



A run for finding THE legendary treasure.

A free fast-paced dungeon crawling board game.

V 1.0

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# INTRO

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“Gronk Hungry!” The mighty barbarian had been complaining for the whole 30 minutes since they had last rested and eaten a complete boar.

Silk had been trying to ignore the deep guttural voice of the massive muscle mountain walking behind her but it was getting increasingly more difficult. As if that wasn't enough already she was starting to wish for a cloak as she was starting to feel cold with the sun setting. Snapping back a little felt like a good way to release some tension.

“Stop complaining musclehead! We just ate!”

“Gronk has big muscles on head” the giant proclaimed proudly. At least he has stopped thinking about food, although Silk wasn't sure if he was even thinking at all.

The sharp whisper of Magus, the Grandwizard of Overhelm, son of the grand mage of Undertuxton, bearer of the veil and watcher of the void brought everyone's attention to a small ruin that has now come into view as they had finally crossed the peak of the hill. Silk never actually understood what Magus, the Grandwizard of Overhelm, son of the grand mage of Undertuxton, bearer of the veil and watcher of the void was saying but somehow everyone knew what he meant. His shrivelled figure was gliding in a dark green cloak at the front of their little group and even as a fairly simple magic user Silk could feel the power extruding from the little man whose face no one had ever seen.

“It appears we are almost there - and not a moment too soon. Make haste my friends, we are close to riches beyond belief!” Sir Diamondheart proclaimed. A nobleman and well regarded adventurer. A Paladin of his majesty the King. Pompous but very competent. Certainly a character.

“We shall build our camp at the entrance of the dungeon and clear it out tomorrow well rested.” Sir Diamondheart was not the leader of the group. Silk wasn't even sure if the group had a leader, but he somehow filled the role naturally. It annoyed her, but it also relieved her. She knew he was good at his job, she disliked the idea of being lead. She was a free spirit, a butterfly going wherever she pleased... except that she wasn't. She was happy to have these people around her and enjoyed their evenings in the taverns and their wild and dangerous adventures.

But tonight she would sneak out and be the first to explore the dungeon...

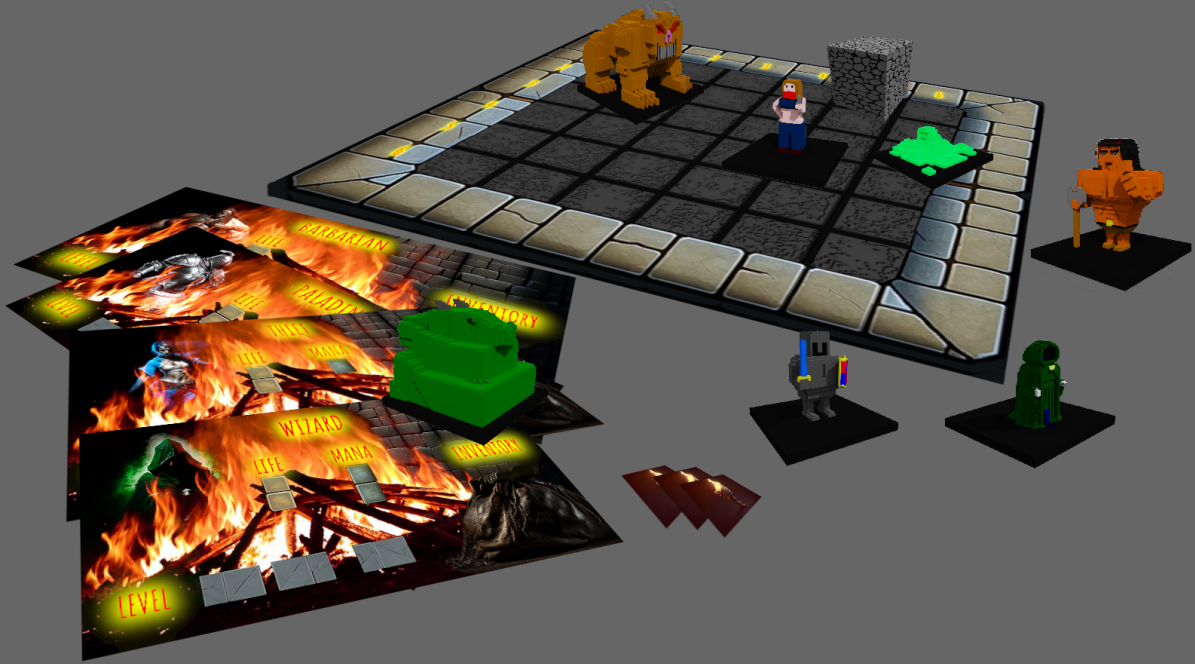
**... except that was what everyone was thinking.**

**Welcome to Lungeon Run!**

# SETUP

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In this chapter we take a look at the additional rules for the board game of Lungeon. These are built upon the multiplayer version of Lungeon and are fully compatible with the pen-and-paper-based game of Lungeon. The idea is to make the Board game a more compelling experience. For two players, so the rules are streamlined to accommodate this style of play.



## GETTING THE ASSETS

Ensure that you have printed all necessary components. You can find the complete list and the downloadable assets on our website. For some assets it is up to you what you wish to print.

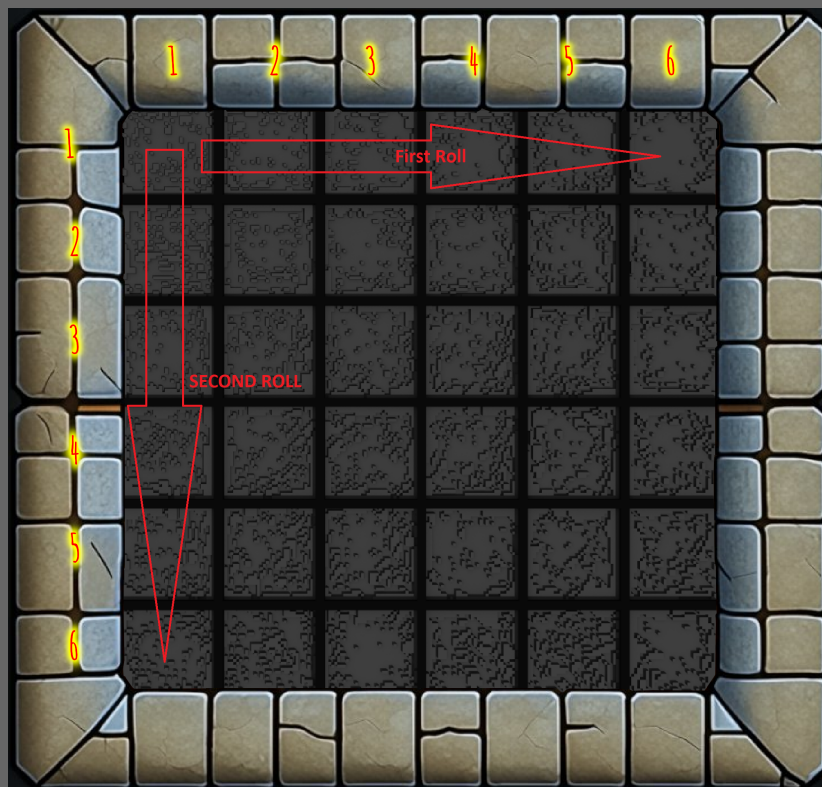
We recommend a resin printer to really make the voxel details pop nicely. All prints have only been tested using a resin printer.

For all 2D assets we recommend to get them printed professionally on cardboard or thicker paper (300g+) for better durability.

## CREATING THE DUNGEON

Let's build a unique and random dungeon! First we will need to place some walls. To create a wall in the dungeon we need to find out the coordinates first. Simply Roll the D6 2 times as seen in IMG02:

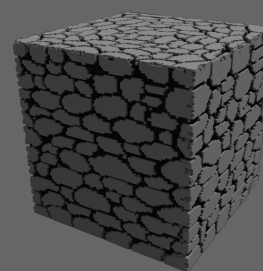
- 1st roll X-axis
- 2nd roll Y-axis



*IMG01: Setting up the walls*

Repeat that process 10 times to place up to 10 walls. If a wall is placed on top of another wall, then that roll cannot be repeated. So it might happen that your dungeon has fewer walls. Use the wall marker 3d-prints for walls (IMG02).

Once the walls are set it is time to choose the hero each player will use in that game round. Each game round will end once a win condition is met (see "Winning the Game"). For every game round the walls need to be reset and the heroes can be chosen anew. The amount of game rounds you play is up to you, but we recommend 5.



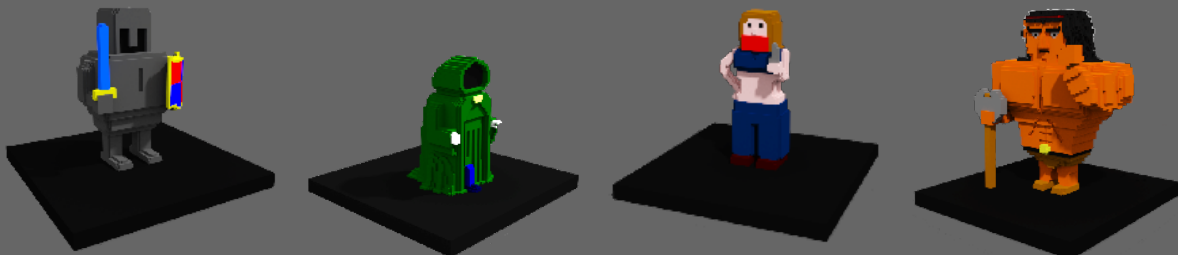
*IMG02: A wall*

## CHOOSING YOUR HERO

Each hero has very specific attributes distinguishing it from the other heroes. Each attribute will come in handy at certain times during the game. There are 4 classes in the game ( see TAB01).

Class	Description	Attributes
Paladin	Warrior with magic	L: 3   M: 1
Wizard	Comes with spell equipped	L: 2   M: 2   has item "Spell" from start
Thief	Finds more loot	L: 2   M: 1   finds chests on move roll of either a 6 or a 1 (not just on 6)
Barbarian	Tank with no magic	L: 4   M: 0

*TAB01: The Heroes | key: L = Life and M = Mana*



**Panadin**

**Wizard**

**Thief**

**Barbarian**



Remember: you can change heroes each round you play. Experiment to see the assets/strengths of each hero in special situations.

Each player chooses a hero for the round and takes the hero card and the miniature. Each player then gets one stack of either blue or red torch tokens and places the Life and Mana tokens on the hero card on the lowest box as seen in IMG03.



*IMG03: Wizard card with Life and Mana markers*

# STARTING THE GAME

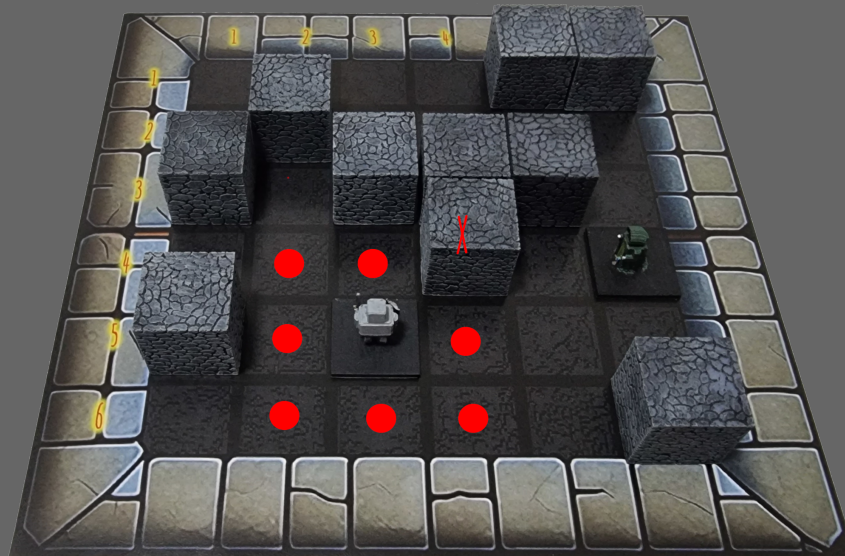
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Each player now rolls a D6 twice for the coordinates of their hero's starting position. This works exactly the same as placing a wall. It must be on a free tile, else it needs to be rerolled. The hero is then placed in that position as seen in IMG04. Once both players have placed their hero the first turn can start.



*IMG04: Both Players choose their starting position*

Now you need to decide which direction to move. You can move to any tile around the current position of the player character that is not a wall as seen in IMG05. You cannot move through walls, monsters or the other player. You can squeeze between two walls as shown in IMG07.



*IMG05: General movement*



*IMG06: Red Torch Token*

Torch tokens (see IMG06) are used to track which fields have been discovered by each player in order to determine the winner of the round. They work the same way as crosses in the base game. Players can move to tiles with other players torch tokens on them. For this no dice can be rolled, and the torch token stays the same colour.

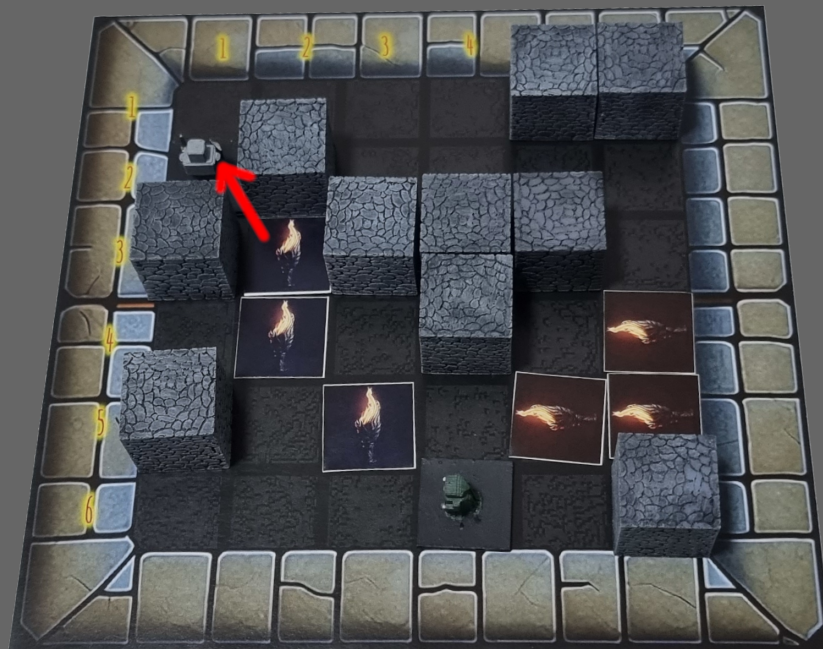
Both players move in turn one single tile and place a torch token on the previous one if the new one can be occupied and does not already have a torch token on it (see IMG07). Tiles can only be traversed one at a time no matter if it has a torch token on it or not.

A tile can only ever be occupied by a single player. Players cannot move through each other or through monsters. Treasure chests not opened by players will be placed on a torch token with the colour of the player who found the chest. In the next move that player will move from the field with that chest on it instead.

In essence, each move consist of 5 steps:

1. Chose a tile to move to
2. Roll a dice to test the tile (see "Dice Test" below)
3. Resolve the event - if any.
4. Place the hero on the new field - if the event was successfully resolved
5. Place torch token on the previous field

Once these steps are completed, the opponent completes the same steps.



*IMG07: Squeezing between walls and torch tokens*



## DICE TEST

Once you have decided to move, you roll a D6. It resolves by default as seen in TAB02:

Roll	Description	Action needed
1, 2, 3	Empty tile.	None
4, 5	A monster appears	If in your move roll you have rolled this, roll again to determine the monster type (see "Encounters"). Place the specified monster on that tile.
6	A treasure is found	Choose if you want to open it or leave it. If you want to open it, roll for contents (see "Finding Treasure") and remove treasure chest from game and move to new tile.

*TAB02: Move roll resolution*



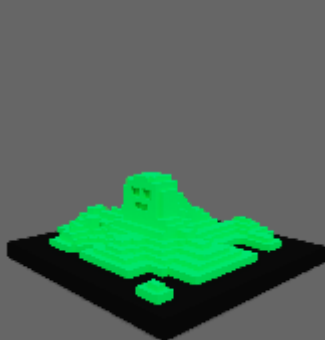
# ENCOUNTERS

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Dungeons are dangerous and full of foul beasts beyond your imagination (or very much within your imagination). Should you roll a 4 or a 5 a monster will appear on the tile you chose to move to and a battle ensues. In this case the hero will - for now - remain on the tile he currently occupies. You will now need to roll the D6 again to determine the monster type as shown in TAB03.

Roll	Monster Type	Description
1, 2, 3	Slime	A quite common and weak monster. It poses a low threat
4, 5	Hulk	A brute that will tear you to pieces if you are not careful.
6	Dragon	A powerful magical being. Low level heroes do not want to encounter these

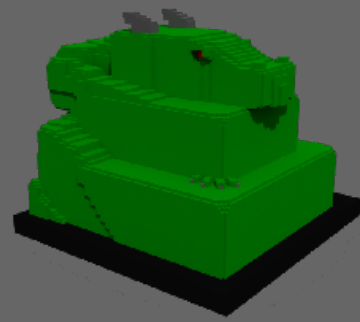
*TAB03: Encounter roll*



**Slime**



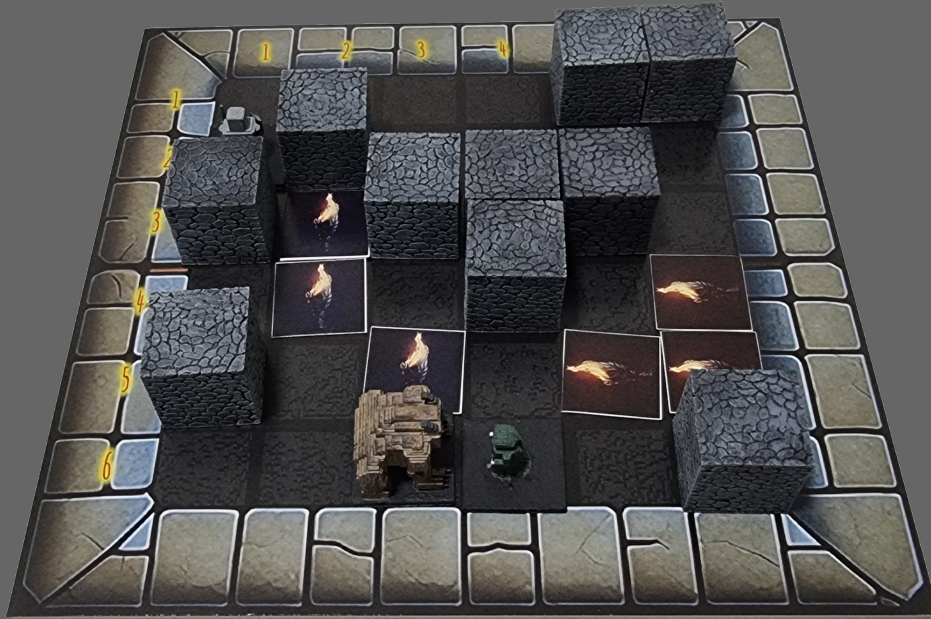
**Hulk**



**Dragon**

If the monster has been chosen, it is placed on the board on that specific tile as depicted in IMG08. Here the Wizard encounters a Hulk.

Upon encounter the first battle must be fought. Please note, that a tile only counts as discovered once the monster occupying it has been defeated (see “Winning the Game”).



IMG08: the Wizard encounters a Hulk

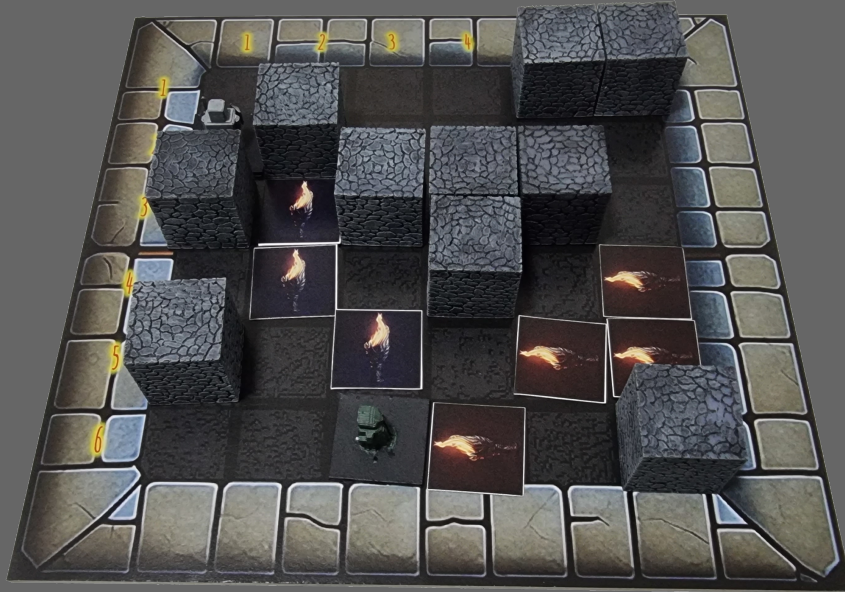
You need to resolve the battle by rolling a D6 as seen in TAB04. Steel clashes, clubs shatter shields and cries of combat echo through the damp dungeon walls as your dice falls onto the table.

		Player Levels		
		1	2	3
Monster Type	Slime	3+	2+	Win
	Hulk	4+	3+	2+
	Dragon	6	4+	3+

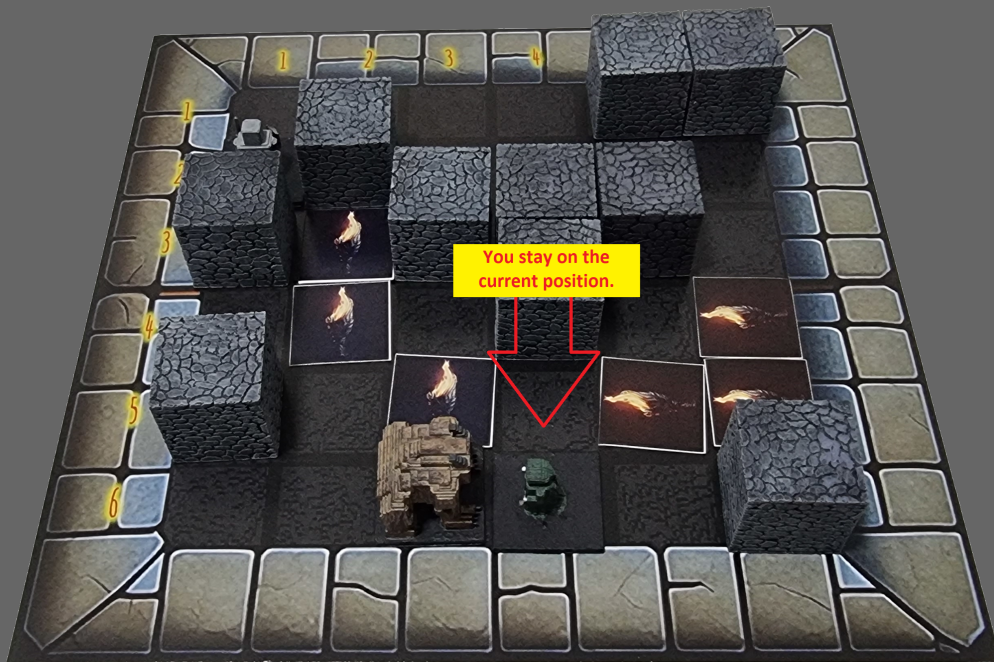
TAB04: Combat roll table

- If you win the battle, you add a Level Market to your Level bar (see “Leveling Up”) and remove the monster from the playing field. Your hero will now move into that field, and leave a torch token on the previous one. (IMG09)
- If you lose the battle, you move the life marker (see “Choosing your Hero”) up one position on your hero’s card and you remain in the previous space in the dungeon. The monster remains in its position. You can attempt to re-engage again if you feel ready for another round (IMG10), or evade it for now by moving to another tile next turn.

Once you drop down to 0 lives, your hero dies. The other hero must press on and perhaps ensure that no points are lost (see “Winning the Game”).



*IMG09: Winning an encounter*



*IMG10: Losing the encounter*

# LEVELING UP

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Every hero starts at level 1. After every battle you add a Level Marker to your heroes level progression bar as seen in IMG11. After each 3 points you level up.



*IMG11: A level 2 Barbarian has one additional progression point*

The level cap is 3. After reaching this level your hero has maxed out his potential and very few things can stand in his way. The level directly impacts fights as can be seen in TAB04.

The type of monster your hero defeats has no impact on the level progress. It is always 1 point per monster slain.

# FINDING TREASURE

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The hunt for treasure makes the life of an intrepid explorer. If you roll a 6 on your move roll to a new dungeon tile, you will find a treasure chest. You now place a chest token on the new place you planned to move to as seen in IMG12.



*IMG12: the Paladin found a treasure chest*

Once chests are discovered it is up to the player to decide if he wants to open them or leave them for later or for the other player. So they are not opened immediately.

There are good incentives in letting a player have a chest and somewhat work together (see "Winning the Game"). The game is competitive, but you are still in it together and must ensure that both parties survive. It might also be useful to keep a chest for later in case potions are needed.

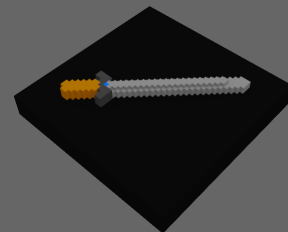
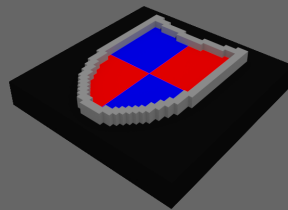
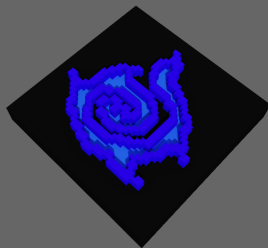
An unopened chest gets the torch token of the hero who discovered it placed underneath it. Once it has been opened the chest marker gets removed from the game plan, but the torch token remains.

Even if a chest is not opened, the hero will still occupy that field and move from there on the next turn. You do not need to place the model on top of the chest.

If you decide to open the chest, you need to roll a D6 that resolves as seen in TAB05.

Roll	Contents	Effect
1	<b>Health Potion</b>	It will add one point to your lives to the hero's maximum. It is used immediately. Move the life token down if possible or discard the potion.
2	<b>Mana Potion</b>	It will add one point to your mana to the hero's maximum. It is used immediately. Move the mana token down if possible or discard the potion.
3	<b>Spell</b>	You can now kill an enemy and win an encounter without rolling for the cost of one mana. This is basically your "get out of jail" card. Spells can be reused as long as you have mana.
4	<b>Shield</b>	Blocks your enemies' attacks. You need to roll one less on all combat rolls (if it says 4+ on TAB04 it is now 3+)
5	<b>Sword</b>	This mythical equipment will improve your chances in combat by added +1 to your combat rolls (if you roll a 2 in combat, treat it as a 3)
6	<b>Treasure</b>	The target of every adventure and the best way to make points quickly.

*TAB05: Treasure roll results*



**Spell**

**Shield**

**Sword**

To keep track of your belongings, simply place them onto the bag depicted on your hero's card under "Inventory" as depicted in IMG13.

Your belongings cannot be shared, handed over to another hero or placed back into a treasure chest. Items also do not stack. If you open a chest and find a sword, but already own one, the new one will get discarded and the finding will amount to nothing.

So once you are fully equipped it does make sense to leave chests untouched so that your fellow hero might find a useful item that allows him to survive longer. Points are only granted if both heroes make it out alive.



IMG13: the Thief has found the sword and the spell





# WINNING THE GAME

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Lungeon Run - the board game is played for multiple game rounds. It is up to the players to decide how many, but we would suggest playing for 5 rounds by default. After that the player with the most points wins the game.

Players must earn points and for that it is a requirement that both players are alive until the last tile has been discovered or the treasure has been found. The game ends either once the last tile is discovered and free of monsters and chests, or if the treasure is found at the end of the 2nd player's turn. So the 2nd player has a chance to also get a treasure - theoretically.

At the end of each round points are counted as shown in TAB06:

Outcome	Point Distribution
Both players live and have the same amount of fields	Both players get 2 points
Both players live and have a different amount of fields	The player with more fields gets 2 points, the other player 1 point
Both players live and one player finds the treasure	The player who found the treasure gets 3 points, the other player 1 point
Both players live and both players finds the treasure (in the same round)	Should it occur (and it won't) then both players get 3 points.
One hero becomes incapacitated	Both players get 0 points
Both heroes become incapacitated	Both players get -2 points

*TAB06: Point Distribution*

# SOME ADDITIONAL WORDS

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As things go, ideas evolve and start getting a life of their own. Lungeon started its life when a small notebook and an even smaller pen was bought at an inconspicuous store in the basement of Beauty World in Singapore. That very evening a hand drove the pen over the paper filled with wild ideas and just tinkering around with concepts and quick thoughts. Small drawings and scribbles. Already one day later dice rolled over tables and the pen found its footing again and again on different sheets of paper as rules were written and discarded. Very soon afterwards the first rulebook for Lungeon had been created and it was a fun single player experience for a very small appetite. This was quickly followed up by a small video game - but during all that time it was backed by the wish to create a miniature-based game of our own. The time spent on our YouTube channel simply did not allow sufficient time to really sink our teeth into the material, so we kept postponing working on it until we finally decided to make good on the idea. The result is what you see here on these pages and hopefully in your printer. Please do enjoy our small, fast-paced bringer of fun.



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