

DUNGEONS

& Feelings

“Shared Dungeon Mode”
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. 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.

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" (see figure 1)

Separate the square room cards (excluding Start & Dragon rooms indicated by the "S" and skull on the back), resource cards, and treasure cards into their own piles and shuffle each deck. Create small stacks of each resource type (wood, metal, glass, grain, and magic) of about 15 cards each. The exact number isn't important. Take the rest of the resource cards and shuffle them together into one larger deck. From this larger randomized deck of resources, turn over cards equal to the number of players +1. So in a four person game, turn over five cards. These become communal resources (see figure 2). Turn over the top 3 treasure.



Figure 1

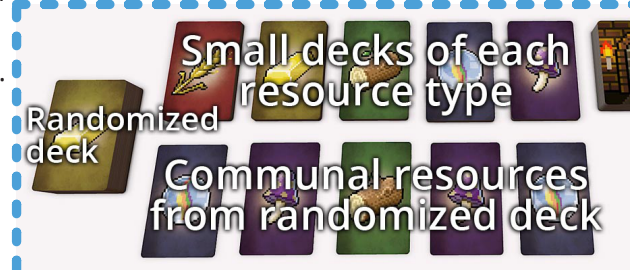


Figure 2

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.

Then, give each player the following:

- 1 Dragon room card, indicated by a skull on back
- 2, 1, or 0 Treasure Cards (Easy, Medium, Hard)
- 5 Random resource cards from the starter deck created during setup
- 1 key (place on Character Sheet in the 'key' box)



- 2 Item tokens; 1 on the bomb and 1 on the magic mirror (see figure 3). For easy mode, also give 1 mana / arrow / energy depending on the character's starting weapon (Knight & Dwarf = energy, Elf & Orc = arrow, Sorceress & Wizard = mana). Remember, different players can play at different difficulties.

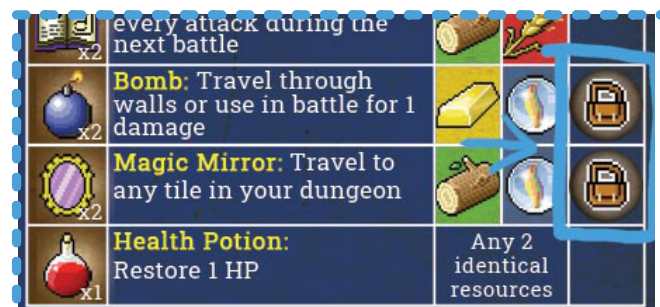


Figure 3

Next, it's time to create the dungeon. First lay down a "start" room card, indicated by the "S" on the back. Next, reveal three random room cards and add them to the "start" room or to each other according to the rules laid out in the "Building Your Dungeon" section. Repeat this process for the number of players in the game. So for example, in a three person game, you should have three start room cards and nine random room cards connected together to form a dungeon. Don't overthink the initial dungeon setup, it should be randomized (*see example in figure 4*). Remember to add any applicable bonus XP to the dungeon as laid out in the "Experience and Leveling Up" section. Remove any unused "start" room cards and Dragon cards from the game.



Figure 4

Then, roll a dice to see who goes first. Give the dealer token to this player. Next, players choose which "start" room to place their character in reverse turn order. In other words, the player with the dealer token chooses where to place their character last. You are now ready to play Dungeons and Feelings!

OVERALL PHASE STRUCTURE

A game of Dungeons & Feelings is broken up into several phases. Each phase follows the same structure:

1. **Give each player two random room cards.** Starting with the player with dealer token and moving clockwise, add one room to the dungeon at a time, going around twice in total. Note: in a three player game, the dealer may remove a room from the dungeon, while in a four player game, the first two players may remove rooms from the dungeon before placing a room. More on that in the "Building Your Dungeon" section.
2. **Next, the player with the dealer token starts their turn:** They may choose from one of three primary actions: 1) draw resource cards from the communal card pool, 2) craft, or 3) proceed through the dungeon, resolving the action in the rooms they enter. A player may also perform an unlimited number of secondary actions during their turn, regardless of the primary action they choose. This step is repeated for each player three times.
3. **After each player has had three turns, the phase ends and the dealer token is given to the next player going clockwise.** Discard unclaimed resource cards in the communal card pool and place new ones out equal to the number of players in the game +1.

PRIMARY ACTIONS

A player may perform **one** Primary Action during their turn. These include:

1. **Draw resources:** A player may draw two resources from the communal card pool. If there is only one resource available, they may only take that one. Once the face up resources have been depleted, this action is not available until the next phase begins and the communal resource cards are replenished. The number of resources replenished each phase should be equal to the number of players +1. So in a three player game, four resource cards will be replenished. Draw these from the large stack of random resources.
2. **Craft:** a player may craft as many items during a turn as they'd like, provided they have the requisite resource cards. See section on "Crafting" for more information about how this works.
3. **Navigate the Dungeon:** A player may move three spaces and resolve the action in any room they pass, if applicable. See additional details in the "Navigating the Dungeon" section.

SECONDARY ACTIONS

A player may perform as many Secondary Actions during their turn as they would like in addition to the Primary Action they choose. Secondary Actions include things like:

- Exchanging three resources for a new one
- Exchanging a gem for a resource
- Exchanging two treasure cards for one new treasure
- Equipping armor
- Leveling up
- Using items like the grappling hook.

WINNING THE GAME

The winner of the game is determined by who is the first to accumulate six Victory Points (VP's). Victory Points are awarded based on the information below, which is also available on the Character Sheet.

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.

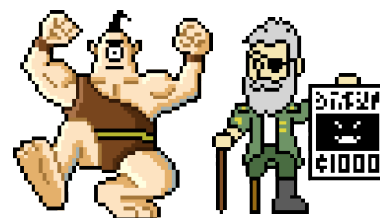


1 VP

Gain Most XP: This includes all XP gained over the course of the game, including those traded in when leveling up. The player who has accumulated the most XP is in constant possession of this VP until someone accumulates more. If two players are tied, the player who got that total first has the VP. Only when their total is passed will a new person get this VP. Feel free to place a green check mark navigation token over this VP on your character sheet to signify you have this VP.



Miscellaneous Victory Points: This includes Victory Points earned within the dungeon from the Bounty Hunter and by defeating the Cyclops. Place a green check mark token over the "Misc. Victory Point" section of your character sheet to keep track of these.



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.



2 VP

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



NOTE: There are two additional VP's on the character sheet, one for building a rectangular map and one for connecting the most portals. These are used in the "Individual Dungeon Mode" and are not applicable for "Shared Dungeon Mode."

BUILDING YOUR DUNGEON

Rooms are added to the dungeon at the beginning of each phase, 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 5). The exception to this rule is the Dragon card, which may be placed anywhere. Also, room cards can be rotated to fit as needed. If you are unable to add your room cards to your dungeon, hold them aside until the next turn.

In Shared Dungeon mode, certain players are able to remove rooms from the dungeon. In a three player game, the dealer may remove one room before they add their first tile only, while in a four player game the first two players may remove a room before adding their first tile. In order to qualify for removal, it must meet the following criteria (see figure 6):

- All actions in the room must be fully resolved (including all resources taken from resource rooms, both blacksmith functions resolved, etc)
- There must not be any players in that room
- It must not be a warp room.

Also, a room that is surrounded by four other rooms can only be removed if the player can then place a room in that spot. On the first turn, no rooms will be removed because no rooms have been resolved. Players who can remove a room must remove one if it is possible to do so.

You may also replace existing rooms so long as the existing room meets the following criteria: 1) It must be fully resolved 2) it cannot be currently occupied by another player 3) it cannot be a warp room 4) The room you are swapping in must fit in that space according to the bordering walls of the dungeon.

If replacing a room, do not add bonus XP to that room as you normally would when constructing the dungeon (more on bonus XP in the "XP and Leveling Up" section). However, if that room is bordered on all four sides, you are awarded a bonus: you may get another room to add to the dungeon. Players can only utilize this extra room bonus once per phase (see figure 7).

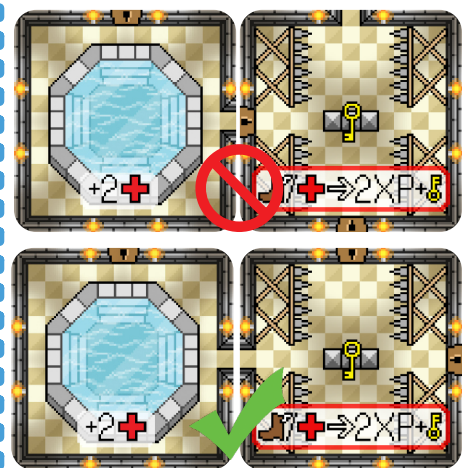


Figure 5

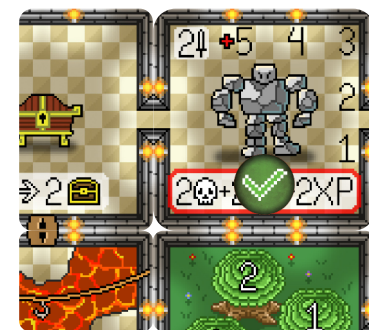


Figure 6

The stone golem room fulfills all the criteria of removal - it is resolved, no player occupies it, and it is not a warp room.

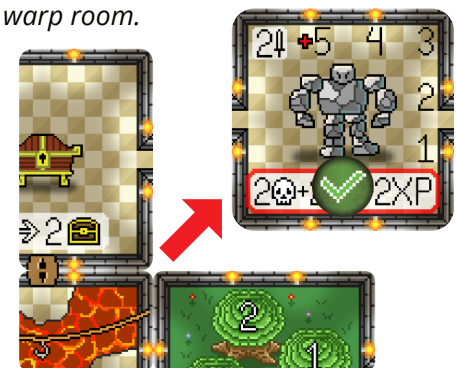


Figure 7

NAVIGATING THE DUNGEON

Players may move up to three rooms during a turn. Keep in mind this is not necessarily three unique rooms; going back and forth between two rooms counts towards this total. 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 the 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 8). In other words, if there is a navigation token in a room, you can enter it as if there was an open passage there. It doesn't matter who resolved that room initially, any player can now freely enter it from any side.

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 9). 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.

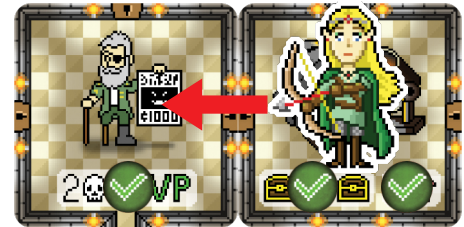
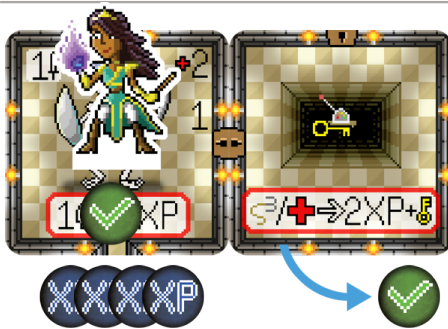


Figure 8



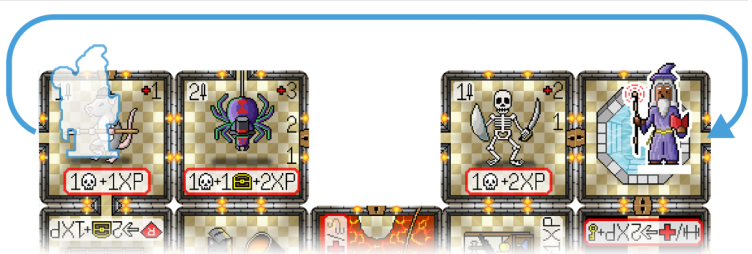
Figure 9

If you do not resolve a room, place the Nav Token somewhere other than the action symbols at the bottom



Rooms may also be unresolved by discarding four XP. This is performed while navigating the dungeon. A player may unresolve any room their character is bordering. Remove the green check mark token to signify this. The action can once again be resolved (treasure can be opened again, monster fought again, etc.) (see figure XXX). No bonus XP is added to a room that has been unresolved (more on bonus XP in the "XP and Leveling Up" section).

Players can travel to the opposite side of the dungeon if the wall types match! Any spaces in that row / column are skipped over; go to the furthest room in that row. Normal navigation rules apply, if there is a wall / door it will require a bomb / key respectively, and if the room you are traveling to has a green check mark it can be entered freely without a bomb or key.



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. After crafting, place the appropriate number of item tokens in the inventory section of your Character Sheet for later use. Items may be crafted if the player chooses “crafting” as their primary action that turn, and there is no limit to the amount of crafting they may do. **If a player begins their turn with 7 or more resources, they must craft.** 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 10). 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.



Figure 11

After asking a question, the player who answers may take a resource card of the same type as one used in that recipe.

Draw a resource from its respective deck, not from the communal resources available face up. Keep resources acquired from feelings separate from your normal actively available resources. These resources are considered inactive. Turn them sideways and place them under your character sheet to signify this (see figure 11). Once a player acquires two resource cards of the same type via sharing feelings, they can then add one of them to their actively available resources and discard the other. If you would like a new word or phrase, feel free to discard a resource and take another of the same type.

If two players occupy the same room, they may do one special joint item crafting, even outside of the crafting phase! The two players decide on what to craft and each contributes one resource. Each player will then take only one item token instead of the usual two (including health potions). They will jointly come up with a question. In a three player game, the recipient of the question will always be the third player, while in a four player game, roll a dice (1-3 goes left, 4-6 goes right) to determine the recipient. The recipient gets an inactive resource card as usual.



Figure 10

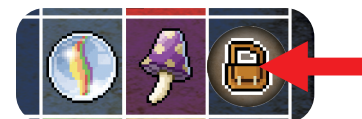
Use a Magic and Glass to craft 2 Mana Potions. Create a question using the card phrases.

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



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 12). **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!

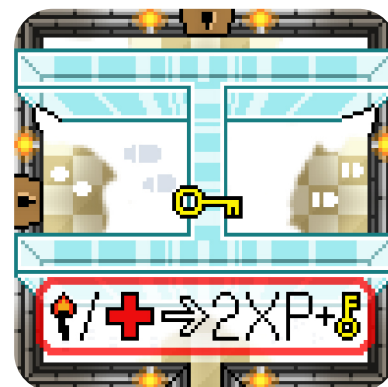


Figure 12

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

A room can only be resolved again if it is unresolved by expending four XP. See the "Navigating the Dungeon" section for more details.

⇒ 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

EXPERIENCE AND LEVELING UP

Resolving various room types yields XP. **Level 2:** 6XP + 1 Skull
Place accrued XP in the XP square on your **Level 3:** 6XP + 1 Skull
Character Sheet. Players can then trade in **Level 4:** 6XP + 2 Skulls
this XP as well as skulls (received from fighting monsters) to level up.
Reaching levels 2 and 3 is required to equip better weapons and armor, and level 4 is required to fight the Dragon.

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 13). This bonus does not apply when replacing a currently existing room or when unresolving a room. Bonus XP should still be applied even during initial dungeon setup.

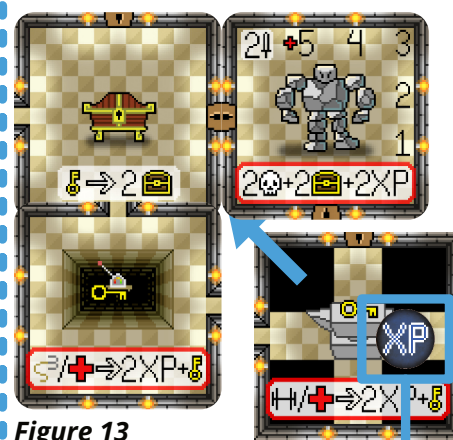


Figure 13

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

Dragons are the final boss of Dungeons and Feelings. Dragon rooms can be added to the dungeon at any time during a player's turn, **but can only be entered once the player reaches 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.

Defeating a Dragon is worth 2 Victory Points! *In Shared Dungeon mode, the game still continues after someone defeats their Dragon, assuming this did not give that player 6 Victory Points.*

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 14)

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 15). **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 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.

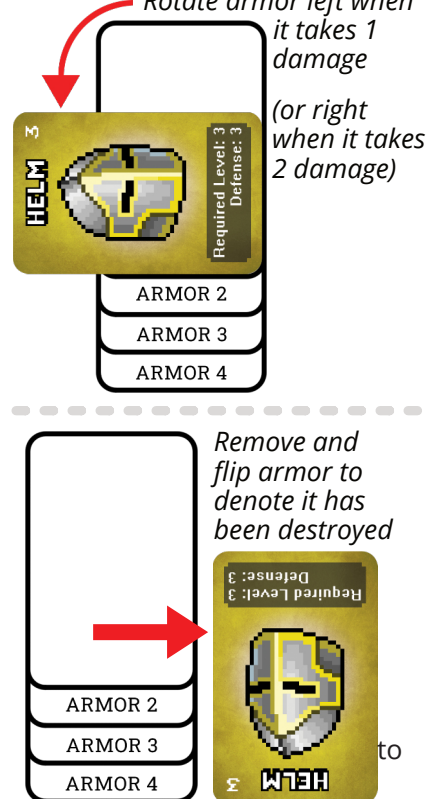
Additionally, at any point during a player’s turn, they may exchange two treasure cards for one new treasure card. This is considered a “Secondary Action” and can be performed at any point during your turn, regardless of the Primary Action you choose. You may choose where to put discarded treasure - face up or back in the deck, or a combination of both. If placing it back in the deck, give it a quick shuffle. **In general, keep unused treasure cards face down and hidden in your hand.**

Figure 14
Monster Attack Monster Hit Points (use Pawn to track)



Loot received when monster is slain

Figure 15
Rotate armor left when it takes 1 damage
(or right when it takes 2 damage)





ROOM TYPES

A: Resource Rooms: Immediately upon adding resource rooms to the 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 a resource token from that card to signify this. Any player may then pass through a resource room and take a resource of that type at a later point, but only the person who first enters it may take the XP. Remember, draw resource cards from its respective deck, not from the community resource cards.

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. Remember, Warp Rooms may never be removed from the dungeon or replaced.

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 the phase's end. Remember, a phase ends once all players have completed three turns, just before a new round of room cards are added. 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. HINT: in one dungeon mode where the dungeon will get quite large by the game's end, magic mirrors are essential!



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

CHARACTER SHEET GUIDE

A Level: 1 2 3 Lvl
Discard: 6XP+1 6XP+1 6XP+1

B 6 5 3 2 1

C Special Skills:
Can move 4 rooms per turn
Can lose 1 in lieu of or

D XP Skulls Keys

E ARMOR 2 GLOVES 1
Required Level: 3 Defense: 3

F HELM 3
Required Level: 3 Defense: 3

G Energy: Discard to use melee weapons
Mana: Discard to use magic weapons
Arrow: Discard to use ranged weapons
Shield: Reflect a monster's next attack against them take 1 damage
Torch: When choosing treasure, may select from any treasure card.
Grappling Hook: Take the dealer token at turn's end
Speed Boots: Travel five spaces in one turn
Strength Spell: Add +1 to every attack during the next battle
Bomb: Travel through walls or use in battle for 1 damage
Magic Mirror: Travel to any tile in your dungeon
Health Potion: Restore 1 HP

H Item Tokens

I Health Potion: Restore 1 HP

J AMULET BOOM BAND GUILD RING
Required Level: 2 Attack: 2 Requires Mana
Trade any color gem with merchants

K BLUE GEM GREEN GEM
Sell to merchant or discard for any one resource
COLOR 3

L Victory Point / Action Symbol Reference Section

A Keep track of Hit Points (HP)

B Keep Track of Level

C Character abilities

D Place accrued Experience, Skulls, and Keys here

E Place Weapons you are eligible to equip here

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

G Crafting Recipes

H Place Item Tokens next to recipes to indicate your inventory

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

J Place accessories you are eligible to equip here

K Place gems that have been traded to the merchant here

L Victory Point / Action Symbol Reference Section

Looking for other ways to play? Check out this QR code for free instructions on other game mode variations you can play with your copy of Dungeons and Feelings.

