

DUNGEONBUILDERS

A PIECEPACK GAME BY JORGE ARROYO

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Written using NeoOffice/J 2.0

2-4 players, 1 piecepack set (1 suit per player), 30 minutes.

- INTRODUCTION

This is a game that combines different mechanics into one fun multiplayer experience. First you've got the Dungeon Building phase, where everyone participates adding items, monsters and rooms to the Dungeon or powering up their hero. Then the most powerful adventurer will enter the dungeon and try to get as much gold as he can without being defeated by the monsters inside. In the end, the player that manages to get a set amount of gold after a number of rounds, wins the game. It's a short game but with enough tension as you don't know who'll enter until the last moment...

This game needs testing, especially for multiplayer games. Please, send me an email with your comments or post them at the wiki or at the piecepack list.

- BACKGROUND

The gods were playing a game, a dungeon crawl type of game. Only in this game the pawns were real humans, and the monsters could be deadly. So they got together and builded this Dungeon, filling it with treasure and monsters. When everyone was ready, the heroes from the nearby town came to investigate. Of course, each god favored one of them, but in the end only one, the strongest of all, would enter and face the dangers. Would he come back alive?

- SETUP

Take a complete suit of tiles for each player (add a neutral suit in a 2 player game). Shuffle all the files and place them in a pile face down. Take the first tile and place it in the middle of the table (don't look at it's suit side).

Each player chooses a suit and takes all its coins, the pawn and the die. The coins are left face down in front of each player, as is the pawn and the die (showing the blank side). Each player can look at their own coins values, but cannot show them to anyone else. They are allowed to talk about the values if they want (and can lie about them too).

You can use any kind of token to track gold coins for each player or just pen and paper. Each player starts with a number of coins equal to the number of players plus 1.

Before starting to play, a number of coins should be set as a goal. The first player to reach the goal will win the game. A regular game is normally 30 gold coins.

- PLAY

The game has two phases: Dungeon Building and Dungeon Exploring:

Dungeon Building:

The players take turns to build the Dungeon. On the first round, decide randomly who will start. On later rounds, the next player after the one that entered the Dungeon starts.

On their turn players can do one and only one of the following actions:

- Place a tile on the table to extend the Dungeon.
- Place a coin on the dungeon (that represents a monster or item)
- Power their hero up.

After taking the action, play passes to the next hero.

Placing a tile on the table:

The player takes the top tile from the face down tile and flips it, showing the suit and number to everyone and places it on the table.

Tiles can only be connected to other tiles orthogonally. Also, a tile can only be connected to another tile if the difference between their values is 1 or -1. So each tile is one step up or one step down in value. The Dungeon entrance (first face down tile) counts as -1 value, so it can only be connected to a blank (0) tile.

If a tile cannot be legally connected, then it is left face up on the table, disconnected from any other tiles.

If a tile can be legally connected to more than one tile, and at least one of those tiles is connected to the entrance, then the player must choose to connect it to one of those tiles connected to the entrance. Then if there are disconnected tiles (or set of tiles) that could be also connected to the tile, the player must choose one of the disconnected tiles or set of tiles and connect it to the current tile. Then, if other disconnected pieces or sets can be also connected to the tile, the player may choose to connect them.

Tiles and sets of tiles can be moved and rotated in the process, but tiles that are connected to each other cannot be moved to a different position within the set (move and rotate the whole set as a piece) unless the pile of tiles is empty and there is no connection from the entrance to a 5 tile. In that case, the tiles within a set may be moved to form the connection.

Note that 4 tiles may never be connected to form a square of tiles.

Placing a Monster/Item:

To place a monster, players choose one of their coins with a number from 2 to 5 and place it face down on one of the tiles. Tiles can only contain a maximum of 2 coins of any suit. The bigger the number, the more powerful the monster is.

To place an item, players choose either their blank coin or their ace coin and place it suit side up on one of the tiles. Tiles can only contain a maximum of 2 coins of any suit. The blank coin is a potion that the hero can take when exploring the Dungeon and use once to recover all lost health/power. The ace is a magical sword that gives a bonus to all the attacks a hero makes. A hero can only carry one sword.

Note that any hero can use any potion or sword, even from other suits.

Powering the hero up:

Just add one to the hero's power die. (ace = 1). The maximum value is 5.

Ending the Building Phase:

The Building Phase ends when one of the following happens:

- A hero reaches a power level of 5
- There is a connected path from the entrance of the Dungeon (the initial face down tile) to a tile with a value of 5.

If the second condition is met but there is a tie for the most powerful hero between two or more players, a small auction is played as follows: The player that placed the last tile states whether or not he/she wants to enter the Dungeon, and then bids a number of coins he/she is willing to pay. The next players (from those that are tied), in turn, must bid a different number of coins than what the ones before did. This goes on until all the tied players have placed their bid.

If the bid was to enter the Dungeon, the player that bid the most pays and his hero is moved to the entrance tile. The next phase starts. The losing players don't have to pay.

If the bid was to stay out of the Dungeon, the player that bid the least number of coins places his/her hero on the entrance tile (and doesn't pay) and all the other players pay their bids. The next phase starts.

0 is a possible bidding number, but under normal conditions, only 1 player may bid 0 coins. The only time more players are allowed to bid 0 coins is if they don't have enough coins to make a different bid. If at the end of a bid to stay out of the dungeon there is a tie because of this, the last player that was unable to bid enters the dungeon.

Exploring the Dungeon:

Now, the player whose hero entered the Dungeon must try to get to all the tiles of his/her own suit. These tiles have as many gold coins in them as their values. The player moves the pawn tile by tile and if it encounters one or more face down coins, the player must reveal them and resolve them one by one. So if there are two coins in one tile, the player flips one, solves it, and then flips the next. Once all the events are solved and if the hero is still alive, the player may continue moving.

Once the player has explored all of the tiles for his/her own suit, and if the hero has survived, they may move back to the entrance of the Dungeon. Any defeated monster, stays defeated.

Combat:

If the player finds a monster (coins 2 to 5) they must combat it. Roll a die, add the hero's power and subtract the monster's power (coin value). If the result is 3 or more, the player is unharmed and the monster defeated. If the result is less than 3, the player loses a number of power points equal to the difference between 3 and the result. So if it was 2, the hero loses 1 point. In this case the monster is also defeated. If the hero's power becomes 0, he/she dies.

For each point of damage done to a hero, the player that placed the monster gains one coin.

Items:

If the hero finds an ace coin, place it beside the power die. It is a magic sword. It doesn't affect health, so when the die reaches 0 the hero still dies, but it adds 1 to the combat die roll. Only one sword can be carried by a hero. The player that placed the sword gains 1 gold when it is taken.

If the hero finds a blank coin, place it beside the die. It is a potion. At any point, the hero may drink it to recover the lost power up to the initial value (when he entered the Dungeon). Each potion can only be used once, but more than one can be carried at the same time. The player that placed the coin gains the same number of gold coins as points healed to the hero.

End of the Round (and/or Game):

If the hero dies (power 0), each treasure tile encountered loses half its value (rounded down), else they count as their full value (null = 0, ace = 1). Sum all the values and add the number to the player's gold.

If no player has reached or passed the goal amount of gold, a new round starts. Shuffle the tiles, reset the dice, and each player take their pawns and coins. The next player after the one that entered the Dungeon, starts the next round.

If at least one player has reached or passed the goal amount of gold, then the game ends and the player with the most gold wins.

- VARIANTS

Deadly Dungeon: A dead hero gains no gold at all. This is a very harsh variant that has not been tested at this point.

Well timed retreat: A player exploring the Dungeon may choose at any point to go back and exit the Dungeon before reaching all the tiles of his suit. This variant is recommended if using the Deadly Dungeon one and can add an interesting risk taking decision while exploring.

Multiple Explorers: If a hero is defeated, the next hero with more power may enter the dungeon. If there was a tie and an auction, the next player that bid the most may enter. If there is a new power tie, and both players want to enter, they make a new auction as described before. If the dead hero had any objects, the next hero may take them where the dead hero died. All the defeated monsters stay defeated. The new hero must explore all his own suit tiles (as normal) but he only scores the tiles with values that the dead hero didn't explore. For example, the first hero managed to explore the 2 and the 4 tiles before being defeated, scoring 3 gold. The next hero may enter, but exploring the 2 and 4 tiles of his own suit will not give him any gold. If the second hero also dies, then as long as there are other players that have not entered, a new hero may enter. Of course, if the second player doesn't want to enter, the third has also the chance, etc...