

DUNGEON Decorators

Each player takes on the role of an EEEEEVIL renovation company. They'll compete to impress the wicked power couple that has moved into the area to be the Bosses of...well...everyone! Decorate the dungeon, impress the clients, and close the deal.

PREPARE BAGS

Shuffle all Dungeon Tiles, then place 20 in the box, 50 in the Blue Bag, and 50 in the Red Bag with the 3 Hourglass Tiles.

EACH PLAYER GETS

Each player starts the game with a player board, a rules reminder card, a player pawn, and a score cube. Place the score cubes at '0' on the scoring track.

Each player draws 3 Shape Goals and 3 Decoration Goals, then discards any two cards face down. Suggest they discard their two highest point-value cards for now since they'll be the hardest to complete.

DRAFTING BOARD

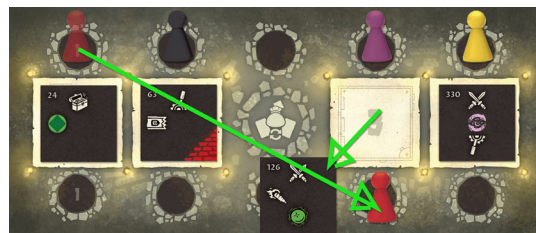
Place your own pawn in the first position, and determine the order of the remaining pawns randomly.



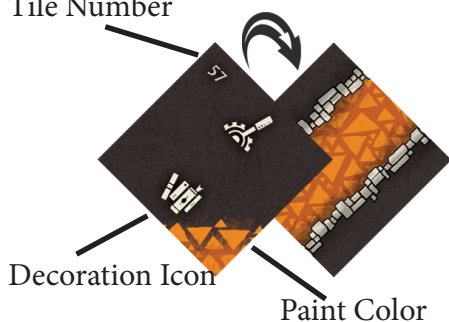
Low Tile Num. > > > High Tile Num.

- Random starting order is used for the first round
- Tiles are placed Decoration side up on the Drafting Board
- Middle spot = Draw/Exchange action
 - Only one player per round may Draw/Exchange
 - First, draw 1 random tile from the current Bag
 - Then, draw a Goal card from either deck
 - Then, discard a Goal card

On Red's turn, they draft the tile on spot #3, and move their pawn to the opposite side of the board, next to spot #3. Once Red's turn is over, it will be Black's turn.



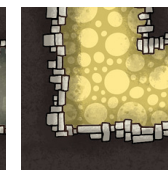
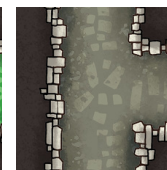
Tile Number



DUNGEON TILES



ROOMS



HALLWAYS



Both Rooms and Hallways can have stars or paint!

STARS

Stars in your Dungeon are worth points at the end of the game!



PAINT



Wild Colors



Make sure to explain how the Decoration side of a tile tells players everything they need to know about the Dungeon side! Without understanding this, players will flip the tiles constantly and slow or disrupt play.

Shape Goals can call for painted or starred tiles in specific arrangements.

ASSISTANTS (PG 7)



**GOBLIN
SAPPER**

Take one Generic Tile to build with or store.



**DECOR.
MIMIC**

Take a Decorative Mimic Token.



**BURROW
BRO**

Draw 2 more Tiles from Bag, keep 1 of 3.



**ARCANE
ARCHITECT**

Take an Arcane Architect Token.

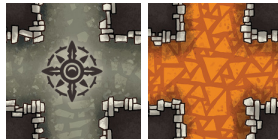
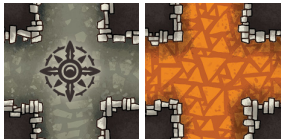


Activate a green wild decoration icon on a decoration tile in your dungeon once; it will count as any decoration for scoring one Goal Card.

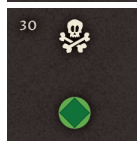


Rotate or move one Decoration or Dungeon Tile in your Dungeon. No flipping allowed! Your dungeon must be legal once you've finished.

BUILDING YOUR DUNGEON!



During your Build Phase, place as many drafted and/or stored Tiles as you like in your Dungeon.



This Dungeon can score the Magma Chamber on its player's Build Phase!



To Decorate a Room or Hallway, place the Decoration adjacent to the wall you want.

ILLEGAL PLAYS



You must be able to trace a path back to your Starting Tile.

You CAN 'dead end' a Dungeon Tile into a wall!



Passageways may not 'dead end' into a Decoration Tile.

ENDING THE GAME



**GAME
OVER!**

If the 3rd Hourglass Tile is revealed during Round Setup, the game ends immediately.

If instead the 3rd Hourglass Tile is revealed due to a Burrow Bro or a Draw/Exchange action, the game ends at the end of the Round.

Move on to Final Scoring (pg 8), following the order on the Rules Reference card.