

DUNGEON Decorators

Preliminary Rules, September 2020

Game, art, and rules subject to change

The Evil Overlord is dead.

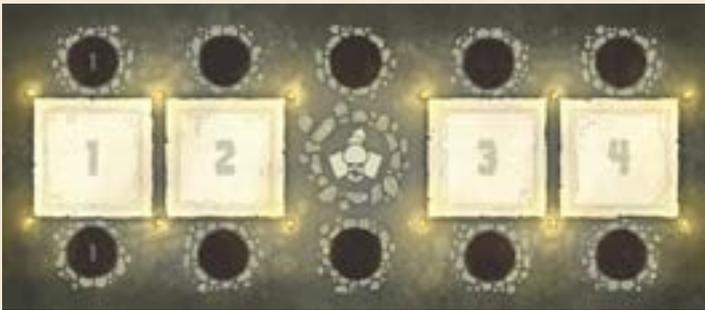
Pretenders from all over the land are vying to take his place, and as everyone knows, the first step to true “evil boss” status is setting up a nefarious lair.

That’s where you come in.

You are a dungeon decorator who specializes in setting up cozy underground spaces with just the right “lair-y” feel for your clients. You will compete against your opponents to build the best dungeon with all the right accoutrements, so that your villainous clients can move in, feel at home, and get right down to eviling.

Components

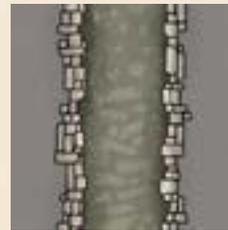
1 drafting board



120 dungeon tiles with decorations on one side and a room or hallway on the other



10 generic dungeon tiles with a room on one side and a straight hallway on the other



Arcane Architect tokens



Decorative Mimic tokens



3 Clock tiles



4 starting tiles

18 Boss Goal cards in two decks, yellow (A) and blue (B)

36 Shape Goal cards

36 Decoration Goal cards

4 player pawns

4 player boards

Scoring track

4 score tracking cubes

8 “50 point” chits

4 rules reminder cards

Bags: the blue “first half” bag, and the red “second half” bag (TTS version also has a purple discard bag)

Overview

Each round, players will each draft a dungeon tile and either place it in their dungeon or place it in storage for later in the game. After a player adds to their dungeon, they may play goal cards from their hand to score victory points. This process continues until the three clock tiles are drawn, at which point the game ends and proceeds to final scoring. The player with the most points at the end of the game wins!

Setup

Each player chooses a color. Remove the unused pawns and score cubes from the game. Each player puts their score cube on the “0” space on the scoring track.

Randomly place the player pawns into the circular spots along one side of the draft board, starting with the spot marked “1” and proceeding down the line. This determines the turn order for the first round.

Shuffle the 120 dungeon tiles. Put 20 of them into the discard bag or back in the box - they won't be used in this game. Put 50 tiles into the blue first half bag, and 50 into the red second half bag. Then put the three clock tiles into the red second half bag. Shuffle the contents of the blue bag, then shuffle the contents of the red bag.

Tabletop Simulator note: the best way to create the tile bags is to shuffle the pile of tiles, then draw 50 tiles into your hand, then right-click on the bag you wish to fill, select Search, then move the 50 tiles from your hand into the resulting search window.

Tabletopia note: to create the tile bags, shuffle the pile of tiles, then right-click on it and select “Take” for 10 or 20 tiles at a time. When the tiles are spread out on the table, shift-drag to marquis select them, then drag them to the appropriate bag.

Shuffle the two Boss Goal decks separately and reveal one card from each. These two Boss Goals will determine two ways to score bonus points during final scoring. Remove the unused Boss Goals from the game.

Shuffle the Shape Goals deck and the Decoration Goals deck separately. Each player draws three cards from each deck, then discards any two cards from their hand. (You do not need to discard 1 of each card type - you may discard 2 of the same.) All discards are face down, but be sure to keep them separate from the decks! *You're ready to start the first round!*

Dungeon Tiles

Over the course of the game, you will be building a dungeon by drafting dungeon tiles and building them out from your starting tile. When placing tiles in your dungeon, you may rotate or flip them however you like. In general, once a tile is placed in your dungeon, it can no longer be moved, rotated or flipped over. (Although the Arcane Architect allows you to bend this rule slightly!)

Each dungeon tile has decorations on one side and a room or hallway on the other.

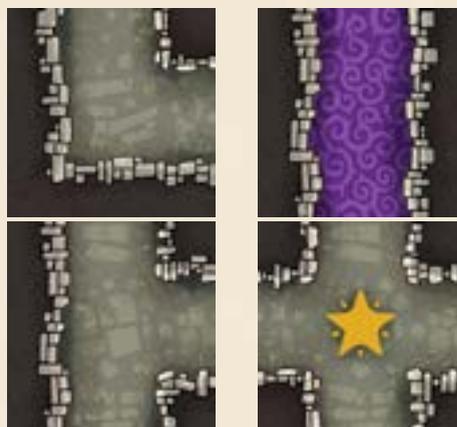


During drafting, tiles are placed on the draft board with their decoration side up, because this side tells you everything you need to know about *both sides of the tile*. If an edge of a decoration tile has a white icon on it, that corresponds to a passageway on the other side. If an edge of a decoration tile has a green wild icon or no icon, it corresponds to a wall on the other side. If the bottom right of the decoration side has a colored texture or a star icon, that means that the dungeon side has that color paint on the floor, or a star. By reading all of the elements on the decoration side, players will have full information about both sides of the tile without needing to flip any tiles over.

These rules and the cards often refer to a “room” vs. a “hallway”. This refers to two different kinds of dungeon tiles. A **room** is a dungeon tile with only a single entryway (with a door) and three walls.



A **hallway** is any other kind of dungeon tile. Hallways can have two, three, or four entryways.



Either kind of dungeon tile can potentially have a colored floor or a star icon on it.

Placing Decoration Tiles

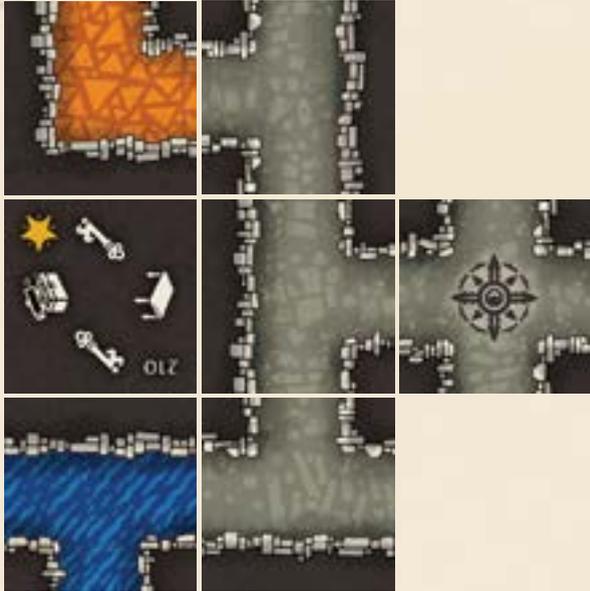
To place a tile as a decoration tile, simply place it so that at least one of its decorations is adjacent to a wall in your dungeon. However, you may not place a decoration tile that causes a passageway to dead-end into a decoration tile.

Example:



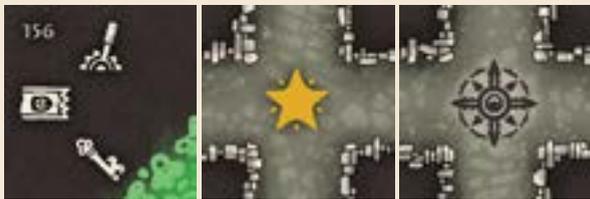
Placing tile 210 like this as a decoration tile means that you are putting a

tasteful table next to this wall of your dungeon. In addition, there are other decorations on this tile, so if you happen to build your dungeon around the corners later in the game, you could gain the benefit of more decorations, like so:

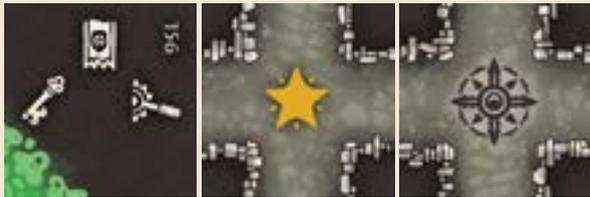


Now, in addition to the table, there are keys hanging on both of the nearby walls!

Example:



Placing decoration tile 156 like this is illegal, because it causes a passageway to dead-end into a decoration tile. Note that whether or not there is a decoration on the side of the dead-ending tile doesn't matter, so this placement is also illegal:



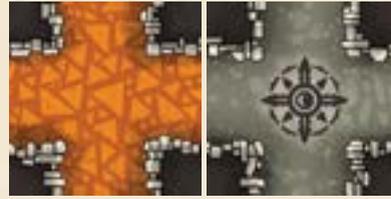
Placing Dungeon Tiles

To place a tile as a dungeon tile, place it adjacent to another dungeon tile, subject to the following restrictions:

1. You may not place a tile that causes a passageway to dead-end into a decoration tile,
2. You must be able to trace a connected path from your newly-placed tile back to your starting tile, and
3. Your dungeon must always have at least one open passageway leading to empty, unbuilt space.

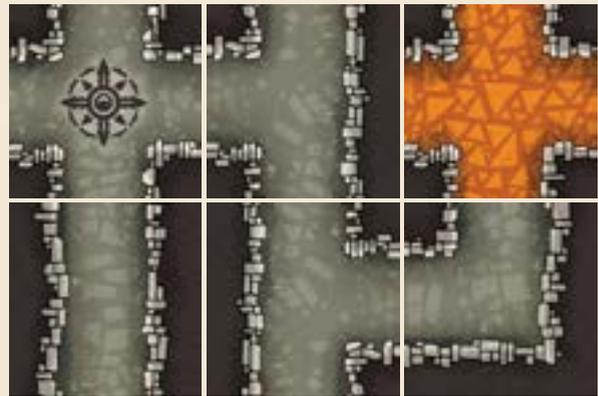
Note that you *may* place a dungeon tile that causes a passageway to dead-end into a **wall on another dungeon tile**. You just may not have it dead-end into a decoration tile.

Example:



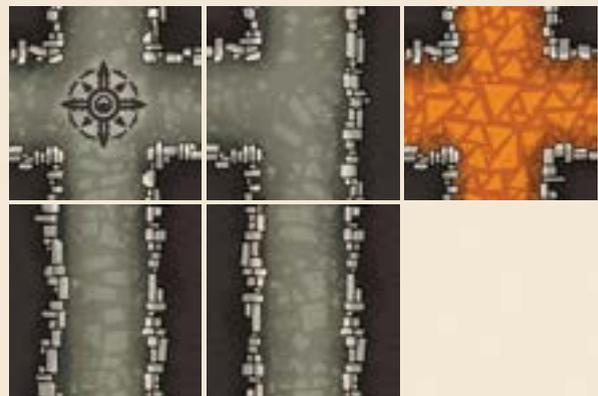
Placing this orange tile next to your starting tile is perfectly legal. It does not cause a passageway to dead-end into a decoration tile, it is trivially easy to trace a connected path back to your starting tile, and your dungeon still has many passages leading to unbuilt space.

Example:



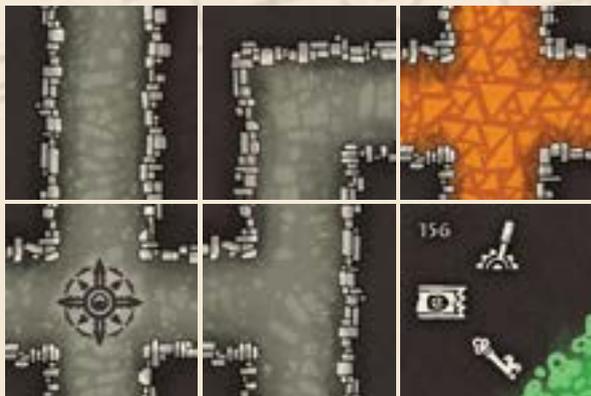
Placing the orange tile here is also legal. A passageway may dead-end into a wall - it just may never dead-end into a decoration tile. Note that you can trace a connected path from the newly-placed orange tile back to your starting tile.

Example:



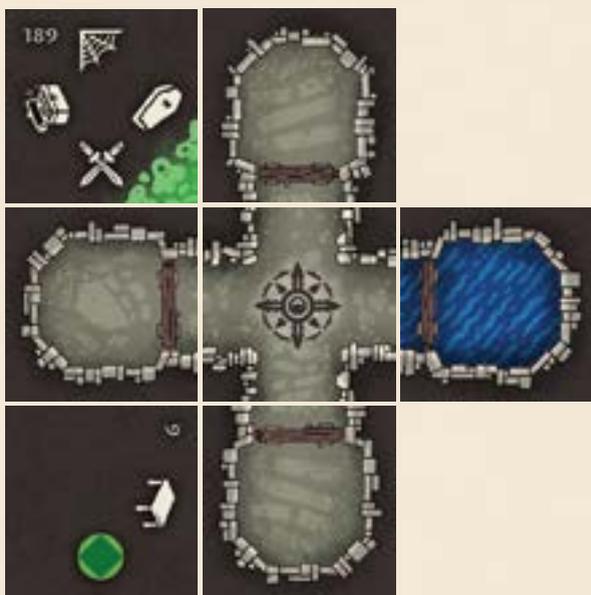
This placement of the orange tile is illegal, since you can't trace a connected path from the orange tile back to your starting tile.

Example:



This placement of the orange tile is illegal, since it causes a passageway to dead-end into a decoration tile.

Example:



Placing the blue room here is illegal, since it would completely close off your dungeon, leaving you with no passageways leading to unbuilt empty space.

Boss Goals

Two boss goal cards are revealed at the beginning of the game and give bonus points during final scoring. Be sure to pay attention to these goals - they will inform your strategy during the game!



Example: Stacy the Spider Queen gives points at the end of the game to whoever has the most spiderwebs decorating the walls of their dungeon!

Decoration Goals

Decoration goal cards give you points for having certain decorations in a room or hallway.



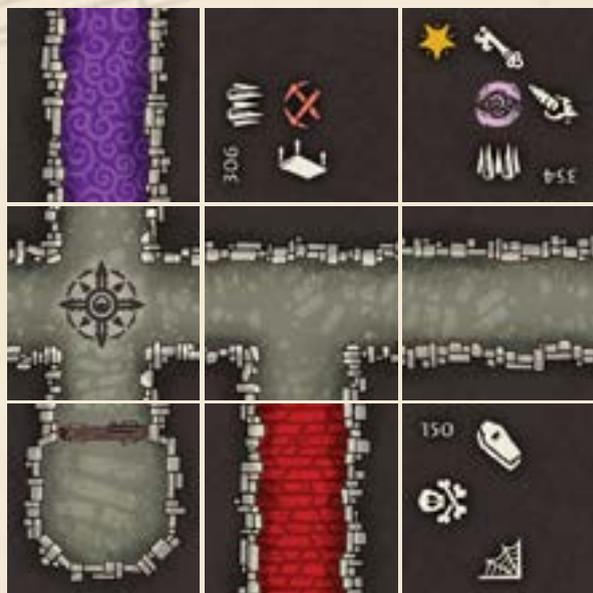
Decoration Goals have the number of points they are worth in the star in the upper left. Decoration Goals come in two types: Room and Hallway, indicated in the upper right. To score a Room Decoration Goal, you must have the indicated decorations on the walls of a **single room** in your dungeon. So the Sharp Pointy Object Storage goal may be scored with tiles like this:



The swords and the spikes are both decorating walls in a single room, so with this configuration of tiles, you may play Sharp Pointy Object Storage from your hand during your Score Phase to receive 10 points.

Hallway Decoration Goals are a little different. They score if you have the indicated symbols attached to walls **anywhere in your hallway**. (Note that, due to dungeon tile placement rules, your dungeon can have multiple rooms, but will only ever have one large connected hallway!)

So the following example dungeon allows you to score the Chic Skulls on Swanky Spikes:



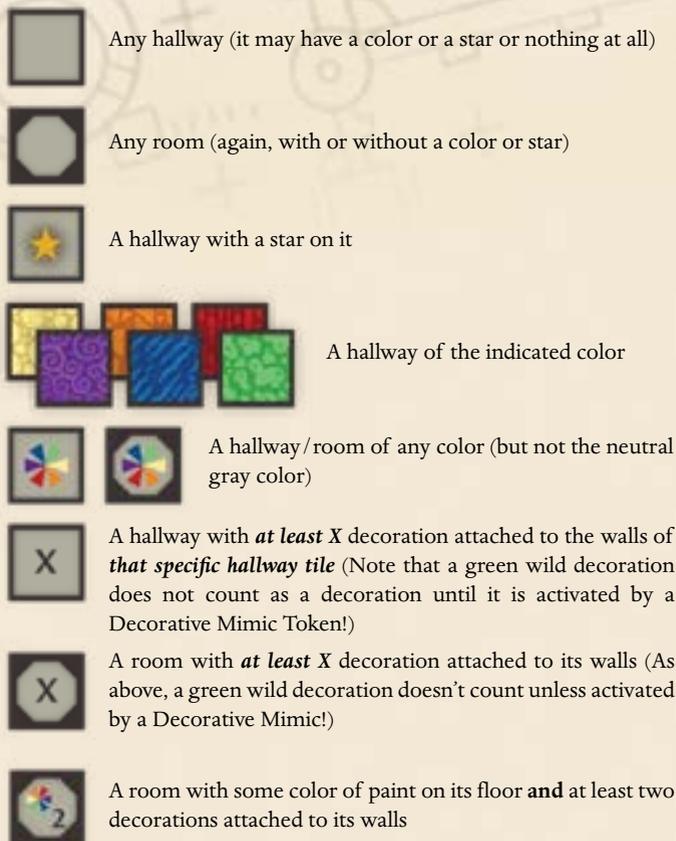
The walls of our long hallway include a skull and two spikes, so we can score 9 points by playing the card. (Note that our hallway also includes a table and a coffin which may come in handy for other goal cards!)

Shape Goals

Shape goal cards give you points if you make a certain shape with the tiles in your dungeon.



Here is a symbol key for Shape Goal cards:



When scoring a Shape Goal card, you must have the indicated shape anywhere in your dungeon. That shape may be rotated or even reflected relative to how it appears on the card.

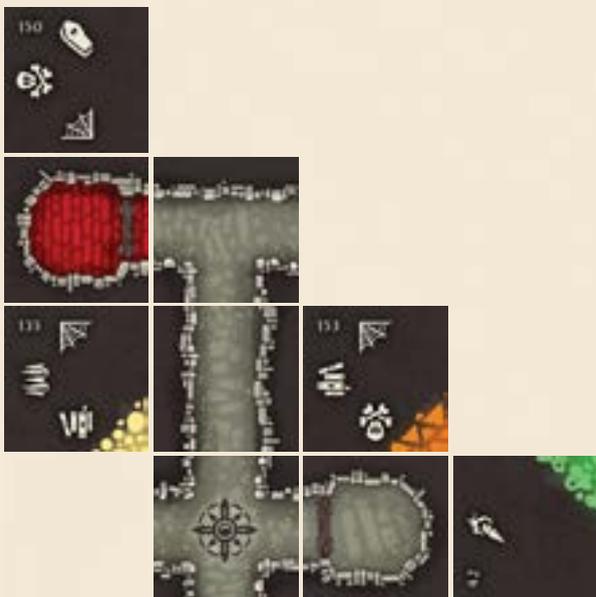
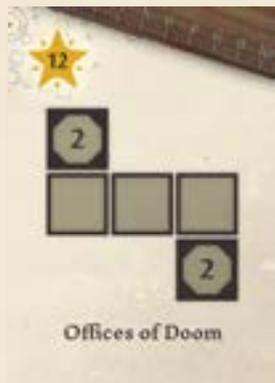
Example:





This dungeon configuration can score the Eye-Catching Monument for 9 points. Note that the five tiles that are part of the required shape do not need to connect directly to one another! Any hallways in the right positions will suffice, as long as they all met the tile placement restrictions described above.

Example:



This configuration meets the requirements for the Offices of Doom, even though the shape is both rotated and reflected. The rooms and hallways are in the right positions relative to each other, and the rooms each have at least two decorations on them.

Playing a Round

In each round, players set up the draft board, then, in turn order, each player plays their complete 5-phase turn. When each player has taken their turn, the next round begins.

Round Setup: If any tiles are left on the draft board from last round, put them into the box or the discard bag. Draw 4 tiles from the current bag and place them, *in low-to-high numerical order, decoration side up*, onto the four spots on the draft board.

If the blue bag runs out during this process, continue drawing from the red bag. If you draw a clock tile during this process, set it aside and continue filling the draft board. If you draw the third clock tile, the game ends immediately. Proceed to final scoring.

Example: During setup, the players draw tiles 171, 282, 30, and 111 from the blue first half bag.



They place tile 30 onto spot 1, tile 111 onto spot 2, tile 171 onto spot 3 and tile 282 onto spot 4. Then players proceed to their turns.

Player Turns: After round setup is complete, players take turns in the order in which their pawns are lined up on the draft board. The player whose pawn is closest to space "1" goes first, then next closest, etc. On a player's turn, they do the following steps in order:

1. Draft a Tile
2. Resolve Assistant Icon
3. Build
4. Score
5. Refill Hand

1. Draft a Tile

To draft a tile, place your pawn on the opposite side of the draft board, in the spot corresponding to the tile you wish to take. Take that tile and place it in front of you (but don't place it in your dungeon just yet).

Example:



The red player acts first, since she is in the #1 spot on the draft board. She wants that 297 tile with its Goblin Sappers assistant icon, so she moves her pawn to the rightmost spot on the opposite side of the board and takes the 297 tile, placing it in front of her. She gets a strong tile, but since she is now far from the #1 spot, she will be drafting last next round!

Draw/Exchange Spot



In the middle of the draft board is the draw/exchange action. If you place your pawn on the draft spot next to this icon, you do not draft one of the tiles on the board. Instead, you draw a tile at random from the current bag as your draft and place it in front of you. Then, draw a card from *either* the Shape Goals deck or the Decoration Goals deck, then discard one card

from your hand, face down.

Only one player may take the Draw/Exchange spot in each round.

If you draw a clock tile while resolving the Draw/Exchange spot, set it aside and draw again. If the clock tile you replaced was the third clock tile, the game will end **after all players have taken their turn this round.**

2. Resolve Assistant Icon

If the tile you drafted has a colored icon in the center of the tile, you've recruited an assistant! Immediately resolve the assistant's ability:



Goblin Sapper: take one of the generic room/corridor tiles and place it in front of you. You must add that tile to your dungeon or put it in storage during your Build Phase. (The generic room/corridor tiles have a lighter gray background to distinguish them from the numbered tiles. Be sure to separate

them out when putting the game away!)



Burrow Bro: take two additional tiles from the current bag (if the blue bag runs out, continue drawing from the red bag). Then choose **one** tile from among the three in front of you: the Burrow Bro tile plus the two drawn from the bag.

Keep the chosen tile in front of you and place the other two into the box or discard bag. If the selected tile has an assistant icon *other than a Burrow Bro* on it, resolve that assistant icon. If you draw a clock tile while resolving a Burrow Bro, set it aside and draw again. If the clock tile you replaced was the third clock tile, the game will end **after all players have taken their turn this round.** (In the unlikely event that the red bag runs out of tiles completely while a player is resolving a Burrow Bro, no further tiles are drawn.)



Arcane Architect: take an Arcane Architect Token. You may use this token in a later Build Phase to move a tile that is already in your dungeon.



Decorative Mimic: take a Decorative Mimic Token. You may use this token in a later Score Phase to temporarily turn a green wild decoration icon into any decoration for the purpose of scoring a *single* goal card.

3. Build

During your Build Phase, you must place any newly-acquired tiles into either storage or your dungeon.

Storage: You may store up to two tiles on your player mat. These may be placed into your dungeon on any of your later Build Phases. Tiles in storage

may be flipped freely to either side until they are placed into your dungeon.

Dungeon: To place a tile into your dungeon, place them as either dungeon tiles or decoration tiles, following the tile placement rules described above.

In the unlikely event that your newly-acquired tiles make it so that your storage is full **and** you have no legal places to play any of your tiles, then discard tiles into the box from your newly-acquired tiles or from your storage until you have no excess tiles.

Using Arcane Architects: During your Build Phase, you may use Arcane Architect tokens to rearrange your dungeon. To do this, discard a token, then move one of your dungeon tiles to another location in your dungeon. You may rotate that tile, but you may **not** flip it over to its other side.

If you use one or more Arcane Architects and are also placing tiles that you drafted or previously had in storage, then you may temporarily "disconnect" your dungeon while using Arcane Architects. However, your resulting dungeon at the end of your Build Phase must be completely legal. No passageway may dead-end into a decoration tile, **all** dungeon tiles must be able to trace a path back to your starting tile, there must be at least one passageway leading to empty, unbuilt space, and **all** decoration tiles must have at least one icon decorating a wall.

4. Score

If your dungeon fulfills the conditions for one or more cards in your hand, you may play those cards. For each card, play it face up, show where it exists on your dungeon, and score the indicated number of points in the upper left of the card by moving your cube along the scoring track. Then place the card face down next to your player mat. (The number of cards of each type that you have scored is public information.)

If you pass 50 points, take one of the "50 point" chits and continue counting your score from 0.

Using Decorative Mimics: You may use a Decorative Mimic token during your Score Phase to turn a green wild decoration icon into any decoration for the purposes of scoring **one** goal card. *A green wild decoration icon does not count as a decoration at all unless you do this!*



5. Refill Hand

If you have fewer than four cards in your hand, draw cards from either the Shape Goals deck or the Decoration Goals deck until you have four cards in hand. If you must draw more than one card, you may draw them from different decks, and you may draw one card before deciding from which deck to draw the next.

If you draw a card for which your dungeon already fulfills the scoring conditions, you will need to wait until your next Score Phase to score it!

If a goal deck runs out during this process, shuffle the discards of that type and use it as the new deck. If there are no discards to reshuffle, then players may no longer draw that type of goal card.

After you refill your hand, the next player in draft order proceeds to their Draft a Tile Phase.

Game End and Final Scoring

The game ends when the third clock tile is drawn from the red bag. If this happens during Round Setup, the game ends *immediately* - do not play the final round. If, on the other hand, the third clock tile is drawn during player turns (either via the Draw/Exchange action or the Burrow Bro assistant), continue playing the current round until each player has completed their turn.

Each player then adds the following to their score:

Stars: For each star in your dungeon, score 3 points. Note that this only counts stars on the *dungeon side* of tiles in your dungeon. Stars on your decoration tiles do not count - they are simply there to tell you during drafting that there is a star on the other side. Stars on tiles that are in storage on your player mat also do not count.

Different Colors: Count the number of different colors in your dungeon.

- 0-2 colors: 0 points
- 3 colors: 2 points
- 4 colors: 5 points
- 5 colors: 9 points
- 6 colors: 14 points

As with stars, colors on your decoration tiles do not count, and colors on tiles that are in storage on your player mat do not count.

Most Common Color: Count the number of tiles in your *single most common* color. If multiple colors are tied for your most common color, just pick one of them to count.

- 0-1 tile: 0 points
- 2 tiles: 2 points
- 3 tiles: 6 points
- 4 tiles: 11 points
- 5 tiles: 17 points
- 6 tiles: 24 points

Once again, colors on decoration tiles don't count, nor do stored tiles.

Boss Points: score your bonus points as specified on the two Boss Goal cards that were revealed at the start of the game. You may use any Decorative Mimic tokens you may have at the end of the game to turn green wild decoration icons into any type for the purpose of scoring a single Boss Goal card.

The blue Boss Goal cards give 10 points to whoever has the most of something and 4 points to whoever has the second most. If two or more players are tied for the most, divide 14 points by the number of tied players, rounded down, and no points are awarded for second most. If two or more players are tied for second most, divide 4 points by the number of tied players, rounded down.

Winner: The player with the most points wins. In the case of a tie, the player who scored the most Shape Goal cards wins (total cards, not total points from those cards). If still tied, the player who scored the most Decoration Goal cards wins.

Dungeon Decorators, Prerelease Edition
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