

DUNGEON ALLIANCE

RULES SUPPLEMENT

This Rules Supplement offers strategy hints, as well as variants that allow you to customize *Dungeon Alliance* to your taste. You must read the Full Rulebook first in order to understand the additional rules in this supplement. Of particular interest below is the "Basic Game," which allows you to learn the strategies of the game more gradually. Managing your entire team with one deck of cards can be quite challenging, but after your first game or two, it will become second nature. To help new players avoid frustration, we strongly recommend that you try the Basic Game your first time out. We have included special Generic Starting Deck Cards that will ease you into the types of strategies that are required to become a master of *Dungeon Alliance*.

I. BASIC GAME RULES

PRESET ALLIANCES

When playing the Basic Game, instead of drafting Hero Cards in the manner indicated in the Set Up section of the full rulebook, place the Hero Cards into face down groups of four heroes as defined below. Have each player select one team at random.

Hero Set 1: Holgar, Krom, Lorna, Mysterios

Hero Set 2: Belzamin, Graltar, Jypzy, Petra

Hero Set 3: Krolt, Mirabell, Root, Runyon Zay

Hero Set 4: Bull, Emanon, McFarlin, Melinda

GENERIC STARTING DECK CARDS

Although your Heroes are more powerful with their unique Starting Deck Cards, each **Generic Starting Deck Card** is usable by *all* of your heroes, so you don't have to worry about having the cards for the wrong hero at the wrong time.

1) **Starting Decks:** Each Hero Card has 3 corresponding Starting Deck Cards (marked 1, 2, 3 in the upper right corner). When playing the Basic Game, remove Starting Deck Cards #2 and #3 for each hero (see right).

2) **Generic Starting Deck Cards:** Shuffle one set of Generic Starting Deck Cards into each Starting Deck. Each set includes 2 copies of "Precision Attack," "Reflex," "Minor Potion of Healing," and "Surge Forward" (see right).

Now each Starting Deck should have 12 cards again: 8 Generic Starting Deck Cards and 4 unique Starting Deck Cards (the #1 card for each Hero).

After you have played the Basic Game once, you should have a good sense of the game's flow and strategy. Next time, you can either dive straight into the regular game or enter gradually. For example, you can remove 4 of the Generic Starting Deck Cards (1 of each) and add in each Hero's #2 Starting Deck Card. Or you can scrap the Generic Starting Deck Cards altogether and let players use all of their unique Starting Deck Cards from now on. It's up to you.

When introducing new players to the game, consider allowing them to play with the Generic Starting Deck Cards while you play with the normal cards. This will allow them to ease into the game their first time through.



SHORTER GAME

The Basic Game should be a learning game, so we recommend these two additional rules:

- 1) **Level I Dungeon:** Only play with the Level I Dungeon Tiles, Encounter Cards, and Upgrade Cards. Leave everything for Level II and Level III out of the game. **Note:** The Master Dungeon Stack will be considerably smaller for this game.
- 2) **2 Rounds:** Only play for a maximum of 2 game rounds (not 4 game rounds).

II. CHOOSING YOUR TEAM (STANDARD GAME)

When you play the standard version of the game, you will choose your own team instead of receiving one of the preset Alliances presented in the Basic Game. Here are some important strategies for choosing your team.

1) **A bit of Race and Class synergy:** Choosing some degree of synergy among your heroes' Race and Class Icons is a good idea to help those heroes share some of their drafted upgrades later in the game. Keep in mind, however, that heroes *cannot* share Starting Deck Cards because no two heroes share the same exact starting symbols. So while having synergy will help your characters share cards that you draft *during* the game, it will not allow your heroes to play one another's unique Starting Deck Cards.

2) **But not too much synergy:** Too much synergy can cripple your team's progression because you will possess fewer total icons in your Alliance. You will therefore find yourself unable to draft a good portion of the cards from the Upgrade Draft Area because the majority of the cards that come up will be unusable by your team unless you are lucky.

In summary, too little synergy and your heroes won't be able to share your drafted cards (which means you will be more likely to get stuck when it comes time to play your cards later in the game), BUT too much synergy and you will find it difficult to draft new cards. So you need to discover that drafting sweet spot each time you play.

III. VARIANT HERO DRAFTING RULES

Players who are looking for a simpler method of hero drafting should consider using the **Variant Hero Drafting Rules** described here. These rules allow new players to draft heroes without being overwhelmed by the number of hero choices available at the start of the game. These rules are *highly recommended* when playing the **Cooperative Game Rules** on page 3 since they keep cooperative hero drafting more variable and make it more difficult for players to work together to form perfect teams.

At the start of the game, instead of drafting Hero Cards in the manner that is described in the Set Up section of the full rulebook, draw a number of Hero Cards equal to the number of players + 1 and place them in a face up row in the center of the table. Each player, starting with the **initiative player** (the player with the Initiative Token) and continuing clockwise around the table, picks one of these heroes as her first hero. Place the last (unchosen) hero on the bottom of the Hero Deck.

Afterwards, you again draw a number of cards equal to the number of players + 1 and place them in a face up row. This time, the last player chooses her second hero first, and the other players choose their second hero in *counter-clockwise* order. As before, place the unchosen hero on the bottom of the Hero Deck.

Continue this entire process again, allowing every player to draft their third and fourth heroes. **Note:** When playing a 4 player game, if you do not have the *Dungeon Alliance: Champions* expansion (see page 10), some of the heroes who were not chosen during previous rounds will show up again during the final round of the drafting process.

IV. VARIANT UPGRADE DECK RULES

This variant grants greater flexibility to experienced players who decide they are ready to move on to the next Upgrade Deck, especially if they just missed advancing the deck at the end of the previous round. This is especially important during solo games.

When one of the XP Pools run out, you may choose to advance the Upgrade Deck to the next level *immediately* without waiting until the end of the round. When playing Competitive or Cooperative Games, *all* players must agree to do so.

V. COOPERATIVE GAME RULES

There were times when conquering a mighty dungeon was so vital to the safety of the world that different teams of adventurers would form an alliance and raid the dark places from different entrances simultaneously, hoping to purge the evil within together...

Players can choose to work together to conquer a monumental dungeon by using the Cooperative Game Rules. Players have four rounds to clear out a dungeon filled with elite monsters!

1) **Solo/Cooperative Deck:** For this variant, players will use the Solo/Cooperative Deck described on pages 23 - 24 of the full rulebook. During set up, shuffle these cards and place them in a face down stack beside the main playing area. Draw the top card of the deck and place it face up on the table where all players can see it.

2) **Monster Activation:** During the Monster Activation segment of the round, each player in the game, starting with the last player in the current turn order and proceeding *counter-clockwise* around the table, must trigger the current face up Solo/Cooperative Card. Similar to the Solo Play Rules in the full rulebook, there are three sections to each of these cards. *The top section is only triggered by the last player in the turn order* (that is, the first player to activate a monster). When activating the top section, if a card instructs you to remove a face up Dungeon Tile from the Tile Draft Area (see example at right), place the removed tile on the bottom of the Master Dungeon Stack instead of removing it from the game.

After activating the top section of the card, the last player in the turn order activates the second section of the card, if possible. Otherwise, he must activate the third section as per the normal Solo Play Rules. Then, each other player in sequence must activate the second (or, if unable, third) sections of the same card. It is possible that some players will be able to perform an activity on the second section, and others on the third section, depending on the present availability of the monsters on the board.

Unlike the competitive version of the game, the players are not restricted by which monsters they can activate, no matter where their own heroes are located in relation to the monsters on the board. Since all of the players are effectively on the same team, the current player looks at *all* of the monsters on the board to determine the potential candidates for "highest XP ready monster." Of course, any monsters that are activated by one player are immediately exhausted as per the normal rules, so the eligible candidates for movement and attacks will keep changing throughout the Monster Activation segment. During Solo/Cooperative Games, ignore the rule to proceed to the End Phase when there are no ready monsters left on the table. Instead, each player in counter-clockwise order must trigger the second or third sections of the Solo/Cooperative Card.

At the end of Monster Activation, draw the next card from the top of the Solo/Cooperative Deck and place it face up on top of the previous card. This will allow players to plan for the next Monster Activation in advance.

3) **Gaining & Spending XP:** Each player gains and spends his own personal collection of XP Tokens.

4) **Area Effects:** Even though all players are allies, there are reasonable limits on card powers. First, you cannot play an Enhance Spell on another player's hero. Second, if one of your heroes provides a positive boost to "all allies" within a certain number of spaces, then this boost only affects heroes belonging to the same player. However, cards that damage all characters in a certain area still affect all heroes and monsters in that area.

5) **No PvP:** PvP Rules are *never* active during a Co-op Game.

END OF GAME SCORING

At the end of the game, count up all of the XP collected by all of the players, and divide the total by the number of players. Subtract 4 XP for each empty tile space inside the dungeon frame, and subtract 1 XP for each Monster Token and face down Challenge Token that remains on the game board.



VI. NIGHTMARE SOLO/COOPERATIVE PLAY

Players looking for an even greater challenge during Solo and Cooperative Play can play Nightmare Mode, which forces you to delay the flipping of the top card of the Solo/Cooperative Deck until the *start* of Monster Activation. This means that the players will have no idea what will happen during Monster Activation until after they are done activating their heroes. This can lead to a more random game than some players prefer, but for many players, this will provide a satisfying sense of the “unknown” that is missing from Solo/Cooperative Games that are played without this variant. If you play with this variant during Solo or Cooperative Games, add 6 XP to your final score as a reward.

VII. PERMADEATH RULES

Players looking for a serious challenge may choose to adopt **permadeath** (permanent death) rules, either with or without PvP Rules. When playing with permadeath rules, a hero who receives damage that is precisely equal to her Health Value is simply defeated as per the “Defeated Heroes” section on page 21 of the full rulebook and cannot be damaged again until after she recovers.

However, if a hero ever receives enough damage from an attack that her total number of Wound Tokens now *exceeds* her Health Value, that hero is irrevocably dead. Remove her Hero Figure from the game board. That hero can no longer activate again, and if the player cannot activate a hero during a particular cycle, that player must “pass.” If playing in Campaign Mode (see page 9), the hero can be replaced after the adventure.

When discarding cards under any circumstances, you may permanently remove any cards from the game that are no longer playable by *any* of your remaining heroes, but you cannot remove a card from the game if there is at least one hero in your Alliance who can still play it.



VIII. MONSTER PROTOCOLS

Some monsters have complex special powers. To maintain a reasonable challenge, players should control these monsters so that they will use their powers to the best of their abilities. This is especially important during solo and cooperative play, as well as during competitive play when a player happens to be able to control monsters that are near his own heroes. When moving the following monsters during Monster Activation, be sure to obey the following protocols:

1. **Ranged Monsters:** Ranged monsters should always position themselves to avoid obstructions, if possible. The possible exception to this is the Death Fairy, as per its protocols below.
2. **Death Fairy:** The Death Fairy should always move such that it inflicts the greatest amount of damage with its “Alacrity” ability. This means that it should pick a target that does not require it to move, or to move as little as possible. A Death Fairy would rather shoot through an obstruction rather than spend more than 1 Speed point to move.
3. **Ogre:** The Ogre should always move such that he uses his “Savage” ability to swing at as many foes as possible. This means that he should position himself so that he may attack his chosen target and as many other heroes as possible.
4. **Gargoyle:** The Gargoyle should always use his “Swoop” ability to move through one hero, if possible.

IX. END GAME REWARDS

This gameplay variant grants players another way to maximize their final score.

- 1) For each wounded monster on the Dungeon Map at the end of the game, the player who inflicted the most Wound Tokens receives XP equal to the bottom number on the Encounter Card. The other players receive nothing.
- 2) When playing with quests (see next page), for each triggered quest on the Dungeon Map that is partially resolved, the player who contributed the most Wound Tokens receives XP equal to the bottom number on the Quest Card. If also playing with Campaign Mode (see page 9), that player also receives Campaign Tokens equal to the bottom number. The other players receive nothing.

X. QUESTS

After exploring countless ruins, the King's heroes began to discover more powerful interests within the deeper dungeons, including enemies far beyond any they had faced before.

Once players have become experienced with the base game of *Dungeon Alliance*, they can add **Quest Cards**, **Final Enemies**, and **Campaign Mode** to their games. The base game includes the following components that allow players to incorporate quests into their adventures.

QUEST CARDS (12)

Quest Cards allow players to accomplish difficult tasks throughout their exploration of the dungeon. Each Quest Card features a **Quest Name** and **Quest Background** that describes the quest's storyline.

The **Quest Trigger** is the circumstance that brings the quest's corresponding Quest Token into play (see "Quest Tokens" below). The **Quest Resolution** is the activity that the players must perform in order to complete the quest after it is in play.

If more than one *Dungeon Alliance* works together to accomplish the quest, then the Alliance that contributed the most toward the Quest's resolution receives the first **XP Reward**, and the Alliance that contributed the second most receives the second XP Reward. If only one *Dungeon Alliance* accomplishes the quest, then that Alliance receives the combined value of both XP Rewards.



QUEST TOKENS (13)

Once a particular Quest Card has been triggered, its corresponding **Quest Token(s)** are placed on the *Dungeon Map*. A Quest Token signifies that the quest can now be resolved at the token's present location.

Final Enemy Tokens are a special type of Quest Token that signifies that a powerful enemy can be awoken after the quest has been triggered. When a Final Enemy Quest has been triggered, the corresponding Quest Token is placed with its **quest entrance side** face up (see right). An adjacent hero can later open the way to the Final Enemy by spending 1 Speed point to flip the token over to its **monster side**. Final Enemies never become exhausted, and so there is no exhausted side on a Final Enemy Token.



FINAL ENEMY CARDS (20)

Each Final Enemy Quest includes a unique set of 5 **Final Enemy Cards**. When a Final Enemy Token is flipped over to its monster side, you must immediately draw the top card of the Final Enemy's corresponding deck.

Each Final Enemy Card immediately provides defensive abilities for the enemy, and also describes how the enemy will attack at the end of the Monster Activation segment. See "Battling a Final Enemy" on page 7 for more details.



CAMPAIGN TOKENS (24)

Dungeon Alliance includes a “Campaign Mode” (see page 9) that allows players to play a series of adventures in which their Alliances grow in power after each mission. When playing in Campaign Mode, each player accumulates **Campaign Tokens** as an additional reward for completing quests. When playing competitively, players also earn Campaign Tokens for scoring more XP than their rivals at the end of the game.

You can spend your Campaign Tokens at the end of an adventure to retain some of your drafted Upgrade Cards. You can also spend Campaign Tokens to switch out members of your Alliance between adventures, or to replace fallen comrades when playing with Permadeath Rules (see page 4). You can also choose to save your Campaign Tokens from adventure to adventure in order to save up for larger purchases.



QUEST SET UP

During Set Up, before drafting heroes, draw 3 random quests and place them face up beside the Dungeon Frame. It is recommended that you randomly select one quest of each difficulty level. One quest should be worth a total of 3 XP, one quest should be worth a total of 5 XP, and one quest should be a Final Enemy worth a total of 7 XP (see below).

After placing the Quest Cards beside the Dungeon Frame, place each quest's token on top of its corresponding card. For Final Enemy Quests, remember to place the token with the **quest entrance** side showing (see example at right). **Note:** It is important to reveal the quests *before* the players draft their heroes, as this may affect their drafting decisions.

Shuffle the 5 Final Enemy Cards that correspond to the Final Enemy whose Quest Card you have revealed. Place these cards face down beside the Dungeon Frame as well.



3 XP QUEST



5 XP QUEST



7 XP QUEST

If you are playing in Campaign Mode (see page 9), you should place the Campaign Tokens off to the side for now. Players will earn these during the game if they contribute toward a quest's completion.

TRIGGERING QUESTS

Each Quest Card specifies a trigger that, once completed, will allow the players to place the corresponding Quest Token on the Dungeon Map. Most triggers require performing a certain type of activity multiple times. For example, “Tira’s Caravan” requires players to “draft 3 Treasure Upgrades to place Tira in the Dungeon.” Whenever any player drafts an upgrade with the “Treasure” card type, that player places one of her wooden Wound Tokens beneath the “Tira’s Caravan” Quest Token. Similar to placing Wound Tokens beneath a monster, new Wound Tokens are always placed at the bottom of the stack. As soon as there are 3 Wound Tokens of any color beneath Tira’s Caravan, the quest immediately triggers. It is not necessary for the 3 Treasure Upgrades to be drafted during the same cycle, or even during the same round. As long as a total of 3 Treasure Upgrades are drafted by any players, Tira’s Caravan will trigger.

Spending XP to Trigger a Quest

Sometimes players may find it difficult to trigger certain quests because of circumstances in the game. For example, in the case of “Tira’s Caravan” as described above, it may be the case that most of the Treasure Upgrades don’t show up during a particular game. Because of this, the active player may choose to spend XP to place one or more Wound Tokens beneath a Quest Token that has not yet been triggered. **The number of XP required to place a Wound Token in this way is equal to the current round number.** A player can choose to place multiple Wound Tokens beneath a Quest Token in this way during the same activation, as long as she pays the XP cost for each one. Spent XP Tokens are flipped face down as normal.

Important: A player cannot use XP to trigger the **Titan Quest** (see pages 11 - 12).

Placing a Triggered Quest Token

As soon as a Quest Token receives the requisite number of Wound Tokens, the quest triggers. The player who placed the most Wound Tokens beneath the quest places the Quest Token on the Dungeon Map. In case of a tie, the player who placed his Wound Token beneath the Quest Token earlier (that is, higher in the stack) gets to place the Quest Token. *Any player who placed a Wound Token to help trigger a quest but who did not get to place the Quest Token on the Dungeon Map receives 1 face down XP Token as a reward.* The player who places the Quest Token on the Dungeon Map does not receive this reward. Instead, this player examines the Quest Card to see if there are any specific requirements about placing the Quest Token. In addition, the player must obey the following rules:

- The Quest Token cannot be placed on a Starting Dungeon Tile.
- The Quest Token cannot be placed on a Dungeon Tile that contains a Hero Figure.
- The Quest Token must be placed on an empty space in the selected Dungeon Tile.

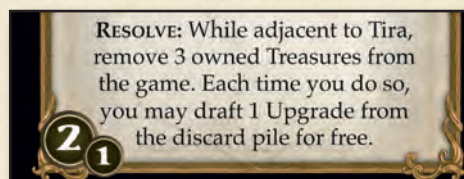
If no such Dungeon Tile exists on the Dungeon Map, then the player must place the Quest Token on one of the face up Dungeon Tiles in the Tile Draft Area on a space that contains no monster or challenge icons. This Quest Token will only enter play if this Dungeon Tile is drafted by a player in the future. If there are no tiles left in the Tile Draft Area, then the quest trigger fails and the Quest Card and its corresponding token are immediately removed from the game.

Note: When placing a Quest Token on the Dungeon Map, return the Wound Tokens that were placed beneath the Quest Token to their respective players; these tokens have no further effect on the game. In the future, players will place new Wound Tokens beneath the Quest Token on the Dungeon Map to signify that they have helped resolve the Quest.

RESOLVING QUESTS

Once a quest has been triggered, it is now possible for the heroes to interact with the quest in an attempt to resolve it. Resolving a quest requires the players to perform a certain activity a specific number of times. The activity does not need to be performed by the same hero or even by the same player, nor must it be performed during the same turn or the same round. The players must perform the activity, however, during their hero's turn to act during Hero Activation. Each time a hero performs the activity, she places her Wound Token beneath the Quest Token on the Dungeon Map.

For example, while your active hero is adjacent to Tira's Caravan (see right), you may remove 1 Treasure upgrade that is in your hand from the game in order to help resolve the quest. You may do this multiple times during the same activation if you wish. Each time you do so, place one of your Wound Tokens beneath the Tira's Caravan Quest Token on the Dungeon Map.



Battling a Final Enemy

Final Enemy Quests are more involved than standard quests. When a Final Enemy Quest is triggered, the corresponding Quest Token is placed on the Dungeon Map with the quest entrance side showing. Thereafter, a hero who is adjacent to the Quest Token can spend 1 Speed point to flip the Quest Token over to its monster side. From this point forward, the Final Enemy is considered to be active in the dungeon; it can no longer be flipped back to its quest entrance side.

Note: A Final Enemy can never become exhausted, either by activating or through a special effect.

As soon as a Final Enemy becomes active, you must reveal the top card of the monster's Final Enemy Deck and place it face up beside the deck. The "Defense" text on the card activates immediately, sometimes providing an instant bonus (such as deploying a minion) and usually providing a continuous bonus for the rest of the round. The Final Enemy Card also informs players how the monster will attack at the end of the Monster Activation segment.



During Monster Activation, the players do not control the Final Enemy using the normal rules for activating monsters. In other words, the Final Enemy is not controlled by a single player. The players should control the normal monsters on the Dungeon Map during this cycle as they usually do. At the end of normal Monster Activation, the Final Enemy moves and attacks as described on its face up Final Enemy Card. The attack strength listed on the Final Enemy Token itself represents an average attack for the monster, but its actual strength and type are defined on the Final Enemy Card.

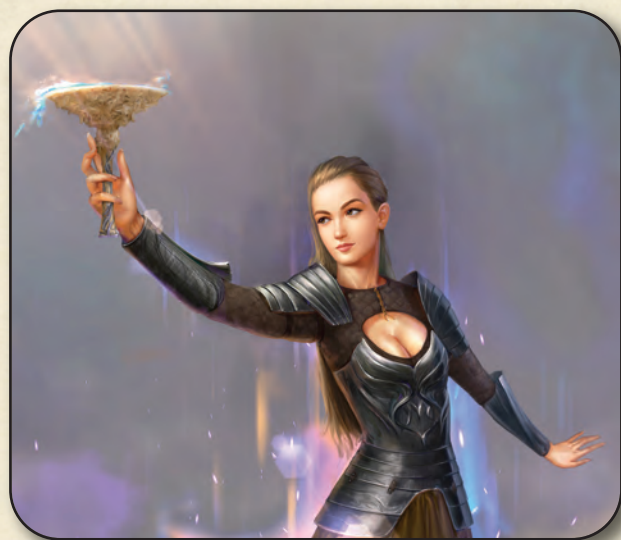
When it is the Final Enemy's turn to activate, the first thing it does is target a random hero who is somewhere within two connected rooms of the Final Enemy's current room. You make this selection by selecting one of the nearby heroes' Hero Tokens at random. The Final Enemy then spends its Speed points to move into the closest but most advantageous position to attack this hero. If there is more than one position that qualifies, the initiative player decides to which of these positions the monster will move. If for some reason the monster cannot attack the chosen hero (for example, due to a lack of Speed points or because several heroes bar the way), the Final Enemy will immediately select a different hero at random. The Final Enemy always attacks a hero at the end of each Monster Activation segment if possible.

Sometimes other monsters are instructed to fight as part of the Final Enemy's "Attack" text (see the "Goblin Hordes" example on page 7). These extra attacks are in addition to the normal attacks made by these monsters during the earlier part of the Monster Activation segment, and can usually be made even if the monsters are exhausted. When making these special attacks, the monsters select their targets at random using the method described above. Whenever it is necessary to make a decision as to these monsters' exact positioning (whether when deploying them or moving them), the initiative player makes this decision. Once the Final Enemy's "Attack" text is completed, draw a new card from the Final Enemy Deck and place it face up on top of the previous card. The "Defense" text immediately triggers, and then the Monster Activation segment ends. If you are playing a Solo or Cooperative game, you also draw the next card from the Solo/Cooperative Deck at this time as normal.

Scoring a Quest

After a quest is resolved (regardless of whether it is a standard quest or a Final Enemy Quest), it is immediately scored. If only one Alliance resolved the quest, then that Alliance receives the combined number of XP listed on the Quest Card. If more than one Alliance contributed toward the resolution of the quest, then the Alliance that placed the most Wound Tokens beneath the Quest Token on the Dungeon Map receives XP equal to the top number, and the Alliance that placed the second most Wound Tokens receives the bottom number. If there is a tie, then the Alliance that placed its Wound Tokens earlier (higher in the stack) is considered to have placed the most tokens. If more than two Alliances resolve the same quest, there are no additional XP rewards for third or fourth place.

After scoring the Quest, remove the Quest Token from the game and return the Wound Tokens beneath it to their respective players. This quest can no longer be triggered or resolved for the rest of the game.



WIN-LOSS CONDITIONS FOR SOLO & COOPERATIVE PLAY

If all players agree, then the game can be played with **win-loss conditions** during solo or cooperative play. Players must complete these conditions or they lose the game. There are four levels of difficulty for the players to choose from:

- 1) **Novice:** The adventurers must complete at least 1 of the 3 quests.
- 2) **Adept:** The adventurers must complete at least 2 of the 3 quests.
- 3) **Expert:** The adventurers must complete at least 2 of the 3 quests, *including the Final Enemy Quest.*
- 4) **Master:** The adventurers must complete all 3 quests.

Players looking for an even greater challenge can play in Nightmare Mode (see page 4) and/or with Permadeath Rules (see page 4).

XI. CAMPAIGN MODE

The truest Dungeon Alliances were those that lasted over the course of many adventures. These heroes forged a bond unlike any other, and the stories of their partnerships became the stuff of legend.

Players who wish to portray the same Dungeon Alliance over the course of several adventures can play in Campaign Mode. This mode works with competitive, cooperative, or solo missions, as long as quests are being used.

Earning Campaign Tokens

Whenever a quest is completed, players earn Campaign Tokens as well as XP Tokens. If more than one Alliance contributed to the quest, then each contributing player receives Campaign Tokens equal to the number of XP that they also earned. *For example, if two Alliances complete the “Tira’s Caravan” quest on page 7, then the Alliance contributing the most to the quest resolution earns 2 XP and 2 Campaign Tokens. The Alliance that contributed the second most earns 1 XP and 1 Campaign Token.*

If an Alliance completes a quest on its own, however, then it only earns Campaign Tokens equal to the top number listed on the Quest Card. In cooperative games, therefore, Alliances are encouraged to try to work together to complete quests in order to maximize their Campaign Tokens. *For example, if a single Alliance completes the “Tira’s Caravan” quest, it would earn 3 XP but only 2 Campaign Tokens.* Players place their earned Campaign Tokens off to the side during gameplay. They cannot spend the Campaign Tokens until the game is over.



Competitive Play: During a competitive game, in addition to earning Campaign Tokens for completing quests, players earn Campaign Tokens for defeating their rivals. At the end of the game, each Alliance earns 1 extra Campaign Token for each rival player that it defeated during the game. *For example, in a 3 player game, the winner receives 2 extra Campaign Tokens, the second-place player receives 1 extra Campaign Token, and the third-place player receives 0 extra Campaign Tokens.*

Spending Campaign Tokens

At the end of the game, a Dungeon Alliance can choose to spend its Campaign Tokens in one of two ways:

- 1) Recruiting a New Hero:** At the end of the game, a Dungeon Alliance can choose to spend 1 Campaign Token to replace a member of its Alliance. First, the player shuffles the Hero Deck and reveals the top two Hero Cards. The player can then choose to replace any hero in his Alliance with one of the new heroes. If the player does not wish to recruit one of the new heroes, then he retains his current team, although the Campaign Token is still considered spent. If a player decides to replace one of his old heroes, then the old hero’s Starting Deck Cards are removed from the deck. If there are now any **permanently drafted upgrades** (see below) that are not useable by any of the heroes in the Alliance (including the new hero), then the player removes these from the deck as well and is not refunded any Campaign Tokens for them. When playing with Permadeath Rules, a player removes the aforementioned cards from his deck regardless of whether or not he can afford to replace the lost hero.
- 2) Drafting a Permanent Upgrade:** At the end of the game, a Dungeon Alliance can choose to retain one of its drafted upgrades permanently. The player must spend a number of Campaign Tokens equal to the **XP Cost** of the chosen Upgrade Card. The player can choose to purchase multiple permanent upgrades in this way. Any upgrades that are not paid for with Campaign Tokens must be returned to their respective decks at the end of the game. From this point forward, the player keeps each permanent upgrade during every adventure, unless the player performs an activity that removes the upgrade from the game (such as sacrificing it to help resolve a quest). The player starts each game with her Draft Bonus Chart advanced appropriately for the number of permanent upgrades that she has acquired.

Storing Dungeon Alliances between Adventures

Each player should keep his or her personal Dungeon Alliance components separate from those of the other players between the adventures of a Campaign. This includes Hero Cards, Starting Deck Cards, permanently drafted Upgrade Cards, and unspent Campaign Tokens. Players should keep their respective Dungeon Alliances in separate small boxes or plastic baggies to avoid confusion.

DUNGEON ALLIANCE: CHAMPIONS

EXPANSION RULES

Players who supported the Kickstarter version of *Dungeon Alliance* received the first expansion of the game as a reward for their support. If you have purchased the retail version of the base game, feel free to ignore these rules unless you have had a chance to purchase the *Dungeon Alliance: Champions* expansion, available separately.

The *Dungeon Alliance: Champions* expansion includes the following components.

NEW HEROES (4) & UPGRADES (8)

The expansion includes 4 new heroes, including each character's **Hero Card**, **Hero Figure**, and 3 **Starting Deck Cards**.

The expansion also includes 8 new **Upgrade Cards** that should be shuffled into their respective Upgrade Decks.



DECK OF MANY TREASURES (12 CARDS) & MIMIC TOKENS (2)

The **Deck of Many Treasures** is a separate deck of cards that provides potential rewards for players willing to "dig deeper" into Treasure Chests and Locked Chests that they have opened.



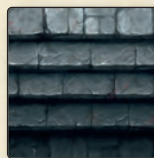
Players may find that the chest is trapped or springs to life as a deadly Mimic, but it could contain a powerful magic item. Unlike drafted cards, these treasures are placed face up on the table when acquired, and are only usable once per game.



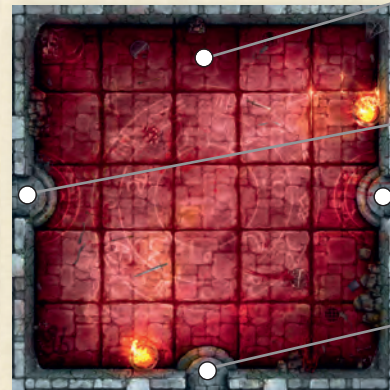
DEEP DUNGEON FINAL ENEMY ROOM (1) + STAIRCASE TOKEN (1)

The **Deep Dungeon Final Enemy Room** allows players to confront Final Enemies in a more climactic fashion. Heroes who find a quest entrance now open the way to the Final Enemy's deadly lair filled with additional minions and traps.

When a hero opens a quest entrance, she now places a **Staircase Token** on the Dungeon Map, and the Final Enemy Token is placed in the Final Enemy Room on its **Spawn Point** (see right). The Final Enemy Room represents the deepest level of the dungeon and is placed separately on the table outside of the confines of the Dungeon Frame.



STAIRCASE
TOKEN



FINAL ENEMY
SPAWN POINT

WEST MINION
ENTRANCE

EAST MINION
ENTRANCE

HERO
ENTRANCE

HERO SELECTION TOKENS (24)

Hero Selection Tokens provide an easier way to select random heroes targeted by Final Enemies and their minions. Each hero who enters the Final Enemy Room is assigned a number from 1 - 12, and places the corresponding Hero Selection Token on his or her Hero Card. The expansion includes two sets for each number, so when it is time to target a hero, shuffle the eligible

tokens in the second set and draw one at random. These tokens can also be used when not playing with the Final Enemy Room. In this case, assign a number to each hero within two connected rooms of the Final Enemy.



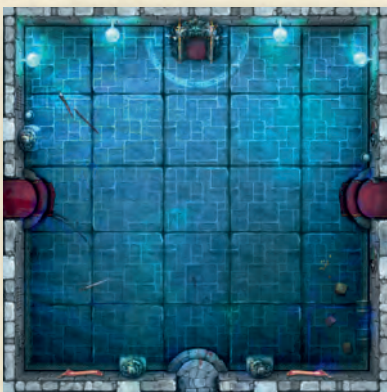
FINAL ENEMY ROOM CARDS (6) & MONSTER TOKENS (7)

Deep Dungeon Final Enemy Room Cards provide additional challenges for players who venture into the enemy's lair, including vicious minions and debilitating traps.

The expansion also includes extra **Monsters Tokens** to help prevent players from running out of Enemy Tokens during the game, as well as a double-sized version of "Gorthos the Dragon" for use in the Final Enemy Room.

TITAN ROOM TILE (1)

WITH QUEST CARD (1), FINAL ENEMY CARDS (6), TITAN ROOM CARDS (4), & MONSTER TOKENS (6)



The **Realm of the Titan** provides a godlike Final Enemy for players who play in Campaign Mode. Alliances who have already explored 2 or more full dungeons may choose to search for the **Titan Room** (located on the reverse side of the Deep Dungeon Final Enemy Room) to fight the ultimate nemesis.

The Titan is represented by a **Quest Card** and his own set of 6 **Final Enemy Cards**. The Titan Realm also includes 4 more **Final Enemy Room Cards** and 6 **Monster Tokens**, including a double-sized **Titan Token** and 5 **Titan Guardian Tokens**.



THE DECK OF MANY TREASURES

During Set Up, shuffle the Deck of Many Treasures and place it beside the Dungeon Frame.

Whenever a hero opens a Treasure Chest or Locked Chest, the hero immediately receives the normal amount of face down XP as described on the relevant Encounter Cards. *In addition to receiving these XP*, the hero has the option to "dig deeper" into the chest to look for special items. If the hero decides not to dig deeper, then she continues her turn as normal. In either case, the Chest Token is removed from play afterwards.

If the hero does decide to dig deeper, then she reveals the top card of the Deck of Many Treasures. This card may either be a treasure, a trap, or a deadly Mimic (see below).

- 1) **Treasure:** If the card represents a treasure, then place the card face up on the table beside your Hero Cards. *Do not place the card in your hand or discard pile.* From this point forward, any of your active heroes may make use of the treasure one time, after which the treasure is removed from the game. There is no limit to the number of these treasures that a player can possess or use during the same activation.
- 2) **Trap:** If the card represents a trap, then follow the instructions on the card to attempt to disarm the trap immediately. You may spend Speed points before rolling the Dungeon Die to increase your chances or even to guarantee success. If you fail to disarm the trap, then you must suffer the consequences listed on the card. In either case, remove the card from the game afterwards. **Note:** The "Master Thief" upgrade is currently the only card in the game that helps you to disarm a trap from the Deck of Many Treasures.
- 3) **Mimic:** If the card represents a Mimic, then you must immediately remove the Chest Token and replace it with a Mimic Token. As per its card text, the Mimic immediately attacks every hero within two spaces in all directions, even if the heroes are not in the same room as the Mimic or within the Mimic's line of sight. The Mimic's abilities and XP value are increased by the Level of the Chest that it replaced. After the Mimic finishes its attacks, flip it over to its exhausted side. If the Mimic is ever flipped back over to its ready side, then it can be activated during Monster Activation like any other monster. When the Mimic is activated, it never moves but always attacks every hero within 2 spaces.

DEEP DUNGEON FINAL ENEMY ROOM

Normal Set Up

During Set Up, place the **Final Enemy Room Tile** outside of the Dungeon Frame. Shuffle the 6 **Deep Dungeon Final Enemy Room Cards** (those labeled "Encounter" on the front but not those labeled "Titan Encounter") and place them near the Final Enemy Room. Place the **Hero Selection Tokens** and **Staircase Token** off to the side for now.

Titan Room Set Up

If you are planning to face the Titan during this adventure, then use the **Titan Quest Card** instead of another Final Enemy Quest, and shuffle the Titan's unique deck of **Final Enemy Cards** and place it beside the Dungeon Frame. Flip the **Final Enemy Room Tile** over to its blue *Realm of the Titan* side, and shuffle the 4 **Deep Dungeon Final Enemy Room Cards** labeled "Titan Encounter" in with the rest of the deck (for a total of 10 cards).

6 Round Maximum

Games including the Final Enemy Room have a maximum length of **6 rounds**. The Final Enemy Room must be cleared out for the game to finish before the end of round 6.

Opening the Way to the Deep Dungeon

A hero adjacent to the quest entrance side of a Quest Token can spend 1 Speed point to replace the Quest Token with the Staircase Token. The Quest Token itself should be placed in the Deep Dungeon on the Final Enemy Spawn Point (see diagram on page 10). The Quest Token should be placed with the monster side face up, pointing toward the Hero Entrance. The monster is not considered active until the first hero enters the Final Enemy Room, so do not draw the top card of the Final Enemy Deck yet.

If you are facing *Gorthos the Dragon* or the *Titan*, then instead use the corresponding double-sized monster token. Place the monster token so that one of its back edges covers the Spawn Point; the initiative player may decide the exact placement. **Note:** The Quest Trigger for the Titan specifies that the Staircase Token is placed immediately on the Dungeon Map. Because of this, it does not cost 1 Speed point to place the Staircase Token when facing the Titan.

Entering the Deep Dungeon

Moving onto the Staircase Token costs 1 Speed point just like any other empty space. Heroes can spend 1 Speed point to move from the Staircase Token to the Final Enemy Room. Place your Hero Figure on the Hero Entrance (see diagram on page 10). If this space is occupied, you may place your hero figure on any empty space on the row to the right or left of the Hero Entrance. There is a maximum of 12 heroes permitted in the Final Enemy Room at the same time. While there are 12 heroes on this tile, no other heroes can enter.

When the very first hero steps into the Final Enemy Room, he must stop temporarily at the entrance. Before continuing his movement, he must first draw the top card of the Final Enemy Deck; the Final Enemy's "Defense" text activates immediately. Afterwards, the hero must draw the top card of the Deep Dungeon Final Enemy Room Deck and obey its instructions. If the card describes a monster attack, it must be resolved immediately. Any unclear positioning decisions are made by the initiative player. If the card describes a trap, the hero can attempt to disarm it immediately, or else he must face the consequences. After resolving the card, the hero may continue his movement and attacks as normal.

Battles in the Deep Dungeon

The Final Enemy and any monsters in the room attack as instructed on their respective cards. Every hero who enters the room receives a Hero Selection Token which will be useful when determining targets for the Final Enemy and his minions. Whenever a Final Enemy finds it impossible to reach a targeted hero because there are too many monsters in the room, the Final Enemy will banish those monsters from the dungeon; no one receives XP for these banished monsters. No hero power can affect more than 4 targets in the Final Enemy Room; the hero must choose the targets if there are more than 4 available. During Monster Activation, normal monsters in the Final Enemy Room can be controlled by players just like other monsters. After the Final Enemy has attacked, follow these steps in order:

- 1) **Final Enemy Deck:** Draw the top card. The Final Enemy's "Defense" text activates immediately.
- 2) **Deep Dungeon Final Enemy Room Deck:** Draw the top card and follow its instructions immediately; the previous Deep Dungeon card is discarded.
- 3) **Solo/Cooperative Deck:** If playing Solo or Co-op Mode, draw the top card so players can prepare for the next round.

If the heroes succeed in defeating the Final Enemy before the end of the 6th round, the Final Enemy is immediately scored. Afterwards, remove the Final Enemy Deck and the Deep Dungeon Final Enemy Room Deck from play. They no longer have any effect on the game.

REFERENCE TABLES

# OF PLAYERS	1	2	3	4
LEVEL I DUNGEON TILES	6	6	8	10
LEVEL II DUNGEON TILES	4	5	6	7
LEVEL III DUNGEON TILES	2	2	3	4

# OF PLAYERS	1	2	3	4
LEVEL I XP POOL	8	12	15	20
LEVEL II XP POOL	12	16	25	35