

POCKET DUNGEON QUEST



Pocket Dungeon Quest - Remastered Rules

Description

Pocket Dungeon Quest is a Cooperative, Casual, Rogue-Like Dungeon Crawler for all ages.

Setup only takes roughly 2 minutes.

Each play Session lasts between 10-15 minutes.

Goal

All Heroes are working together to find the 3 Relic tiles and the Exit tile without dying.

When a Hero dies the remaining Heroes get one last turn to attempt to revive their fallen friend.

If the fallen Hero cannot be revived the game is over, the Dungeon Floor is shuffled and the game starts over.

Setup

Find and separate all of the Hero tiles and Heart tiles.

Turn remaining Dungeon tiles upside down in a pile and shuffle them.

Deal remaining tiles to make a 10 x 10 grid, this is the Dungeon Floor.

Each Player chooses their Hero and takes 3 Heart tiles and places them in front of them. This is their Health Points.

Create four Piles in the corners.

The Discard Pile

The Monster Pile

The Gem Pile

The Merchant Pile (Upside Down)

As play goes on the Dungeon will slowly disintegrate into these Piles.

The empty spaces left behind become valid movement spaces for the Heroes.

To start, each Hero takes their place around the board, anywhere along the outside edge.

Turns

At the beginning of the first turn, Heroes reveal all tiles within their Circle of Sight.

Each turn afterward, Heroes will move one space and then reveal tiles.

Once tiles are revealed, resolve all actions in this order:

- Deal with Dangers; Resolve Traps, and pick up any Effects in the order in which they were revealed.
- Attack Monsters. (Described in detail later)
- After Attacking, pick up any revealed Gems.
- Lastly, you may pick up only 1 Item or Spell.

Movement

Heroes begin each turn by moving 1 space to any valid movement space on the Dungeon Floor.

You may move in any of the four cardinal directions and diagonally.

Note that moving diagonally may increase the chances of fighting multiple Monsters in the same turn, and is very dangerous.

Plan your movement pattern carefully.

If you reach an impasse make use of Teleportation or Swap tile Spells.

If a Hero is surrounded by walls within their first 2 turns they may begin again and enter the Dungeon from another point along the outside edge on their next turn.

Dungeon Floor tiles are valid for movement.

Dungeon Wall tiles block a Hero's path.

Exploration

Each Hero has a Circle of Sight, that is the 8 tiles directly adjacent to their Hero tile. This is what they can 'see' each turn.

Sight and Combat are not blocked by walls.

Each turn, reveal all tiles within a Hero's Circle of Sight.

Next resolve any Combat and Traps.

After Combat a Hero may pick up 1 Item per turn, all other revealed Items must be placed in the Merchant Pile.

Traps

When revealed, Traps immediately deal 1 point of Damage.

Traps can be Disarmed with a Multitool, or the Adventurer Hero.

Disarmed Traps do no harm and are discarded immediately.

Attacking

When 1 or more Monsters are revealed within a Hero's Circle of Sight an Attack must be made.

If more than 1 Monster is revealed in a single turn then the Hero faces each Monster individually. Attack order is Player's choice.

Roll the Attack Die included in the Base Set.

- A Hero must roll 2 or more Swords to Hit the Monster. All Monsters have only 1 Health Point. When a Monster is Hit it is placed in the Monster Pile.
- Rolling less than 2 Swords, or a yellow flash is a Miss. When a Hero Misses they take 1 point of damage and the Monster runs away to the Monster Pile.
- The red skull is a Critical Miss. Critical Misses do different terrible things depending on the Monster being fought at the time. These are explained below. Damage is done and Monsters are discarded after a Critical Miss.

Monsters & Critical Misses

In addition to dealing the normal amount of damage, the Critical Miss consequences for each Monster are;

Goblins - Steals, (Discards) 1 Gem randomly from the Gem Pile.

Flayers - Hero loses their next turn.

Slimes - Steals (Discards) 1 Item from the Hero's Inventory.

Minotaurs - Deals an additional +1 point of damage to the Hero.

Skelly Archers - Stays on the Dungeon Floor and must be Attacked on the next turn before the Hero takes any other actions.

The Boss - Deals 1 point of damage to all Heroes.

Boss Fight

When the Boss tile is revealed the Boss Fight begins.

The Boss has a number of Henchmen to protect themselves from the Party of Heroes.

The number of Henchmen protecting the Boss is determined by a roll of the Die.

1, 2 or 3 Swords - 2 Henchmen

Yellow Flash - 4 Henchmen

Critical Miss - 6 Henchmen

The Henchmen are pulled first from the Monster Pile, then the Discard Pile. Hardcore players may select Monsters randomly.

If there are not enough Henchmen in the Piles then each Hero takes a turn revealing 1 tile anywhere on the Dungeon Floor until enough Henchmen are found.

Any Items revealed during this time are placed in the Merchant Pile, Gems into the Gems Pile and Traps are discarded.

When enough Henchmen are found, place the stack of Henchmen on top of the Boss.

Beginning with the Hero who revealed the Boss, the Party now takes turns in Combat.

The Boss Fight continues until the Boss and their Henchmen are defeated or the Party dies.

When the Boss is defeated the Party continues.

Henchmen do not run away to the Monster Pile when a Hero misses their Attack during a Boss Fight.

Inventory

Each Hero has an Inventory limit of 2 Items.

Keep Items near your Health Points for easy access.

If a Hero has a full Inventory they may choose to place one of their Items into the Merchant Pile in order to pick up a new Item.

Relics

Relics are not Items and do not take up space in a Hero's Inventory.

Relics are collected by the Party and can never be lost or discarded when an Individual Hero Dies.

The Merchant

When the Merchant is revealed the Heroes may Purchase Items from the Merchant Pile once per turn.

To make a Purchase discard 30 Gems.

Randomly reveal 2 tiles from the Merchant Pile.

The Hero may only keep one Item, the other must go back into the Merchant Pile.

A Hero does not need to stand next to the Merchant in order to make a Purchase.

Effects

Effects can be thought of as a Spell or a Curse upon the Hero.

An Effect is Bound to the Hero the moment it is revealed.

Effects do not stack nor do they cancel each other out.

Effects are one time use and take place at the next opportunity to do so, then are discarded.

The Effects included in the Base Set are the Sword and Broken Sword.

The Sword Effect gives the Hero +1 to their next Attack Roll.

The Broken Sword gives the Hero -1 to their next Attack Roll.

Mounts

Mounts are acquired the moment they are revealed.

Mounts do not take up space in a Hero's Inventory.

In the Base Set there is only 1 Mount, the Unicorn Pegasus.

The Unicorn Pegasus allows the Hero to use Wall tiles as valid movement spaces.

Death

When a Hero loses all of their Health Points they Die.

Upon Death, a Hero loses all Items in their Inventory. Place them into the Merchant Pile.

The Hero tile stays on the Dungeon Floor.

Any Monsters or Items within their Circle of Sight at the point of Death are lost to their respective Piles.

The remaining Heroes in the Party take one last turn to attempt to revive the Fallen Hero.

When a Hero is revived they regain all of their Health Points and play continues as normal from the point at which they first Died.

Heroes

Each Hero has a unique ability that will help the entire Party.

Warrior - Permanent +1 to their Attack Roll

Archer - May re-roll an unfavorable Attack Roll once per turn

Wizard - May use 2 Items/Spells per turn

Rogue - May Steal, (Take) an Item from the Dungeon Floor before Attacking

Adventurer - If the first tile revealed during a turn is a Trap or Monster it is 'Disarmed' (Discarded and does no damage)

Items & Spells

Unless otherwise stated a Hero may only use 1 Item or Spell per turn.

A Hero may choose to give or to use their Item on another member of the Party, both options count as using an Item that turn.

- **Big Bag**
Does not count towards Inventory limit, instead increases limit by 1.
- **Bomb**
May be used to clear a Dungeon Wall or as a direct Hit in Combat.
- **Potion**
Heals a Hero 1 Health Point.
- **Multitool**
Disarms a Trap.
- **Move Spell**
Allows the Hero to take an additional turn.
- **Teleport Spell**
May Teleport a Hero or Monster to any valid movement space in the Dungeon.
- **Feather Spell**
Revives a Dead Hero.
- **Swap Spell**
May swap any 2 tiles in the Dungeon, revealed or not.
- **Foresight Spell**
May reveal any 3 tiles in the Dungeon.
- **Confusion Spell**
Causes 2 Monsters to fight each other.
Choose one Monster as the Attacker and roll the die.
If the Attacking Monster Hits, then both Monsters are discarded.
If the Attacking Monster Misses then he hits himself and is placed in the Monster Pile, the remaining Monster must still be fought.
If the Attacking Monster rolls a Critical Miss both Monsters wake from their stupor and both must be fought by the Hero.

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