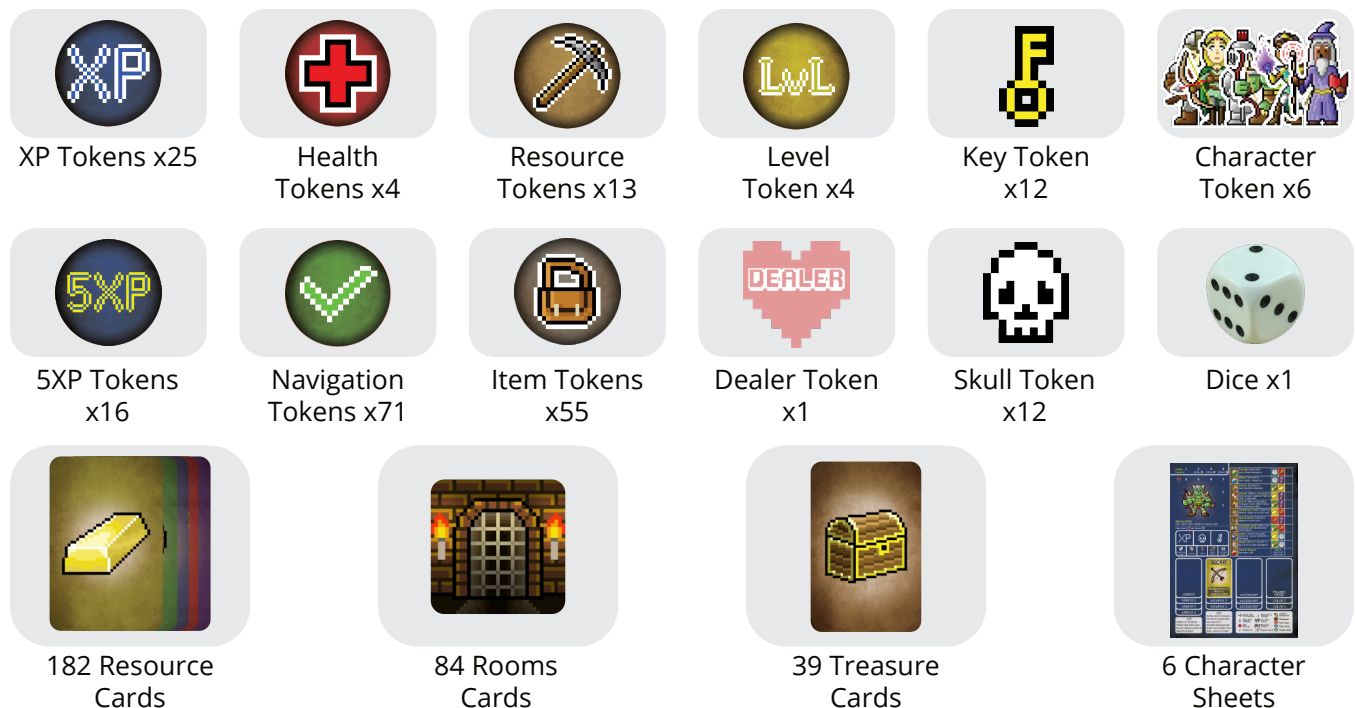


INSTRUCTIONS

OVERVIEW

In Dungeons and Feelings (D&F) you will proceed through a dungeon of your own design. Along the way, you will fight monsters, avoid traps, and discover treasure as you gain experience, level up, and acquire loot. When you are ready, you will fight the Dragon and emerge victorious! You will have many items at your disposal to conquer the dungeon, but to craft them, you will need to ask your fellow players to open up, dig deep, and answer a question about themselves. Laugh, cry, and start a deeper conversation with your friends in D&F.

WHAT'S INCLUDED



SETUP

Each player chooses one of the six characters (knight, barbarian, dwarf, elf, sorceress, wizard) and places the corresponding Character Sheet in front of them. Each player will then place a Health Token on "6" and a Level Token on "1". Separate the square room cards (excluding Start & Dragon rooms), resource cards (wood, metal, glass, magic, and grain all separately), and treasure cards into their own piles in the center of the play area and shuffle. Take one of each type of resource per player (e.g. in a four player game, take four wood, four metal, four glass, four magic, and four grain) and shuffle together into a starter deck; this will be used to create each players' starting hand. Give each player the following:

- Character token and matching character sheet
- 1 Start room card, indicated by a large 'S' on back
- 1 Dragon room card, indicated by a skull on back
- 2 Item tokens; 1 on the ammo that corresponds to that players' starting weapon and 1 bomb (0 for Hard)
- 1 key (place on Character Sheet in the 'key' box)
- 3 additional room cards (these always stay face up)
- 2, 1, or 0 Treasure Cards (Easy, Medium, Hard)
- 5 Random resource cards from the starter deck created during setup

Remove any unused 'start' room cards and Dragon cards from the game. Next, turn over the top three treasure cards and place them face up in the center of the playing area. Then, give the dealer chip to the player starting first. Finally, each player places their starting tile to form the first room of their dungeon and positions their Pawn inside of it. You are now ready to play D&F!

OVERALL TURN STRUCTURE

Each turn follows the same basic structure:

1. **Reveal two room cards for every player.** If there are three players, for example, reveal six room cards face up. Each player chooses a room card to add to their dungeon, starting with the player holding the dealer token and moving clockwise, going around twice.
2. **Next, the player with the dealer token starts their turn:** First, they must add all their room cards to their dungeon, except the dragon room. After that, they may move their character up to three rooms in their dungeon, resolving any action in the new rooms they enter. They may craft items at any time during their turn, and cannot end their turn with more than five resources in their hand. Once their turn is over, play proceeds clockwise and this step is repeated for each player.
3. **Once all players have gone, the dealer token is given to the next player going clockwise,** and the next turn begins.

The game ends when someone has slain their Dragon. Each player who did not go during that round can have one final turn.

WINNING THE GAME

The winner of the game is determined by who has the most Victory Points (VP's) at the end of the game. Victory Points are awarded based on the information below. This information is also available on the Character Sheet. If two players tie for any criteria, they both receive a Victory Point.

1VP

Collect a Set of Weapons: The player must have one melee type, one magic type, and one ranged type weapon - this can include the starter weapon. Weapons can be of any level, so long as the player is able to equip it.

Collect a Set of Accessories: This includes an Amulet, Boom Band, and Guild Ring.

Gain Most XP: This includes all XP gained over the course of the game, including those traded in when leveling up.

Connect Most Portals: Portals must be connected - the player must travel between them in order to count for this Victory Point.

Build Rectangular Map: The dungeon must be a filled in rectangle with no gaps.

Miscellaneous Victory Points: This includes Victory Points earned within the dungeon from the Bounty Hunter and by defeating the Cyclops.

2 VP

Collect Set of Armor: This includes a Helm, Armor, Boots, and Gloves of any level, so long as the player can equip it. Armor that has been destroyed in battle still counts towards this total.

Trade Each Color Gem: This includes at least one each of red, green, and blue gems. Gems must be traded in a Merchant Room, not simply acquired from the treasure deck.

Use Four or More Unique Counters: This includes using at least four of the Torch, Strength Spell, Speed Boots, Grappling Hook, and Shield to counter a trap.

Slay the Dragon

BUILDING YOUR DUNGEON

Players must add their available rooms to their dungeon at the beginning of their turn, with the exception of the Dragon card which can be added at any time. In order to do so, the room cards must share an open passage, locked door, or empty wall on the sides they are touching (*see figure 1*). The exception to this rule is the Dragon card, which may be placed anywhere. Also, room cards can be rotated to fit as needed.

Once a tile is placed, it is down for good so be careful when creating your dungeon.

NAVIGATING THE DUNGEON

Players may move up to **three** rooms during a turn. However, there are several items and room types that improve a player's navigation abilities, including the Speed Boots (which allow movement up to five rooms), the Magic Mirror (which allows teleportation to any room in their dungeon), and Warp Rooms (which allow movement between other Warp Rooms). *Note: Traveling between warp rooms does **not** count towards a player's movement limit.*

Locked doors can be passed through by using a key. Players receive one key to start out, but more can be found by completing Trap Rooms. If a player wishes to travel through a wall, they may use a Bomb, one of which is provided at game setup.



Important note! If a player does not have a key or bomb but wishes to use one, they may sacrifice one HP in lieu of a key or bomb at any time.

When the action has been resolved in a room, place a navigation token over the room's Action Symbols at the bottom of the card. This signifies that the room has been cleared. **The player can now return to this room from any direction, even if they didn't necessarily unlock all the doors of this room or destroy all the walls** (*see figure 2*). In other words, if there is a navigation token in a room, you can enter it as if there was an open passage there.

If the player has entered a room but did not resolve the action there (for example, they didn't open the Treasure Chest), place the navigation token elsewhere on the card. A player may still freely return to this room, but this signifies the room can still be resolved at a later time (*see figure 3*).

For rooms with two functions, such as the Blacksmith and Warp rooms, place a navigation token over each function when they are complete. The two functions can be completed separately.

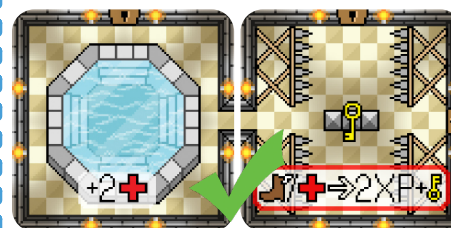
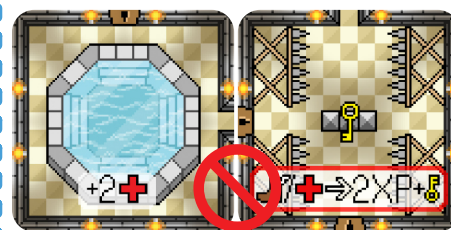


Figure 1



Figure 2

The player resolved the Rat Monster Room, placing a Nav Token over the Action Symbols at the bottom. Next, the player entered the fountain room but does not want to use the healing ability. In this case, place the Navigation Token elsewhere, indicating the action has not been resolved in this room.

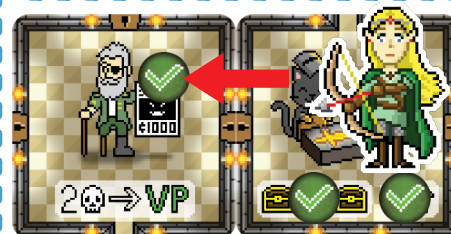


Figure 3

Because the player had previously been in the bounty hunter room (as evidenced by the navigation token), they may return freely without the need for a key. Also note the two navigation tokens over the two Blacksmith functions.

CRAFTING

In order to use items, they must first be crafted. Each recipe requires two resources and generally yields two items, the exception being health potions. Items may be crafted at any time during a player's turn, and there is no limit to the amount of crafting per turn. **A player cannot end their turn with more than 5 cards, so they must craft if they have 6 or more cards at turn's end.** A player may also exchange 3 resources of the same type for 1 of any other resource at any time.

Crafting is where the feelings in "Dungeons & Feelings" come into play. On each resource card is a word or phrase. When crafting, you must think of a personal question to ask a fellow player that loosely ties together the two concepts on each card. For example, if the two words are "place" and "memory", you might ask "what place that you visited contains special memories for you?" Roll a dice to determine the recipient of your question (see figure 4). If other players would rather not share, or don't have a good answer, that's totally fine! Remember, the point is to have fun. Place the used resources on the bottom of their respective decks. To shorten the game, consider only asking one question per turn. You can still craft as many times as you'd like.

After asking a question, the player who answers may take a resource card of the same type as one used in that recipe. Then, place the appropriate number of item tokens in the inventory section of your Character Sheet for later use.

READING ROOM CARDS

Most room cards provide action symbols to convey the purpose of that room. Refer to the table below on reading the various symbols. Most commonly, rooms have items listed that may be exchanged for other things. In the ice wall room example, the items to the left of the arrow (Torch or one HP) may be exchanged for the things on the right side of the arrow (in this case, 2 XP and a key) (see figure 5). **A red outline around the Action Symbols indicates a dangerous room that must be resolved immediately upon entry.**



Important note! If you use an item to counter a trap, place that token over the item icon on your Character Sheet. Using four trap counters results in two VP's!

All rooms can only be resolved once. A player cannot use a healing fountain multiple times, for example.

⇒ Use to Receive	Restore Armor	Monster Attack	Connect 2 Warps	Speed Boots
XP Experience	Red Gem	Skull	Trade 1 Resource	Strength Spell
/ Either/Or	Blue Gem	VP Victory Point	Key	Grappling Hook
+ Hit Points	Green Gem	Treasure	Shield	Torch



Figure 4

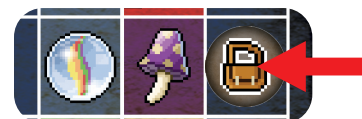
Use a Magic and Glass to craft 2 Mana Potions. Create a question using the card phrases.

3 Player Dice Outcomes

- 1 - 3 Player to your left
- 4 - 6 Player to your right

4 Player Dice Outcomes

- 1 - 2 Player to your left
- 3 - 4 Player across from you
- 5 - 6 Player to your right



Place 2 Item Tokens next to the Mana recipe on your Char. Sheet

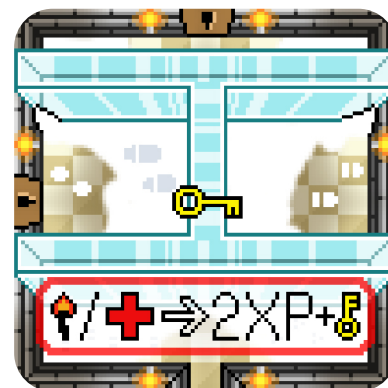


Figure 5

Discarding a torch or losing a HP yields 2 experience plus a key

MONSTERS AND COMBAT

Monster rooms work a bit differently from other room types. When a player enters a room with a monster, combat begins immediately. Combat works in turn based fashion. First the player attacks - this is dependent on having the proper "ammo" for the weapon you have (Mana, Energy, or Arrows for Magic, Melee, or Ranged weapons respectively - **discard the Item Token to attack**). Any weapon in a player's possession is in play during combat, so long as they meet the weapon's level requirement. The damage done will be printed on the weapon card. Subtract that damage from the monster's HP, indicated in the top right of the monster card. Use your character token to keep track of the monster's health (see figure 6)

If a player does not have any "ammo," they can attack unarmed which is good for one damage. However, the monster will attack first! A player can only fight "unarmed" if they don't have any ammo or bombs.

After the player attacks, it is the monster's turn. The monster will do damage equal to the number in the top left of the monster card, next to the sword icon. Subtract this damage from the player's HP. Use a Health Token to keep track of character HP on the Character Sheet. If a player falls to zero HP, they are dead and out of the game.

If a player has armor equipped, the monster's damage will apply to the armor's defense before the player's HP. Turn the armor sideways to indicate it has been damaged, and flip upside down and remove from your mat to indicate it has been destroyed (see figure 7). **The only way to restore damaged or destroyed armor is by going into a Blacksmith room.**

When the monster is defeated, the player will receive all the items at the bottom of the card. Players can flee from combat at any time, but they must go through at least one round of combat upon entering a room with a monster. You may go through as many or as few rounds of combat during a turn as you'd like.

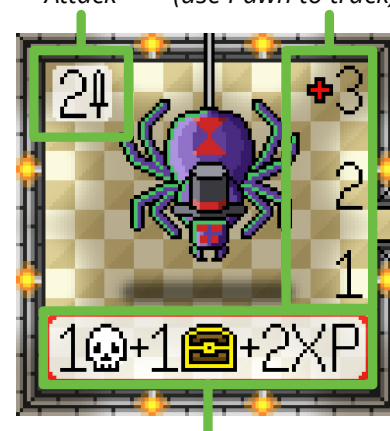
TREASURE

Treasure cards contain weapons, armor, gems, and other items helpful to make characters more powerful. Unlike regular items that are discarded after use, most treasure cards are permanent upgrades.

There should always be three treasure cards face up available to choose. However, players can also choose to take treasure from the top of the deck. If a treasure is taken from those face up, immediately replace it. Only one type of each armor / weapon can be equipped. So for example, a player cannot have two separate helms equipped. If a treasure is discarded, place it on the bottom of the deck.

Additionally, at any point during a player's turn, they may exchange two treasure cards for one new treasure card.

Figure 6
Monster Attack Monster Hit Points (use Pawn to track)



Loot received when monster is slain

Figure 7
Rotate armor left when it takes 1 damage
(or right when it takes 2 damage)





ROOM TYPES

A: Resource Rooms: Immediately upon adding these to your dungeon, place three Resource Tokens over the resource bundles labeled 1, 2 and 3. Upon entry into these rooms, take 1 XP as well as one resource card of that type (indicated by the icon in the corner). Remove one of the resource tokens from this room to signify you have taken a resource card. Then, at the beginning of your next two turns, take one more resource card of that type, removing a resource token from that room to signify this. You may move out of this room and still collect resources over the next two turns.

B: Trap Rooms: The most common room type in the game, Trap Rooms are one of the few rooms that must be resolved immediately upon entering. If the player does not have the corresponding item card to counter a trap, they must lose a HP. *Armor does not count towards defending a trap.* HP are lost directly. After resolving a Trap Room, take two XP and a key. Make sure to place used trap counters on your player mat over the respective icon.

C: Monster Rooms: Refer to the section “Monsters and Combat” on how Monster Rooms work. Along with Trap Rooms, Monster Rooms must be resolved immediately.

D: Treasure Rooms: Players may use a key to receive two treasure cards; take them from the top of the deck or from those showing face up, or a combination of both. Immediately replace a face up treasure if selected. Remember, a player may trade a HP for a key at any time.

E: Healing Fountain: Restores two HP.

F: Warp Rooms: Players can transport from one Warp Room to another. Each connected warp room yields an XP - to connect Warps simply travel between them. Warping does not count towards the movement limit during a turn. Warp rooms have a secondary function in that you may trade one resource of any type for another resource of a different type. These two functions are independent from one another.

G: Blacksmith Room: The Blacksmith has two unique functions, which are independent of one another:

- 1 Players can exchange a treasure card in their possession for a treasure card on top of the deck or among those showing face up. If the player chooses a card from the top of the deck, place the card you are exchanging at the bottom of the deck. Please note, players *cannot* exchange traded gems.
- 2 The Blacksmith will also repair damaged armor free of charge!

H: Bounty Room: Exchange two skulls for a Victory Point.

I: Merchant Room: Exchange a gem of the specified color for two treasures and 1 XP. When a gem is exchanged, place it on the Character Sheet. If the player has a Guild Ring, they may exchange any color gem with any merchant, not just the color they are requesting. However, to earn Victory Points, the player must still exchange each of the three gem colors, regardless of what the merchant originally requested.

ITEMS

Items are obtained from crafting. Each item is one time use; discard the token after using. Some items have dual uses, often to counter a trap or perform another function. An item can only be used for one of these functions at a time, not both. There is no limit to the number of items a player can use during their turn.



Energy potion: Discard an Energy Potion to use a melee weapon for one hit against monsters. Damage is listed on the weapon card. If the player has an Amulet, Energy Potions can be used with ranged or magic weapons.



Mana Potion: Discard a Mana Potion to use a magic weapon for one hit against monsters. Damage is listed on the weapon card. If the player has an amulet, mana potions can be used with ranged or melee weapons.



Arrow: Discard an Arrow to use a ranged weapon for one hit against monsters. Damage is listed on the weapon card. If the player has an Amulet, Arrows can be used with melee or magic weapons.



Shield: Reflects a monster's *next and only next* attack back against them and the player receives 1 damage in recoil. For example, using a shield against a Cyclops would result in the Cyclops doing its three damage to itself. The player would then take 1 damage in recoil. This damage applies to armor first, then HP. Essentially, a shield is used in lieu of a standard attack.



Torch: When taking a treasure card, you may use a torch to look through the deck and choose any card. The torch can only be used for one treasure at a time.



Grappling Hook: Immediately take the dealer token at turn's end. Remember, a turn ends once all players have completed their actions within their dungeons, just before a new round of room cards are chosen. If the player already has the dealer token when a Grappling Hook is used, they will simply keep it another turn. If multiple players use a Grappling Hook, the last player to do so would become the new dealer.



Speed Boots: Move up to five spaces during a turn instead of the typical three.



Strength Spell: Increases attack damage by one during the duration of the next battle. Take the Strength Token to signify this buff. The strength buff lasts for every attack during the next battle. Once the battle is complete, discard the strength token. Attack damage will then return to normal. Strength Spells cannot be stacked.



Bomb: Can be used to travel through walls or used in battle for 1 damage. If a player has a Boom Band, Bombs do a total of 3 damage. Boom Bands do not stack.



Magic Mirror: Allows the player to travel to any room within their dungeon. This *does* count towards the three room per turn limit.



Health Potion: Heals one HP. Players cannot have more than 6 HP.

EXPERIENCE AND LEVELING UP

Resolving various room types yields XP. Place accrued XP in the XP square on your Character Sheet. Players can then trade in this XP as well as skulls (received from fighting monsters) to level up (see table below). Reaching levels 2 and 3 is required to equip better weapons and armor, and level 4 is required to fight the Dragon.

Level 2: 6XP + 1 Skull

Level 3: 6XP + 1 Skull

Level 4: 6XP + 2 Skulls

Important note! Players can earn bonus XP by placing room cards against multiple adjacent walls. For every wall beyond one that a room touches upon placing it, put one additional bonus XP token in that room. Then, when the player resolves the action in that room, they will take their normal XP plus the bonus XP left inside that room. This only applies to rooms that normally give XP (see figure 8).

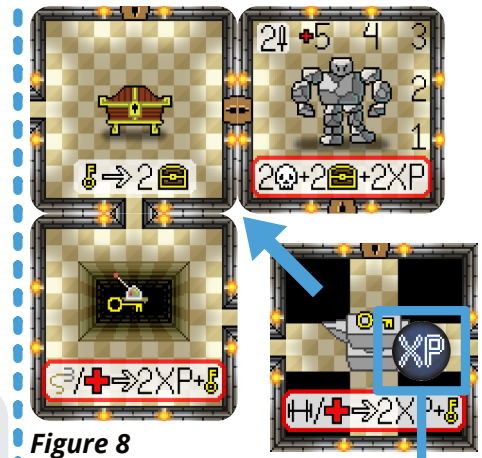


Figure 8

Because the Anvil Trap Room card is touching two rooms at the moment it is placed, put a bonus XP in this room. When the card is resolved, take this bonus XP in addition to the normal XP received.

PLAYING THE DRAGON TILE

The game ends when any player defeats their Dragon, after which each player who did not go that round may have one final turn. VP's are then totaled. The Dragon room can be added to your dungeon at any time, **but can only be entered once the you reach level 4**. The Dragon room card can border any wall type and can be entered from any side without the use of a key or bomb.

CHARACTER SHEET GUIDE

Keep Track of Level

Keep track of Hit Points (HP)

Character abilities

Place accrued Experience, Skulls, and Keys here

Place Weapons you are eligible to equip here

Place Armor here that you are eligible to equip. Turn sideways to indicate it has taken damage.

Crafting Recipes

Place Item Tokens next to recipes to indicate your inventory

If you counter a trap with an item, place the token over the counter icon. There are five in total

Place accessories you are eligible to equip here

Place gems that have been traded to the merchant here

Victory Point / Action Symbol Reference Section