

Dungeon Divers Rules

Name

Dungeon Divers

Introductory Flavor Text

Among the many different societies in Tekton, come many different jobs and occupations. Some may keep their noses tucked in mystical scrolls and texts while others find more joy in forging cogs. With all of this variety, there is one occupation that seems to trump all the rest: Diver. Despite the name, this has nothing to do with water or fish. Divers risk their lives delving into the darkest dungeons in the land to retrieve gold, artifacts, or even defeat ancient evils. Each Diver has their own reason for taking their occupation: gold, glory in battle, even perhaps just the thrill of exploration. Divers will often take bounties given by just about anyone, or join other Divers simply because a certain dungeon entices them. Unfortunately, with so much at stake and so many egos combatting each other, there is bound to be tension. Alliances will be tested and trust will be broken as you and your fellow Divers take on the challenges that the underbelly of Tekton holds.

Components

- Motivation Cards
- Enemy Cards
- Item Cards
- Room Cards
- (2) Six-Sided Dice

Objective

Each player's goal is to accumulate the most motivation points in their respective motivation by the end of the game.

Players

3-6 players

Setup

1. Separate and shuffle the stacks of cards and place them on the board in their aligned positions.
2. Have each player roll the dice.

3. The highest roll draws one (1) motivation card first, proceeding through all players from highest roll to lowest roll.
4. If there is a tie, those players will proceed with rolling the dice until no longer tied.
5. In reverse order of the drawing of motivation cards, each player draws three (3) item cards, and may hold a maximum of seven (7) at any given moment.
6. Have any player draw the ten (10) room cards that will be played from the top of the deck, and place them face down on the board on the room card slots.

Play

Play takes place in a rotation of turns, going clockwise; each full circle of turns consists of a 'round'. Players will progress through 10 room cards while engaged in combat with monsters, looting items, and assisting/sabotaging other players.

To start the game, the first room card is flipped and read; it will describe how many monsters are present in the room, and the specific conditions that will affect play while the room is active. The appropriate number of monster cards are drawn and revealed face up to all players. Up to three monsters may be in play at any given moment. Monster cards have a damage threshold (health) value and a loot value-- loot is awarded to the player that delivers the killing blow in the form of item cards. When all monsters in a room are defeated, players move on to the next room.

Player turns begin with the player who rolled the highest when rolling for motivation cards in setup. A player's turn consists of prep, combat, and resolution. In prep, the player begins their turn with the option to play any one "self" item card that they may be holding to affect their following dice roll in combat. Items are consumable and will be discarded the turn after they are used.

Their combat begins by choosing a monster to attack, and then rolling the die (2-12). After their roll, each other player can play one "assist" or "sabotage" item card face down (in no particular order) to alter the number that is rolled. After all cards are played, they are mixed (to preserve hidden identities) and flipped.

In resolution, the final "damage" is calculated: if it is equal to or greater than the damage threshold of the monster, the player defeats the monster and draws the number of loot cards as dictated on the monster's card. If the final "damage" is less than the damage threshold of the monster, the combat is considered a failed attempt and the turn ends.

If a player has seven (7) cards in their hand, they must discard one before drawing another. If a monster is defeated, remove it from play and put it in the discard pile. If all

monsters in a room are defeated, then the next player begins their turn by flipping over the next room card, drawing the monster cards, and proceeding with the normal prep/combat/resolution cycle. At the start of each room, each player draws three item cards (room 1 is drawn in setup).

If at any point a motivation condition found on a player's motivation card is fulfilled, update the counter to reflect the increase or decrease in victory points. The game ends when the group completes ten (10) rooms.

Resolution

After the ten rooms have been completed, each player will reveal their motivations and respective motivation points. The player with the most motivation points wins.

Details and Reference

Q: When do I place item cards face up versus face down?

A: Item cards that are marked as "self" and played on one's own turn are played face up; item cards played as "assist" or "sabotage" during another player's turn are played face down, in order to preserve the hidden nature of player's intentions.

Q: Do I ever play my motivation card?

A: No-- your motivation card is a static card that you keep throughout the game. It is imperative to keep your motivation hidden, as to not give away your

Q: What is a monster's damage threshold?

A: A monster's damage threshold is the amount of damage that a player must do on their turn (calculated in resolution) in order to defeat the monster.

Q: Why would I assist or sabotage another player?

A: There are many reasons: some motivations align with being a team player or a saboteur, players may attempt to manipulate damage in order to claim the killing blow on a monster (and the loot that accompanies it), or as ways to act upon social alliances!

Credits

Game Design: Will Hongach III, Samuel Beckmann, Kyle James, Connie McGinnis, Alex Lawrence

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