

POCKET DUNGEON RUSH

(Edition 01.v22)



You are an aspiring adventurer who just received the guild badge and a dungeon pass. This will be your first dungeon run, and you hope you can get decent loot and hopefully your first weapon. Right after you enter the dungeon, you find yourself in a strange room filled with rather short walls. The atmosphere feels unfamiliar, and you feel like you are being constantly watched. You try to gather your courage and start moving forward, but before your second step even lands, you suddenly hear a loud screeching voice from the room...

Pocket Dungeon Rush! is a fast-paced 2 player turn-based board game where one person plays as the hero and the other person plays as the dungeon master. Each player takes turns to control and move the pawns while trying to achieve a different goal. This game is meant to be played quickly, and you can always rearrange the dungeon layout or swap roles between players.

Winning condition

As a hero, you win if you manage to slay all monsters OR destroy the monsters' portal.

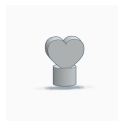


As a dungeon master, you win if you manage to defeat the hero by depleting all of their HP OR destroy the dungeon entrance gate.

What you need to play this game

1. 1x Pocket dungeon box
2. 1x Dungeon board
3. 1x Hero pawn
4. 1x Weapon piece
5. 3x Monster pawns
6. Item pieces
7. Entrance gate piece
8. Monster portal piece
9. D4 dice

Item List

Here are the items you can use in the game with its effect:

Item Name	Effect	Image
Health potion	+2 HP	
Water flask	+1 SPD, (your hero can walk 1 extra tile per turn)	
Radiant droplet	+1 HP +1 SPD (your hero can walk 1 extra tile per turn)	

How to set up the game

First, the dungeon master places all the wall pieces onto the board, the wall pieces can only take up max 25% space of the entire board (in this case, 24 tiles out of the total 96 tiles).

After placing all the walls, place both the entrance gate and monster portal onto the board. The monster portal can only be placed in the first row (row 1) and the entrance gate can only be placed in the last row (row 12).

The dungeon master will now take however many item pieces of their choice, hold them in the palm, and drop them from about 15 cm above the board. Place each item on the tile right where the item has landed. Now the dungeon is set up and ready.

The hero player then takes the weapon pawn and drops it from about 15 cm above the board. Place the weapon piece on the tile where the piece landed.

To start the game, place the hero on any tiles adjacent to the entrance gate, and place all monsters on the tiles adjacent to the monster portal. The hero starts the game with 2 HP and 0 additional SPD (you can use the slider at the bottom of the box to track your HP and +SPD), the hero always starts the game first.

How to play

Hero's turn: In the hero's turn, **roll a 1d4**, it determines how many tiles can the hero traverse in this turn. The hero cannot walk diagonally.

To retrieve an item or weapon, simply walk over or occupy the tile where the item/weapon is located. When you retrieve an item/weapon, place it in your inventory (at the bottom right of the box) you can only hold 3 items at the same time, including your weapon.

Additionally, you can use the item from your inventory during your turn, to use the item, simply remove the intended item from your inventory and apply the effect immediately.

After your hero retrieves a weapon, you can start attacking the monsters. To attack, walk over or occupy the tile where the targeted monster stands during your turn, and remove the monster from the dungeon.

Desperate attack: while still being bare-handed your hero can try to desperately attack the monster, but failure comes with a great cost. To perform a desperate attack, **roll a 1d4** right before walking over or occupying the monster's tile. If you **roll a 3 or above**, you successfully kill the monster. However, if you **roll a 2 or below**, you fail the desperate attack and the monster survives. You also will lose 1 HP and need to stop immediately on the tile adjacent to the monster you tried to attack.

To destroy the monster portal: during your turn, walk over or occupy the tile where the monster portal is located.

Dungeon Master's turn: In the Dungeon Master's turn, **roll a 1d4**, it determines how many tiles can your monsters collectively traverse in this turn, the amount will be shared between all the monsters in the game (ie if you rolled a 4, you can decide which monster walk 2 tiles, and which monster walk 1 tile, etc). The monsters cannot walk diagonally.

If the monster walks over or occupies the tile with an item/weapon, remove the item/weapon from the tile and place it adjacent to the monster portal.

If the monster walks over or occupies the tile where the hero stands, remove the hero from the tile, and place it back adjacent to the entrance gate. The hero lost 1HP.

To destroy the entrance gate: during your turn, walk over or occupy the tile where the entrance gate is located

About Pocket Dungeon

This is the first rule book published to accompany the Pocket Dungeon set. This project is in constant development and any feedback and comments are welcomed for the future improvement of Pocket Dungeon.

There will be more monsters and heroes coming as an expansion pack. If you are interested in following the development of Pocket Dungeon, kindly follow me [@pixelcadet](#) on Instagram or Tiktok. Have fun and many thanks!