

DESOLATION DUNGEON



NEWBLIFE
Gaming

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ALPHA PLAYTEST

DIGITAL COPY



ALTERNATE RULES

THANK YOU FOR HELPING US MAKE
THIS GAME GREAT





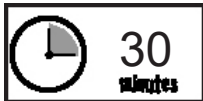
Newlife Games

AN EPIC DUNGEON BUILDING HACK AND SLASH TREASURE GRAB
IN DESOLATION DUNGEON YOU CAN PLAY AS EITHER THE HERO OR
THE DUNGEON MASTER

AS THE DUNGEON MASTER YOU ARE TO LAY TRAPS AND PLACE
MONSTERS AND ROOMS IN A WAY THAT WILL HINDER THE
HERO'S ON THEIR JOURNEY TO STEAL YOUR LOOT

PLAYING AS THE HERO'S YOU ARE TO COLLECT AS MUCH LOOT AS
POSSIBLE FROM THE DUNGEON AND TRY TO KEEP ALL YOUR LIMBS
INTACT BUT BEWARE THERE ARE TWISTS AND TURNS AT
EVERY CORNER JUST TRYING TO TAKE YOU OUT EVEN THAT
CHEST YOU THINK HAS YOUR TREASURE IN IT COULD COME
BACK TO BITE YOU

PLEASE NOTE THAT THIS IS CURRENTLY THE ALPHA PLAYTEST
VERSION OF THE GAME AND WE NEED YOUR FEEDBACK IN
ORDER TO MAKE THE GAME FUN AND PLAYABLE FOR ALL PLEASE
SUBMIT FEEDBACK TO THE CREATORS IN A POSITIVE MANNER IF
YOU WANT TO BE CONSIDERED THANKS AND ENJOY



30
minutes



OBJECTIVE

as The Heroes the objective is to collect as much treasure and kill as many monsters as you can!!! The First Hero to collect 12 Treasure is first place, The Dungeon master on the other hand plays monsteres and traps to hinder the heros from taking the treasure, once The Dungeon Master takes 10 souls from a hero that hero is out of the game, Play Continues as normal with the remaining players until only one remains! Congratulations your the loser.....

COMPONENTS

3 Card decks each with their own destinctive card back.



Room Cards are the building blocks of the dungeon only one room card can be built a turn and can only be built in a way that no doors are blocked by a dead end on the opposite side. However, you may turn them in any way that suits your building needs you do not have to keep them straight up and down, they just need built so that no door is blocked on the other side by a dead end. Also, each time you exit a room through a door you may take damage. In this instance there are 3 open doors, top, left, and bottom, Room Cards are the building blocks of the

both deal 1 damage if you exit from them. But if you exit left 0 damage is taken.

Dungeon Master Cards consist of Monsters, Traps and spells

Monster Cards are placed face down in a room until a hero enters. On the Left is Damage dealt and on the right is health or damage they can take.



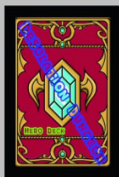
Trap cards are placed face down and not revealed until a hero enters the room it has been placed.



Treasure cards are collected by the Hero's

Hero cards are how you travel through the dungeon and collect loot & objects, Damage on the Left and Health on the right. You Start with one hero card and can get more throughout the game; however, you only get 3 actions per turn to split between them. between them.





Card Back



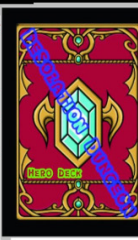
Hero cards are how you travel through the dungeon and collect loot & objects, Damage on the Left and Health on the right. You Start with one hero card and can get more throughout the game; however, you only get 3 actions per turn to split between them.

Hero Card Types



Equipment Cards

THERE ARE 3 TYPES OF EQUIPMENT CARDS, NOTED BY THE ICON IN THE MIDDLE OF THE CARD TEXT, LEFT IS ARMOR, MIDDLE ARE BOOTS, AND RIGHT ARE WEAPONS. EACH HERO MAY HAVE ONE OF EACH TYPE EQUIPPED AT ANY TIME. SO, YOU COULD NEVER HAVE 2 WEAPONS EQUIPPED AT ONE TIME, YOU COULD HOWEVER HAVE A CHEST PLATE, BOOTS AND SWORD ALL EQUIPPED AT ONCE. THE NUMBERS ON THE LEFT REPRESENT +OR- TO YOUR HERO'S ATTACK AND ON THE RIGHT TO YOUR HERO'S HEALTH, (IT COST 1 ACTION POINT TO EQUIP OR UNEQUIP AN ITEM)



Card Back for Hero Equipment and Spells



Hero Spell card

Hero Spell cards, hero equip cards, and hero cards all share the same deck back.

SETUP

To Start you will want to separate the cards out into their respective decks and shuffle them well. Now the Main Entrance Room Card is placed face up on the table close to the heros, this will be their starting point. the dungeon master will draw the top 3 room cards and place them face down matching the doors up with other rooms on the game table like how it is shown in the picture below. (note that they likely will not be the same cards for you) remember



Once the dungeon rooms have been placed the Dungeon Master can draw 2 more room cards and 7 cards from the regular dungeon master deck. The

draw one. This is the starting heros you can place hero cards into the rest of the hero deck and each player then draws 5 cards.

Play then begins with the Dungeon masters turn

STARTING THE GAME

DUNGEON MASTER GOES FIRST.

Anytime you(The DM) play a room card you can draw another, but you can only play one room per Turn (unless there is an effect that forces you) dungeon master always takes the first turn.

TURN PHASES FOR THE DUNGEON MASTER

BUILD PHASE THIS IS WHERE YOU BUILD A ROOM card in a fashion that everything lines up and there are no openings blocked by a dead end. Rooms are played face down so only the Dungeon master knows what they are until it has been revealed by a hero.

DEPLOYMENT PHASE THIS IS WHERE YOU WILL deploy any monsters or traps into the dungeon that you see fit. Monster cards and Trap cards are played face down or "Hidden" in the rooms that you choose, and any monster that was just brought into the dungeon can not attack until the next turn (summoning Sickness) however traps can deploy immediately if

you place them in a room while a hero is in it. Only hero's can be on the main entrance card no monsters or traps.

3. **COMBAT PHASE** next you will attack or move your monsters if you so wish. (note Hidden monsters may not move rooms until after they have been revealed

RESOLVE PHASE NON INSTANT SPELL PHASE

this is where you would play any non-instant spell cards

5. **DRAW PHASE** draw 3 cards and end your turn, and its now the next players turn.

At any point, a monster and hero end up in the same room no one can leave the room manually until all the enemy faction in that room are dead.

HERO TURN PHASE

The Hero's turn phase is not structured at all, intake, and they can be taken in any order they so choose, adding up to 3 action points total,

Hero actions are as follows,

SEARCH

A hero can search the room they are in for treasure but can only do so 1 time per turn per hero in the dungeon, but each search is one action

point, and each of the players hero cards can only search 1 time per turn. to search declare what hero is searching what room, then roll the Treasure die or a d6 if you don't have the treasure die, if you get 1, 2, or 3 results in nothing found- a 4, 5, or 6 means you've found something, in that case draw a card from the treasure pile and follow the instructions on the card.

Deploy

A player can bring a hero from their hand into the dungeon at the starting location costing one action point.

Move

A hero can move from room to room for 1 point per room making sure to take the appropriate damage on the way out of the room.

Attack

A hero can attack a monster card for 1 action point per attack.

Equip

A hero can equip or un-equip an equipment card for 1 action point each, each hero only has 3 equipment slots 1 each for Weapon slot , armor slot, and Accessory slot, and can only have one of each equipped at any time.

Trade

A hero can trade in 2 slain monsters for an extra

treasure roll. this costs an action point

SECOND TURN AND BEYOND

After all hero's have taken their turn its back to the dungeon master and play goes on the same way one of the conditions for winning the game has been met

WINNING AND LOSING THE GAME

once the Dungeon master has killed 10 heroes from a player that player is out of the game, and if all hero's are out the Dungeon Master wins!!!

If at the start of a hero's turn they have 12 Treasure points then they are the first place and play continues with the same rules until only 1 is left! They are the winner

DESOLATION DUNGEON

ALPHA PLAYTEST

Thank you for testing the new game Desolation Dungeon from Newblife Gaming!

please send any comments or things that you notice that dont work need changed or things that you really enjoy about the game to stoneagepins@gmail.com with the Subject line "PlayTest Feedback" to let us know what we can do to change and make the game more enjoyable for everyone!! any input you have will be fully assessed and implemented in the game as we see fit. think of some flavor text? see a rule that doesnt work in a situation? think of better ways for things to be done? then let us know we want this game to be the best for you as we can!!! so email us at stoneagepins@gmail.com and let us know!!!

Printed copys can be purchased at

<https://www.drivethrucards.com/product/354749/Desolation-Dungeon-Room-Deck>

DIGITAL COPY

We also currently have a digital copy that can be played online and on the pc if you would like to use this to test it please email us at "stoneagepins@gmail.com" with the Subject Line "Digital Desolation Dungeon" for more details!!

tabletop simulator version

<https://steamcommunity.com/sharedfiles/filedetails/?id=2468106839&searchtext=desolation+dungeon>

ALTERNATE RULES

we are currently working on a few other playstyles of the game to implement at a later time so keep checking back and stay in touch with your feed back to help make this game amazing!!!

THANK YOU FOR HELPING US MAKE
THIS GAME GREAT!!!

without you we could not do this so please remember to let us know your findings while playing with your friends!!!! and to buy printed version of this game go to

<https://www.drivethrucards.com/product/354749/Desolation-Dungeon-Room-Deck>