dice roll is *less* than

the number shown on the Monster Card, then the monster has defeated the adventurer. In such a case, the player must immediately roll 2 dice and refer to the Combat Losing Table (CLT) to determine the results of his defeat:

COMBAT LOSING TABLE (CLT)

Dice Roll	Result
7, 11	No effect
6, 8	Retreat one space; drop one Prize
4, 5, 9, 10	Retreat two spaces; drop one Prize; lose one turn
3, 12	Seriously Wounded; drop all Prizes; return to Main Staircase next turn
2	Killed!; drop all Prizes; remove piece (see optional rule RE-ENTRY AS NEW DUNGEON ADVENTURER, page 5)

If the result of a losing combat means a prize is dropped, the losing player takes one of the Prize Cards he is holding (if he has any) and places it in the same location as the monster which just defeated him, making sure to keep the Prize Card face down. In some cases (a roll of 3 or 12 on the CLT), a player must drop all of his prizes, where they will remain as the monster's hoard until he can return to win them again (unless another player gets there to slay the monster first!). In cases where a monster is guarding more than one prize, the adventurer who finally defeats that monster will win all the prizes it is guarding.

SPECIAL CARDS

Some of the following special cards may be encountered during play, and should be handled as follows:

Trap: When a Monster Card is turned over to reveal a Trap, the adventurer must roll one die. The resulting roll is the number of turns that player must lose due to the trap. Once this number of turns has passed, he gains the Prize Card and may proceed with play as normally.

Magic Sword: Any adventurer who obtains the Magic Sword Prize Card may carry it as he does his other prizes, and use it to gain a bonus of +1 on his dice rolls when fighting monsters. Only one Magic Sword may be used at a time by a player.

Crystal Ball: The Crystal Ball, besides having a value of its own (1,000 gold pieces), also allows the holder to learn what is contained (monsters and treasure) in any room on the game board. To do so, the player makes no movement or combat during his turn, and simply picks up any two cards from the room or large chamber of his choice. He may examine these cards secretly and then return them to their place, but both cards must be from the same location.

Secret Entrance Card: The Secret Entrance Card is gained as a prize, and allows the automatic passage through all secret doors by the adventurer holding it.

ESP Medallion: The ESP Medallion, besides having a value of its own (1,000 gold pieces), also allows the holder to learn what monster is lurking behind a door before it is opened. This means a player can move his pawn to a door, announce that he is using his ESP Medallion, and then pick up the Monster Card to determine what it is (keeping this secret from the other players). After doing so, he may decide to avoid combat, or else may fight the monster in the normal manner, all in the same turn.

WINNING THE GAME

The first player to return to the Main Staircase with Prize Cards totalling 10,000 or more gold pieces in value wins the game!

Note: This introductory game rules sheet outlines only the basics of play allowing new players to begin with a minimum of preparation. For directions on how to employ all the character types, and other rules in depth, see the 8 page rules folder.

DUNGEON!

by David R. Megary

THE EXCITING GAME OF FANTASTIC ADVENTURE WHICH PITS SWORDS AND MAGIC AGAINST THE MONSTERS OF THE DUNGEON'S DEPTHS

DUNGEON! is the game which allows players to become ELVES, HEROES, SUPERHEROES, and WIZARDS in quest of the fabulous treasures hidden in the dark labyrinths of the dungeons . . . but each must first combat and defeat the fearsome monsters which guard the treasures! There are GOBLINS, WEREWOLVES, GIANTS, and DRAGONS among the passages and chambers of the dungeons — YOU will have to face them in order to win.

AGE LEVEL: 10 years and up

GAME LENGTH: Set Up — 10 minutes
Play — from 30 minutes to 2 hours

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OBJECT OF PLAY:

Each player, by movement and combat, seeks to gain **Prize Cards** whose value equals or exceeds the amount required for the type of **Dungeon Adventurer** each has chosen to play as. Of course, as each player is seeking to gain treasure first, speed is of the essence.

TYPES OF DUNGEON ADVENTURERS:

The Elf: Green pawns are elves. Elves are not as powerful as some figures, but they can open **Secret Doors** twice as easily as others can, and they need but 10,000 gold pieces value in **Prize Cards** in order to win. They should stay on levels 1-3.

The Hero: Blue pawns are heroes. Heroes are slightly more powerful than Elves in combat, and Heroes also need 10,000 gold pieces value in **Prize Cards** to win. They should stay on levels 1-4.

The Superhero: Red pawns are Superheroes. Superheroes are the most powerful fighters, and they should seek to gain their **Prize Cards** on the lower levels, generally from the 3rd through the 5th. They need prizes equalling 20,000 gold pieces in order to win the game.

The Wizard: White pawns are Wizards. Wizards are the most powerful type of **Dungeon Adventurer,** for they fight almost as well as Superheroes and in addition have **Spells** to employ against opponents. However, they must gain prizes equalling at least 30,000 gold pieces to win, so they should immediately proceed to the 5th or 6th levels, perhaps stopping along the way to pick up a low-value **Prize Card** or two.

NUMBER OF PLAYERS: 2 to 12 (and solo play is also possible).

THE PLAYING BOARD:

The playing board represents the six levels of the dungeon beneath a vast and ruined castle. The areas on the board are:

- — Small spaces are CORRIDORS
- — Brown, barred rectangles are DOORS
- — Larger rectangular spaces are ROOMS
- — Broken brown lines through walls are SECRET DOORS
- — Wider spaces that connect levels are STAIRCASES
- — Very large areas are LARGE CHAMBERS

Movement travels along **Corridors,** through **Doors** or **Secret Doors,** into or through **Rooms** or **Large Chambers,** up or down **Staircases.**

PREPARE TO PLAY:

Lay the playing board out on a table. Separate the **Prize Cards** and the **Monster Cards** according to the level number printed on the back of each so that there are six piles of each type of card. Note that the colors on the cards correspond to the color of the **Rooms** on the level where they belong.

Place one **Prize Card** face down on each **Room** on the board being careful to place 1st level cards only on **Rooms** of the 1st level, 2nd level cards on the 2nd level and so on.

After all of the **Prize Cards** have been placed follow exactly the same procedure using the **Monster Cards,** placing the appropriate **Monster Card** over the **Prize Cards** on each **Room. When you have finished this placement there will be extra Monster Cards;** three of each are to be placed in the **Large Chambers** of each level, the level of the **Monster Cards** corresponding to the number of the level. NOTE: The **Main Gallery** of the 1st level is not inhabited by any monsters, so there are no extra 1st level **Monster Cards** provided for this **Large Chamber.**

Next, separate the cards showing **Wizard Spells,** and set them aside for any player who wishes to play as a Wizard.

Place playing pieces on the space marked start.

SELECTION OF DUNGEON ADVENTURER PIECES:

Each player rolls the dice, and the one with the highest score selects his pawn first, the second highest selects second, and so on. When all of one kind of pawns have been taken any players who have not yet selected a pawn must choose from the remaining types only, i.e. it is not possible to have more than three of one type of pawn in play at the same time.

ORDER OF PLAY:

The players move according to the scores used to select playing types, so that the highest scorer moves first, the next highest moves second, the third highest scorer goes third, and so on. **This order of movement is maintained throughout the game.** THE NUMBER OF SPACES MOVED EACH TURN IS NOT DETERMINED BY A ROLL OF THE DICE.

ROUTINE OF PLAY:

Players move in succession as noted above. At the end of each player's portion of a turn any combat between that player and a monster is resolved. Play continues in this manner until one player wins or all players have been eliminated by monsters.

HOW TO WIN:

A player wins if his **Dungeon Adventurer** pawn is moved back to the **Main Staircase** after having accumulated and successfully brought with him the requisite value of **Prize Cards.** The amount in gold piece value required is:

- — 10,000 for either an *ELF* or *HERO*
- — 20,000 for a *SUPERHERO*
- — 30,000 for a *WIZARD*

MOVEMENT:

Each player may move his figure up to **five** spaces (counting **Rooms** and **Large Chambers** as one space each) during his turn, although he may always choose to move fewer than five spaces if he so desires. Do not roll dice to move! Each figure may always move up to five spaces unless noted below. There is no **penalty** for moving through **Rooms** or **Large Chambers** but they count one space of movement. They are treated as spaces, and they each require but one movement point (count one space when you move into either). MOVEMENT FROM THE MAIN STAIRCASE TO THE MAIN GALLERY COSTS ONE SPACE OF MOVEMENT.

Doors do nor slow movement.

Movement **past** other players' pieces in the **Corridors** or elsewhere is allowed.

Movement **through** any area containing a monster is **not possible until combat with the monster has taken place.**

Movement direction may be reversed at any time.

Movement up or down stairs costs one space for every *Step* of the stairs (one *Step* for each level difference). Thus to go from the 1st to the 3rd level takes two spaces, to the 4th level takes three spaces, and so on.

The course of movement of any pawn is always up to the player to whom it belongs **except when retreating after combat.**

SECRET DOORS:

In order to pass through a **Secret Door** a player must either roll a 1 or a 2 on a die (a 1 through 4 if the player's pawn is an Elf) or have a **Secret Entrance Card** (explained later). Note that more than one **Secret Door** may be passed through in one turn if the player is able to otherwise do so.

The pawn to be moved through a **Secret Door** is moved up to the **Secret Door,** and a die is rolled or a **Secret Entrance Card** used. If the required number is rolled, or in any event if a **Secret Entrance Card** is employed, the player may continue to move out the balance of his turn. If a die roll is required to pass through the **Secret Door** (the player not having a **Secret Entrance Card)** and the required score is not made, then the player's turn comes to an end **then and there.** A player may continue to attempt to open a **Secret Door** for as many turns as he wishes.

Once a player has passed through a **Secret Door** that one will be known to the pawn he is using at the time, and thereafter it is treated as a plain **Door.**

COMBAT:

In order to gain Prizes it is generally necessary to fight the **monsters** which jealously guard them. Players must go to the **Rooms,** open the **Doors,** and fight the **monsters.** Again, in passing from place to place it is often necessary to move through the **Large Chambers** which are not usually blessed with Prizes but contain plenty of **monsters.**

Each **Monster Card** has a chart printed upon it which lists two **Wizard Spells** and all four **Dungeon Adventurer** types, with various numbers opposite each. **This number is the score on two dice required to kill the monster.** For example, looking at a card which says **TROLL,** a Superhero needs a roll of 8 or more to kill it, a Wizard needs a roll of 8 or more, a Hero or Elf needs a roll of 10 or more or 9 or more respectively, and Lightning or Fire Balls kill the TROLL on rolls of "-" (has no effect) or 7 or better respectively.

Combat is initiated by a player moving his piece to the **Door** of a **Room** containing a **Monster Card** and declaring he is opening the **Door** or by a player moving his piece into a **Large Chamber** which contains one or more **Monster Cards.** The player turns the **Monster Card** over, notes the number on the chart appropriate to his type, and rolls two dice to match or beat the number. If the player succeeds in scoring a high dice roll the monster is killed and placed aside in a special discard pile. (See the section on WANDERING MONSTERS.) The victor may now step into the **Room** or **Large Chamber** and claim the prize (if any) the Monster guarded. If the Monster is not killed then the player must again roll two dice and consult the COMBAT LOSING TABLE (CLT) on the theory that the monster now has a chance to attack the player. The player must do whatever the CLT says.

COMBAT LOSING TABLE (CLT):

Dice Roll:	**Result:**
7, 11	No Effect
6, 8	Retreat one space; drop one Prize
4,5,9,10	Retreat two spaces; drop one Prize; lose one turn
3, 12	Seriously Wounded; drop **all** Prizes; return to **Main Staircase** next turn
2	Killed!: Drop all Prizes; remove piece (see rule RE-ENTRY AS NEW DUNGEON ADVENTURER)

Explanation of CLT Results:

No Effect means that there has been a stand-off, and the Monster has retreated slightly. During the player's next turn he may withdraw from combat. If combat is taking place in a **Large Chamber** or **Room** the player may move his piece through any corridor, open a **Door,** attempt to open a **Secret Door,** or remain and purposely fight the Monster again. If a player ends his turn in the **Large Chamber** or **Room** he must do combat again, for the **No Effect** result pertained only to last turn. If the player opens a **Door** and combats a Monster behind it and does not succeed in entering the Room or **Large Chamber** the above rule applies. If the Monster is guarding the Prize a **No Effect** result does not allow the player to pick up the Prize.

Retreat means that the piece must be moved so as to end its retreat on a vacant space. The player may not voluntarily cause another combat by engaging a Monster and the piece cannot be moved through a **Secret Door** nor previously opened. **Retreats** are always made back along the route which was the original line of movement which caused the combat. Note that this differs from a **No Effect** result which allows movement in any direction desired. If no Monster-free line of **Retreat** is possible along the line of movement it is then required that the **Retreat** be in a different direction which will not cause a new combat. If no Monster-free line of **Retreat** exists, then the player must move his piece so as to engage the new Monster, follow the usual combat procedure, and abide by whatever the result is, **all in the same turn as the original Retreat, and his turn does not end until all such combat and Retreats are over.**

Lose 1 Turn is simply indicated by placing the playing piece prone.

Prizes dropped are always at the player's choice as to which will be dropped, although a result of **Drop all Prizes** naturally requires all Prizes to be dropped. Magic Swords, Secret Entrance Cards, ESP Medallions, and Crystal Balls are considered Prizes. The Monster against which combat was taking place when the Prize was dropped is then placed on top of the Prize (or Prizes) dropped. If there are several Monsters in the **Large Chamber,** the Monster against which the combat was fought gains the Prize, not all of the Monsters in the space.

Seriously Wounded means that the player must return his playing piece to the **Main Staircase** (where a Good Fairy will anoint his wounds with a healing balm and immediately cure them). Once the piece has reached the **Main Staircase** it may be moved back into play on the following turn.

Killed means that the Monster has totally vanquished the **Dungeon Adventurer**, and all of his Prizes become the Monster's booty. The player is out of the game unless the optional rule RE-ENTRY AS NEW DUNGEON ADVENTURER is used in the game.

WIZARD SPELLS:

As the Wizard is obviously not the most superior fighter his chief advantage must lie somewhere else — his store of Spells. The Wizard moves like any other piece, normally, and it can engage in normal combat, but his Spells make him the toughest **Dungeon Adventurer.** These Spells are:

Transference — This Spell is good only for moving from one **Large Chamber** to another. Movement may be on the same Level, or it may be upwards or downwards one level. For example, it is possible to move from the **Torture Chamber** on the Upper 4th Level to the **Armory** on the Lower 3rd Level. For purposes of **Transference** the **Main Staircase** is considered a **Large Chamber** one level above the **Main Gallery.** Spaces need not be devoid of Monsters in order to use the **Transference** Spell, and the Monster, if any, in the space being Transferred **from** need not be attacked, for **Transference** takes place before the Monster can react. However, any Monster in the space which is Transferred **into** must be fought normally. For example, the Wizard moves along a **Corridor** four spaces and then into the **Crypt** (4th Level). There is a Troll awaiting therein, but **before** it can attack the Wizard uses a **Transference** Spell (placing it back in the general stock), going down into the **Queen's Treasure Room Annex** (5th Level). When he arrives at his destination, however, the Monster there **must** be fought without recourse to a further Spell.

Lightning and Fire Ball — These are attack Spells which can be used only when the Wizard is adjacent to the Monster, never when they are in the same space together. Before the type of Monster is discovered the attack Spell must be placed atop it. Only then may the **Monster Card** be read to see what effect the Spell has. Note that should the Monster not be killed that there is no adverse result to the Wizard, for he is adjacent to the Monster and normal Combat is **not** taking place. The above also applies to cases where the Wizard opens a **Door** to a **Room** which contains a Monster and attacks with a Spell.

To use the attack Spells the Wizard selects one, places it atop the **Monster Card**, notes what score is required, and rolls two dice to match or beat the score and kill the Monster. If the Monster is killed the wizard may advance into its space. If the dice roll does not score high enough to kill the Monster the card is turned face downward once more. In both cases the **Spell Card** used is returned to the general stock.

Regaining Spells: Spells may be regained by moving the Wizard piece to the **Main Staircase.** For every turn the piece remains on the **Main Staircase** without moving, one **Spell Card** may be selected from the general stock. No more than the maximum number of Spells decided upon at the beginning of the game may ever be held by a Wizard, regardless of how many turns he spends unmoving upon the **Main Staircase**

Maximum Number of Spells: A Wizard may take a total of seven **Spell Cards** at the beginning of the game, and this number may be renewed as explained above.

Increased Wizard Spells, Optional: If this optional rule is used **Wizards may not use Magic Swords.** Before play begins each player who has chosen a Wizard piece rolls a die, and the score thus rolled (1-6) is added to a base number of six; thus, the total number of Spells a given Wizard can take will vary from 7 to 12, 9 or 10 being average. They may select the appropriate number of Spells from the general stock and renew Spells up to this number.

MONSTER CARDS:

Most **Monster Cards** bear the name of a Monster and a sketch of it. The chart on the right indicates what dice score is required by attack Spells or **Dungeon Adventurer** to kill it. A dash (-) indicates that the attacker cannot normally kill the monster (see the **SPECIAL PRIZE CARDS** rule below).

A few **Monster Cards** are **Traps.** If one is discovered the player who does so need not fight an actual Monster, but he must do what the **Trap** card says:

Lose 1-6 Turns: The player immediately rolls a die, and the number he rolls is the number of turns he must remain in the **Room.** Then after he leaves, gaining whatever Treasure was in the **Room.**

Transported to a Chamber 1 Level Lower: The player immediately moves his Pawn to any **Large Chamber** 1 level lower than that on which the **Room** he entered is located. He may take the Treasure from the **Room.** He may select the **Large Chamber** to which he must move his Pawn. If there is a Monster in the **Large Chamber** to which he moves the player must engage in combat against it just as if he had moved **into** the **Large Chamber** in a normal manner.

SPECIAL PRIZE CARDS:

Secret Entrance Cards: These cards allow the possessors to move through **Secret Doors** as if they were normal **Doors.** No roll of a die is required to pass through **Secret Doors** if the player bears a **Secret Entrance Card.** Even if the card is lost in combat, all **Secret Doors** passed through before such loss are known to the player and will not hinder his movement. The **Secret Entrance Card** represents a wand which detects **Secret Doors.**

Magic Swords: A **Magic Sword** adds 1 to the combat dice rolls of its possessor. Thus, if a 9 would normally be required to kill a Monster, a player with a **Magic Sword** would need to roll but 8 to kill it, for the **Magic Sword** adds 1 to make his score 9. The **Magic Sword** also

allows combat against Monsters which normally could not be fought (chart reading "-") by allowing a score of 12 to kill such Monsters. Note that some **Magic Swords** have an additional value in gold pieces. Also remember that if the optional rule regarding the number of Spells permitted a Wizard is employed in a game Wizards may not use **Magic Swords.**

Special Magic Swords: Optional — Magic Swords gained below the 3rd Level are often more potent in enchantment; therefore, a roll of 7 or better with two dice indicates such swords give a 2 spot bonus to combat rolls if the sword is found at the 6th Level, a 9 or better indicates the same for swords found on the 4th Level, a 10 or better indicates the same for swords found on the 2nd Level, and a roll of 12 indicates the same for swords found on the 1st Level.

ESP Medallions: These devices allow their owners to look at a **Monster Card** they are adjacent to **before** they combat it (by arms or by Spell). A player with an **ESP Medallion** merely moves next to a **Door** beyond which a Monster lurks, or otherwise beside a Monster, and looks at the **Monster Card** without showing anyone else. He may then attack, but if he does not his turn is then over.

Crystal Balls: The **Crystal Ball** allows a player to "see" into any **Room** or **Large Chamber** of his choice, one per turn, so long as he makes no movement. The **Crystal Ball** allows the user to "see" two cards, so in a **Room** both the Monster and its Prize can be viewed; in a **Large Chamber** two Monsters can be seen. The player using the **Crystal Ball** simply picks up the desired cards and looks at them without showing them to any other players.

ADDITIONAL RULES FOR ADVANCED PLAY ONLY:

RETURNING PRIZES FOR SAFE KEEPING:

Any player is allowed to move his piece back to the **Main Staircase** at any time during the course of a game in order to deposit the Prizes he has so far gained for "safe keeping." As soon as he reaches the **Main Staircase** the safety of the Prizes in his possession is guaranteed, and on his next turn the player may proceed normally. Note that all Prizes need not be left for such safe keeping, only as many as the player chooses need be left.

RE-ENTRY AS A NEW DUNGEON ADVENTURER (Optional):

If a long game is desirable it is possible to allow players whose **Dungeon Adventurer** is slain to re-enter the game with a new pawn. They must begin just as if they were first starting, placing the pawn on the **Main Staircase.** Re-entering **Dungeon Adventurers** are restricted to types lower than their original one, so if a player began as a Wizard, he could re-enter as a Superhero, Hero, or Elf but not as another Wizard.

AMBUSH:

Any time a player moves onto or passes through a space which contains the piece of another player either player, or both players, may declare **Ambush.** If neither player declares **Ambush** then movement continues normally. All movement is immediately stopped when an **Ambush** occurs. Combat between the players then occurs, and when it is resolved the turn is over for that player whose turn it was. It is possible for two players to keep their opponent pieces in the same space for many turns, for neither may move until the other decides to no longer maintain the **Ambush** or until the CLT result calls for a result of a retreat or a kill. Player Combat is accomplished as follows:

Both players roll two dice and consult the Player Combat Table (PCT). **Magic Swords** function in this form of combat just as with Monsters. If either or both players match or exceed the number applicable the player upon whom the hit was scored must roll on the CLT and abide by the result. If both players are hit both must roll on the CLT. A result of **No Effect** means a melee is in progress and the **combat must continue next turn.** Prizes dropped may be picked up by any player's piece, whichever one arrives first gets the loot! Note it is possible for both players to have their pieces **Retreat**, be **Seriously Wounded**, or even **Killed** in Player Combat. **Seriously Wounded** pieces may never pick up Prizes or institute an **Ambush**.

PLAYER COMBAT TABLE (PCT)

Attacker	**Defender is —**			
is —	**Elf**	**Hero**	**Superhero**	**Wizard**
Elf	7	8	10	10
Hero	6	7	9	11
Superhero	5	6	7	10
Wizard	8	9	11	9

The number shown on the PCT is the score on two dice which a player must equal or exceed in order to score a hit on his opponent, but the results of such a hit are found by rolling again on the PLT.

For example: A Superhero **Ambushes** a Hero on the 2nd Level as the latter is on his way back to the **Main Staircase** with sufficient booty to win the game! Combat occurs, and the Superhero rolls a 7 on the PCT, easily scoring a hit on the Hero. The Hero returns the attack, but the poor fellow likewise rolls a 7, and even his **Magic Sword** is of no avail for it adds but a +1 to his dice roll. The Hero now must roll on the PLT. He rolls an 8, so he must retreat a space and drop a Prize. During the course of his retreat all the rules normally applying to retreats apply. The Superhero may immediately pick up the Prize

dropped by the Hero. As the Hero was moving he cannot escape another **Ambush** by the Superhero, for during the Superhero's turn that piece may move to where the Hero retreated and once again engage in combat. The Hero's only chance to break the **Ambush** situation is to manage to seriously wound or kill his opponent during any turn or cause the Superhero to retreat during the Superhero's turn.

Ambush by Wizard Spell:

While a Wizard cannot use Spells either in offense or in defense against an opponent in the same space, he is able to stage an **Ambush** from an adjacent space using either form of attack Spell. This also applies if a Wizard is **Ambushed** and ends his turn adjacent to the Ambushing piece! Watch out, poor fellows, if you fail to drop the Wizard! Even a **Seriously Wounded** Wizard can use Spells to **Ambush!**

SPELL COMBAT TABLE (SCT)

Spell	**Victim is —**			
Thrown —	**Elf**	**Hero**	**Superhero**	**Wizard**
Lightning Bolt	3	6	9	11
Fire Ball	6	5	7	9

If the SCT indicates that the dice roll scores a hit the player hit must roll on the PLT table as usual and abide by the results. It is worth noting that due to their magical resistance and charms, Spells do not work well against other Wizards. If any Prizes are dropped by the victim, the Wizard may, unless **Seriously Wounded,** advance into the space and pick them up. Note that the Wizard can use Spells only when it is his turn, never during other players' turns.

If two players are in the same space and a third joins them, either ending his turn or just passing through, they may both **Ambush** him. The third player may fight only against one of his attackers, and he must abide by all CLT results. Note that **Wizard Spells** affect only one piece.

Transference Out of Ambush:

A Wizard moving into a **Large Chamber** wherein a piece **Ambushes** him is allowed to use a **Transference Spell** to escape before the **Ambush** takes effect.

WANDERING MONSTERS (Optional):

As soon as one or more Monsters have been killed by Dungeon Adventurers this rule comes into play. The player moving last will hereafter roll two dice after his turn. This roll will indicate where, if at all, a **Wandering Monster** has appeared in the dungeon. The Monster will be of the same level as the level indicated by the dice roll.

WANDERING MONSTER TABLE

Dice Roll	**Monster Appears on Level**
2	1
3	2
4	3 Upper
10	3 Lower
5	4 Upper
9	4 Lower
6	5 Upper
8	5 Lower
7	6
11, 12	None appears

Wandering Monsters attack only if pieces are in **Corridors**. They attack the stronger player (Wizard strongest, Superhero, Hero, Elf weakest) in those cases where more than one is exposed to attack. If there is a tie as far as strength goes they will attack the one with the greatest number of **Prize Cards**. If a tie still exists they will attack the one farthest from the nearest set of stairs upwards.

If a roll on the table indicates a Monster for which there is currently no card available as none have been killed, ignore the result, treating it as a "None appears".

If a **Wandering Monster** attacks a piece combat occurs in the usual manner. If the player fails to kill the **Wandering Monster** he must roll on the PLT. If a Prize or Prizes are dropped the **Monster Card** and the Prize(s) are immediately placed in the nearest vacant **Room** or **Large Chamber. Rooms** have priority over **Large Chambers.** Upper Levels take precedence over Lower Levels. If a **No Effect** result is rolled on the PLT the **Wandering Monster** is moved to the nearest **Large Chamber,** being placed on the bottom of the pile if there are already **Monster Cards** there.

PLAYING SOLO:

This game is easily played alone in a nearly endless number of ways. The simplest is to merely play to win, with each successive game played at a lower average level. Play as various **Dungeon Adventurer** types will enable the contestant to gain a grasp of the possibilities inherent in each type. Quests for certain special Prizes can be made. Games where a time limit must be met are always a challenge. The variety available with a little thought will provide innumerable hours of enjoyment for those times when no opponents are available.

TABLES:

The back page of this booklet shows all tables used in combat as well as for **Wandering Monsters**. They are placed there for easy reference.

TYPICAL EXAMPLES OF ACTION IN THE DUNGEON:

A Superhero enters the **Queen's Treasure Room** and battles with the Black Pudding lurking there. Failing to destroy it the Superhero happily rolls a 7 on the CLT, thereby indicating a stand-off. When it is time for his next turn the Superhero elects to zip over to the **Queen's Treasure Room Annex.** When he arrives there, however, he finds it guarded by a Purple Worm, and in the ensuing combat he fails to kill it. When he rolls on the CLT he scores a 6, and he must retreat a space and drop one Prize. He fortunately has a 2nd Level Prize to drop, and the Worm quickly grabs it — thereafter ready to greedily guard it to the death. The Superhero now finds himself on the space between the **Large Chambers**, After a bit of mental debate he decides to face the Black Pudding once again, so on his turn the Superhero once again does battle with the gloopy hulk. Again he fails to kill it, but again he rolls a 7 on the CLT! So on his next turn the Superhero opts to try one of the **Secret Doors,** but he rolls a 3 and fails! The Black Pudding comes slurping up to the Superhero, and a fight once again takes place. He fails to kill the Monster (as usual), rolls a 9 on the CLT, drops a 4th Level Prize, retreats back towards the 4th Level, and loses his next turn to boot. In the meantime the Black Pudding burbles, happily seated upon his newly acquired treasure . . .

A Wizard moves up to a DOOR on the 5th Level. Readying his last Fire Ball Spell, he flings the portal wide and hurls the flaming missile into the ROOM. What Luck! It is a Black Pudding (shudder!), and he had the right Spell. He rolls the dice to see if he can score sufficiently high to kill it, and he manages to crisp the nasty Monster. Passing the remains of the thing he finds that the Prize it guarded was an ESP Medallion — joy of joys! No more guessing as to which spell to use now. No more finding out by spending a risky turn fighting Monsters by hand! Soon he is entering the **Queen's Treasure Room,** but before he enters he "looks" with the ESP Medallion to see what Monster is there: "Only a Troll," he happily notes, "but I'd better play it safe and not fight." The Wizard slips out his last Transference Spell, and as he steps into the Space he disappears from before the lank horror. "Fooled you!" he says upon vanishing. He reappears in the midst of the **King's Treasure Room** on the 6th Level, right into the waiting maw of a Blue Dragon. "Who fooled who?" he wonders as he loses the battle. A 6 is rolled on the CLT, so the Wizard slips the dragon his lowliest Prize and retreats towards the King's Library. Next turn he uses the ESP Medallion to "see" that a Black Pudding is inhabiting the Library. "What shall I do?" he desperately laments. "I am out of Spells except for one Lightning Bolt — why did I ever come down into this infernal Dungeon?!"

* * *

The Poor Hero! On his last turn he had to fight Monsters four times, and now he is trapped between the **Queen's Treasure Room** and its **Annex,** with a Green Slime in the main **Chamber** and a Giant awaiting in the **Annex.** Coming through the **Secret Door** into the **Queen's Treasure Room Annex** our Hero managed to slip by the Giant on a CLT roll of 7. Foolishly he pressed on and in the **Queen's Treasure Room** he was soon busily combatting the ghastly Green Slime. He lost, shook a 10 on the CLT, and had to retreat to the **Annex.** There he faced the Giant once more, failed to kill it, rolled a 4 on the CLT, and once more had to go back to the Slime. Back he went and lost yet again! A 5 on the CLT, and he once again fights the Giant. A 6! Only one space of retreat, and now he huddles between the two **Large Chambers.** All told our Hero has lost four of his hard earned Prizes and three turns of movement. What a fix! Will he ever get out alive?

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THE DRAGON

If vou enjoy playing DUNGEON! you will want to subscribe to THE DRAGON, a magazine which features information on Swords & Sorcery, Fantasy, and Science Fiction gaming, as well as news of this fascinating hobby worldwide. It costs only $1.50 for a samply issue, $9.00 for a six issue subscription. TSR Games, POB 756, Lake Geneva, WI 53147.

REFERENCE TABLES FOR EASE OF PLAY:

COMBAT LOSING TABLE (CLT):

Dice Roll:	**Result:**
7, 11	No Effect
6, 8	Retreat one space; drop one Prize
4,5,9,10	Retreat two spaces; drop one Prize; lose one turn
3, 12	Seriously Wounded; drop **all** Prizes return to **Main Staircase** next turn
2	Killed!: Drop all Prizes; remove piece (see rule RE-ENTRY AS NEW DUNGEON ADVENTURER)

PLAYER COMBAT TABLE (PCT)

Attacker	**Defender is —**			
is —	**Elf**	**Hero**	**Superhero**	**Wizard**
Elf	7	8	10	10
Hero	6	7	9	11
Superhero	5	6	7	10
Wizard	8	9	11	9

SPELL COMBAT TABLE (SCT)

Spell	**Victim is —**			
Thrown —	**Elf**	**Hero**	**Superhero**	**Wizard**
Lightning Bolt	3	6	9	11
Fire Ball	6	5	7	9

WANDERING MONSTER TABLE

Dice Roll	**Monster Appears on Level**
2	1
3	2
4	3 Upper
10	3 Lower
5	4 Upper
9	4 Lower
6	5 Upper
8	5 Lower
7	6
11, 12	None appears

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level

Monster Card
1st Level



Lightning . . . 2
Fire Ball 2
Wizard 5
Super Hero . . 2
Hero 4
Elf 5

Giant Lizard



Lightning . . . 2
Fire Ball 2
Wizard 5
Super Hero . . 2
Hero 4
Elf 5

Giant Lizard



Lightning . . . 7
Fire Ball 2
Wizard 6
Super Hero . . 3
Hero 4
Elf 5

Giant Rats



Lightning . . . 7
Fire Ball 2
Wizard 6
Super Hero . . 3
Hero 4
Elf 5

Giant Rats



Lightning . . . 6
Fire Ball 2
Wizard 5
Super Hero . . 2
Hero 4
Elf 3

Goblins



Lightning . . . 6
Fire Ball 2
Wizard 5
Super Hero . . 2
Hero 4
Elf 3

Goblins



Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 3
Hero 5
Elf 4

Hobgoblins



Lightning . . . 2
Fire Ball 2
Wizard 6
Super Hero . . 3
Hero 4
Elf 5

Skeleton



Lightning . . . 2
Fire Ball 2
Wizard 6
Super Hero . . 3
Hero 4
Elf 5

Skeleton

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Prize Card
1st Level

Magic Sword

Allows bearer to add 1 (one) to a combat number when in combat.

Sack of Gold



Value: 250 Gold Pieces

Sack of Gold



Value: 250 Gold Pieces

Sack of Gold



Value: 500 Gold Pieces

Sack of Gold



Value: 500 Gold Pieces

Sack of Gold



Value: 750 Gold Pieces

Sack of Gold



Value: 750 Gold Pieces

Sack of Gold



Value: 1,000 Gold Pieces

Secret Entrance Card



Allows finder to enter through the secret entrance of his choice on any level.

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level

Monster Card
2nd Level



Evil Hero

Lightning . . . 4
Fire Ball 5
Wizard 6
Super Hero . . 5
Hero 7
Elf 8



Evil Hero

Lightning . . . 4
Fire Ball 5
Wizard 6
Super Hero . . 5
Hero 7
Elf 8



Ghouls

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 4
Hero 5
Elf 6



Ghouls

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 4
Hero 5
Elf 6



Ghouls

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 4
Hero 5
Elf 6



Ghouls

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 4
Hero 5
Elf 6



Giant Lizard

Lightning . . . 2
Fire Ball 2
Wizard 5
Super Hero . . 2
Hero 4
Elf 5



Giant Lizard

Lightning . . . 2
Fire Ball 2
Wizard 5
Super Hero . . 2
Hero 4
Elf 5



Giant Spider

Lightning . . . 4
Fire Ball 3
Wizard 5
Super Hero . . 4
Hero 6
Elf 6



Giant Spider

Lightning . . . 4
Fire Ball 3
Wizard 5
Super Hero . . 4
Hero 6
Elf 6



Giant Spider

Lightning . . . 4
Fire Ball 3
Wizard 5
Super Hero . . 4
Hero 6
Elf 6



Hobgoblins

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 3
Hero 5
Elf 4



Hobgoblins

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 3
Hero 5
Elf 4



Hobgoblins

Lightning . . . 3
Fire Ball 3
Wizard 6
Super Hero . . 3
Hero 5
Elf 4

TRAP!

Lose 1-6 Turns

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Prize Card
2nd Level

Magic Sword

Allows bearer to add 1 (one) to a combat number when in combat.

Sack of Gold



Value: 500 Gold Pieces

Sack of Gold



Value: 750 Gold Pieces

Sack of Gold



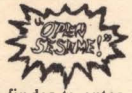
Value: 1,000 Gold Pieces

Sack of Gold



Value: 1,000 Gold Pieces

Secret Entrance Card



Allows finder to enter through the secret entrance of his choice on any level.

Silver Cup



Value: 1,000 Gold Pieces

Silver Cup



Value: 1,000 Gold Pieces

Silver Ring



Value: 2.000 Gold Pieces

Monster Card
3rd Level



Evil Hero

Lightning . . . 4
Fire Ball 5
Wizard 6
Super Hero . . 5
Hero 7
Elf 8



Evil Hero

Lightning . . . 4
Fire Ball 5
Wizard 6
Super Hero . . 5
Hero 7
Elf 8



Evil Hero

Lightning . . . 4
Fire Ball 5
Wizard 6
Super Hero . . 5
Hero 7
Elf 8



Gargoyle

Lightning . . . 4
Fire Ball . . . . -
Wizard 6
Super Hero . . 5
Hero 6
Elf 7



Gargoyle

Lightning . . . 4
Fire Ball . . . . -
Wizard 6
Super Hero . . 5
Hero 6
Elf 7



Gargoyle

Lightning . . . 4
Fire Ball . . . . -
Wizard 6
Super Hero . . 5
Hero 6
Elf 7



Giant Snake

Lightning . . 5
Fire Ball . . . 6
Wizard 9
Super Hero . 6
Hero 8
Elf 10



Giant Snake

Lightning . . 5
Fire Ball . . . 6
Wizard 9
Super Hero . 6
Hero 8
Elf 10



Giant Snake

Lightning . . 5
Fire Ball . . . 6
Wizard 9
Super Hero . 6
Hero 8
Elf 10



Giant Spider

Lightning . . . 4
Fire Ball 3
Wizard 5
Super Hero . . 4
Hero 6
Elf 6



Giant Spider

Lightning . . . 4
Fire Ball 3
Wizard 5
Super Hero . . 4
Hero 6
Elf 6



Mummy

Lightning. . . . -
Fire Ball . . . 3
Wizard. . . . 8
Super Hero . 8
Hero. 10
Elf 11



Mummy

Lightning . . -
Fire Ball . . . 3
Wizard. . . . 8
Super Hero . 8
Hero. 10
Elf 11



Ogre

Lightning . . . 5
Fire Ball 4
Wizard 8
Super Hero . . 6
Hero 9
Elf 8



Ogre

Lightning . . . 5
Fire Ball 4
Wizard 8
Super Hero . . 6
Hero 9
Elf 8



Ogre

Lightning . . . 5
Fire Ball 4
Wizard 8
Super Hero . . 6
Hero 9
Elf 8



Ogre

Lightning . . . 5
Fire BaH 4
Wizard 8
Super Hero . . 6
Hero 9
Elf 8



Werewolf

Lightning . . . 9
Fire Ball 8
Wizard 7
Super Hero . . 7
Hero 9
Elf 9



Werewolf

Lightning . . . 9
Fire Ball 8
Wizard 7
Super Hero . . 7
Hero 9
Elf 9



Werewolf

Lightning . . . 9
Fire Ball 8
Wizard 7
Super Hero . . 7
Hero 9
Elf 9

TRAP!

Lose 1-6 Turns

Trap!

Transported to
a Chamber
1 Level Lower

Prize Card
3rd Level

Prize Card
3rd Level

Prize Card
3rd Level

Prize Card
3rd Level

Prize Card
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Prize Card
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Prize Card
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Prize Card
3rd Level

Prize Card
3rd Level

Prize Card
3rd Level

ESP Medallion



Check any monster before fighting.

Gold Cup



Value: 2,500 Gold Pieces

Gold Cup



Value: 2,500 Gold Pieces

Gold Cup



Value: 2,500 Gold Pieces

Gold Ring



Value: 3,000 Gold Pieces

Gold Ring



Value: 3,000 Gold Pieces

Sack of Gold



Value: 750 Gold Pieces

Sack of Gold



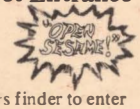
Value: 1,000 Gold Pieces

Sack of Gold



Value: 1,000 Gold Pieces

Secret Entrance Card



Allows finder to enter through the secret entrance of his choice on any level.

Silver Cup



Value: 1,000 Gold Pieces

Silver Cup



Value: 1,000 Gold Pieces

Silver Cup



Value: 1,000 Gold Pieces

Silver Ring



Value: 2.000 Gold Pieces

Silver Ring



Value: 2.000 Gold Pieces

Silver Ring



Value: 2.000 Gold Pieces

Monster Card
4th Level

Monster Card
4th Level

Monster Card
4th Level

Monster Card
4th Level

Monster Card
4th Level

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Monster Card
4th Level

Monster Card
4th Level

Monster Card
4th Level



Evil Superhero

Lightning	7
Fire Ball	7
Wizard	8
Super Hero	7
Hero	9
Elf	10



Evil Superhero

Lightning	7
Fire Ball	7
Wizard	8
Super Hero	7
Hero	9
Elf	10



Evil Superhero

Lightning	7
Fire Ball	7
Wizard	8
Super Hero	7
Hero	9
Elf	10



Evil Superhero

Lightning	7
Fire Ball	7
Wizard	8
Super Hero	7
Hero	9
Elf	10



Giant

Lightning	9
Fire Ball	6
Wizard	10
Super Hero	9
Hero	11
Elf	10



Giant

Lightning	9
Fire Ball	6
Wizard	10
Super Hero	9
Hero	11
Elf	10



Green Slime

Lightning	6
Fire Ball	-
Wizard	11
Super Hero	10
Hero	11
Elf	12



Green Slime

Lightning	6
Fire Ball	-
Wizard	11
Super Hero	10
Hero	11
Elf	12



Green Slime

Lightning	6
Fire Ball	-
Wizard	11
Super Hero	10
Hero	11
Elf	12



Giant Snake

Lightning	5
Fire Ball	6
Wizard	9
Super Hero	6
Hero	8
Elf	10



Giant Snake

Lightning	5
Fire Ball	6
Wizard	9
Super Hero	6
Hero	8
Elf	10



Giant Snake

Lightning	5
Fire Ball	6
Wizard	9
Super Hero	6
Hero	8
Elf	10



Mummy

Lightning	-
Fire Ball	3
Wizard	8
Super Hero	8
Hero	10
Elf	11



Mummy

Lightning	-
Fire Ball	3
Wizard	8
Super Hero	8
Hero	10
Elf	11



Mummy

Lightning	-
Fire Ball	3
Wizard	8
Super Hero	8
Hero	10
Elf	11



Mummy

Lightning	-
Fire Ball	3
Wizard	8
Super Hero	8
Hero	10
Elf	11

TRAP!

Lose 1-6 Turns

Trap!

Transported to
a Chamber
1 Level Lower



Troll

Lightning	-
Fire Ball	7
Wizard	8
Super Hero	8
Hero	10
Elf	9



Troll

Lightning	-
Fire Ball	7
Wizard	8
Super Hero	8
Hero	10
Elf	9



Troll

Lightning	-
Fire Ball	7
Wizard	8
Super Hero	8
Hero	10
Elf	9



Troll

Lightning	-
Fire Ball	7
Wizard	8
Super Hero	8
Hero	10
Elf	9



Werewolf

Lightning	9
Fire Ball	8
Wizard	7
Super Hero	7
Hero	9
Elf	9



Werewolf

Lightning	9
Fire Ball	8
Wizard	7
Super Hero	7
Hero	9
Elf	9

Prize Card
4th Level

Prize Card
4th Level

Prize Card
4th Level

Prize Card
4th Level

Prize Card
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Prize Card
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Prize Card
4th Level

Prize Card
4th Level

Prize Card
4th Level

Prize Card
4th Level

Prize Card
4th Level

Crystal Ball



If no move, player may "look" at monster and treasure of choice.
Additional value: 500 gold pieces

Huge Emerald



Value: 5,000 Gold Pieces

Huge Sapphire



Value: 6,000 Gold Pieces

Gold Cup



Value: 2,500 Gold Pieces

Gold Cup



Value: 2,500 Gold Pieces

Gold Ring



Value: 3,000 Gold Pieces

Gold Ring



Value: 3,000 Gold Pieces

Jade Idol



Value: 5,000 Gold Pieces

Jade Idol



Value: 5,000 Gold Pieces

Magic Sword

Allows bearer to add 1 (one) to a combat number when in combat.
Additional value: 500 gold pieces

Magic Sword

Allows bearer to add 1 (one) to a combat number when in combat.
Additional value: 500 gold pieces

Sack of Gold



Value: 1,000 Gold Pieces

Secret Entrance Card



Allows finder to enter through the secret entrance of his choice on any level.

Silver Coffer



Value: 4,000 Gold Pieces

Silver Coffer



Value: 4,000 Gold Pieces

Silver Cup



Value: 1,000 Gold Pieces

Silver Ring



Value: 2,000 Gold Pieces

Silver Ring



Value: 2,000 Gold Pieces

Monster Card
5th Level



Black Pudding

Lightning . . -
Fire Ball . . . 5
Wizard. . . . 12
Super Hero . 10
Hero. 12
Elf. . . . . -



Black Pudding

Lightning . . -
Fire Ball . . . 5
Wizard. . . . 12
Super Hero . 10
Hero. 12
Elf. . . . . -



Black Pudding

Lightning . . -
Fire Ball . . . 5
Wizard. . . . 12
Super Hero . 10
Hero. 12
Elf. . . . . -



Black Pudding

Lightning . . -
Fire Ball . . . 5
Wizard. . . . 12
Super Hero . 10
Hero. 12
Elf. . . . . -



Giant

Lightning . . 9
Fire Ball . . . 6
Wizard. . . . 10
Super Hero . 9
Hero. 11
Elf 10



Giant

Lightning . . 9
Fire Ball . . . 6
Wizard. . . . 10
Super Hero . 9
Hero. 11
Elf 10



Giant

Lightning . . 9
Fire Ball . . . 6
Wizard. . . . 10
Super Hero . 9
Hero. 11
Elf 10



Giant

Lightning . . 9
Fire Ball . . . 6
Wizard. . . . 10
Super Hero . 9
Hero. 11
Elf 10



Green Slime

Lightning . . 6
Fire Ball . . . -
Wizard. . . . 11
Super Hero . 10
Hero. 11
Elf 12



Green Slime

Lightning . . 6
Fire Ball . . . -
Wizard. . . . 11
Super Hero . 10
Hero. 11
Elf 12



Green Slime

Lightning . . 6
Fire Ball . . . -
Wizard. . . . 11
Super Hero . 10
Hero. 11
Elf 12



Green Slime

Lightning . . 6
Fire Ball . . . -
Wizard. . . . 11
Super Hero . 10
Hero. 11
Elf 12



Purple Worm

Lightning . . 6
Fire Ball . . . 8
Wizard. . . . 12
Super Hero . 10
Hero. 11
Elf 12



Purple Worm

Lightning . . 6
Fire Ball . . . 8
Wizard. . . . 12
Super Hero . 10
Hero. 11
Elf 12



Purple Worm

Lightning . . 6
Fire Ball . . . 8
Wizard. . . . 12
Super Hero . 10
Hero. 11
Elf 12



Purple Worm

Lightning . . 6
Fire Ball . . . 8
Wizard. . . . 12
Super Hero . 10
Hero. 11
Elf 12

Trap!

Transported to
a Chamber
1 Level Lower



Troll

Lightning . . -
Fire Ball . . . 7
Wizard. . . . 8
Super Hero . 8
Hero. 10
Elf 9



Troll

Lightning . . -
Fire Ball . . . 7
Wizard. . . . 8
Super Hero . 8
Hero. 10
Elf 9



Troll

Lightning . . -
Fire Ball . . . 7
Wizard. . . . 8
Super Hero . 8
Hero. 10
Elf 9



Vampire

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 9
Super Hero . 8
Hero. 10
Elf 12



Vampire

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 9
Super Hero . 8
Hero. 10
Elf 12



Vampire

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 9
Super Hero . 8
Hero. 10
Elf 12



Witch

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 5
Super Hero . 9
Hero. 11
Elf 11



Witch

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 5
Super Hero . 9
Hero. 11
Elf 11



Witch

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 5
Super Hero . 9
Hero. 11
Elf 11



Witch

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 5
Super Hero . 9
Hero. 11
Elf 11



Witch

Lightning . . 10
Fire Ball . . . 10
Wizard. . . . 5
Super Hero . 9
Hero. 11
Elf 11

Prize Card
5th Level

Prize Card
5th Level

Prize Card
5th Level

Prize Card
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Prize Card
5th Level

Prize Card
5th Level

Prize Card
5th Level

ESP Medallion



Check any monster before fighting. 1,000 Gold Pieces

Gold Cup



Value: 2,500 Gold Pieces

Gold Cup



Value: 2,500 Gold Pieces

Gold Ring



Value: 3,000 Gold Pieces

Gold Ring



Value: 3,000 Gold Pieces

Huge Emerald



Value: 5,000 Gold Pieces

Huge Emerald



Value: 5,000 Gold Pieces

Huge Ruby



Value: 8,000 Gold Pieces

Huge Sapphire



Value: 6,000 Gold Pieces

Huge Sapphire



Value: 6,000 Gold Pieces

Jade Idol



Value: 5,000 Gold Pieces

Jade Idol



Value: 5,000 Gold Pieces

Silver Coffer



Value: 4,000 Gold Pieces

Silver Coffer



Value: 4,000 Gold Pieces

Silver Necklace



Value: 7,000 Gold Pieces

Silver Ring



Value: 2.000 Gold Pieces

Monster Card
6th Level

Monster Card
6th Level

Monster Card
6th Level

Monster Card
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Monster Card
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Monster Card
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Monster Card
6th Level



Black Pudding

Lightning	-
Fire Ball	5
Wizard	12
Super Hero	10
Hero	12
Elf	-



Black Pudding

Lightning	-
Fire Ball	5
Wizard	12
Super Hero	10
Hero	12
Elf	-



Blue Dragon

Lightning	-
Fire Ball	7
Wizard	12
Super Hero	10
Hero	12
Elf	-



Blue Dragon

Lightning	-
Fire Ball	7
Wizard	12
Super Hero	10
Hero	12
Elf	-



Blue Dragon

Lightning	-
Fire Ball	7
Wizard	12
Super Hero	10
Hero	12
Elf	-



Blue Dragon

Lightning	-
Fire Ball	7
Wizard	12
Super Hero	10
Hero	12
Elf	-



Evil Wizard

Lightning	11
Fire Ball	11
Wizard	7
Super Hero	11
Hero	12
Elf	-



Evil Wizard

Lightning	11
Fire Ball	11
Wizard	7
Super Hero	11
Hero	12
Elf	-



Evil Wizard

Lightning	11
Fire Ball	11
Wizard	7
Super Hero	11
Hero	12
Elf	-



Purple Worm

Lightning	6
Fire Ball	8
Wizard	12
Super Hero	10
Hero	11
Elf	12



Purple Worm

Lightning	6
Fire Ball	8
Wizard	12
Super Hero	10
Hero	11
Elf	12



Purple Worm

Lightning	6
Fire Ball	8
Wizard	12
Super Hero	10
Hero	11
Elf	12



Red Dragon

Lightning	8
Fire Ball	-
Wizard	12
Super Hero	11
Hero	-
Elf	-



Red Dragon

Lightning	8
Fire Ball	-
Wizard	12
Super Hero	11
Hero	-
Elf	-



Vampire

Lightning	10
Fire Ball	10
Wizard	9
Super Hero	8
Hero	10
Elf	12



Vampire

Lightning	10
Fire Ball	10
Wizard	9
Super Hero	8
Hero	10
Elf	12



Vampire

Lightning	10
Fire Ball	10
Wizard	9
Super Hero	8
Hero	10
Elf	12



Vampire

Lightning	10
Fire Ball	10
Wizard	9
Super Hero	8
Hero	10
Elf	12

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Prize Card
6th Level

Crystal Ball



If no move, player may "look" at monster and treasure of choice.

Additional value: 1,000 gold pieces

Gold Necklace



Value: 9,000 Gold Pieces

Huge Diamond



Value: 10,000 Gold Pieces

Huge Emerald



Value: 5,000 Gold Pieces

Huge Emerald



Value: 5,000 Gold Pieces

Huge Ruby



Value: 8,000 Gold Pieces

Huge Sapphire



Value: 6,000 Gold Pieces

Jade Idol



Value: 5,000 Gold Pieces

Jade Idol



Value: 5,000 Gold Pieces

Magic Sword

Allows bearer to add 1 (one) to combat number when in combat.

Additional value: 1,000 gold pieces.

Silver Coffer



Value: 4,000 Gold Pieces

Silver Necklace



Value: 7,000 Gold Pieces

Wizard's Spell Card	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***
Wizard's Spell Card	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***
Wizard's Spell Card	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***
Wizard's Spell Card	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***
Wizard's Spell Card	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***
Wizard's Spell Card	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***	***Wizard's Spell Card***

Fire Ball 	***Fire Ball*** 	***Fire Ball*** 	***Fire Ball*** 	***Fire Ball*** 	***Fire Ball*** 
Fire Ball 	***Fire Ball*** 	***Fire Ball*** 	***Fire Ball*** 	***Fire Ball*** 	***Fire Ball*** 
Lightning Bolt 	***Lightning Bolt*** 	***Lightning Bolt*** 	***Lightning Bolt*** 	***Lightning Bolt*** 	***Lightning Bolt*** 
Lightning Bolt 	***Lightning Bolt*** 	***Lightning Bolt*** 	***Lightning Bolt*** 	***Lightning Bolt*** 	***Lightning Bolt*** 
Transference 	***Transference*** 	***Transference*** 	***Transference*** 	***Transference*** 	***Transference*** 
Transference 	***Transference*** 	***Transference*** 	***Transference*** 	***Transference*** 	***Transference*** 

DUNGEON!

Armory

Crypt

Wizard's Laboratory

Wizard's Treasure Room

Guard Room

Kitchen

Main Staircase

Start

Main Gallery

King's Treasure Room

King's Library

Queen's Treasure Room

Queen's Treasure Room Annex

Storeroom

Torture Chamber

1st Level

2nd Level

3rd Level Lower

3rd Level Upper

4th Level Lower

4th Level Upper

5th Level Upper

6th Level

by David R. Meggary
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DUNGEON!

The Exciting Game of Fantastic Adventure.

Dungeon! is the game which allows players to become Elves, Heroes, Superheroes, and Wizards in quest of the fabulous treasures hidden in the dark labyrinths of the dungeons . . . but each must first combat and defeat the fearsome monsters that guard the treasures! There are Goblins, Werewolves, Giants, and Dragons among the passages and chambers of the dungeons — YOU will have to face them in order to win.



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