

DUNGEON ACADEMY

Get ready to graduate from the most renowned academy in the realm! Monsters, potions, and loot await discovery in every room. Be quick with a pen and your plan to master every Level, surpass the other Heroes, and earn the most Glory to receive the diploma from Dungeon Academy and win!

10+



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COMPONENTS



16 BASE DICE



1 LABYRINTH DIE



1 BOSS DIE



1 TEACHER



10 HERO CARDS

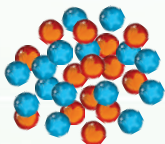


20 LOOT CARDS



6 EXIT CARDS

... AND ONE DUNGEON



158 ENERGY TOKENS



150 ADVENTURE SHEETS

HOW TO BUILD THE DUNGEON

1. Base:

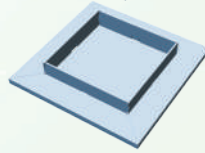
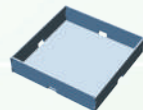
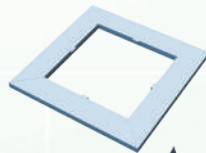
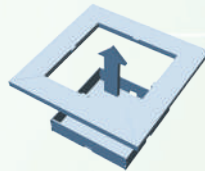
A



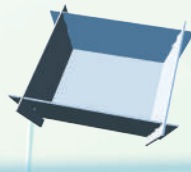
B



A+B=C



2. Roof:



OBJECTIVE

It's time for the big exam to earn your Dungeon Academy diploma! Get there after completing four Adventures, each on its own Level. Each Level is made up of 16 Rooms. End up with the most Glory after exploring through the risks and rewards of every Room to earn your diploma and win the game!

**GREETINGS, HEROES!
NEVER PLAYED BEFORE?
BUILD YOUR DUNGEON FIRST,
FOLLOWING THE DIAGRAM
ON PAGE 1!**

SETUP

1. Place the Dungeon (A) in the center of the table.
2. Shuffle the Loot cards (B) and place them, the Teacher (C) and the 16 Room dice (D) within reach.
3. Stack the Exit cards (E) in descending order with the 6 on the bottom and the 1 on top.
4. Place the Energy tokens in the middle of the table to create a pool (F). These are double-sided to represent either Health (red) or Mana (blue).
5. Each player draws one Hero card (G) at random. Take the number of Energy tokens shown on your Hero card from the pool and place them on the corresponding red and blue spaces on your card (H).
6. Give each player an Adventure sheet (I) and a pen (not included).

Tip: Don't play with the Labyrinth die or Boss die (J) for your first game.



HOW TO PLAY

Explore each Level of the Dungeon following these 5 steps:

1. SET THE EXAM LENGTH

Use a timer or download the free *Dungeon Academy* app and pick the difficulty you want to complete each level:





Easy: 1 minute.

Moderate: 45 seconds.

Hard: 30 seconds.

2. PREPARE THE DUNGEON

Hold the roof of the Dungeon upside down and roll the 16 Room dice into it. Adjust the dice in order to get a flat 4x4 grid. Then, cover the dungeon roof with the dungeon floor. Finally, while holding it tightly, turn the Dungeon right side up, placing it in the middle of the table. **Do not lift off the roof.**

This forms the 16 rooms in this level of the Dungeon. In each room, you will find either a monster (to fight with  or ) or a potion (to restore your  or ). The school's dungeon is now prepared for the examination.

MONSTERS & POTIONS



THE BLOB
-1 



THE COLOSSUS
-2 



THE HEALTH POTION
+1 



THE GHOST
-1 



THE REAPER
-2 



THE MANA POTION
+1 

3. REVEAL THE DUNGEON LEVEL!

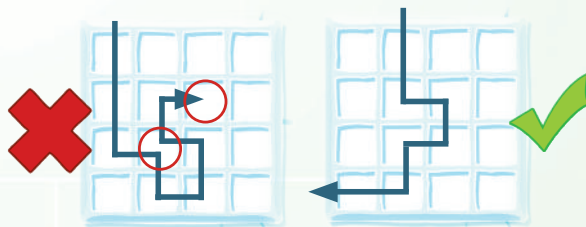
When everyone is ready, start the timer and remove the Dungeon roof. Everyone will simultaneously draw a path on their Adventure sheet for each Level.

Note: Each player draws their path from their own perspective, so draw according to your own point of view.

During each test, stick to the Academy's **Three Golden Rules!**

- You have to start and finish your path on one of the Dungeon's outer rooms. You cannot start or finish inside the dungeon!
- Rooms are connected horizontally or vertically, you cannot move diagonally.
- It is forbidden to move through the same room twice.

Important: End your path with an arrow to show the direction of your journey.



As soon as you have finished your path, take the top Exit card from the draw pile. When everyone has an Exit card, or when the timer runs out, the Adventuring ends and it's time to grade the level.



4. RESOLVE THE DUNGEON

Time to start resolving the level! Starting with the player who collected Exit card "1", then in increasing order, you will resolve each player's path through the dungeon. The player to your left uses the Teacher standee to travel the path drawn on your Adventure sheet.



"MOVE ME FROM ROOM TO ROOM TO HELP OTHERS FOLLOW ALONG WITH THEIR CONTENTS. ANNOUNCE THE EFFECT ON YOUR HEALTH OR MANA BASED ON WHETHER YOU FOUGHT A MONSTER OR DRANK A POTION!"






- When you fight a little monster, you lose 1 Energy of that color. Place an Energy token from your Hero card on the corresponding colored space on the top of your Adventure sheet.











- When you fight a big monster, you lose two Energy of that color. Place one on the corresponding space on your Adventure sheet and return the other Energy token to the pool.
- When you drink a potion, you gain 1 Energy of that color. Take 1 Energy token from the pool and add it to the corresponding side of your Hero card.

Achieving a Level

If you manage to exit the Level in time, congratulations, you've completed an Adventure! Tally the Glory points on your Adventure sheet:

- You earn 1  for each monster you fought regardless of size! Add up the number of Energy tokens you placed on the top of your Adventure sheet. 
- If you scored Glory points from Loot and/or Hero cards, then indicate that in the space for the level. 
- Finally, choose 1 of the 4 Quests at the bottom of your Adventure sheet and score 1  for each corresponding monster you defeated in this level. Each quest requires you to defeat specific monsters: little monsters, big monsters, blue monsters or red monsters. 

LEVEL RESOLUTION EXAMPLE

1. Max faces a Blob, he therefore loses 1 . He places the  on the "Blob" space of his Adventure Sheet. 
2. Max drinks a Red potion, he takes 1  from the pool and places it on the Health side of his Hero card.
3. Max drinks another Red potion, but his health is already maxed out! Therefore, he cannot place a  on his Hero card.
4. Max faces a Reaper, and loses 2 . He takes one of the 2 tokens and places it on the "Reaper" space of his Adventure Sheet and returns the other token in the pool.
5. Max drinks a Blue potion and gains 1 . He takes one  from the pool and places it on the Mana side of his Hero card. He then exits the dungeon!



LEVEL POINTS SCORING

1. During the 1st level, Max defeated 3 Blobs, 1 Colossus and 1 Reaper, which represents 5 monsters. Max earns 5 🟡 and writes this number in the corresponding space next to the Level 1 on his Adventure sheet.
2. Max chooses to score his Red Monsters Quest: since he defeated 3 Blobs and 1 Colossus, he earns 4 🟡 and writes this number in the corresponding Quest space.



Failing the Level

If you find yourself in one of the following situations after time is up, you failed the level:

- You didn't make it to the exit in time.
- You broke at least one of the Three Golden Rules (see page 3).
- Your Health points or Mana points drop below zero during the check. It is possible to lose the last 🟡 or 🔵 token from your card and still pass the level. You only fail if you have to fight a monster and do not have another Energy token of that type to lose.

**"FAILING A LEVEL COMES WITH CONSEQUENCES!
I MUST IMPLEMENT THE FOLLOWING PENALTIES..."**

- You score 0 Glory for this level.
- You do not achieve a Quest.
- You do not collect a Loot card.

The Hero then recovers their full Health and Mana!



Note: Adventuring is hard work! Use the two spaces on your Adventure sheet to record your ending Health and Mana values, in case you lose track in between Levels.



5. EARN LOOT

After everyone's path has been checked, Heroes reach the Treasure room. Draw as many Loot cards as there are players and place them face up in the middle of the table.

In numerical order, starting with the player who collected Exit card "1", players who passed the level will choose one of the Loot cards. Once everyone who passed the Level has chosen a loot card, discard any remaining cards. Each Loot card indicates when it can be played. For more information see Loot Cards page 7. *Note: After the fourth Level there is no Treasure room—but save the exit order, it will be needed in case of a tie!*

6. GO TO THE NEXT LEVEL

Reset your Adventure sheet.

Discard all Energy tokens that are on your Adventure sheet. Unless your Hero power tells you to, you do not recover 🟡 or 🔵 when moving to another level. You are ready to move onto the next Level and repeat the previous 5 steps, with the following changes:

Add Boss and Labyrinth dice to the Dungeon.

At the start of Level 2, one Room die is replaced by the Labyrinth die, until the end of the game.

At the start of Level 4, one Room die is replaced by the Boss die.

At the end of this rulebook, you will find the description of these two dice (see page 8). Make sure every player has understood the effect of each face of the dice before lifting the roof!

ENDGAME

After the fourth Level, you will add up your Glory to see who is victorious. Add together your Glory points for each of the Levels, your Quests, and any Glory points written on your Loot and Hero cards.

The player who scored the most Glory points gets the Dungeon Academy diploma and wins the game! In case of a tie for the first place, the winner is the player who exited the final level fastest.

VARIANTS

Training:

If you are adventuring with younger players or if you just want to train, you may play without the Labyrinth and Boss dice.

No mercy!:

You cannot change your route by erasing or crossing out errors. When you draw your route through the dungeon, it is final, mistakes are not allowed!

Solo Variant:

The rules stay the same with one exception: after you complete a level, draw 2 Loot cards, choose one and discard the other.

When playing solo, the goal is to improve your own score on the Hero scale:

0 TO 10 🏆: YOUNG ESQUIRE

11 🏆 TO 20 🏆: HERO APPRENTICE

21 🏆 TO 30 🏆: LOCAL HERO

31 🏆 TO 40 🏆: WORLD-CLASS HERO

41 🏆 TO 50 🏆: LIVING LEGEND

51+ 🏆: DEMIGOD



ENDGAME SCORING EXAMPLE

Max sums up all the numbers written in the 🏆 spaces. He has gained $4+6+3+5 = 18$ 🏆 for the levels he achieved, and he has gained $4+2+5+1 = 12$ 🏆 thanks to quests. He also adds 2 🏆 for the School's Mascot he found during the adventure. Consequently Max scores $18+12+2 = 32$ 🏆!

LOOT CARDS

Icons in the bottom left corner indicate when and how these cards may be used. Cards without icon have permanent or end of game effect.



Only once per level.



Must be played during the next level.



Discard this card after using it.



PURSE

At the end of the game, gain +1 🟡.



SCHOOL'S MASCOT

At the end of the game, gain +2 🟡.



SHIELD

Gain +1 🟠. Your maximum 🟠 is increased by 1.



HELMET

Gain +1 🟢. Your maximum 🟢 is increased by 1.



BLOB HUNTER DEGREE

During the next level, gain +1 🟡 for each blob you defeat.



GHOST HUNTER DEGREE

During the next level, gain +1 🟡 for each ghost you defeat.



COLOSSUS HUNTER DEGREE

During the next level, gain +1 🟡 for each colossus you defeat.



REAPER HUNTER DEGREE

During the next level, gain +1 🟡 for each reaper you defeat.



GREAT RED POTION

Discard this card at any time to gain +2 🟠.



GREAT BLUE POTION

Discard this card at any time to gain +2 🟢.



GREAT COCKTAIL POTION

Discard this card at any time to gain +1 🟠 +1 🟢.



USELESS ITEM

This item has no use whatsoever.



TELEPORTATION RING

You can start your path on any space.



GETAWAY BOOTS

You can finish your path on any space.



RANGER'S TROPHY

During the next level, if you exit first, gain +2 🟡.



TREASURE MAP

Immediately mark a space on the next level. If your path passes through that space during the resolution, gain +2 🟡.



CURSED GLASSES

During the next level, your red potions are blue, and your blue potions are red.



INVISIBILITY CLOAK

Discard this card at any time to ignore a monster on your path (no gain or loss of 🟠 and 🟡).



GHOST CLEANER

Once per level, you may defeat a ghost without losing any 🟢.



ANTI-BLOB SWORD

Once per level, you may defeat a blob without losing any 🟠.

THE BOSS DICE



TROLL

-3 +3

then regenerate all your



DRAGON

-3 -3 +3

then regenerate all your and all your



DEAD END

You cannot move through this room.



LICH

-3 +3

then regenerate all your



CHEST

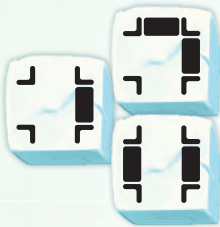
+2



KEY

You have to move through this room to be able to exit the dungeon (even if you own the Getaway Boots.)

THE LABYRINTH DICE



CORRIDORS

You cannot move through the side walls.



CROSSROAD

Nothing!



BANANA PEEL

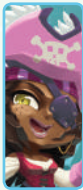
-1



PURSE

+1

THE HERO CARDS



THE PIRATE

At the start of the game, mark one room on each level. When you move through these rooms, gain +1 .



THE RANGER

On each level, if you finish first, you may defeat a Reaper +1 .



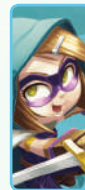
THE CONJURER

Gain +1 for each Reaper you defeat.



THE MONK

Once per level, treat a as a and vice versa.



THE ROGUE

You start the game with 2 **Loot cards** drawn randomly.



THE NINJA

Once per level, when resolving the Dungeon, you may ignore a monster on your path, without gaining or losing or .



THE WIZARD

Once per level, you may defeat a Reaper without losing .



THE BARBARIAN

Gain +1 for each Colossus you defeat.



THE MERCHANT

Gain +7 at the end of the game.



THE WARRIOR

Once per level, you may defeat a Colossus without losing .

Design : Julian Allain • Illustrations : Régis Torres • Graphic Design : Henri Kermarrec
Thank you to Solal-Ewan, the man with the bathrobe, the Bear of KBI, Doria R, Mathieu BP, Yann B, the Gang of game designers from Rennes, Henri K, Yohan L, Jonathan D, Loïc B, Vianney V, the Borderline Association, the gaming crowd of Rennes, the family and all the play testers who helped me!

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