





RUMBLE IN THE DUNGEON

A game by Olivier Saffre.

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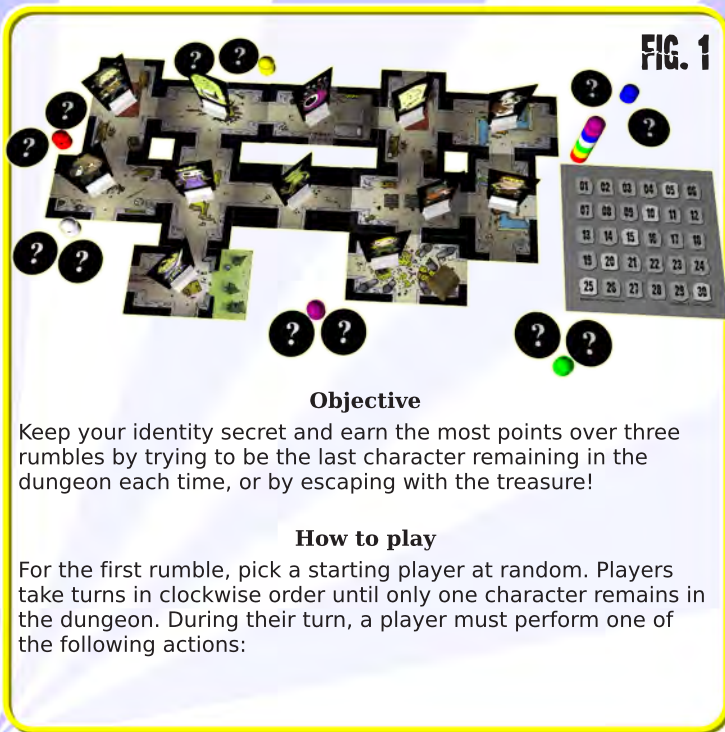
The dead king's treasure is well guarded but that doesn't stop the fearless adventurers! In fact, there are too many heroes in this dungeon! Will you be the last one standing or escape with the treasure?

Contents

Rulebook, scoring track, 12 room tiles, 12 character cards, 12 secret character tokens, 1 treasure chest, 6 coloured player markers with matching score marker.

Setup

Lay out all 12 room tiles in any way you like, with the entrance and the treasure room on opposite sides. Some passages may not connect. Place one character in every room and the treasure chest in the treasure room. Give each player two secret character tokens (face-down) and a player colour marker, placing the matching score markers beside the scoring track (fig.1).



Objective

Keep your identity secret and earn the most points over three rumbles by trying to be the last character remaining in the dungeon each time, or by escaping with the treasure!

How to play

For the first rumble, pick a starting player at random. Players take turns in clockwise order until only one character remains in the dungeon. During their turn, a player must perform one of the following actions:



1 - **Move a character**, through a passageway, into an adjacent room.

NOTE: It does not have to be one of your own characters, but you can only move characters **that begin the turn alone in a room** (unless the treasure chest is present, see below).

OR

2 - **Start a fight**, in a room containing at least two characters. Pick one of those characters and remove them from the dungeon! Line up characters in the order they exit the house (see fig.2) as this will matter for scoring.

Tip: Try not to let your actions reveal who your secret characters are!

Treasure Chest

If a character begins the turn in the same room as the treasure chest, that character can be moved even if there are other characters in the room – taking the treasure with them! In addition, a character standing on the entrance tile with the treasure chest can exit the dungeon as their move. This does not end the game.



Scoring

When only one character remains in the dungeon, the rumble ends and each player reveals their secret character scored tokens. All players check which of their two characters scored highest and gain points **only for that character (not both)** as follows:

If the treasure is still in the dungeon:

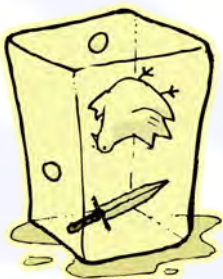
The last character remaining in the dungeon scores 10 points. The characters that left the dungeon first and second score 0 points, the third scores 1, the fourth 2, and so on. (See fig.2)

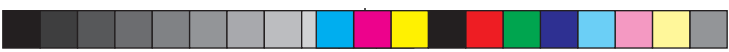


If the treasure was removed from the dungeon:

The character that exited with the treasure scores 10 points. The last remaining character in the dungeon scores 9 points. The characters that left the dungeon first and second score 0 points, the third scores 1, the fourth 2, and so on. (See fig.2)

Once scoring is done, put all characters back in the dungeon, replace the treasure chest, shuffle and deal two new secret characters to each player and then the player with the fewest points starts the next rumble. The winner is the player who has the most points after three rumbles in the dungeon!







Credits

Game design: Olivier 'Ken Rush' Saffre.

Art: Kwanchai Moriya.

Producers: Thiago Aranha, Guilherme Goulart, Carolina Negrão e Sergio Roma.

Rules Editor: Thomas Pike.

Publisher: David Preti.

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