VLAADA CHVÁTIL

DUNGEON LORDS

HAPPY ANNIVERSARY!!

Dear Board Gamer

This anniversary edition of Dungeon Lords contains an upgraded version of everything that has been published for the game, and also some new stuff created especially for this edition.

If anyone in your group is new to Dungeon Lords, we strongly recommend starting with the base game, without expansions. We are sure you will find the base game complex and deep enough.

That's right. The base game contains all the loyal minions that a dungeon lord needs.

Yeah. And it's got enough demons, too.

Base Game

The **base game** is explained in this rulebook. It will use most of the tokens, figures, and game boards. You will need only cards and cardboard pieces that have no mark in the bottom right corner. Note that many components have been upgraded from those of the original edition.

Festival Season

The **Festival Season** expansion is described in this rulebook. Festival Season enhances the base game in various ways. It also makes it a bit longer and more complex. For your first games, we recommend playing without it. Leave out:

- all boards, tiles and cards with this symbol in the bottom right corner
- Courage Tokens

If you have not punched out the cardboard tiles yet, they are conveniently on separate sheets. You may keep them unpunched until you want to try the expansion.

Yeah, but that's the only thing around here that I'm going to leave unpunched.

Minion Bearing Gifts

Minions Bearing Gifts is a mini-expansion consisting of a rulebook and 24 Item Tokens. Twenty of these tokens were included with the original game when it was released, but the rules appeared later on the CGE website. (It was a stealth expansion.)

These tokens will not be used in your first games. You may add them later, to increase player interaction, but be aware that this also makes the game more challenging.

New Content

This rulebook describes the **new content** included in this special anniversary edition. These components are marked with a symbol in the bottom right corner.

Dungeon Setup Cards: These 15 cards let you have a variable setup. They can be played with any combination of expansions. We still recommend playing your first games without them, to get familiar with the game in its basic form, but you can use them soon. They add only a little complexity, and they actually make your dungeons a bit stronger.

The rules for the Dungeon Setup mini-expansion are at the end of this book.

New pets: These pets expand the Festival season expansion by adding 10 new cards to the Pet Card deck. You may include them as soon as you start playing with the Festival Season expansion.

You may also use all the Pet Cards when playing with the Dungeon Setup mini-expansion, even if you do not use the rest of the Festival Season expansion.

VLAADA CHVÁTIL

DUNGEON LORDS

Starring Imp!

in

"The Treasure Chest"

GNIIIII
CLIC!
SWOOSH
TSING
POK!

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Dungeon Setup Expansion

With this expansion, the dungeons will never be the same. Wanna build your dungeon in an old diamond mine? How about a natural cavern? Wanna find gold deposits and secret chambers with food or little critters? Maybe you can find a cursed treasure! Or maybe you're lord enough to build a dungeon that has already been scouted by those pesky adventurers. The Dungeon Setup Cards bring fresh variety to every game.

Well I don't see any reason to get excited. Three tunnels, three imps, three gold, and three food is traditional. This is just an optional expansion. You can play without it.

Hey, minion, why don't you just take Traditional Dungeon as your setup card? In this expansion, you get four points for that!

This expansion can be used with the basic game or with other expansions. It allows each player to have a different dungeon right from the beginning of the game.

Setup

Set up everything as usual except for the Player Boards. Choose the starting player. Don't reveal the rooms, monsters, etc. for the first round yet.

Players choose dungeons simultaneously with Choosing Initial Inaccessible Orders. As usual (in the Full Game) shuffle your Orders Cards and draw 3 at random. The starting player should shuffle the Dungeon Setup Deck and deal 2 to each player.

- Choose 2 of the three Orders Cards and place them face down on your inaccessible orders spaces.
- Choose 1 of the two Dungeon Setup Cards and place it face down in front of you.
- Return your other Dungeon Setup Card to the top of the deck.

Once all players have chosen, all players reveal their inaccessible orders and dungeons. Unused Dungeon Setup Cards can be returned to the box. You won't need them anymore this game.

Now it's time to set up your dungeon.

Example Dungeon Setup Card

Player Board Setup

Place Tunnel Tiles as shown on the card, and take the indicated number of imps, food, and gold.

Other symbols on your Dungeon Setup Card indicate other pieces that you put on the corresponding squares of your Player Board: tokens, figures, Tunnel Tiles, even cards.

The cards don't quite fit on the square, but they are always on corners, so it's easy to put the card mostly on the square without covering up other squares. Cards are chosen randomly and placed face down. You don't know what they are until you dig them up.

Most of these pieces are treasures you get when you dig a tunnel on that square. But not everything is advantageous:

Hard Rock

These diagonally oriented Tunnel Tiles represent hard rock. Your imps can dig through it, but it takes twice as much work. The first imp assigned to dig a tunnel there just removes the tile. This makes it a normal square and the next imp that digs there adds a Tunnel Tile, as usual.

The two imps can be assigned to the square as part of the same Dig Tunnels action, or you can remove the hard rock with one imp and then dig the tunnel later. (Or you can remove the hard rock and forget to dig the tunnel later, but that's not very efficient.)

Example:

Green is on space II *of the Dig Tunnels action, which allows her to dig with up to 3 imps. She can ignore the hard rock and add 3 Tunnel Tiles. She can add 2 Tunnel Tiles and use the third imp to remove a tile representing hard rock. She can use one imp to remove hard rock and a second to dig a tunnel there, and then the third can either remove more hard rock or dig a tunnel somewhere else.*

As you would expect, your imps can't start working on the hard rock tile unless it is adjacent to a Tunnel or Room Tile. Anything that lets you dig a tunnel (the Tool Shed, for example) can be used to remove hard rock instead.

The tiles representing hard rock are not conquered dungeon tiles. If you want, you can remove them during Scoring to prevent confusion.

Isolated Tunnels

Some dungeons have Tunnel Tiles with no path to the entrance. These are isolated tunnels. They do not count as part of your dungeon until you dig a tunnel to them. Once they have a path to the entrance, they are just like any other tunnels. For example, you can dig to one, then dig a new tunnel from one as part of the same Dig Tunnels action. It's sort of the opposite of hard rock – once you dig there, you have a new tunnel for free.

While the isolated tunnel is isolated, you cannot mine gold there, you cannot have combat there, it cannot be conquered, you do not pay taxes on it, Earthquake cannot affect it, it cannot be replaced with an Improved Tunnel Tile. It is as though the Tunnel Tile were not part of your dungeon.

Except you can build a room there. For details, see **Scattered Dungeon** on the back page.

Treasures

When you dig a tunnel on a square marked with a treasure, you gain that thing.

Gold Token, Food Token: Put the token in the usual place on your Player Board. It's yours now!

Imp Figure: Oh, you've rescued a lost little imp! He'll be happy work for you right away. For example, if you have a permit for 3 tunnels and only two imps, you could dig out this imp and have him dig the third tunnel. (But he can't be used to dig the tunnel that rescues him, of course.)

Troll: You get a Troll Figure. This is a pacifist troll. It can't be sent into Combat and it doesn't count as one of your monsters. But it can be sent to work in your production rooms, like a regular Troll Figure.

Trap Card: Pick up the Trap Card and see what it is. Whatever it is, it's yours now! (The rule about Buying Traps in the Second Year does not apply to traps you dig up as treasure.)

Pet Card: You found a cute cuddly pet! It becomes one of your Pet Cards. You can exploit it as soon as you wish.

And what if the player is unmoved by the modern fashion for pets? What if the player is wise enough to realized that traditional minions can fulfill every need?

Well, even if they aren't playing with the Pet Cards expansion, the players with pets in their dungeons can still draw them.

But what if they don't know the rules? What if they threw away all the disgusting little Pet Cards long ago?

Hey, if they don't want pets, they can leave out those Dungeon Setup Cards that have pets, okay? Now let's get on with it.

Dungeon Setup Cards

Traditional Dungeon

This is just like playing Dungeon Lords without this expansion, except you get an extra 4 points during Scoring because the other dungeons have advantages.

Investment

At the beginning of the Second Year, double each treasure that you have not yet claimed.

Shallow Dungeon

You can ignore the zone restrictions on the placement of First Year rooms. The restrictions do not apply to you. (Other building rules still apply. For example, you can't have two rooms adjacent to each other.)

Cursed Dungeon

Now this is real treasure. The dungeon has squares where you can dig one tunnel to gain two gold! Thanks to the corrupting influence of an ancient curse, you also gain 1 Evil each time, but that's good, too, right?

Breached Dungeon

It looks like some adventurer couldn't wait until the start of the game. Yes, that is a conquered Tunnel Tile. Yes, it will count against you at the end of the game. But at least you start out one space lower on the Evilometer.

Underground Mansion

You start out wealthier than everyone else. And you start out two spaces higher on the Evilometer. They're just jealous.

Oracular Cavern

The walls speak of battles to come! Of course, you don't want to stand around listening to walls, but during Production you can give the job to 2 available imps. Put the imps on one of the dungeon tiles to show they have been used, and look at one of the Combat Cards (like you do during the Improve Reputation action). This ability is not associated with any room. It can be used only once per round, even during the Second Year.

Scattered Dungeon

This dungeon has several isolated tunnels, which are explained on the previous page. Isolated tunnels do not count as part of your dungeon until you dig your way to them. The only exception is that it is possible to turn an isolated tunnel into an isolated room:

When you get a new room, you can build it in an isolated tunnel. This requires one available imp. Remove the isolated Tunnel Tile, replace it with the Room Tile, and put the imp in the room. The imp scouts out the location of the room, but he can't find his way back. Or maybe he just likes it there. Regardless, he doesn't go back to the Imp Den with the other imps.

The isolated room does not count as part of your dungeon. It cannot be used as a room and neither it nor the imp will count if it is still isolated during Scoring.

If you dig tunnels that join the room to the rest of the dungeon, then it becomes part of your dungeon and the imp is available for work immediately.

Diamond Mine

This dungeon's Gold Tokens are found in hard rock. Removing the hard rock is not enough to get the Gold Token; you also have to dig the tunnel there.

Discounted Dungeon

No one wanted this dungeon, so the Ministry of Dungeons has given it a tax break. During the Taxes event, you pay 1 Gold for every 3 dungeon tiles. (The usual rate is 1 Gold for every 2 dungeon tiles.) You still round up. So you would pay 2 Gold for 6 dungeon tiles, but 3 Gold for 7.

New Pets!

This anniversary edition includes 10 new pets which were not in the original Festival Season expansion. (These pets are based on pets from the Dungeon Petz: Dark Alleys expansion and on special promotional pets.)

The 10 extra pets are marked for players who want to know which ones are new, but this has no effect on the game. Just mix all the Pet Cards together and treat them all the same. This will give you enough pets for the Festival Season expansion and for those Dungeon Setup Cards which use Pet Cards.

Just what we needed. More of the stinky little nasties.

Quit jabbering, or I'll tell the editors to censor you. You know they listen to me.

Yes, because you ate the ones who didn't. But I think the Ministry found some new editors who aren't afraid of you. They left one of your text boxes blank.

What?

Remember in Festival Season, when you said a cold-hearted dungeon lord could just toss a used Pet Card onto the discard pile? Well now players have to keep their used Pet Cards because of Bob the Blob, or whatever his name is. So the editors just left that text box blank in the anniversary edition.

Did they? Maybe I'll have to visit them at the office ... or invite them to lunch.

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"The Treasure Chest"

Story by Jason Holt, Vlaada Chvátil, and David Cochard.
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