

# DUNGEON DICE RULES!

NOTE: Thanks to Paolo Ciccaglione for this Dungeon Dice Info!

## Items Needed

Each player needs to have the following items in order to play.

Dungeon Master: 1

Dice: 15

Monster/Item Figure (+ corresponding Cards): 10

Crest Chips or Crest Counter (optional)

Damage Counters

## CHAPTER 1: Creating your Deck

There is no limit to how many of the same Monster/Item you can use.  
You can only use a maximum of 3 Level Four Dice.

### Victory Condition

Reduce the opposing Dungeon Master's Life Points to Zero.

In the event that both players's Monsters are unable to attack one another (due to irregular formation of the Dungeon), the winner is determined based on the following conditions:

1. The Dungeon Master with more LP remaining is the Winner.  
(If it is a tie, go to point 2.)
2. The player who has summoned more Monsters during the game is the Winner.  
(If it is a tie, go to point 3.)
3. The player who has summoned more high-level Monsters is the Winner.  
(If it is a tie, go to point 4.)
4. The game is declared a DRAW.

### \*Note:

If both players cannot reach the opposing Dungeon Monster, but there are still Monsters to battle with, the game will still carry on.

For 2 and 3, the "summoned" Monsters refer to those that are currently in play + those that have been destroyed.

### Dungeon Master

Both players are represented by a "Dungeon Master" figure.

The Dungeon Master is placed in its starting slot marked out on the Field before the game begins.

(\*Note: The Dungeon Master's position is fixed; you cannot move it during the game.)

The "Dungeon Master" has the following stats:

Life Point : 3

Attack : 10

Defense : 0

Every time the Dungeon Master is attacked by your opponent's Monster, it loses 1 LP, irregardless of attacker's strength.

The Dungeon Master is able to attack any opposing Monster which is occupying a space adjacent to it.

(\*Note: You need to pay 1 ATTACK Crest for the Dungeon Master to attack.)

## Preparations

Determine the order of the Players.

Set the Dungeon Master figure in its slot.

Place all your Monster/Item cards to the LEFT of the Field, with their corresponding figures on top of them.

\*Note: Monster cards are placed face-up, whereas Item cards are placed face-down.

When you summon a Monster/Item into play, move the cards to the RIGHT of the Field.

\*Note: Item cards still remain faced-down.

## **CHAPTER 2: GAMEPLAY**

### Turn Flow

After the preparations have been made, the game begins.

The order of each Player's Turn is as follows:

#### DDM TURN FLOW CHART

Player's Turn Starts

||  
V

+-----+

| DICE ROLL |

+-----+

Success : "Dimension Dice" -> Monster's Actions Failure : Monster's Actions

||  
V

+-----+

| TURN END |

+-----+

||  
V

+ Next Player's Turn

### **1. DICE ROLL**

Compulsory at the beginning of every of your Turn.

Select 3 Dice from your set.

Any Crests (other than SUMMON) that you obtain during the roll will be added to your Crest Pool.

You can only store a maximum of 10 of EACH TYPE of Crest in your Crest Pool.

### **2. MONSTER/ITEM SUMMON**

If you managed to obtain AT LEAST 2 SUMMON Crests of the SAME LEVEL during your Dice roll, you may choose to summon 1 Monster/Item.

Choose 1 of the Dice you rolled which depicts a SUMMON Crest.

Select 1 Monster/Item which is of the SAME LEVEL & COLOR as the Dice you chose.

The selected Die and Monster/Item will be put into play.

This is known as "Dimension Dice".

\*Note:

In order to achieve a successful Summon, you must use at least 2 Dice of the SAME LEVEL. (Dice COLOR doesn't matter.)

### **3. DIMENSION DICE**

When you summon a Monster, take its Dice and unfold it on the Field to form the "Dungeon".

The Monster is placed on its starting point on the Dungeon piece, shown by the white marking (where you can write your name).

Your first 'Dungeon' must be placed with one of its edges touching your Dungeon Master's slot.

Any subsequent 'Dungeons' built can be placed adjacent to your own 'Dungeons'. (ie. Edges touching your Dungeon Master or any of your own Dungeon.)

\*Note:

The Die which has been 'Dimensioned' cannot be recalled back for use.

Sometimes, you may not be able to summon a Monster when there is not enough space for the Die to unfold.

### **4. MONSTER ACTIONS**

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During your Turn, your Monster may perform several actions.

CRESTS must be paid in order for a Monster to perform actions.

#### **MOVE**

You need to pay 1 MOVE Crest for a Monster to move 1 SPACE.

Your Monsters cannot move through spaces currently occupied by your opponent's Monster.

Monsters CANNOT be moved diagonally.

\*RULE\*

Each Monster only has 1 chance to MOVE & ATTACK per Turn.

ie. Your Monster can MOVE then ATTACK, but after it has attacked, it can no longer move.

## **CHAPTER 3: BATTLE**

### **NORMAL ATTACK**

Each Monster can only attack an opposing target ONCE per Turn.

You must pay 1 ATTACK Crest in order for a Monster to attack.

A Monster may only attack an opposing Monster which is adjacent to it.

(ie. Up, Down, Left, Right).

### **NORMAL DEFEND**

When your Monster is attacked by an opposing Monster, you may elect for it to Defend.

You must pay 1 DEFEND Crest in order for a Monster to defend.

### **SPECIAL ABILITIES**

If you use any Special Abilities during battle, you must pay their activation costs in addition to the ATTACK Crest paid for the Normal Attack.

### **Resolving Damage**

When resolving damage, the Attacker's Attack rating and Defender's Defense rating are taken into consideration.

When a Monster attacks, its target may choose whether or not to Defend (ie. Normal Defend)  
If the Defender elects to Defend...  
Damage dealt to the Defending Monster  
= (Attacker's ATTACK rating) (Defender's DEFENSE rating)

\*Note:

There is NO damage inflicted to the attacker even if the defender's rating is higher.  
If Defender DOES NOT elect to Defend...  
Damage dealt to the Defending Monster = Attacker's ATTACK rating

Damage Counters

Whenever a Monster is damaged, place Damage Counters on its stat Card which is equal to the damage it has taken. (1 Damage Counter = 10 points of damage)  
A Monster is destroyed if it has taken damage exceeding its HP.  
The destroyed Monster is removed from play and its Card is turned face-down.

## **CHAPTER 4: MONSTER ABILITIES & ITEMS**

SPECIAL ABILITIES

Monsters can activate their Special Abilities by paying the required cost stated on their stat Cards.  
All Special Abilities can be used as often as you wish, unless otherwise stated.  
(Ie. If it is stated on the card as "once per Turn", "When XXX happens", etc.)

You can only use the following abilities during the specified timings:

1. MOVE / MAGIC abilities -> During your Turn.
2. ATTACK / DEFEND abilities -> During Battle.
3. TRAP abilities -> During any player's Turn.

\*Note:

ATTACK/DEFEND abilities last until the end of the current BATTLE Step.

GENERAL ABILITIES

Some Monsters may have the following General Abilities written on their cards.  
These are normally active all the time and do not require any costs.

FLYING

Monsters with FLYING cannot be attacked (ie. Normal Attack) by Non-FLYING Monsters.  
Only Monsters with FLYING can attack one another.  
Monsters with FLYING need to pay 2 MOVE Crests to move 1 SPACE.  
FLYING Monsters cannot move through opposing Monsters.  
FLYING Monsters are affected by Items when they pass over them.

TUNNEL

Monsters with the TUNNEL ability can move through opposing Monsters.  
TUNNEL Monsters are NOT affected by Items when they PASS over them.  
(They are still affected when they stop on an Item.)

ITEM CARDS

An Item is brought into play in the same way a Monster is summoned.  
Once an Item is in play, it cannot be moved from its position (unless in special circumstances).  
Whenever a Monster (either yours or your opponent's) passes over/stops on the Item, its effect is activated.

The Item card is flipped over and its effects are resolved.  
The Item will continue to remain in play, unless it is stated on the card to discard it after use.

## **CHAPTER 5: OTHER INFORMATION**

### **1. DICE**

The COLOR of the Die represents its Monster class.

There are 5 Colors.

White : Demon  
Blue : Warrior  
Yellow : Undead  
Green : Beast  
Red : Dragons  
Black : Items

A Die's Level is shown by the number written on its SUMMON Crest.

It is also the Level of the Monster that it can be used with.

The following shows the number of SUMMON Crests available on each Dice.

#### **Dice Level : Number of Summon Crests**

Level 1 : 4 / 6

Level 2 : 3 / 6

Level 3 : 2 / 6

Level 4 : 1 / 6

As you can see, Low-Level Monsters have a higher chance of success.

High-Level Monsters may be harder to summon, but their Dice make up for it by having many other utility Crests on their faces.

### **2. CHAIN RULE**

When an action is performed/effect is activated, it may be chained with another ability (either by yourself or your opponent).

When everything is done, the Chain resolves backwards.

(I.e. The last played ability is resolved first, followed by the next in the order.)

There is no limit to how long a Chain can be.

\*Note:

Take note of the timings for which specific abilities can be activated.