LUNGEON

V 1.1

The Lunch Time Mini Dungeon Crawler.

A super quick game for the small appetite.

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Intro

Lunch time in the office. IT has an emergency with a bunch of servers, Sales is still in important meetings, project managers make the last quick changes on their GANTT charts as their stomachs already attempt to digest themselves. Developers are in the zone and have forgotten time and space and reality around them and you are alone chewing on that dry sandwich and slurping on that glass of water. In your pocket a piece of paper, a pen and a small D6. In your mind an epic adventure begins to develop. One of heroes and monsters. Exploration and danger. Glory and defeat. A world rich with knights in shining armour, beautiful princesses - or princes abducted by terrifying monstrosities the likes of which only your mind could ever create. After wondering if you should seek professional help for the monsters you have just envisioned, you pick up the pen and embark on an epic journey for the next 15 minutes before your spreadsheets and text documents call you to reality.
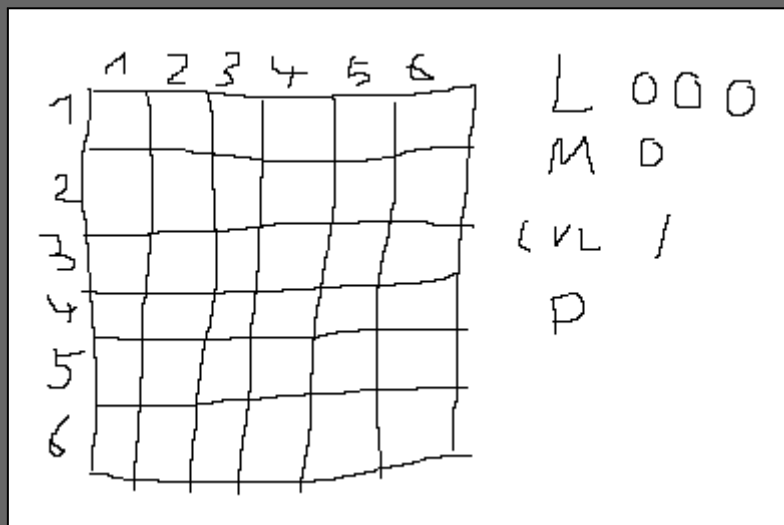
Welcome to the world of Lungeon!

Setup

The Requirements are simple:
1. 1 sheet of paper
2. 1 pen
3. 1 D6

The first step is to draw a 6x6 box on the paper. Next to it draw the dashboard as seen in IMG01 - Yes, your artistic prowess will be graded and added to the final score in the game. So ensure that your piece of art looks at least as good as the one depicted in this guise ;).

IMG01: Basic setup

The dashboard has the function to keep track of your player characters status :)

- **L:** your lives. The intrepid dungeon explorer has 3 lives to start
- **M:** your mana pool. The dungeon explorer has only one point of mana
- **LVL:** your level. The explorer starts with level 1 and can reach level 3 at maximum
- **P:** your level progression. Every 3 progress bars the dungeon explorer gains 1 level
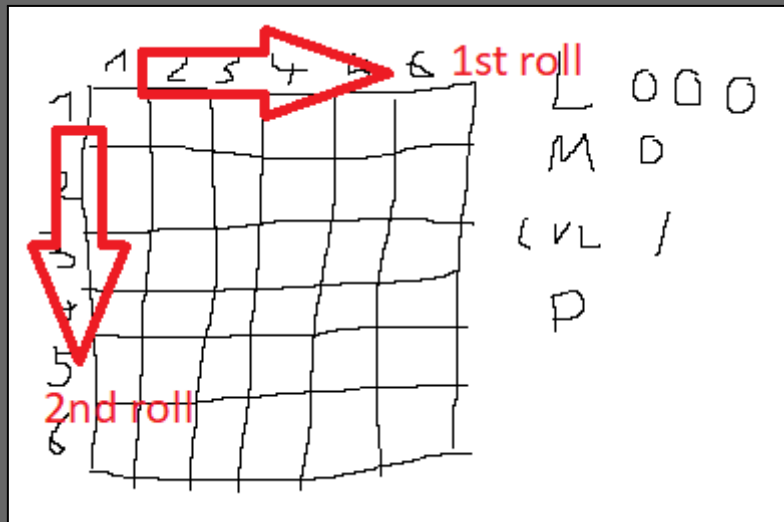
Creating the Dungeon

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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

IMG02: 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 less walls. Make sure to clearly mark the walls as seen in IMG03.
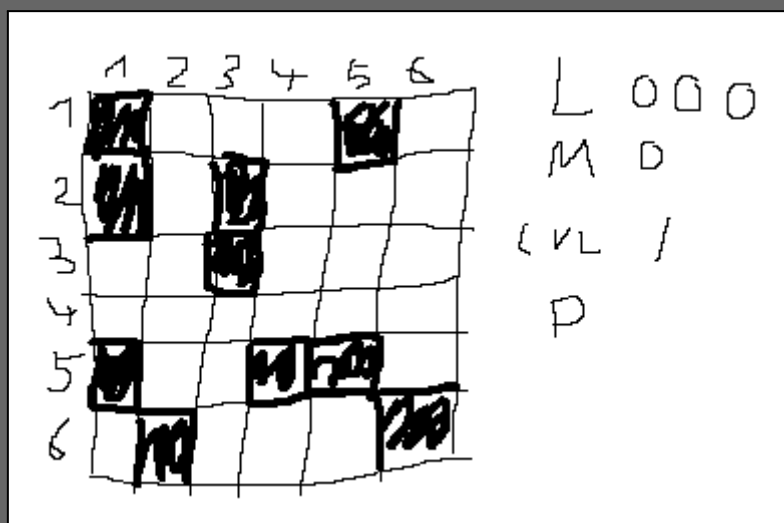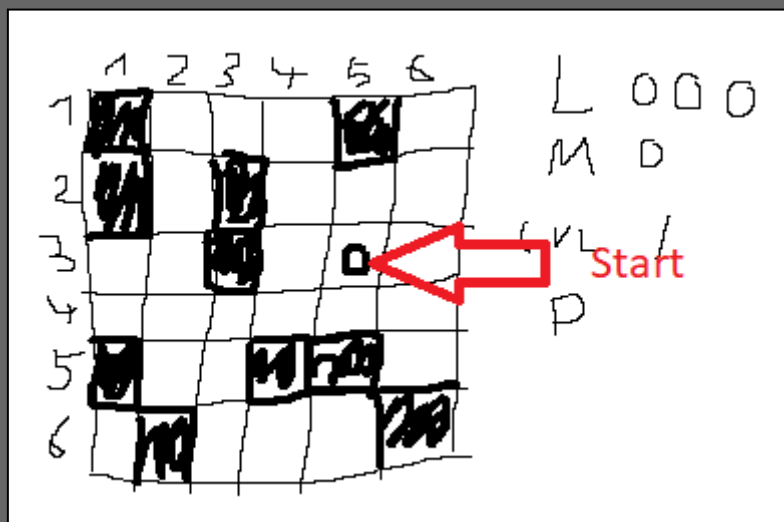

IMG03: A complete dungeon example

Starting the Game



Roll again twice more for the coordinates of the starting position. It must be on a free tile, else it needs to be rerolled. Mark the starting position as seen in IMG04. Do not worry, you do not need to erase anything later. Congratulations, you have officially started your dangerous and glorious adventure!

IMG04: 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.
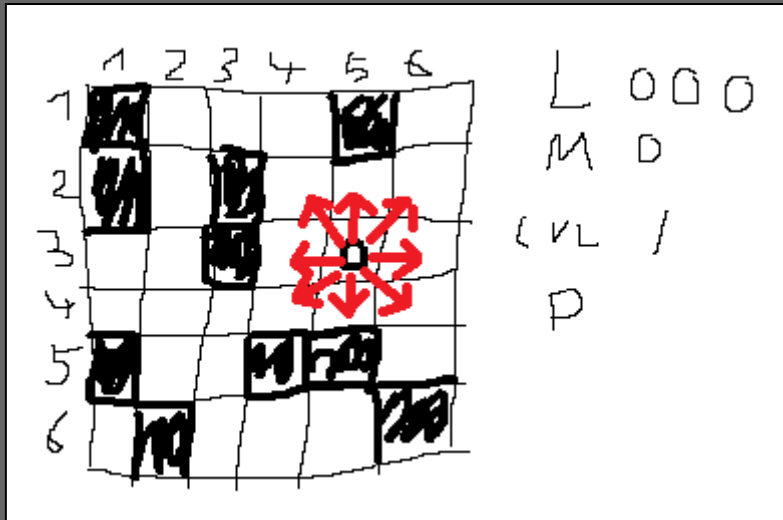
IMG06: General movement

Note: Yes, you can move through the edges between 2 walls as seen in IMG07. You can also avoid monsters that way!
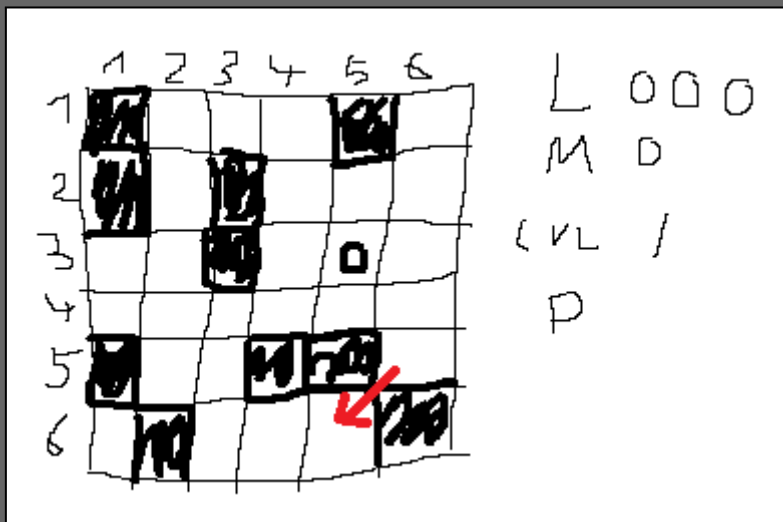
IMG07: Yes, this is allowed movement

Now you know the basics of where to move, so let's figure out how to move!

Let's Go on an Adventure!

You chose a square to move to and roll a D6. It resolves as follows:

- 1,2,3: empty tile. Nothing happen here
- 4,5: a monster appears (see Encounters)
- 6: a treasure appears (see treasure)

Let's assume you rolled a 2. You then mark that tile with an X and choose the next tile. Roll a dice and resolve it. Rinse and repeat (see IMG08). If you have already been on a tile and whatever happened there was resolved, then a new roll is not needed.

IMG08: Barrelling through the dungeon

Encounters

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 and a battle ensues. First you need to roll the D6 to determine the monsters level as follows:

- 1, 2: LVL 1 - A simple Goblin that needs to be slayed or a perhaps a weak slime
- 3, 4: LVL 2 - A hefty Orc swinging a club or an Oxman bearing an ~~oxe~~… axe
- 5, 6: LVL 3 - A dark wizard with powerful spells or maybe a dragon

Then you mark it on the map as a skull… or mushroom… or whatever you see in IMG09:
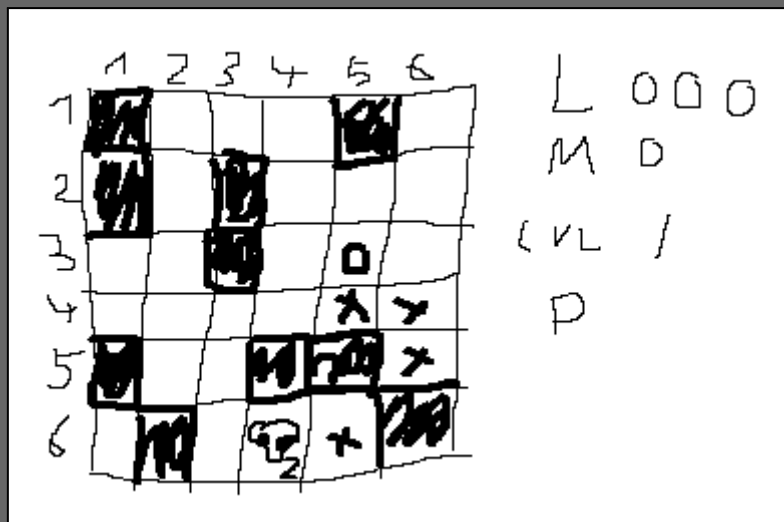
*IMG09: Encounter at 4,6 with a level 2 monster*

Once you encounter a monster the battle starts. The first encounter cannot be avoided! You need to resolve the battle by rolling a D6 as seen in TAB01. Steel clashes, clubs shatter shields and cries of combat echo through the damp dungeon walls as your dice fall onto the table.

Monster	Levels	Player 1	Player 2	Player 3
	1	3+	2+	Win
	2	4+	3+	2+
	3	6+	4+	3+

TAB01: Combat roll table

- If you win the battle, you add a strike to your Progression bar (P) and place a cross above the monster. You now occupy the tile with the monster on it (IMG10).
- If you lose you strike out a life point and you remain on the previous space in the dungeon. The monster remains on it's position. You can attempt to re-engage again if you feel ready for another round (IMG11).
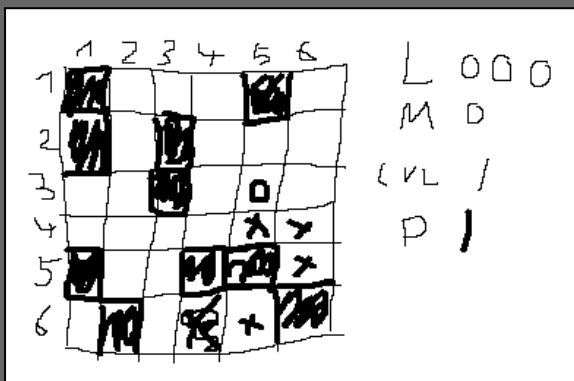
IMG10: Winning an encounter
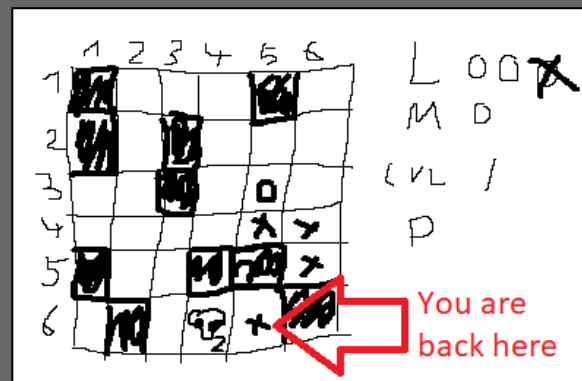
IMG11: Losing the encounter

Once you drop down to 0 lives, your adventure ends in a not-so-good way. But do not worry. Your skeleton will likely be reawakened by a bored necromancer and pester the next adventurer.

Leveling up

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After every battle you add a point to your level progression bar. After 3 points you level up as seen in IMG12.
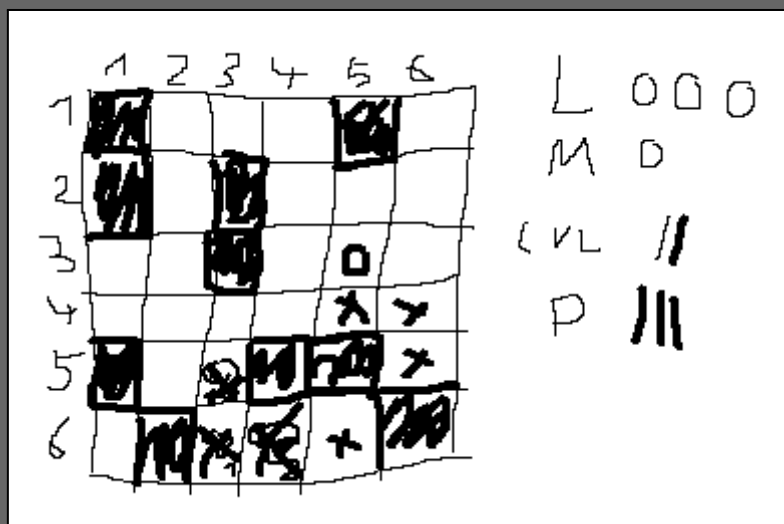
IMG12: Level up after defeating 3 monsters

The level of the monster has no impact on the level progress. It is always 1 point per battle won or monster slain.

Treasure

The hunt for treasure makes the life of an intrepid explorer… or ends it. If you roll a 6 when moving to a new dungeon tile, you will encounter a treasure chest. Mark the tile with a little box as seen in IMG13.
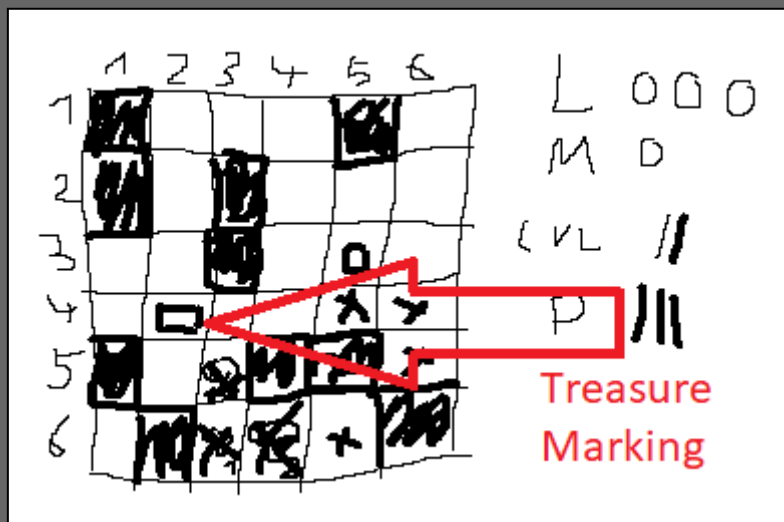
IMG13: Treasure chest

To see what is inside you need to roll a D6 that resolves as follows:

1. **Health Potion:** It will add one point to your lifes to a maximum of 3. It is used immediately. Just add a new circle to the end of your live-gage.
2. **Mana Potion:** It will add one point to your mana to a maximum of 1. It is used immediately. Just add a new circle to the end of your mana-gage.
3. **Spell:** 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. **Shield:** Blocks your enemies attacks. You need to roll one less on all combat rolls (if it says 4+ on TAB01 it is now 3+)
5. **Sword:** 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. **The MacGuffin:** The final treasure. Some ancient kings crown, or some big diamond. The reason you are even here. Once you get it, you win the game. Congratulations, you are now a king/rich/a proven hero/… something you want to be :)

I like to draw my adventurer to keep track of my equipment as seen in IMG14:

IMG14: Fully equipped and ready for anything

Once a chest has been opened cross it off and you are now positioned on that very tile as seen on IMG14.
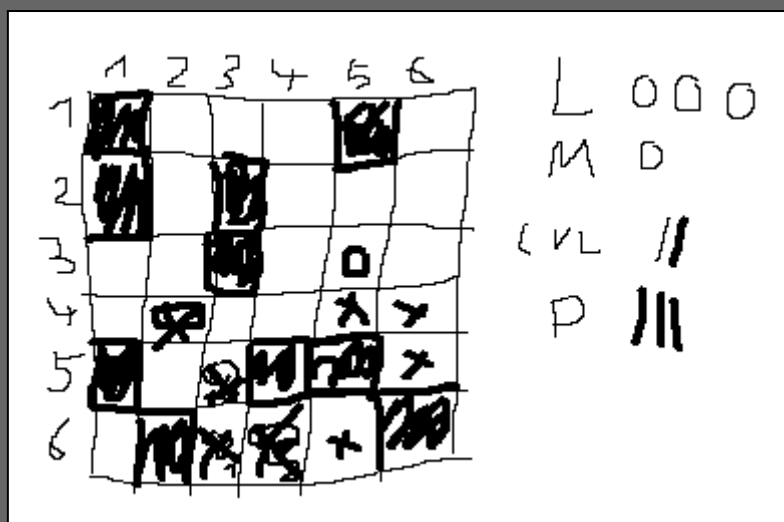
IMG14: Chest is now empty

Winning and Losing

You win either if you collect the final treasure, or if you have explored the complete dungeon (all reachable tiles that are not walls and not blocked by being fully walled in).

You lose if you die… **so don't die! (That is imperative)**

But if you have played this at lunch you have already won no matter the outcome.

Multiplayer

You can easily add multiplayer by simply allowing a 2nd player to create a starting position. You simply take turns moving and resolving encounters and treasures. The winner is who gets the final treasure first. Alternatively you can use 2 different coloured pens and whoever explores more of the dungeon (has more tiles in his colour) wins.
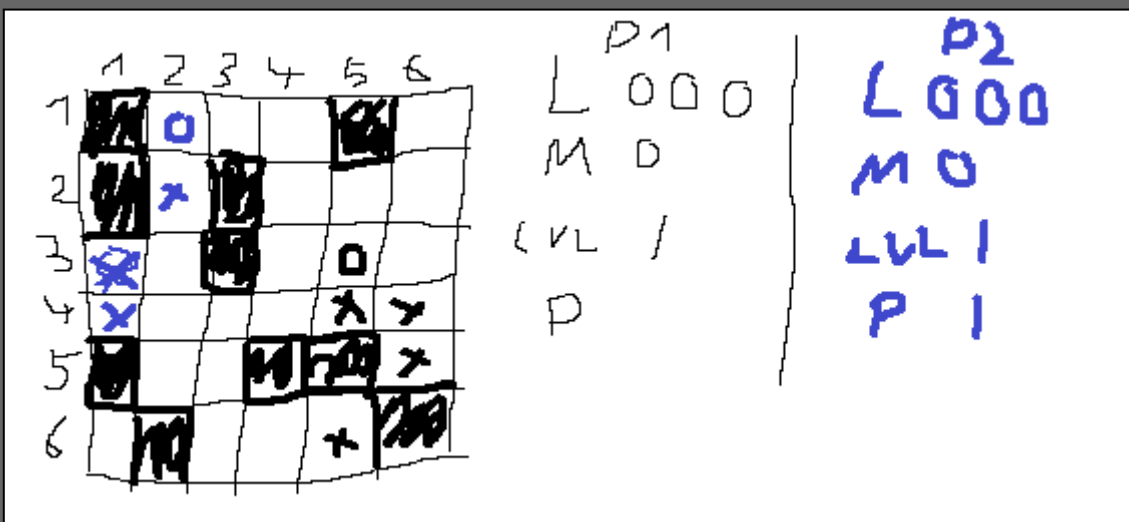
IMG15: Multiplayer setup

Optional Additional Rules

This chapter is designed to be more of an idea pool for people interested in enhancing the game. These are rules we cut to increase the games focus on doing one thing well.

Dungeon Dimensions

To change the dungeon dimensions you can roll 2 D6 for X and Y axis before rolling for the walls:

- 1 and 2: 4 tiles
- 3 and 4: 5 tiles
- 5 and 6: 6 tiles

When setting up the walls you revolve around: if the dungeon is 4 tiles wide, but you need to place a wall on position 6, you instead place it on position 2.

Looting Monsters

You can add a loot mechanic. After defeating a monster, you can roll a dice. If you roll a 6 the monster has treasure on him and you can roll as normal for treasure.

Classes

Like in every RPG you can add a class system to give your playthrough a more interesting twist. We came up with the following character classes:

Class	Description	Attributes
Paladin	This is the default class.	L: 3 | M: 1
Mage	Comes with spell equipped	L: 2 | M: 2 | has "Spell" at start
Thief	Finds more loot	L: 2 | M: 1 | find treasure on move roll of 6 and 1
Barbarian	Tank with no magic	L: 4 | M: 0

TAB02: Classes

Monsters

Similar to Classes, you can also add different types of monsters with different and unique attributes that make the game more interesting or challenging. You roll a dice before rolling the class to decide which monster you are facing:

Roll	Monster	Description	Attribute
1	**Slime**	Simple Vermin	No attributes
2	**Orc**	They are never alone	Add 1 orc to a free field next to player
3	**Minotaur**	Tough as nails	Needs to be defeated twice
4	**Ghost**	Ethereal beings	Only "Spell" can kill it. Move through for -1L
5	**Druid**	They turn into a monster	On defeat roll to replace with new monster
6	**Dragon**	Fear this beast	Player needs +1 on combat roll

TAB03: Monsters

Enhanced Leveling: level Progression

You can change the amount of progression points gained by level:
- Defeating a monster that is 2 levels lower than you gives no level progression
- Defeating a monster that is 1 level lower/higher than you or the same level gives 1 point of level progression
- Defeating a monster that is 2 levels higher than you gives 2 points of level progression

Enhanced Leveling: Attribute Progression

You can add 1 life, or 1 Manage point per level to your hero. This works best if you play with enhanced combat (see below). You can also allow a life refill when levelling up.

Enhanced Combat

Combat can be made more complex by allowing both sides to deal damage or avoid damage:

1. Roll for initiative: 1, 2 gives initiative to the monster 3 - 6 gives initiative to the player
2. The winner of the initiative starts rolling for damage as seen in TAB04
3. The other party rolls for block in accordance with TAB04
4. Sides are reversed

Rinse and repeat until the foe is slain.

Note: you will need to add 2 additional health to the life pool of the player for this to be fun.

Monster	Player			
	Levels	1	2	3
	1	4+/3+	5+/2+	6/1+
	2	3+/4+	4+/3+	5+/2+
	3	2+/5+	3+/4+	4+/3+

TAB04: Attack/Defense Matrix

Monster health is the Monsters level: a level 1 monster has 1 health, a level 2 monster as 2 health and a level 3 monster has 3 health.

Example:
A level 2 Paladin fights a level 1 Slime

1. The slime wins the initiative
2. The slimes attack roll is a 5. He hits.
3. The player's defence roll is a 1. He fails and loses a life
4. The player attacks and rolls a 1. He misses. The slime does not need to defend
5. The slime attacks and rolls a 3. He misses. The player does not need to defend
6. The player attacks and rolls a 3. He hits
7. The Slime's defence roll is a 4. He fails and loses a life. He only had 1 life. He dies. The player wins

Note: you can attempt to flee from a confrontation by rolling a dice during the player's attack turn: on 1 and 2 you fail and stay in combat. All other rolls put you back on the previous tile.

Some Additional Words

Please enjoy this game. Feel free to change and extend it however you see fit. Do get in touch with us, so we can share your ideas with other people as well and maybe grow something nice for everyone out of this quick idea :).

We wish you fun little adventures on park benches, in class rooms, at boring parties, on long train rides and on gigantic family gatherings. Lungeon was born as a way to carry some miniature game in our pockets wherever we went. So we decided to write the rules down, add some pictures and see where it takes us :).
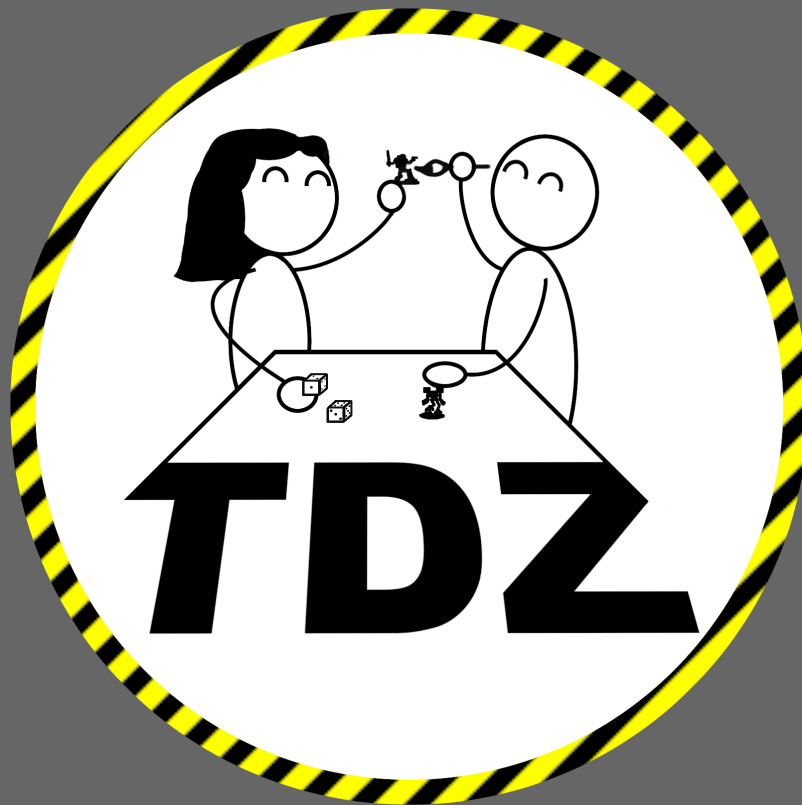
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