

RAPID DUNGEON

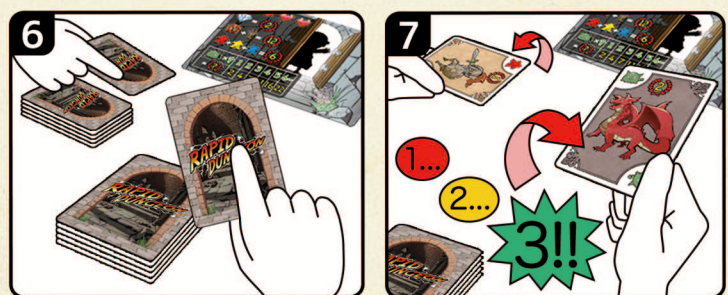
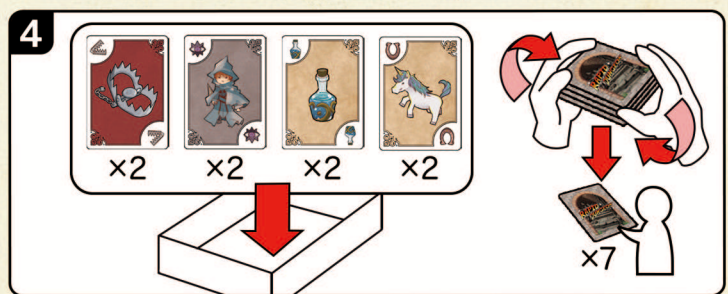
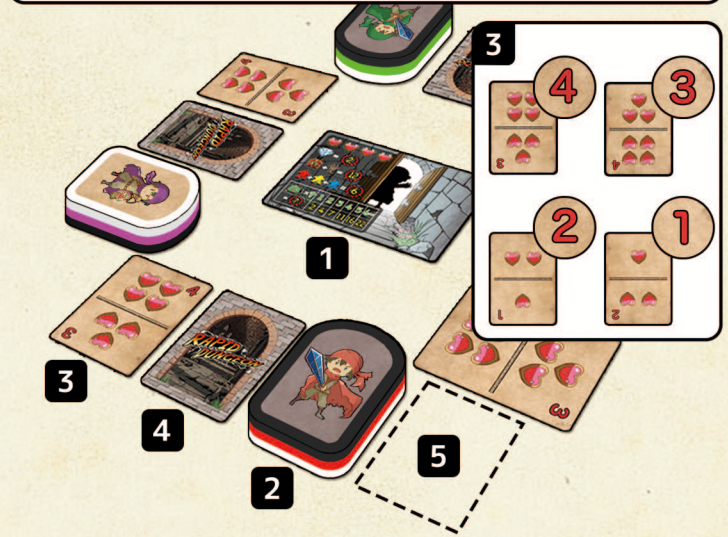
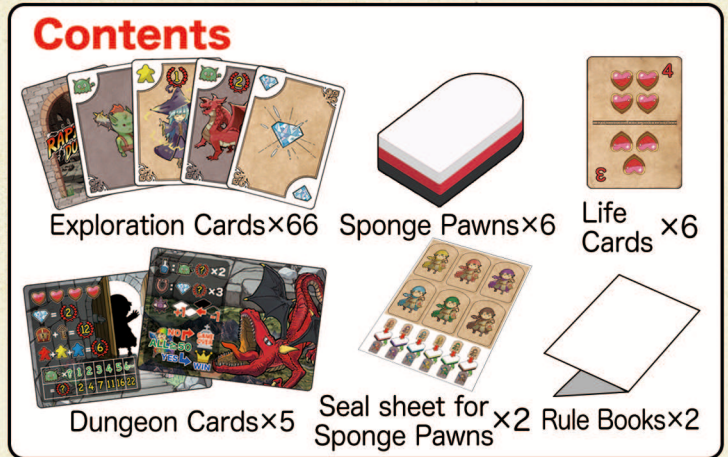


<Game Setup>

- Dungeon Cards 1**
Place cards with "life 4" faced up in the center of the table. This means the maximum life of each player becomes 4.
- Sponge Pawns 2** and **Life Cards 3**
Take 1 sponge pawn and 1 life card. Indicate your remaining life by the direction or the face of the life card. Set your life to 4.
- Exploration Cards 4**
Remove traps, thieves, potions and unicorns. Return the removed cards to the box. Shuffle all other cards. Deal 7 cards to each player. Place dealt cards face down in front of you as your deck.
- Determination of the Start Player**
The player who dealt the cards becomes the start player. Discard pile **5** will be created next to the start player. Once set up, proceed to "**<Game Start>**".

<Game Start>

- Time to Explore!**
 - (1) Each player places a top card of their deck face down near the dungeon card. **6**
 - (2) Simultaneously flip them face up with the chant "123!". **7** If there are no cards left in the deck, proceed to "**<End of Game>**".
- Throw the Adventurer (Sponge Pawn)! 8**
Quickly throw your adventurer onto the revealed exploration card you want to get. Your adventurer cannot be placed onto the card you just revealed.
- Get the Exploration Cards!**
 - (1) **Successful Exploration 9**
If your adventurer lands on an exploration card and its color matches the exploration card's color (light/dark), your adventurer succeeded in the exploration! if it succeeds, you acquire that exploration card. If several adventurers are placed onto the same exploration card, proceed to "(3) Judgment."
 - (2) **Failed Exploration 10**
 - A: The adventurer doesn't land on the card.
 - B: The color of the adventurer doesn't match the exploration card's color.
 - C: Judged as the failed exploration. Lose 1 life.



If your life reaches to 0: If possible, discard one acquired exploration card and heal to your maximum life. **11**

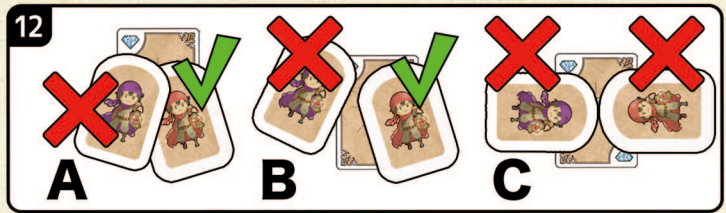
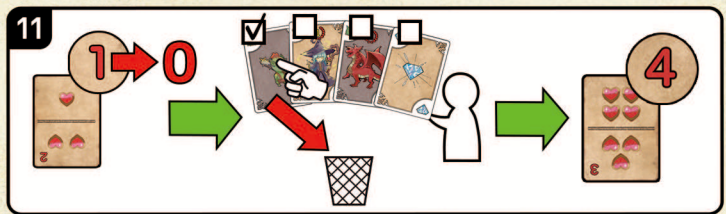
(3) Judgment **12**

A: Overlapping adventurers.

All adventurers except the bottom one fail the exploration.

B: The adventurer who has occupied the largest area of the exploration card succeeds, while others fail.

C: If several adventurers occupied the almost equal area of the card. Those adventurers fail the exploration.



4. End of the Round

(1) Each player places acquired exploration cards face up in front of them.

(2) Repeat from **<Game Start>**

<Game End>

1. Scoring! **13**

(1) Count the points indicated on acquired exploration cards.

(2) Count bonus points based on combinations of exploration cards (refer to Dungeon Cards).

(3) Sum up (1) and (2).

2. The player with the highest score wins!

(1) In case of a tie, the player who got more exploration cards wins.

(2) If the number of the acquired cards is also tied, both players win.

Diagram 13 shows a scoring calculation. It features two rows of exploration cards. The top row has three cards with points 1, 1, 1 and two cards with points 0, 0. Brackets group the first three cards as '6C' and the last two as '12B'. The bottom row has two cards with points 0, 0, two cards with points 2, 0, and two cards with points 0, 0. Brackets group the first two as '2A', the next two as '7D', and the last two as '2A'. Below the cards is the calculation: $1 + 1 + 1 + 2 + 2 + 2 + 6 + 7 + 12 = 34$. Brackets under the first three 1s are labeled '(1)' and under the remaining 2, 2, 2, 6, 7, 12 are labeled '(2)'. A '34' in a laurel wreath is shown to the right. Below the calculation is a 'Dungeon Cards' board with icons for hearts, diamonds, stars, and keys, and a grid of numbers.

<Dungeon Cards>

1. Various Additional Dungeons

(1) You can create various dungeons by combining the exploration cards (variant rules).

(2) The game rounds can change from 7 to 11 depending on the rules you apply.

2. Types of Additional Dungeons

(1) "Dungeon Entrance"

Beginner **14** / Advanced **15**

(2) "Dungeon Depths"

Beginner: Unicorn **16** / Potion **17** / Thief **18**

Advanced: Unicorn x Potion **19**

Unicorn x Thief **20**

Potion x Thief **21**

Boss Battle: Goblin King **22** / Elder Dragon **23**

(3) Presence of "Traps"

3. Contents of Additional Dungeons

(1) "Dungeon Entrance"

① This dungeon can be played independently with 7 rounds.

② Additional Rules for **<Game Setup>**

Place the chosen "Dungeon Entrance" in the center of the table.

③ Additional Rules

For Beginners' game, maximum life is of 4. For Advanced players' game, maximum life becomes 2 and bonus points are applied. Follow this rule to set the Initial life of each player during **<Game Setup>**

Diagram 14~23 shows a grid of 10 dungeon entrance cards. Card 14 is 'Dungeon Entrance' (Beginner) with icons for hearts, diamonds, stars, and keys, and a grid of numbers. Card 15 is 'Dungeon Entrance' (Advanced) with similar icons and a grid. Card 16 is 'Dungeon Depths' (Beginner) with a Unicorn icon and a multiplier of x3. Card 17 is 'Dungeon Depths' (Beginner) with a Potion icon and a multiplier of x2. Card 18 is 'Dungeon Depths' (Beginner) with a Thief icon and a multiplier of x2. Card 19 is 'Dungeon Depths' (Advanced) with Unicorn and Potion icons and a multiplier of x3. Card 20 is 'Dungeon Depths' (Advanced) with Unicorn and Thief icons and a multiplier of x3. Card 21 is 'Dungeon Depths' (Advanced) with Potion and Thief icons and a multiplier of x2. Card 22 is 'Boss Battle' (Beginner) with a Goblin King icon and a multiplier of x2. Card 23 is 'Boss Battle' (Advanced) with an Elder Dragon icon and a multiplier of x2.

(2) "Dungeon Depths" and "Traps"

- ① This dungeon is played with "Dungeon Entrance." The game with this variant consists of 8 to 11 rounds.
- ② Additional Rules for **<Game Setup>**
Place the chosen "Dungeon Depths" below the "Dungeon Entrance." Deal additional exploration cards and trap cards listed on the chosen "Dungeon Depths."
- ③ Additional Rules
Each additional exploration card has their own effects as follows,

A: Unicorn **24**

During scoring at **<Game End>**, gem points become tripled.

B: Potion **25**

During scoring at **<Game End>**, monster points become doubled.

C: Thief **26**

When you acquire a Thief card, before other player acquire a exploration card, you may steal one exploration card that have been already acquired by an opponent.

D: Boss battle **27**

If there are players who could not acquired points equal to or more than the benchmark at **<Game End>**, everyone will lose.
Benchmark: Goblin King 30 points or more.
Elder Dragon 50 points or more.

Let's work together to slay the boss!

E: Traps **28**

Additional rules are applied to "3. Get the Exploration Cards!" in **<Game Start>**.
If there is at least one trap card in play, exploration is successful if the colors (light/dark) of the exploration card and the adventurer are different! Trap cards can be acquired by placing your adventurer regardless of its color (light/dark).

(3) "Additional Deal"

- ① Prepare the additional cards (two cards for each types) by adding other exploration cards so that the total number of cards becomes equal to the players.
- ② Deal one card to each player.
- ③ Repeat this process for each additional cards.
- ④ After finishing dealing, shuffles your deck.
Example: **17** as an additional rule. The number of players is 5. Match the number of players with 2 potion cards and 3 random search cards, for a total of 5 cards. Shuffle and deal one card to each person. **29**

<Q&A>

Q1. I accidentally placed my adventurer on an exploration card I just revealed. What happens?

A1. Your adventurer fails the exploration.

Q2. What happens if several players acquire thief cards?
A2. Take action from the player who have acquired fewer exploration cards.

Q3. What if the number of acquired Exploration cards is the same?
A3. Take action clockwise from the startplayer.

24

$\text{Gem} = 2$
 $\text{U} : \text{Gem} \times 3$
 $(2+2+2) \times 3 = 18$

25

| | | | | | |
|--------------------|---|---|----|----|-------|
| Monster $\times ?$ | 1 | 2 | 3 | 4 | 6~ |
| = ? | 3 | 6 | 11 | 17 | 24 33 |

$\text{P} : \text{Monster} \times 2$
 $(2+17) \times 2 = 38$

26

27

GAME OVER
WIN
ALL ≥ 50

28

29

$2 + 3 = 5$

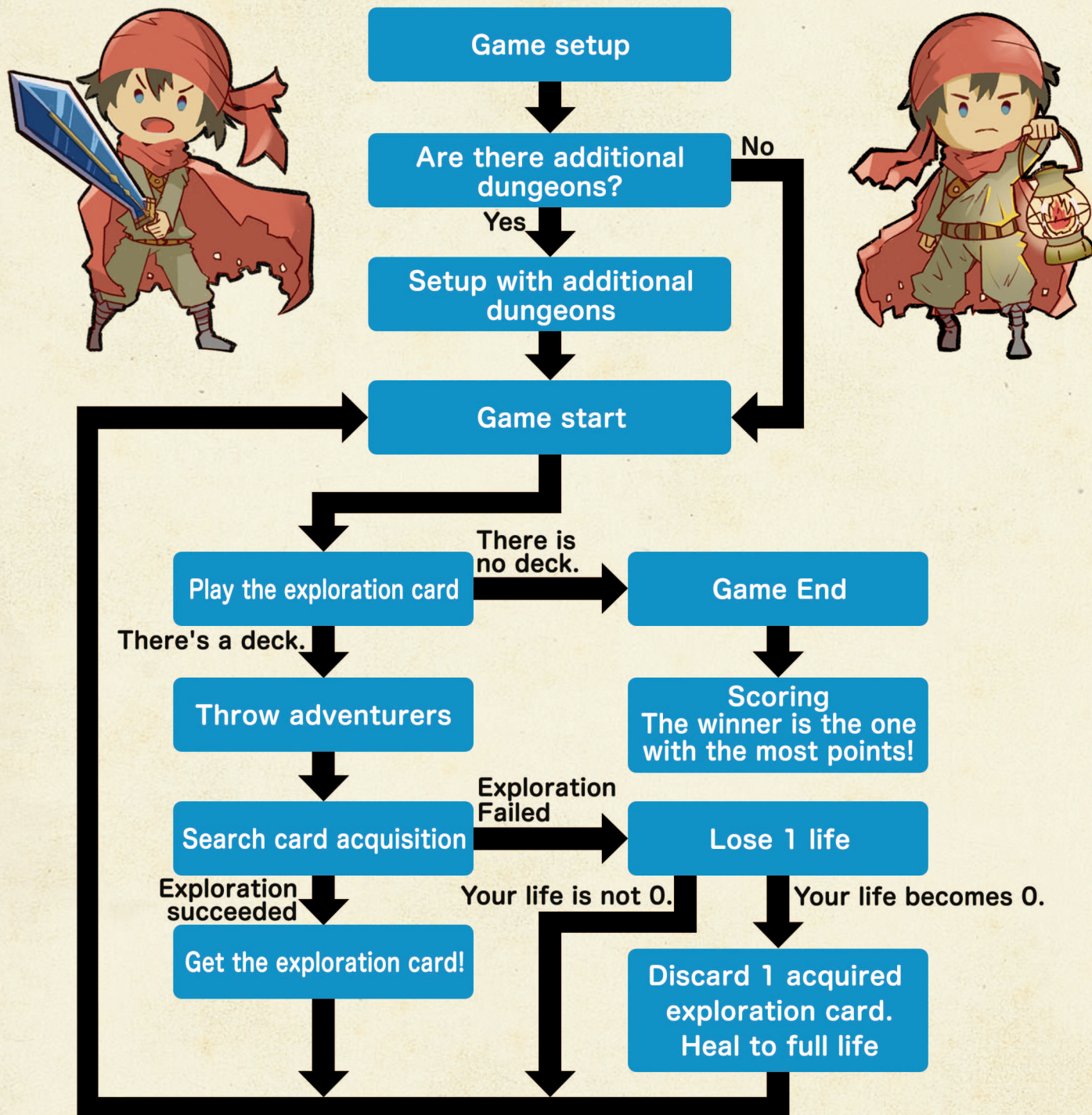
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Let's enjoy the game and have good manners!

- You must throw the adventurer. **30**
- OK: Throw your adventurer at opponents' adventurers to push them out from the exploration card!
- NG: Push an opponent's adventurer out while holding your own in your hand. Do not throw the adventurer with all your might.
- Let's discuss together when making judgment!



<Game Flow>



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Release date
1st edition
April 27, 2024
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Web site
[https://gotta2.jp/
rapid-dungeon/](https://gotta2.jp/rapid-dungeon/)



Other
languages
are available
on the web