



# DUNGEON SHUFFLE

## INSTRUCTION BOOKLET

**YOU'VE FOUND YOURSELF LOCKED AWAY IN A DARK DUNGEON WHERE NOTHING IS AS IT SEEMS. THE PORTAL YOU ENTERED FROM HAS SHUT DOWN, AND REQUIRES SOULS FROM THE MONSTERS LURKING WITHIN TO POWER UP AGAIN. UNFORTUNATELY, THERE ARE OTHER ADVENTURERS LOCKED AWAY WITH YOU, FIGHTING TO ESCAPE. YOU MUST NAVIGATE THIS SHUFFLED REALM OF TWISTS AND TURNS BY SLIDING AND ROTATING ROOMS TO CREATE PATHWAYS. ALL WHILE BLOCKING OFF OTHER PLAYERS FROM DOING THE SAME. HUNT DOWN MONSTERS TO COLLECT THEIR SOULS, AND ESCAPE THIS SHUFFLED DUNGEON.**

**IT'S A ROOM SHUFFLING, MONSTER HUNTING GAME,  
AND THE RACE IS ON.**

### **CONTENTS:**

26 ROOMS CARDS  
24 MONSTER TILES  
6 COLORED PAWNS  
6 PORTAL TOKENS  
2 DICE  
INSTRUCTION BOOKLET

# OBJECTIVE

The object of the game is to collect the required amount of Monster Souls, and make it back to the "Start Portal" before any other player.

## REQUIRED POINTS TO WIN

**2 PLAYERS** - 11 POINTS

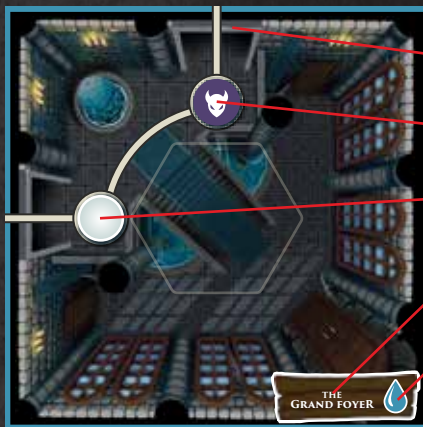
**3 PLAYERS** - 9 POINTS

**4 PLAYERS** - 7 POINTS

**5 PLAYERS** - 9 POINTS

**6 PLAYERS** - 7 POINTS

## READING THE GAME PIECES



DOORWAY

MONSTER BATTLE SPACE

BLANK SPACE

ROOM NAME

ROOM ELEMENT TYPE

THE GRAND FOYER

ROOM CARD

REQUIRED DICE ROLL

ELEMENTAL TYPE

SOUL POINTS

ELEMENTAL SETS

MONSTER NAME



WEAK NORMAL STRONG

POSSESSED KING

MONSTER TILE



## SET-UP

First you must lay out the dungeon. Take out the “Start Portal” as well as the “Remove this Card” Room cards. These two rooms are used in every game of Dungeon Shuffle. Mix up the remaining rooms and take out 14 more. Shuffle the two required rooms back into the deck. These are the rooms that will make up your dungeon. Now lay these rooms out in a 4x4 grid and flip them over. (See “Special Rules” on page 8 when playing a 5 or 6 player game.) Remove the “Remove this Card” room card and place your playing pieces on the “Start Portal.”



Now that the dungeon has been laid out you need to fill it with monsters. Simply place one Monster Tile face down in every room (not including the “Start Portal.”) Roll to see which player goes first.

## PLAYING THE GAME

One turn in Dungeon Shuffle consists of 2 phases. 1) SHUFFLE DUNGEON PHASE and 2) MOVE PLAYER PHASE. On your turn simply roll both dice. First, during the Shuffle Dungeon Phase, move around the dungeon according to what was rolled on the Dungeon Dice (black die.) See specifics of each dice symbol on page 4. After the rooms, monsters or portals have been changed then you move on to the Move Player Phase. Now move your player according to the Player Dice (white die.) If you land on a white blank space, your turn is over. If you land on a Monster Battle Space or portal, perform the events required of that space.

# SHUFFLE DUNGEON PHASE

The Dungeon Dice (black die) features symbols that decide how the room cards will be rearranged. Use this to your advantage to create pathways to new rooms with monsters in them.

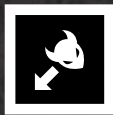
## DUNGEON DICE SYMBOLS



The SLIDE symbol on the dice allows the player to slide one room in the dungeon into the open space. You must move an adjacent room to the opening either horizontally or vertically (not diagonally.) You cannot pass one room over another, and cannot rotate the room in any way as you slide. The room must also stay within the 4x4 grid (5x5 in a 5-6 player game.) See "Special Rules" for more details.)



The ROTATE symbol on the dice allows the player to rotate one room in the dungeon. The room does not leave it's spot in the grid, but simply rotates in place. You can turn the room in 90 degree increments as much as you want.



The MOVE MONSTER symbol on the dice allows the player to move one monster tile to a new room. If you move a monster that is not uncovered, keep it face down and if the tile is face up, keep it showing. Do not move any monsters into the "Start Portal". You may also not move a tile into a room with an existing monster. If there are no empty rooms to move a monster tile into, then simply go to the Move Player Phase.



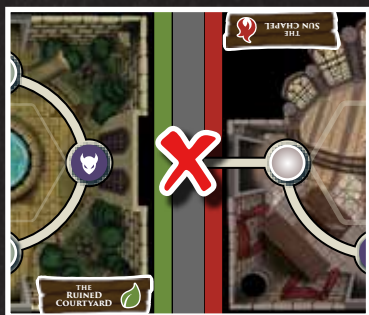
The PORTAL symbol on the dice allows the player to put a set of portal into play or relocate an existing portal set to new spaces. You must move both matching color portals at the same time. If a player is occupying a portal space, then that portal cannot be moved. If there are no portals that can be moved, then simply go to the Move Player Phase. See "Using Portals" on page 6 for more information.



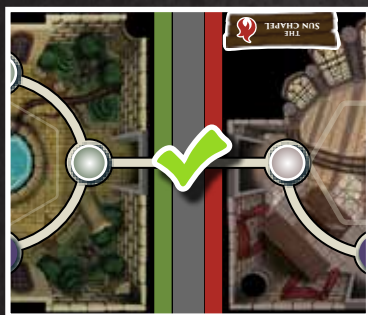
## MOVE PLAYER PHASE

Once the dungeon has been appropriately shuffled, the player may then move their player pawn. Simply move the number of spaces indicated on the Player Dice (white die.) If the player rolls the Star Symbol during this phase, that acts as a Player Swap. See more details in the “Star Symbol” section on page 6.

Some rules to keep in mind while moving your pawn: You may only pass from one room to another when the doors in both rooms match up. If there is a door on one side but not the other, then you may not move to that room. Also, you may not occupy a space with another player. If this occurs, simply stop on the space immediately before occupied space. If the moving player lands on a Monster Battle Space or Portal, then you do the action accordingly.



THE DOORWAYS DO NOT MATCH UP.  
THIS PATH CANNOT BE TAKEN



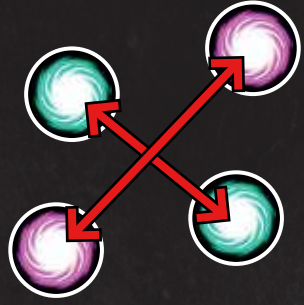
THE DOORWAYS DO MATCH UP.  
THIS PATH CAN BE TAKEN

Also when moving your pawn, you may not touch the same space twice in one dice roll. The player must also take the path that allows for as much of your dice roll as possible. For example: if the player rolls a 5, and there are two paths that they can take. One allows the player to move the full 5 spaces and the other only allowing the player to move forward 2. The player **MUST** take the path that moves them forward 5 spaces.

Often, there will be many forking paths that the player can take, that need to be taken into consideration.

## USING PORTALS

During a player's movement, they may come across colored portals. This portal will warp you to a new location, making travelling across the dungeon easier. The player always jumps to the portal of the same color upon landing on first portal space.



Using portals is simple; if the player lands on a portal space at the end of their dice roll, they must move to the new portal space. If the player passes over a portal space during their pawn movement, then they may choose to either take the portal or carry on finishing their movement. Should you choose to take the portal, move your player pawn to the new portal location. This will end your turn. You do not get to finish the remainder of your roll. If there is another player standing on either portal, then it may not be used. If the active player lands on a portal, but the exit portal is occupied by another player, then the portal cannot be used. The player must stop on the entrance portal and their turn simply ends.

## STAR SYMBOL



The Player Dice also features a Star Symbol. During the Move Player Phase, the star acts as a Player Swap. You may choose to swap the locations of any two colored pawns, including yourself. Should you choose to swap your own location with another player, then you, and only you, must play the action of the space you swap on to (Monster Battle, Portal etc.) If the space is blank, then your turn simply ends. Choosing to swap two other players only swaps their locations. They do not get to perform any space actions that they may land on. Swapping players is completely optional. If you choose not to swap any players then your turn simply ends.



# BATTLING MONSTERS




Landing on a Monster Battle space by exact dice roll will give the player a chance to fight a monster and collect its soul. Start by flipping over the Monster Tile in the middle of the room if it has not already been revealed. Now roll the Player Dice (white die.) If the player's dice roll matches any part of the correct Elemental Set located on the Monster Tile, then you have defeated the monster and collected their soul. Take the Monster Tile and place it in front of you. Tally up all your collected souls and gain enough points to win.

## ELEMENTAL WEAKNESSES

The monsters are affected by the location that they are located in. Each room and monster has an Elemental Type and can be strong or weak depending on how they match up. A **Water Monster** in a **Fire Room** is considered to be strong, so the player would need to match their dice roll to the *Strong Set* on the Monster Tile. While a **Water Monster** in an **Earth Room** is considered weak, the player would then need to match their dice to the *Weak Set* instead. Battling monsters in rooms that make them weak make it much easier to win. Use the Move Monster symbol on the Dungeon Dice to relocate a difficult monster into a room that makes it weak.

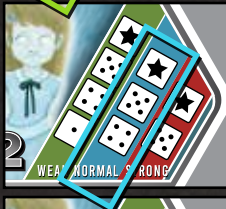
### EXAMPLE OF A MONSTER BATTLE

If the player rolls a 



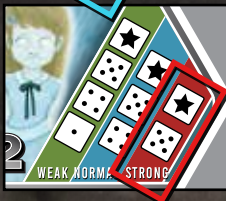
1,4,5 or ★  
needed to win.

Rolling a "4" would  
result in victory.



4,5 or ★  
needed to win.

Rolling a "4" would  
result in victory.



5 or ★  
needed to win.

Rolling a "4" would  
result in a loss.

An easy way to understand which set the player needs to reference to defeat a monster, is to simply match up the Elemental Set to the color of the rooms elemental type. So if the player is a fighting a monster inside a Fire Room, just use the red colored Elemental Set (Green for Earth, and Blue for Water.)

## WINNING THE GAME

You win more points by defeating Gold Monsters than you do from defeating Bronze Monsters. Rack up enough points faster by going for Gold. Just remember that those monsters will be harder to defeat. Once you have racked up the required amount of points to win, your mission is to make it back to the "Start Portal" and escape the dungeon. If you do, you are the winner of Dungeon Shuffle. Beware though, because all the other players will do everything they can to make sure you dont make it back.

## SPECIAL RULES

Dungeon Shuffle can be played with 5 or 6 players, but just with a few minor changes to accomodate the extra opponents. During a 5 or 6 player game you will be playing on a 5x5 grid (instead of a 4x4.) There will also be 2 empty spaces instead of 1.

To set up this larger dungeon, follow the same steps outlined on Page 3. The room in the very center of the dungeon will always start off empty, simply place no room card in that spot. The second empty square will be located wherever the "Remove This Card" room happens to be located. When rearranging the dungeon, the player will choose which of the empty spaces they want to slide a room into. They do not slide or rotate more than one room.qw

All other rules for playing Dungeon Shuffle will remain exactly the same. Follow them accordingly.