



SHUFFLE DUNGEONS



RULES OF PLAY



1 - 4



12+



60m

THE GOAL

The path to victory will always be different, but your goal is always the same: build a path to defeat the boss and escape the dungeon.

All players work together to fight monsters, build a route through the dungeon, and defeat the boss waiting in their lair. Players will loot and equip powerful items to survive the dangers that lurk around every corner. Deadly monsters, dangerous traps, mystical wards, and powerful shrines are just some of the many things that await you.

**Defeat the boss
to escape the dungeon
and win the game!**

DIFFICULTY

Shuffle Dungeons is designed as a lightweight game with the feel of a traditional dungeon crawler, and has an easier difficulty intended to compliment casual gameplay.

If you are a seasoned board game enthusiast, we recommend trying some of our optional rules to spice up the game and increase the difficulty.



COMPONENTS



4 REFERENCE
CARDS



8 HERO CARDS



8 HERO TOKENS



4 DUNGEON
ENTRANCE CARDS



10 BOSS CARDS



12 MONSTER CARDS



15 ARMOR/
WARD CARDS



16 WEAPON/
TRAP CARDS



11 SPELL/
SHRINE CARDS



28 SNACK/
CORRIDOR CARDS



20 DAMAGE
TOKENS



4 TOKEN STANDS



4 PLAYER DICE



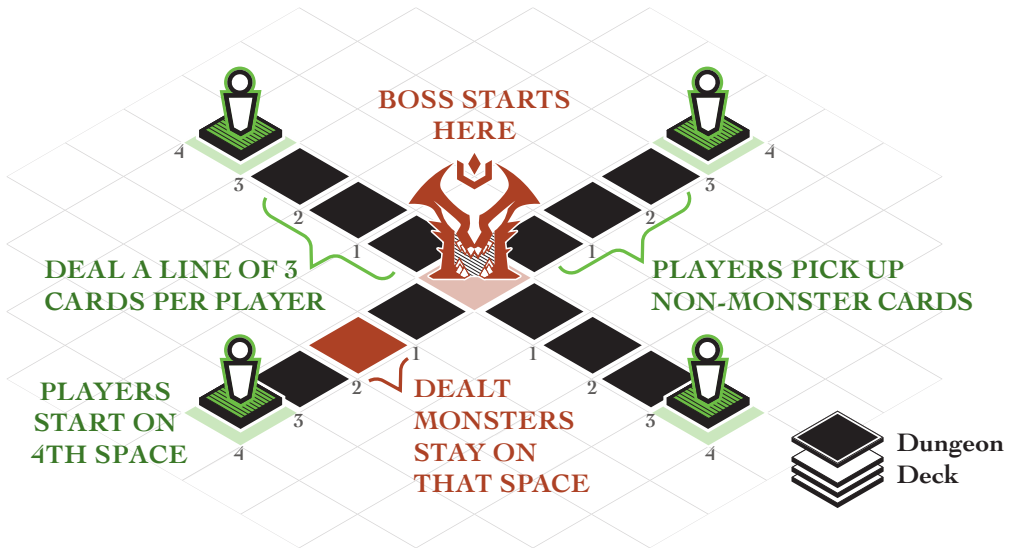
4 MONSTER DICE



1 ROUND TOKEN

SETUP

1. Roll to determine who goes first. Start with the player who rolled highest, then continue clockwise around the table.
 - Place your Hero Card in front of you with the unleveled side facing up.
 - Return the remaining Heroes to the box.
2. Select a **HERO CARD** and matching **HERO TOKEN**.
 - Place your Hero Card in front of you with the unleveled side facing up.
 - Return the remaining Heroes to the box.
3. Select a random **BOSS MONSTER** with gates equal to the amount of players.
 - (e.g. 3-gate Boss for 3 players.)
 - Place the Boss face down in the center of the table.
 - Return the remaining Bosses to the box.
4. Set aside the **DUNGEON ENTRANCE** cards, marked by their green border. Then take the remaining cards and shuffle them to form the **DUNGEON DECK**.
 - The deck should be face down, with the room side up.
5. Deal 3 cards for each player in a line, starting at the Boss card and extending toward the players. This creates a consistent grid for the dungeon to be built on.
 - Add a Dungeon Entrance to the end of each line, with the center path facing the Boss.
 - Place your **HERO TOKEN** on your respective Dungeon Entrance.
 - If a **MONSTER** was placed in a starting line, flip it face up and create its Loot Pile (page 12) from the deck.
6. Players pick up the cards in their starting line to form their hand. (Do not pick up Monsters or the Dungeon Entrance. This may mean starting with fewer cards!)



PLAYER TURN

On your turn, you may perform all but one of the following actions in ANY order:

- **Move** up to your **SPEED**. (1 speed equals 1 room of movement.)
 - Movement can be broken up over the course of your turn.
- **Draw** 1 card per Open Path (page 7) of the room you are currently in.
 - This may only be done once each turn.
- **Play** any number of cards from your hand.
 - This includes using a snack, equipping an item, or building a room next to you.
- **Use** a card's power.
 - A card's power may only be used once each turn.
- **Trade** cards with another player in the same room as you.
 - You may give or take any number of cards from your hands, as long as both players agree.
- **FIGHT** a Monster inside its Area.
 - This always concludes your turn after Combat is finished. (If you try to end your turn inside a Monster's Area, you still must fight it.)





HEROES




Players control Heroes to explore the Dungeon and defeat the Boss.

Hero stats:


 **ATTACK** How many points you add to your attack rolls. (Heroes roll 1 die for their base Attack.)


 **HEALTH** How much damage you can take before your Hero is Knocked Out

 **SPEED** How many rooms you can move each turn.

Each Hero also has a leveled up side, which gives them a **HERO POWER** and increased stats!



 When a Hero slays a Monster, a member of your party has a chance to Level Up. Choose any one Hero who participated in the Combat and flip their card over. (The active player has the final say.)

 You have a maximum hand size of 3 cards and must **BURN** extra cards if you end your turn over the limit.

 **BURNED** cards are discarded into the Burn Pile face up to distinguish them from the Deck.



DUNGEON DECK

All cards in the Dungeon Deck are double-sided, with the back showing a room that players can build in the Dungeon, and the face showing Snacks, Equipment, or Monsters.

When playing cards from your hand, you decide which side of the card to use!

BUILDING ROOMS

The only way **HEROES** can get around the Dungeon is by building rooms. Every card in the Dungeon Deck has a “room side” that serves as the back side of the card.

During a player’s turn, they may play any number of cards from their hand. If a player wishes to Build a room, they place the card room-side up, connecting one of its paths to an Open Path of the room their **HERO** is in.

Once a card is placed in the Dungeon it cannot be picked up again, unless another card instructs you to do so.

OPEN PATH

When the game refers to an “Open Path”, it means any path in a room that is not connected to another room and not blocked by a wall or a **MONSTER**.

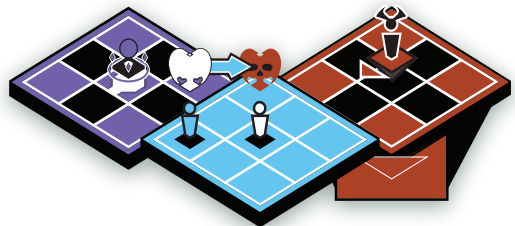
CARD AREAS

Certain cards have a mini-map with colored squares that show the surrounding spaces they affect. The colored (non-black) squares on the mini-map define a card’s respective Area.

How the card affects its Area depends on the card:

- A **WARD** may be activated any time you are within its Area, not just on its space. These are shown in purple.
- Some **SPELLS** may only be used to impact a specific Area, which is shown in blue.
- You can only **ATTACK** a **MONSTER** while in a room within the Monster’s Area. These are shown in red.

(You cannot move onto a Monster card, as it is not a room itself!)



DUNGEON DECK

EQUIPMENT

Heroes will find valuable items in the Dungeon to help them defeat the Boss and escape alive.

Equipment cards offer permanent bonuses to your Hero, unlike rooms, which only grant you a limited effect until the end of your turn.

Each Hero can equip 1 **WEAPON**, 1 **ARMOR**, and 1 **SPELL**.

You equip your Hero by placing these items next to your Hero Card.

To change Equipment, you must **BURN** the old card before replacing it.

PLACE EQUIPMENT
NEXT TO YOUR HERO
CARD TO EQUIP

EQUIPMENT UPGRADES

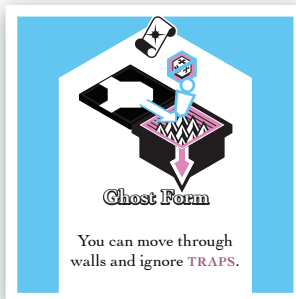


Certain Equipment can be upgraded by meeting the card's Unlock requirements.

For example, an Equipment might gain an extra effect if certain types of rooms are built in the Dungeon.

If a card's **UNLOCK** requirements are met, the Equipment's upgrade is unlocked and it gains a new stat value and/or special power.

However, the Equipment will lose its upgrade if its Unlock requirements are no longer fulfilled.



The "Winged Bascinet" unlocks its upgrade after 3 **TRAPS** have been built in the Dungeon

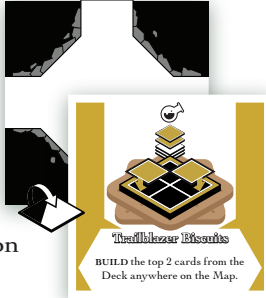


DUNGEON DECK

CORRIDORS

These are basic rooms with varied paths.

Corridors have no special effects, but they are the “building blocks” of the Dungeon that will help you find your way through.



SNACKS



Always found on the face side of Corridors, these single-use items give you an instant bonus or power. Snacks may be used at any time, even to interrupt an outcome such as Combat, but are then **BURNED** after use.

Snacks may also be used on other players, even if it's not your turn!

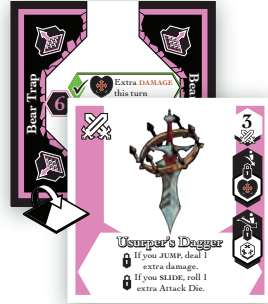


TRAPS



Traps are dangerous rooms that lead to peril or profit. When you enter a Trap, roll a die and add your **SPEED**.

If you roll equal to or higher than the Trap's challenge number (5), you pass and get the reward (✓). Otherwise, you fail and take the penalty (✗).



WEAPONS



Always found on the face side of Traps, Weapons give Heroes a bonus to their **ATTACKS** and have additional powers that may help or hinder.

The number on a Weapon card is added to your character's **ATTACK ROLL**.

DUNGEON DECK

WARDS



These are rooms that spread their power over an Area, shown by the purple colored spaces on the card's mini-map.

When you are within a Ward's Area, you may activate the effect on the card.



ARMOR



Always found on the face side of Wards, Armor gives Heroes additional **HEALTH**.

When you take **DAMAGE**, you can place Damage Tokens on your equipped Armor card instead of on your **HERO**.

If your Armor ever has Damage Tokens equal to its Health, it is destroyed and you must **BURN** the card. Your Hero still takes any additional Damage.

SHRINES



Shrines are rooms that grant Heroes unique powers when they are in them.

Players may use a Shrine's power once per turn while on the Shrine's space.



SPELLS



Always found on the face side of Shrines. Spells offer new powers for your Hero to use in the Dungeon.


Spells can be used once on your turn, and may have additional requirements for their use.





MONSTERS

Monsters lurk in the Dungeon at every turn, waiting to strike.


Monster Stats:


 **ATTACK** How many points a Monster adds to its attack rolls

 **HEALTH** How much damage a Monster can take before it is slain

 **DICE** How many dice a Monster rolls for its Attack (unlike Heroes, a Monster's base roll will often be more than 1 die)

 **WOUNDS (BLACK)** Damage dealt to each Hero who was in the combat if the Monster wins

 **WOUNDS (RED)** Additional damage divided among Heroes who were in the combat if the Monster wins (players choose how the damage is distributed)

 **POWER** An effect that activates if the Monster wins Combat



LOOT How many cards are placed under a Monster when it is drawn or played face up (unique to normal Monsters)



FLIP ABILITY An effect that triggers immediately when the Boss is revealed (unique to Boss Monsters)



MONSTERS

MONSTER



When face up, these enemies are not considered rooms, but they do threaten an Area in the Dungeon.

When a Monster is drawn from the Dungeon Deck or, in rare cases, played face up from your hand, do the following:

1. Place the **MONSTER** face up in the Dungeon with the bottom of its card connected to the Open Path nearest to your Hero.

2. Draw a number of cards from the Dungeon Deck equal to the Monster's **LOOT** stat, then place them face down beneath the **MONSTER**. This forms the Monster's Loot, which will be gained by the players upon slaying the Monster.

 Other Monster Cards can be part of a Monster's Loot!



BOSS MONSTER



Powerful Monsters that the players must defeat to escape the Dungeon, **BOSS MONSTERS** are placed face down at the center of the Dungeon when the game begins. (Even while face down, a Boss is not considered a room.)

Once a room connects to one of the Boss Monster's **GATES**, the Boss is flipped face up and its Area is now active.

Boss Monsters have a Flip Power (described under its Health) which happens immediately when the Boss is flipped face up.



WINNING THE GAME

The players escape the Dungeon and win the game when the Boss is defeated!



COMBAT

DETERMINING COMBAT

If a player is in a **MONSTER'S AREA**, they may choose to start Combat with it. Additionally, if a player ends their turn in a Monster's Area, they have no choice but to fight it.

(If a Hero is in multiple Monster's Areas, the player chooses which one to fight.)

GRANTING ASSISTANCE

Other Heroes within the Monster's Area may **ASSIST** the current player in **COMBAT** by giving them an extra die. If any players want to Assist, they must declare it before the current player makes their Attack Roll.

Be aware that if you Assist another player, you will take Damage if the Combat is lost.

MONSTERS can also Assist one another. If the current player is within multiple Monster's Areas, the Monster in Combat receives an additional die for each other Monster's Area the active **HERO** is in.

ROLLING ATTACKS



Combat happens as follows:

1. The current player rolls both their **HERO'S** and the **MONSTER'S** dice (including additional dice from Assists or special powers).

The **Player's** total **ATTACK** is determined by adding the following:

- The Hero's base Attack
- Any equipped Weapon's Attack
- The Attacking player's die roll
- Additional dice rolled for any assisting players

The **Monster's** total **ATTACK** is determined by adding the following:

- The Monster's base Attack
- The Monster's rolled dice (1 per die symbol)
- Additional dice rolled for any assisting Monsters

2. Whoever has the higher total Attack wins the Combat (with the Hero winning ties).



COMBAT

IF THE PLAYER WINS

The Monster is dealt 1 Damage (plus any additional Damage from other card effects). Add the necessary number of Damage Tokens to the Monster.

If the Monster's Health reaches 0, the current player gains the Monster's Loot (the cards beneath the Monster) and flips the Monster face down, creating the four-path room on the back.

The current player may give any number of cards from the Monster's Loot to other players who assisted in the Combat.

IF THE MONSTER WINS

The attacking Hero and all assisting Heroes receive 1 damage for each black Wound icon on the Monster (shown below its Attack stat).

The Monster then deals 1 additional damage per red Wound. This damage may be distributed among the attacking Hero and any assisting Heroes however the players wish.

After Damage has been dealt, the Monster activates its power (written below the Wounds), if any.

Note: Heroes and Monsters aren't the only things that can take damage. If any other card that has Health takes enough damage, it is discarded into the Burn Pile.

KNOCKED OUT



When your **HERO** takes Damage equal to or exceeding their Health, they are **KNOCKED OUT**.

Upon being Knocked Out, you must **BURN** all cards equipped to your **HERO** (though you may keep the cards in your hand).

Remove all Damage Tokens from your **HERO** and **BURN** the top 5 cards of the Dungeon Deck.

The game then continues as normal. Your **HERO** is back in action!

GAME END

LOSING THE GAME

Immediately after the last card is drawn and no cards remain in the Dungeon Deck, the game is over. The Heroes have lost!

WINNING THE GAME

When the Heroes defeat the Boss by bringing its health to 0, the game ends. The Heroes win!

COMBAT EXAMPLE

Let's see what a combat might look like.

In this example, the Incinerator has just ended a turn near the Plague Rat.

To determine whether or not Combat happens, we look at the Plague Rat's Area, which shows what part of the Map it threatens.



The Plague Rat's Area threatens 4 spaces.

To figure out which 4 spaces these are, compare the arrow on the Area mini-map with the arrow on the card itself. This arrow shows which way the Plague Rat is facing.

This means that the Plague Rat threatens each space on the corners around it.



Because the Incinerator is in a room highlighted on the Monster's mini-map, our Hero must fight the Plague Rat. Let the combat begin!

Note: Combat can only happen once a turn. Regardless if you win or lose, your turn ends and play continues.

COMBAT EXAMPLE

Our Hero has a base **ATTACK** of 3.

With the Double-Edged Sword equipped, we gain another 3 **ATTACK**.



But wait! If we are attacking alone, this weapon's upgrade gives a bonus **ATTACK** of 5 instead.

The Monster has a base **ATTACK** of 2, but it gets to roll 2 dice instead of 1.

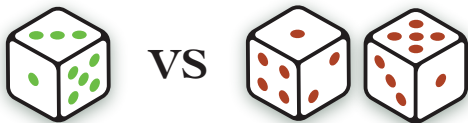
The Monster has 3 Health. We will deal 2 damage thanks to our weapon's normal ability.



But wait once more! If we play our Snack, Swole Shake, we could slay the monster this turn.

(If we win.)

Let's roll our dice and find out.



VS

HERO

MONSTER

ATTACK + 3
WEAPON + 5
ROLL + 3
3 + 5 + 3 = 11

ATTACK + 2
ROLL + 6
2 + 6 = 8

Our Hero wins! We deal 3 damage and slay the monster.

RULE VARIATIONS

Looking to shuffle up the standard game play? Here are a few optional rules you can add or combine to create a new experience!

SOLO PLAY

If you're looking to play Shuffle Dungeons solo, you can always do so by controlling 2 heroes instead of 1.

We recommended adding at least one other rule variation when playing the game solo, just to keep things interesting!

CRUMBLING DUNGEON

The dungeon is unstable and time is short!

Take the "End of Round" token from the box and set it next to the first player.

This game variant uses rounds. Once all players have taken a turn, the round ends. For each active **MONSTER** still in the dungeon (including the Boss if it has been flipped), **BURN** 1 card from the top of the Dungeon Deck. When you do this, skip any Monster cards you come across. They will remain at the top of the deck.

DANGER ZONE

Watch where you step! You now take 1 damage when moving out of a Monster's Area. (Moving a Monster with a card like "Boop Burger" does not count.)



WIN OR DIE

Want tougher Monsters? With this game variant, the Monsters now win ties in Combat.

THE NEXT LEVEL


Want tougher Bosses? Try taking on a Boss meant for more players.


KEY TERMS

ACTIVE - refers to a Monster that is face up and threatening an Area in the Dungeon.

AREA - a colored grid displayed on a card, showing which spaces it affects.

ATTACKER - the current player in a combat.


BUILD - adding a room to the Dungeon by connecting it to an Open Path. 


BURN - discarding a card into the Burn Pile. If any room in the Dungeon is Burned, all cards under it are also Burned. 


BURN PILE - the discard pile.


EMPTY ROOM - a room without any Heroes.


EQUIPMENT - any Weapon, Armor, or Spell card placed beside your Hero.

GATE - a path on the Boss Monster's card. 

HALT - immediately skips to the end of your turn. (Combat can still happen.) 


HEAL - removes Damage Tokens from your Hero and/or any Equipment. 

JUMP - freely move a set distance, or to a specific location as directed. 


LOOT - pick up a card from the Dungeon and add it to your hand. (Or with a Monster, add the card as Loot under it.) 

MAP - the area of play for the Dungeon.

OPEN PATH - any path in a room that is not connected to another room and not blocked by a wall or Monster.

SHIFT - move a built room one space in the Dungeon. (Rooms can Shift over other rooms, including one with a Hero in it. Heroes move with the rooms they are in.) 


SLAIN MONSTER - a Monster that is face down, showing its room side.


SLIDE - freely move through a straight path in the Dungeon, passing through connecting rooms until you cannot go farther. 

SPACE - refers to any spot on the map, regardless if a room has been built there or not.

SWAP - trade the places of certain cards in the Dungeon, without changing their orientation. (Heroes move with the rooms they are in.)

TWIST - rotate a room in the Dungeon to face any new direction. 

WOUND (Black) - damage dealt to each Hero who participated in the combat if the Monster wins. 

WOUND (Red) - additional damage distributed among the Heroes who participated in the combat if the Monster wins. (Players choose how it is distributed.) 

FAQ

WHAT HAPPENS IF I START MY TURN IN A TRAP ROOM?

You do not trigger the room unless you move back into it again.

CAN I SHIFT A ROOM DIAGONALLY?

No. Movement, including Shift, only happens Up, Down, Left, or Right.

WHEN YOU MOVE A ROOM IN THE DUNGEON, WHAT HAPPENS TO THE CARDS UNDER IT?

They move with the top card.

CAN I BURN MY EQUIPMENT OR CARDS FROM MY HAND WHENEVER I WANT?

No, only if a card or power instructs you to, or you are over the hand size limit at the end of your turn.

WHAT COUNTS AS MOVEMENT FOR CARDS LIKE “CHARIOTEER’S GREAVES” AND “GLADIATOR’S PAULDRONS”?

Aside from normal movement, Jump and Slide are also considered movement for Heroes. (Shift and Swap do not count.)

CAN I USE AN ABILITY IF IT ASKS ME TO BURN CARDS FROM MY HAND WHEN I HAVE NONE?

Yes.

I GOT A MONSTER AS LOOT. WHAT CAN I DO WITH IT?

You can play it face up as a Monster, following the normal rules, or as a room. (You may also find it useful to keep it in your hand.)

WHEN THERE ARE EQUALLY VALID OPTIONS FOR AN EFFECT, WHAT SHOULD HAPPEN?

The active player gets to make the decision.

I CAN’T FIND A CLEAR ANSWER TO A RULES QUESTION I HAVE. WHAT SHOULD I DO?

If you can’t find the answer in the Rules of Play or the FAQ, decide what you feel the most correct ruling should be.



THANKS FOR PLAYING!

Like many great adventures, the journey we took to create this game wasn't easy or what we expected, but we are both humbled and grateful to those who made it possible. It's thanks to people like you, who are willing to give their time and support, that allow us to continue making games.

If you would like to keep tabs on our upcoming projects, or if you just want to reach out and ask a question or say hello, feel free to contact us at our website: zerostratgames.com

See you in the next dungeon.

~ The Zero Strategy Games Team

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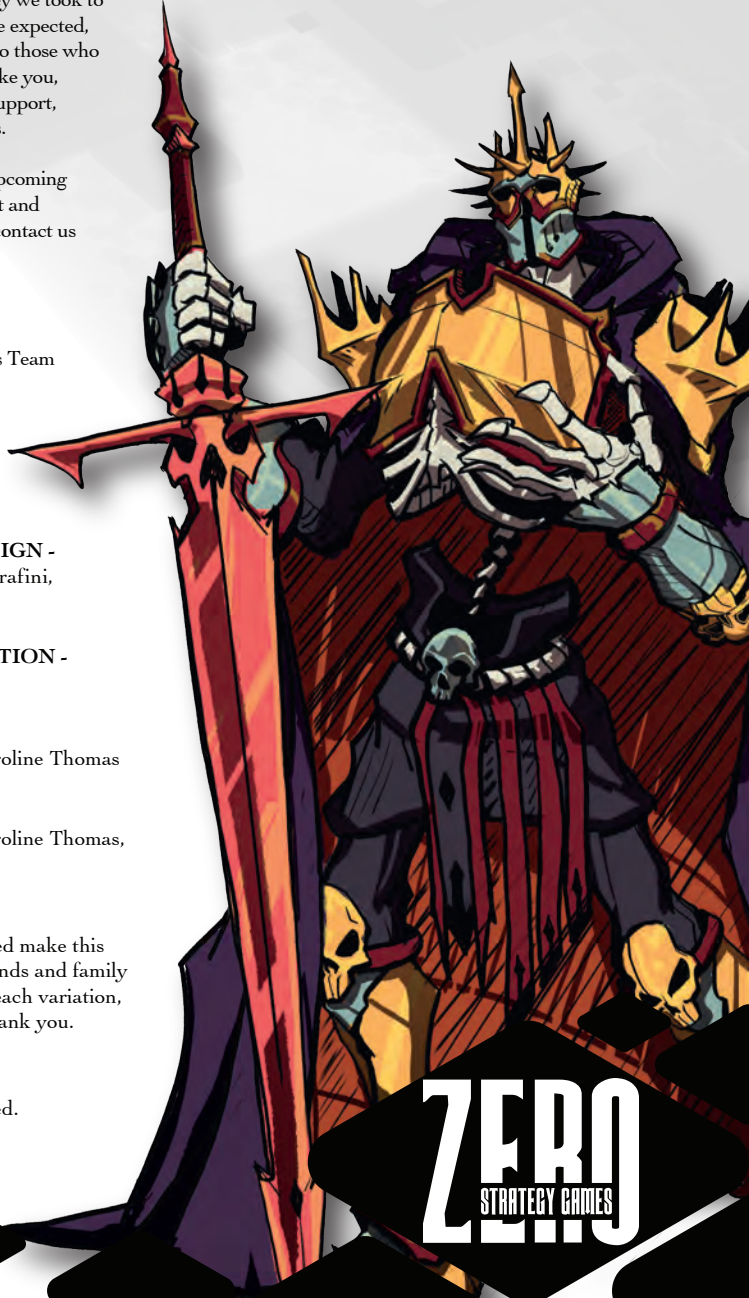
RULEBOOK -

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SPECIAL THANKS -

To all our playtesters who have helped make this game what it is today, and to our friends and family with their infinite patience in trying each variation, no matter how small the changes. Thank you.

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