

Setup

Give each player a Player Aid

card, white side up. *And a Special*

Monsters player aid.

Make a stack of 5 Success cards.

Pick a random start player.

Round

Choose one adventurer (Warrior,

Barbarian, Mage, Rogue,

Necromancer, Princess, Ninja,

Bard). Lay their card and their

equipment out in the centre of

the table.

Shuffle the Special Monsters and

draw two. Add them to the

Monsters.

Shuffle the Monsters.

Establish a location for the

Dungeon pile.

Bidding Phase

Designer-recommended variant:

for the first round of bidding,

you *must* draw a card and add it

to the dungeon.

From the first player in rotation,

until only one player is left, do

one of:

- Draw a card from the Monster

Deck, and look at it secretly.

Then either (a) add the

monster face-down to the

Dungeon pile, or (b) place it

face down in front of you, but

remove one of the Equipment

tiles from this round.

- Pass, and drop out of the round.

Dungeon Phase

The last active player tackles the

dungeon:

Calculate total health points

(HP) from character card and

equipment. *The HP tracker may be helpful for this.*

From top to bottom, reveal each monster in the Dungeon pile. If

you have equipment that can

eliminate that monster, discard

the monster. *If the equipment item*

has the lightning strike symbol ⚡, discard it too. Otherwise lose HP

equal to its strength.

If your HP reaches zero *and you*

do not have an Equipment item

that lets you come back to life, you

have been wounded. Turn your

player aid card to its red side. If it

was already on its red side, you

are eliminated; if only one player

remains, they win.

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https://tekeli.li/rogers-rules/
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Dungeon

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