

WORLD OF DUNGEONS



12+



30 min



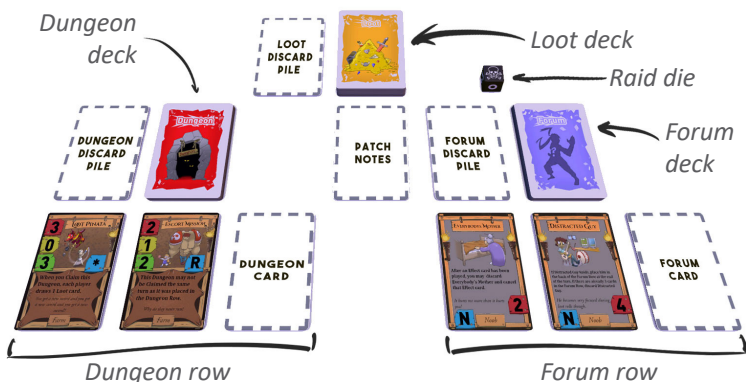
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WELCOME

World of Dungeons is a card game that brings all the drama of your favorite online roleplaying game to your living room table, from the camaraderie that spawns from a successful raid to the party wipes that surely preceded it. In *World of Dungeons*, players must balance the unique personality quirks of the **Gamers** in order to be successful. Each Player takes on the role of a Guild Leader. Your goal is to be the first Guild to raid enough **Dungeons** to earn 20 Victory Points (VP). So rally the trolls and start hitting the **Dungeons**.

INITIAL SETUP

Divide the **Dungeon**, **Forum**, and **Loot** cards into three distinct decks. Place them where all players can reach them. Create the initial layout of the board.



- **Forum Row:** Draw 2 Forum cards and place them in the Forum row.
- **Dungeon Row:** Draw 2 Dungeon cards and place them in the Dungeon row.
- **Loot:** Deal 1 Loot card, face down, to each player. These cards represent the players' "hand" and remain hidden until played. If a player draws a **Patch Notes** card, place that card in the Patch Notes pile and draw again. Repeat this until all players have 1 Loot card in hand.

PLAYING THE GAME

World of Dungeons is played in phases with each Player taking his or her turn and then moving to the next Player clockwise. There are lots of cards in *World of Dungeons* that can be played at any time so even when it's not your turn you need to stay alert.

PHASE 1 POPULATE

Draw one Dungeon and one Forum card and place each in the Dungeon and Forum Row, respectively.



If 3 Dungeon (or Forum) cards are already revealed, place the oldest Dungeon (or Forum) card on the bottom of the Dungeon (or Forum) deck and draw a new card.

Before the active player takes any actions, he or she draws a **Dungeon** from the Dungeon deck and a **Gamer** from the Forum deck and places them face up in the Dungeon and Forum rows, respectively. There may only be 3 Dungeon and 3 Forum cards in play at once. If 3 Dungeon (or Forum) cards are already revealed, place the oldest Dungeon (or Forum) card on the bottom of the Dungeon (or Forum) deck and draw a new card.

*Note: if a Troll is drawn, the active player must Recruit that **Gamer** into their Guild, even if there are 3 Gamers already in the Forum Row. See the Gamers section for more details on **Gamer** types.*

*Note: A **Gamer** is any card from the Forum deck. A Guildmember is any Gamer that has been recruited to a player's Guild.*

PHASE 2 GUILD MANAGEMENT

Kick out a Guildmember, **recruit** a Gamer from the Forum row, and/or play any **Stash** cards from your hand to your **Guild Stash**.



Your **Guild** consists of all face-up **Gamers** that you have recruited. Your **Guild Stash** consists of all face-up **Stash** cards that you played from your hand as well as any successfully raided **Dungeons**.

The first thing a Guild needs to do is prepare itself for its raids. In the Guild Management Phase, the player may take each of the following actions up to once per turn in order:

- **Kick:** Take one of your **Guildmembers** and place them in the Forum discard pile. Loot cards attached to that **Guildmember** are placed in the Loot discard pile. Kicking is an effective way to move **Gamers** in and out of your Guild to achieve your ideal balance. You may not Kick any **Gamer** on the same turn that **Gamer** joined your Guild. If you have more than 3 **Guildmembers**, you must Kick one of them during this step.
- **Recruit:** Choose up to one **Gamer** from the Forum Row and Recruit him or her to your **Guild**. Place the **Gamer** face up in front of you. **Gamers** that have

been Recruited to your **Guild** are referred to as your **Guildmembers**.

- **Play Stash cards:** Play up to one **Stash** card from your hand to your **Guild Stash** (the area in front of you where face up Stash cards and claimed Dungeons are stored) by placing the **Stash** card face up in front of you. **Stash** cards are a special type of Loot card which provide permanent benefits.

*Note: Loot cards have two types: **Effect** and **Stash**.*

***Effect** cards are single-use cards that are discarded at the end of the turn. **Stash** cards are permanent and remain in your **Guild Stash** for the remainder of the game.*

Note: If a Troll joined your Guild in Phase 1, you may not recruit any Gamer from the Forum Row this turn.



PHASE 3 DUNGEON

Grind for loot or **Raid** a Dungeon. To **Raid** a Dungeon, divide your Guild into Raiding parties, declare the Dungeon(s) to be raided, and then roll the Raid die for each Dungeon. If the total experience of your Raiding party exceeds the Dungeon requirement, the Raid is successful.

The Raid die modifies your Raiding Parties total experience.



Raiding parties can have any number of Gamers in them. Each **Gamer** may only **Raid** up to one Dungeon per turn. If the Skull icon was rolled, you must discard one of your Gamers participating in that **Raid**.

After the Guild is prepared, it's time to **Raid** or **Grind for Loot**. Once a Guild decides which Dungeon(s) it is raiding, it is locked in and cannot decide to either raid different Dungeons or Grind for Loot. In the Dungeon phase, the player may either:

Grind for Loot: Draw one Loot card, or

Raid: Perform the following steps in order:

- **Declare Dungeons:** choose any number of Dungeons to raid
- **Declare Raiding parties:** choose which Guildmembers will be participating in each

Raid. Each set of Guildmembers is known as a Raiding Party. You may have any combination of Guildmembers Raid any Dungeon, in any order, with the only exception being that each Guildmember is limited to one Raid per turn. You need at least one Guildmember to Raid a Dungeon.

- **Determine result:** see the next section



At the end of Phase 3 check for Victory. If any player has 20 VP or more, or if any deck (Dungeon, Loot, or Forum) is empty, the game ends and the player with the most Victory Points is the winner.

If there is no winner, each player must discard their hand of Loot cards down to 3 before moving on to the next turn.

DETERMINING THE RESULT OF A RAID

For each Dungeon being Raided, compare the Difficulty rating of the Dungeon being raided to the sum of the Experience of each Guildmember in that raiding party and then roll the Raid die and add the result to your Experience. If the modified Experience of your Raiding Party equals or exceeds the Dungeon Difficulty, the raid was a success. If the Party Wipe - i.e. Skull icon - is rolled or if the modified Experience is less than the Difficulty of the Dungeon, your Raid is unsuccessful. If any Raid is unsuccessful, they all are. If all raids are successful, only then do players claim the Dungeon cards (by moving them to their Guild Stash) and collect Loot cards which are specified on the yellow tab of the Dungeon card(s).

RAIDING DUNGEONS

Sum the Experience of each **Guildmember** and add it to the roll of the raid die. If the modified Experience equals or exceeds the Dungeon difficulty rating, the raid is a success.

Add the result of the raid die to the sum of the Experience for each Guildmember in the raid party



Dungeon difficulty is listed on the red tab

At least one
Guildmember
must match
the Dungeon
Requirement in
order to raid
that Dungeon



This raiding party has a total experience of 3 ($4 + 2 - 3$) which is greater than the Dungeon difficulty of 2 so the raid is a success.

If the modified Experience of your Raiding Party equals or exceeds the Dungeon Difficulty, the raid was a success. Otherwise, the raid was unsuccessful - return your Guildmembers to your Guild and immediately end your Dungeon phase.

If the Party Wipe - i.e. skull icon - was rolled, the raid is automatically unsuccessful and you must discard one of your Guildmembers in that raid party to the Forum discard pile.

Some Dungeons have special abilities that activate as you are raiding them. Some have special abilities that activate if they are in your Guild Stash. These will be specified on the card. In addition, most Dungeons have requirements on them. Requirements specify which Gamer types are required to Raid that Dungeon.

E.g. if a Dungeon lists “R” as the requirement, then at least one Roleplayer Gamer is required in order to attempt a Raid on that Dungeon. If a Dungeon

lists * under the requirement, then there are no requirements.

Note: if a Gamer's Type changes after the Raid starts, the Dungeon is still Raided since the Type requirement was met at the start of the Raid.



RESULTS OF A RAID

If your raid is unsuccessful, your Dungeon phase is over. Leave the Raided Dungeon in the Dungeon Row. If the Party Wipe icon was rolled, you must discard one of your Raiding Guildmembers!

If your raid is successful, resolve the Raid attempts of all other Dungeon Raids. If any Dungeon Raid is unsuccessful, all previous Dungeon Raids that turn are also unsuccessful. If all Dungeon Raids are successful, claim each Raided Dungeon by drawing the appropriate amount of Loot cards (the sum from all raided Dungeons). Keep all claimed Dungeons in your Guild Stash, face up. In addition to using these Dungeons to track your Victory Points, claimed Dungeons may also have abilities which may affect the game.

If Raiding multiple Dungeons, the active player may choose the order in which the Dungeons Raids are attempted.

CARD TYPES & TERMINOLOGY

THE FORUM

The **Forum** is where a reluctant **Guildmaster** goes to find more willing souls to join his or her ranks and ultimately provide their **Guild** with more **Loot** and prestige. Before you **recruit** them to your **Guild**, the **Gamers** are found populating the **Forums** where they spend time surfing, trolling each other, and sharing cat gifs. The currently available **Gamers** are those currently in the **Forum** row. You



may recruit up to one **Gamer** to your **Guild** during the **Recruit** step of the Guild Management phase.

GAMERS

Cards in the **Forum** row are referred to as **Gamers**.

Once recruited to your **Guild**, they become your **Guildmembers**.

You may have up to 3

Guildmembers at any one

time. If your **Guild** is full -

i.e. has 3 **Guildmembers** - you must first **Kick** another

Guildmember before **Recruiting**. All **Gamers** possess a unique set of skills and traits that represent what type

of player they are

and how they interact with

each other,

Dungeons,

and **Loot**. The

Gamers' unique

skill will be

explained on each

card. The two key attributes of each

Gamer is their **Gamer Type** and **Experience**.



Name

Text

Gamer
Type

Experience



Gamers have an **Experience** rating that is used to defeat Dungeons while Raiding. A Gamer's Experience rating can be seen in red on the bottom right of the Gamer's card.

Gamer Types are explained on the next page.

GAMER TYPES



Casual: The stop and smell the flowers type. Most likely to spend thousands of dollars in the cash shop or to go outside and get a tan.



Hardcore: The polar opposite of casuals - when you wake up they are already online. When you go to bed they are still online. They eat, sleep, and (sometimes even) bathe raiding and grinding. A key component to most Guilds but be careful because they can sometimes burn out a little too quickly.



Leader: These folks study the wiki so they can help the rest of your gentle flock through the most difficult content. Without good leaders supporting you your blood pressure would certainly go up 1,000 points.



Roleplayer: Ever wonder why there is sometimes a gaggle of folks standing around a quest-giver? They are reading the quest text and they are most certainly roleplayers. They will occasionally post imgur links of them in their home made costumes.



Noob: The total beginner. No skills. No desire to get skills. No self respecting Guild would ever allow one of these into their midst. Unfortunately, you sometimes have no choice.



Troll: ... You'll know them when you see them.

If you have a **Guildmember** that “will not play” with another, the two Guildmembers cannot participate in the same Raid. They could, however, Raid simultaneously as two separate raiding parties (raiding two separate Dungeons).



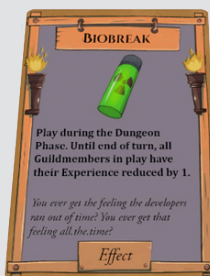
LOOT

The Loot is what really gets the dopamine pumping - after you successfully **raid** a **Dungeon** you may get to draw **Loot** cards based on the rewards specified on the card. There are three broad types of Loot cards that come out of the Loot pile: **Stash**, **Effect**, and **Patch Notes**.



LOOT CARDS

Loot cards come in three types: **Stash**, **Effect**, and **Patch Notes**.



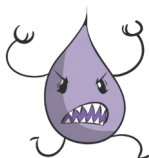
Stash cards provide permanent benefits. **Effect** cards are one time use and are removed at the end of the turn. **Patch Notes** provide permanent global effects that can drastically change the landscape of the game.

STASH

Stash cards are put into play from your hand face up into your **Guild Stash** during your **Guild Management** phase. **Stash** cards have multiple effects and buffs that can impact your **Guildmembers** or help you **raid Dungeons** more effectively. You play them directly to your **Guild Stash** and they provide permanent benefits until they are removed. **Stash** cards are never attached to a specific Guildmember. **Stash** cards can never be discarded or traded away, unless of course a card allows / forces you to do so.

EFFECTS

Effects are buffs and nerfs that can impact your **raid**, hinder your opponents ability to **raid** or **recruit**, or attempt to poach players from other Guilds, among other things. Players hold them hidden in their hands and can use them to give themselves the upper hand or to prevent your opposing **Guildmasters** from succeeding at tasks.



A NOTE ON SPEED

World of Dungeons is a game where players may take actions at virtually any moment. Sometimes players may want to play cards at the same time. Other times players may wish to save a card until another player uses his or her **Effect** card.

To avoid confusion, *World of Dungeons* uses a last-in-first-out approach. Whenever anybody performs an action, each other player has a chance to respond by playing an **Effect** card. This continues until all players have finished playing their desired cards at which point the last card will trigger, followed by the second to last card, and so on. Resolve issues regarding confusion as to which player at the table gets to play their card “first” (or “last”), by using the Clockwise Priority approach. After a player plays his or her card, the player sitting next (clockwise) has a chance to play an **Effect** card in response. This continues around the table until all players have had a chance to respond.

PATCH NOTES

Patch Notes give immediate and global effects on the state of the game world. A game can seem well in hand until the **Patch Notes** drastically impact the landscape.

Patch Notes must be played as soon as they are drawn. When a **Patch Notes** card is drawn from the **Loot** pile, place it face up in the Patch Notes card pile in front of the **Loot** deck. **Patch Notes** have permanent effects. When drawn, **Patch Notes** cards are played face up adjacent to any previously drawn Patch Notes cards.

Patch Notes cards that are drawn at the start of the game are played immediately and the player who drew the **Patch Notes** card draws another Loot card.

DUNGEONS

The **Dungeons** are where you go to explore the very carefully balanced and highly rewarding content that your game company provides for you.

Dungeons are the core of *World of Dungeons*. The last obstacle standing between you and victory. Some **Dungeons** have requirements which are shown on the right of the card. Requirements will list which **Gamer Type** is required to be part of the **Raiding Party** in order to **raid** the **Dungeon**. You may not attempt a **raid** without satisfying the requirement. Requirements are shown in blue. Some Dungeons have no requirements.



A **Dungeon's Difficulty** is listed on the red panel on the side of the card. The number of **Loot** cards drawn for successfully **raiding** the **Dungeon** is listed on the yellow panel. The number of Victory Points provided by the

Dungeon is listed on the green panel.

Dungeons fall into one of two types. Either a Farm or Boss **Dungeon**. The different **Gamers** will interact differently with each type.

- **Farm:** ever find yourself in the middle of a boggy meadow looking for rare red-fur skunk pelts? Yep, that's a Farm Dungeon.
- **Boss:** the crowd favorite. The perfect combination of epic battles, storied bosses, and legendary Loot. These are tough but rewarding.

You dig your hands deep into the muddy soil and pull two fists full toward you. You think you hear steps behind you. There are exits to the North and South.



For more information about this game or our other great games, check out our website at: www.handsomegames.com

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