

Dungeon Dwellers

Beat the Boss!

Team Members of Awesome



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Game Design

Summary

Play as an adventurous treasure hunter forging his way through an ever changing dungeon decided by the flip of a card, and your adventure by chance. Face off or team up to bring down big and bad beasts of all sizes. Gain armor and power as you carve your own unique board each and every time. The playing field is decided by flipping cards from the map deck. These tell you what's in the next room, like a treasure chest or monster. The room can only be moved through once the obstacle has been overcome. Find the dungeon's master to reach the end of the labyrinth, where your final challenge awaits if you are ready. This Fog of War RPG Dungeon Crawler pits you against an ever-changing labyrinth run by the dungeon

master, who you must seek out. Build your own hand of spells by gaining treasure, and groom it to give you the perfect card at the perfect time.

History, Antecedents and Related Games

Inspiration for Dungeon Dwellers came from another board game called Munchkin Quest. Munchkin Quest is summarized, "Kill the monster, grab the treasure, stab your buddy. That's what it's all about. In Munchkin Quest, cooperate with the whole group, adventure with a partner, or strike out on your own." Our core mechanic of laying down pieces of the board as you play came from Munchkin Quest. We are planning on using an art style for the monsters that resembles the monster icons from the video game Monster Hunter.

Gameplay & Setup

Players will first choose a playing space with plenty of space. There are six decks of cards - level 1, 2, and 3 room cards and level 1, 2, and 3 loot cards. There is also a single card labeled "center" that should be placed on the appropriate center of the playing area. The six decks of cards should be placed off to the side of the playing area, within reach. Players should roll to see who goes first. Highest roll wins and then turns will continue to the left of the starting player. Players should then choose character cards in turn order.

The game begins at a center card on the map, all players (2-4 players) choose a direction to begin travel and turn by turn, create a path to find a Boss of the dungeon. There are three different decks to help the players: Character cards, Map cards, and Treasure cards;

Character cards: Unique cards players can choose at beginning of game, which has class, attacks, stats. (Magician, warrior, archer, etc) Each player gets their own card, but there is only one of each

Map card: Three levels of difficulty. Each card is selected face down from each deck.



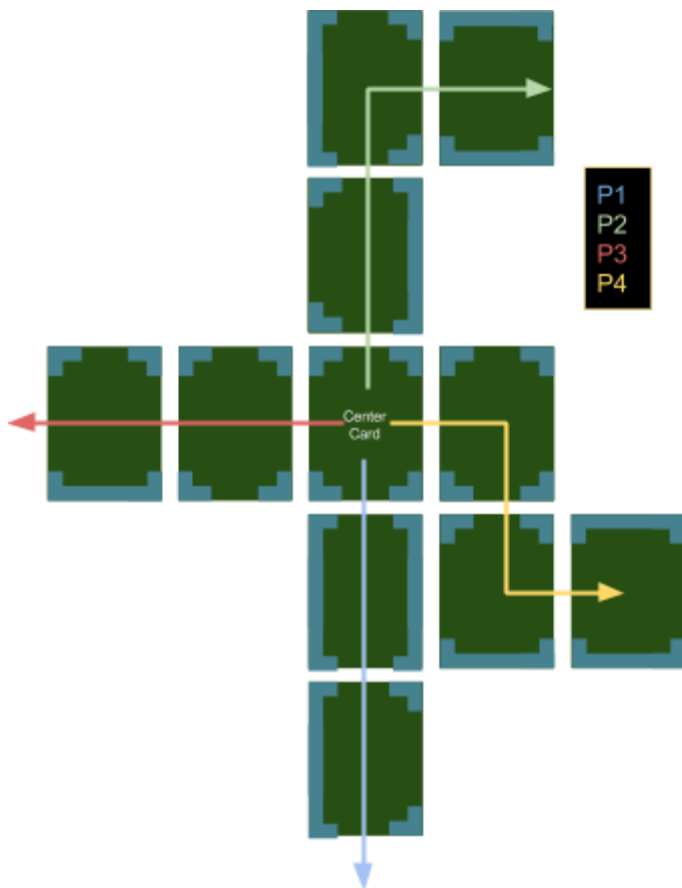
Each flip side will have predetermined exits (card to card basis) and either a monster or treasure chest, and will also list how many treasure cards you get from defeating a monster.

A full turn is spent flipping over a card and resolving it. If a monster is flipped, combat can last multiple turns. Once a monster is

defeated, the room is considered empty.

Treasure cards: Contains Weapons, Armor, and Magic/Effect (short and long term) cards. They are picked up from defeating monsters or finding treasure and placed on your personal character sheet or hand to be used in the future. Armor can be equipped to person, while Magic/Effect cards stay in your hand until used.





cards.

Start of game: All players start in the center room, and must pick a path to forge in any direction. They then flip a map card in the chosen direction and begin building the dungeon.

Normal turn:

- Player can start by playing and effect cards in their hand.
- Flip over map card in desired direction. Be sure to confirm orientation.
- Use already equipped magic/armor to face challenge. Armor/Weapons may not be changed after entry.
- Challenge might not be completed in one turn:
 - Harder levels may take more than one turn to complete.
 - Magic/Items will determine how much you can do per turn.
 - Other people can interfere when you are in a room using effect cards.
- No direct player killing allowed.

If the player wins: (not technically the one that enters first): take directed amount of treasure cards

If the player loses: All cards in hand left in room and become added to loot of room. Player is kicked out to previous room they were in.

Once a room is defeated it is considered empty, empty rooms are faster to traverse to.

Traversing the dungeon: Movement is limited based on the exits provided by the cards. There can be dead ends. Players can move through rooms other players have been in, or move into rooms other players are currently in. If a player faces a wall when they flip over their next card it is considered a 'cave in' and is a one way entrance. Not all cards can be placed without a prerequisite card being put down, the hardest (purple cards) can only be placed after a series of 3 medium card, and a medium after any single first tier room. But a lower tier card may be placed after any card.

Winning the game: In the Hardest card deck there will be a small percentage of boss cards. Defeating one of these boss card gives you victory. There is a 25% chance of finding one of the boss cards. These fights can take multiple turns and can be interfered with by other players.

Narrative

You are a treasure hunter, renowned by your village for bringing back amazing treasures from your countless adventures. Each of your adventures is bigger than the last, and you have yet to meet your match. Lately, stories have been spreading from a neighboring village that the forgotten cave to the north might be more than a cave. In fact, it may be the most dangerous dungeon man has ever faced.

Rumor has it that a young adventurer had stumbled across the cave on his own, and decided to descend into it to look for treasure. He was surprised to discover a vast amount of treasure, relics, spellbooks, and gold all throughout the cave's deepest rooms. But that wasn't all he found. He caught glimpses of the largest monsters he'd ever seen, and had to sneak his way out. That's when he found out that the path come in was no longer the way out, the rooms had shifted! Panicking he abandoned all of his treasure, and narrowly escaped. He warned that no one should attempt to enter the cave, lest they be trapped down there forever.

You accept this to be your next big challenge, to solidify yourself as the greatest treasure hunter ever known. But you are not alone in this venture, treasure hunters from all over the world have already set their marks on this mysterious dungeon as well.

Can you survive the descent into the dungeon and emerge a hero, or will you fall victim to the dungeon's mazes and monsters and let someone else take your glory?

Technical

Theming

The story is about treasure hunters traversing a previously unexplored dungeon in hopes of finding treasure and defeating the toughest monsters that lurk within. The dungeon is a mystical labyrinth where the rooms and layout are always changing, making it difficult for treasure hunters to predict what they will face next. Treasure includes the weapons and armor of ill-fated hunters that died long ago, as well as spell tomes that grant travelers new abilities to help navigate the dungeon. These themes are reflected by the randomness of the board layout. By not knowing what you will encounter next, or knowing which way to go, the board comes to reflect the attributes of a labyrinth much more. As you beat more and more monsters, you gain more rare and powerful loot, giving you that feel of epic adventure and treasure hunting. Even the fact that death costs you loot and power, reflects a sense of risk.

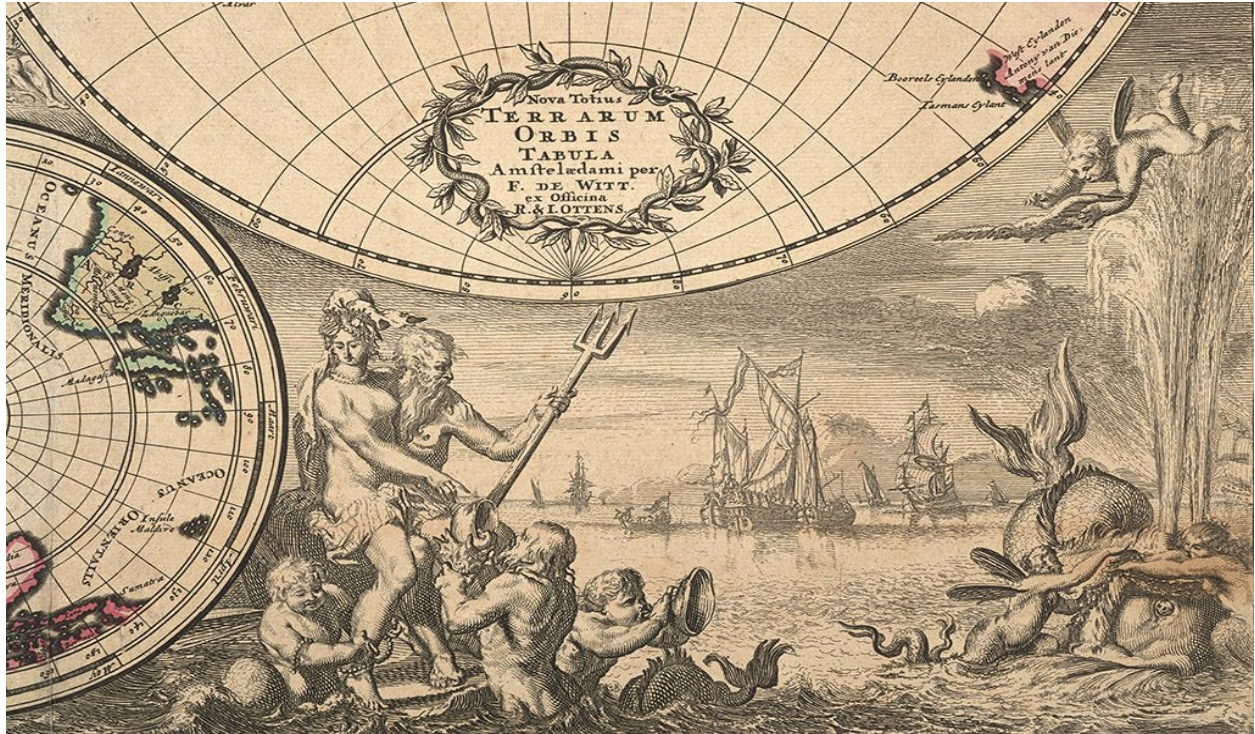
Mechanics

The game is played by flipping room cards and defeating monsters that lie within. Players continue to build the map with new rooms and work to collect equipment and spells that will help them defeat one of the bosses of the labyrinth and claim the ultimate treasures. The game relies on a lot of chance and time. The more time spent killing a lot of monsters, the more loot a player will have to choose from to beat the boss, but then the player risks letting other players reach and defeat the boss first. Throughout the game players can also strategize by using spells to manipulate the game and slow other players progress.

Design

Visual:

Concept art:



Art was inspired by vintage nautical maps the 'Here be Monsters' drawings. The Boss monsters were full blown ink drawings, while the smaller and more repeated monsters would be stencil made.

Originally the map cards were supposed to look like the land portion of nautical maps with the intersecting lines, but for simplicity and readability these design ideas were put to the side. The edges of the maps were instead made to look like they deteriorated the deeper you went into the dungeon.

The stamped monsters were inspired by designs from the game 'Monster Hunter', and were meant to be stamped but ended up being stencil.





Color Palette:



In order: Card color, line color, Level colors: Easy, Medium, Hard

Game Flow

Provide a walk through of the game

1. Players start in the first room of a magical dungeon, which is essentially the center of the dungeon.
2. Players move from the center room, through a door into the next room created in the dungeon.
3. Players defeat monsters that reside in the rooms, while traversing the dungeon.
4. Players collect loot and build up their characters with stronger equipment and unique

spells.

5. Finally, when the player feels ready they summon the most dangerous of rooms and hope a boss lies within.
6. Once a boss monster is found and defeated, the player wins, collecting the ultimate treasure and obtaining extraordinary fame.

Development

Play Test Results

Our first playtesting fleshed out a large number of issues we had overlooked during design. Initially we left out numerous minute details like base health, hand size, when they could place or play certain cards. Balancing also became an issues. Players would be unable to defeat base level monsters and would be stuck at the starting point indefinitely. We also had the concepts of leveling up and recycling spell cards, but these were not well explained. Players had to make up their own rules to put them into play.

By playtest 2 we had straightened out the hand size, starting armor(instead of health) and when they could play cards. Different card types could only be played at certain times and so on. We also cut the ideas of leveling up and recycling spells. In their place we brought in the concept of trap cards and character cards, which were not well explained either. Our players struggled to figure the use of trap cards out and were very confused as to why our game had no health for characters. To combat this, we changed all occurrences of 'armor' in the game to 'health', which seemed to clear things up. Our spell cards and room cards were not well labeled, and this led to a very difficult time for our players as well.

As always balancing was our largest issue. We reworked the attack and health of each card multiple times. For the final playtest involving the other class we got hit pretty hard with the criticism. A large amount of our problems came from a poor rule sheet. The players could not understand how to start the game, which discouraged them from working towards any kind of result. As a team we found that labeling things which we believed were obvious was necessary to guide players through the game.

Future Work

One element we would definitely add is a larger variety of monsters. We'd also add art to the loot cards and possibly more equipment types and abilities. Our narrative would be more fleshed out. We would add backstories to each of the characters and give every class a motivation for traversing the dungeon. More mechanics would probably be considered to make the game more challenging and interesting. Once we are happy with all of the mechanics and card variety we would need to get everything printed. Cover art needs to be added to the box, maybe even a different box that fits the game materials more appropriately. The back of the box would need some text, like a short narrative and basic gameplay. We'd also like to model character pieces and get them printed with a 3D printer.

As a team, we have every intention to keep working on this game through the summer and attempt to have some type of alpha product for testing and playing next semester.

Game Viability

The game we find compares best with Dungeon Dwellers is Munchkin, a card game by

Steve Jackson Games and released in 2001. While we could not find exact sales figures, Munchkin has been a popular game for years, inspiring over 15 sequels and numerous spinoffs. In 2007 it made up 70% of the revenue for Steve Jackson Games. There is even a large amount of merchandise and references in popular media. The game has found a large amount of success.

As the developers of Dungeon Dwellers, we find the possibilities shown by Munchkin to be very exciting. While success on that scale isn't common, it is encouraging to see a game similar to ours receive such acclaim. It pushes us to move forward and keep a positive outlook on the games future.

Expected Development Cost

Munchkin, which is of a similar size and makeup with cards, pieces and rules sheet, costs \$24.99 on there site. Based off of their success and reputation, their larger production and our slightly larger number of cards, we believe \$30 to be a fair and reasonable starting price for our game as well. More research will have to be done when we have a set number of cards and know the exact amount that will be going into each box.

Prices, in quantities of 50, appear to be as follows per unit:

1. Box: \$0.60
2. Cards: \$6.25 (Rooms, treasure)
3. Rulesheet \$1.00
4. Extra Print \$9.00 (Character cards)
5. Pieces \$4.00 (Know a friend of a friend)

Total: \$20.85

Appendices

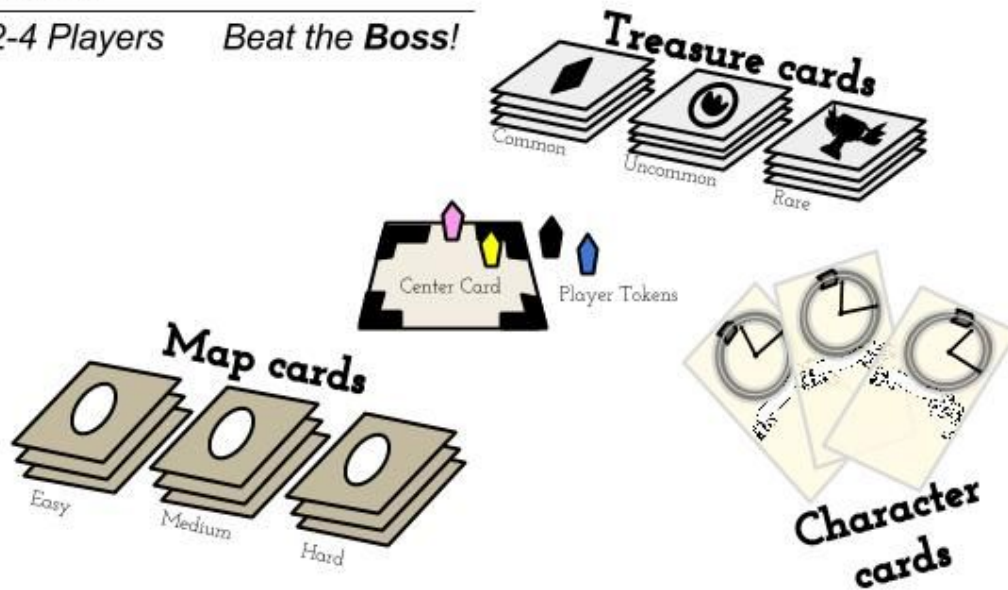
Appendix A - Rulesheet

Dungeon Dwellers

2-4 Players Beat the Boss!

Game Includes:

1 six-sided die
1 Center Card
4 Character Tokens
6 Character Cards
X Blue Chips
30 Easy, 30 Medium, 10 Hard Room Cards
X Common, X Uncommon, and X Rare Treasure Cards



Setup:

- Step 1 **Place the center room.** Place each character piece in the center room.
- Step 2 **Prepare the decks.** Separate Room and Treasure Cards based on level/rarity, then shuffle each deck and place them beside the playing space.
- Step 3 **Roll to see who goes first.** Highest roll wins, play moves clockwise.
- Step 4 **Choose your characters.** Each player must select a character card. Start with the first player and take turns selecting a character. There can only be one instance of each character.
- Step 5 **Begin play!**

At the start of the game, each player has the attributes based off of their selected character card. Move the dial on the character card to reflect your current health throughout the game.

Basic Play & How to Win:

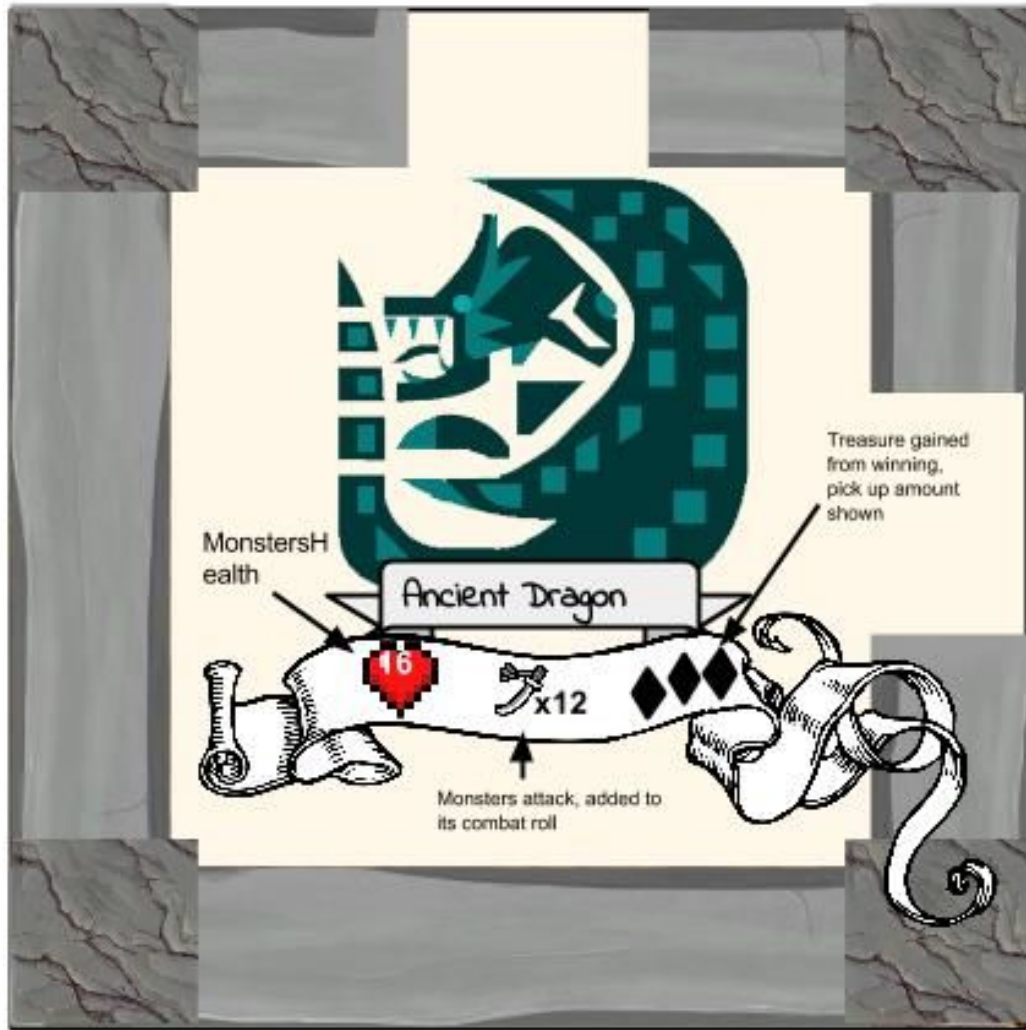
Take turns traversing the dungeon and forging your own path. Along the way find better loot and take on more challenging enemies. When you think you're ready, try to uncover a Boss room from the hard room deck. **Be the first to defeat a Boss to win the game.**

Character Cards:

There are 6 character cards to choose from, each with different stats for Health, Attack, and Hand Size. In addition, each character has a unique special ability they can use throughout the game. On your character card will be a Health Dial used during the game.

Room Cards

There are 3 levels of room cards: Easy, Medium, and Hard. Rooms have between 1 and 4 entrances/exits, and in the center indicate if there is a Monster in the room, or Treasure. Please refer to the following diagram.



Treasure Cards:

There are 3 levels of treasure cards: **Common** (Diamond), **Uncommon** (Crown), and **Rare** (Goblet).

Equipment Cards must be placed on your character card immediately upon being drawn, if you choose to equip that item. There are two weapon slots, two gauntlet slots, one chest slot, one helmet slot, and one boots slot. Only one of each type of equipment may be equipped at any time. If a two handed weapon is equipped, you can not use the other weapon slot. Discard any extra or replaced equipment.

Effect Cards are Traps, Spells and Instants. They are stored in your hand, hidden from other players. Discard any extra cards you have over your hand size. You may play any number of effect cards at any time on your turn.

Instant: Effect cards that may be played at anytime.

Traps: Effect cards that may be placed face down on any active room only on your turn before combat. Some trap cards activate a **Curse**, these are trap cards that have a constant effect on the victim.

Spells: These can only be played during your turn at any time.

Note: Effect cards may have directions that allow you to defy the standard rules, they take precedence!

Turn Actions:

Play any Effect Cards

Trap cards can only be played before placing a new room card. Trap cards can be placed on any room in the entire maze, and are placed face down with only the owner (the player who laid the card down) knowing what it is. These are activated when a player enters that room, not when exiting.

Place a New Room Card

First, choose the difficulty of the room to enter, Easy, Medium, or Hard. You may place an Easy or Medium room at any time, but a Hard room can only be placed when exiting a Medium room.

Second, a room card must be placed adjacent to an exit in the room you are exiting. The orientation of the room does not matter when you lay it down, so long as you do not rotate it after it has been revealed.

Finally, move into the new room and resolve any actions of the room (i.e. Combat, Treasure, Trap, etc.)

----- OR -----

Traverse Explored Rooms

First, roll a die to determine the maximum number of spaces you may move. You must move at least one space, and up to the number you rolled. You may not place a new room at any point. If you pass through a room that is unresolved, you must stop your movement and resolve any actions in that room.

Keep in mind:

Only one player may be in an unresolved room at a time!

Sometimes your door will be blocked by a wall! When exiting a room through an exit, you may pass through a wall of the adjacent room. You may NOT exit a room by passing through a wall, except when you are retreating or you died.

You may run out of room cards of a certain difficulty! If so, pick up all of the rooms of that difficulty that are resolved and unoccupied by a player or dropped loot. Shuffle them and use them as a replenished deck.

Resolving a Room:

Note: An unresolved room should be marked with a **Blue Token** to denote that it is unresolved. Once the room has been resolved, remove the Blue Token to show the room has been resolved.

Resolve the following as they are ordered below:

Traps If you enter a room with a trap placed on it, resolve the trap's effect before anything else.

Retreat Before continuing, if you wish to retreat from the room you must declare it now. Roll a die, if you roll a 4 or greater then you are successful, move back to the room you just exited and your turn ends. If you failed, begin combat by skipping to **Defend**. You may attempt to retreat again at the start of your next turn.

Attack Determine your attack power from the following equation:

$$\text{Attack Power} = \text{Base Attack} + \text{Equipment Bonuses} + \text{Spell Bonus} + \text{Die Roll}^*$$

* Roll a die to determine your attack modifier for this turn

Subtract your attack power from the monster's health indicated on the room card.

If you kill the monster as a result of your attack, skip to **Turn End**. Otherwise, move the Health Dial for the monster to represent its remaining health.

Defend Determine the monster's attack from the following equation:

$$\text{Monster's Power} = \text{Base Attack} + \text{Spell Bonus}^* + \text{Die Roll}^{**}$$

* Another player may place a spell to add to the monster's attack

** Roll a die to determine the attack modifier for the monster on this turn

Subtract the Monster's Power from your health, determined from the following equation:

$$\text{Your Health} = \text{Base Health} + \text{Spell Bonus}^* + \text{Equipment Bonuses}$$

If the monster kills you as a result of its attack, skip to **Turn End**. Otherwise, move the Health Dial for yourself to represent your remaining health.

Turn End

If both you and the monster remain at the end of combat, your Health Dial persists until next turn, and this process repeats.

If the monster is defeated, draw the corresponding loot cards indicated on the room card and return your health to full.

If you are defeated, move back to the room you entered from and leave behind all effect cards in your hand and reset both yours and the monster's health.

If you have retreated reset both yours and the monster's health.

Appendix B - Views of Prototype





Appendix C - Sample Cards



Earth Spell
(instant)

+1 Attack
(+2 vs. Thunder)

Determined
[spell]

Reroll a combat
roll.

Way Carver
[Axe]

+12 Attack
You may exit
through walls
2-hand



Appendix D - Future Art Concept



Possible Monster Style