

DUNGEON*

PEN

~~PEN & ESCAPE~~

~~PEN & JAIL~~

~~DUNGEON FLOOD~~

~~DUNGEON PATH~~



PAUL SANS

VIANNEY CARVALHO

ALEXANDRE WEISS

Yeast Games

Survival, Confrontation, Dungeon.
2 players, 20 min, Complexity: 1/5.

A game designed by Paul Sans.
Illustrated by Vianney Carvalho.
English version by Alexandre Weiss and
Gabriela Escarcia.

Author's Note:

I thank the anonymous, mistreated wandering monsters, overpowered bosses, and damp dungeons, without whom our souls would have fallen into deep oubliettes. Thanks also to Yeast Games, without whom nothing would have come to life.

SETUP

Place a Dungeon card between you and your opponent, then take a colored pencil.

Each of you note that you have 15 life points at the bottom of your side of the dungeon sheet.

Shuffle and place the event cards and junk cards next to the dungeon.

The youngest player will be first player.

GAME MODES

To play at beginner level: When you take your opponent's treasure, immediately gain +5HP.

For more randomness: Each player draws and places a «Sudden Wall» (following the normal placement rules) before the start of the game.

VICTORY AND DEFEAT

The first player to retrieve their opponent's treasure and bring it back to their cell wins the game.

Another way to win is if your opponent dies, whether by your doing, the dungeon, or their own actions.

Note: If, for any reason, both characters die at the same time, it's a double defeat.

KEY CONCEPTS

Flick:

A good flick isn't successful on the first try, nor every time, and that's what makes it fun.

The «flick» is a core action of the game, which involves moving your character on the dungeon map (which you can rotate any way you like). Here's how to do it:

- 1-Place the tip of your colored pencil on your character's last known position (marked by a cross).
- 2-Hold your pencil perpendicular to the sheet and place a finger (the index finger is recommended) on top of the pencil.
- 3-Apply light pressure with your finger to push the pencil and draw a line of your color on the dungeon sheet.
- 4-Your character moves to the end of the continuous line (ignore line ricochets). Mark this new position with a cross of the same color.

Important: If the line touches or crosses a wall, **you lose one life point**, and your new position is set at the point where the line touched the wall.

Notes:

- If, for any reason, your flick completely fails, you lose your turn but still draw an event card.

- The walls of the cells are padded and do not cause any damage.

Targets:

On the cards, an arrow indicates whether you are the target, your opponent is the target, or both are.

Randomness:

When asked to randomly select something or someone, do it however you like.

Sometimes an outward-pointing arrow on the card may help; make it spin in the air and see which direction it points.

Junk, Treasure, and Potions:

Simply pass through the illustration of the junk, treasure, or potions on the Dungeon map to grab them.

In the case of a chest, draw a junk card.

In the case of a potion, regain +1 Health Point and mark it with a line. After the second line, the potion is empty and can no longer restore health.

In the case of the opponent's treasure, gain +5 Health Points (in beginner mode only), and flick it back to your cell.

Coordinates:

Sometimes, events affect a specific square of the dungeon, and to determine this, you'll use two dice (one red and one black) to find the position.

1-Roll both dice: the red die corresponds to the X-coordinate (the red numbered line 1 to 6 on the dungeon map) and the

black die to the Y-coordinate (the black numbered column 1 to 6).

2. Cross-reference the dice results to find the exact square on the dungeon map.

3. This square contains 9 sub-squares (a 3x3 grid inside the large square). Choose one of these sub-squares as the starting point for the event. For example, if you draw a sudden wall, you begin drawing the wall from this sub-square.

Life Points (HP):

Life Points (HP) represent your character's health. Adjust your HP total whenever you gain or lose HP.

If your HP reaches 0, your character dies, and you lose the game.

Important: Your HP can never exceed the starting value of 15 HP. For example, if you're at 14 HP and gain 2 more HP, you remain at 15 HP, and the excess is lost.

Bad Faith:

Be honest, but not too much; nitpick, wear down your opponent, anything goes to win!



TURN SEQUENCE

Each player, in their turn, will:

- Flick and possibly draw a junk card.
- Draw an event card and possibly draw a junk card.

THE CARDS

There are two main types of cards: Junk Cards and Event Cards.

JUNK CARDS

These cards represent loot you might find in chests, on forgotten corpses, etc.

If you pass over a «chest» illustration or if you receive the «chest» instruction on an event card, draw a junk card.

These cards have an object icon indicating they can be kept until used. Of course, once a junk card is used, discard it, and shuffle it back into the deck immediately.

EVENT CARDS

These cards represent the whims of the Dungeon Masters who locked you in and are playing with your insignificant lives. They are divided into different types: flick cards, monster cards, trap cards, and wall cards.

After each flick, you must draw a card and resolve it immediately, whether you like it or not!

Prisoner Cards

These cards affect the player, not the character you are moving. They take effect

immediately.

Flick Cards

Among these cards, some affect flicks, and unless stated otherwise, they apply to your opponent's next flick.

Monster and Trap Cards

These cards take effect and are immediately discarded.

Wall Cards

When a «Sudden Wall» card is drawn, it introduces an additional obstacle on the dungeon. Here's how to place the wall:

- 1.Roll the two dice (red and black) to determine the starting coordinates of the wall on the map (as explained in the «Coordinates and Events» section).

- 2.Once the square is determined, choose whether the wall will be drawn horizontally or vertically.

- 3-Wall Placement Rules:

- The wall must not be drawn on a character.

- The wall cannot completely trap a character (meaning the character must always have a way out).

- The wall must include the square determined by the dice rolls.

ADDITIONAL DUNGEONS

If you want to create your own dungeons and share them with the community, upload them to Boardgamegeek and send them to yeastgameslab@gmail.com. If they meet our criteria, we'll post them on our site.

ICONOGRAPHY



Rolling 1D6



Rolling 2D6



Eyes closed



Both hands



Left hand



Right hand



Card in left hand



Card in right hand



Self Player



Other Player



Both Players



Random Player

Position



The closest



Within 3 squares



Within a 3-square radius of a wall



Wall



Draw Wall



Object



Chest



Dungeon Map



Draw the plague on 9 squares



Draw 3 squares relative to the position



Draw 4 squares in a line





Draw 4 Tetris-shaped squares



Draw 1 magic square (each turn, both players add one adjacent square to the previous one)



Flick



Nothing/Cancel (usually adds to another icon to reverse it).



Turn Order



Shuffle back into the deck



Gain +1HP



Gain +2HP



Lose -1HP



Lose -2HP



Lose -3HP



More



Less

One

Two

1
2

HOW TO READ THE CARDS?

The effects of the cards are read from top to bottom, then from left to right.

At the top, determine the type of card and the player affected.

At the bottom, follow the instructions of the riddle:

-If there's one box, it's an immediate effect.

For example: Return to the past: Both players return to their previous positions.



-If there are two boxes, the left one represents the situation/condition, and the right one represents the effect.

For example: Numbness: The OPPO-NENT player must flick with their left-hand next turn.



-If there are three boxes, it describes a sequence of actions.

For example: Sense of Sacrifice: The OPPONENT player flicks, and if they don't hit a wall, they lose -3HP



CARD EXPLANATIONS:

Here is a detailed explanation of a series of cards to simplify their understanding.

Clarifications for left-handers: If the game instructs you to flick with your left hand, do it with your right hand.



You can no longer rotate the dungeon to facilitate your flicks. Permanent.



Both players revert to their positions from the previous turn.



Throw the card in the air, spinning it, then apply the movement based on the direction of the arrow and the length of the line (instead of your opponent's flick).



Locate the wall as you would any other wall, but only draw one square. Then, each turn, you must add one orthogonally adjacent square, until you forget to do so...



The goblin attacking you makes you lose one life point and one random object.



Teleports you to the nearest chest.



Randomly determine whether you recover or lose two health points.



All players within three squares or less of a wall lose two health points.

THE END



This is a personal but random teleportation.



Eliminate any monster.