

5-MINUTE Dungeon™

CURSES! Foiled Again!

Instructions



This expansion is intended for players who are familiar with the original game.

If this is your first time playing: put this expansion aside and come back when your party is comfortable with the original game!

CONTENTS

- 30 Boss Cards
- 2 Challenge Cards

- 1 Druid/Shaman Hero Mat
- 42 Druid/Shaman Cards

- 10 Action Cards
- 6 Artifact Cards

Curses! Foiled Again! is an expansion for **5-Minute Dungeon** that adds **Boss Cards** to the dungeon, two new characters, the **Druid and Shaman**, and powerful **Artifacts** to help the party when the going gets rough!

BOSS CARDS

Each Boss now has its own deck of 5 Boss Cards. These decks include a mix of **Mini-bosses**, **Event Cards**, and a whole new type of threat: **Curses!**

When you're assembling the dungeon, start with the 5 Boss Cards for the Boss you're facing, and then add Door Cards to get to the total printed on the Boss Mat. Then add 2 Challenge Cards per player as usual.

BUILDING THE FIRST DUNGEON



Start with the Baby Barbarian's 5 Boss Cards...

+



...then add 15 Door Cards to make the total of 20 on the Boss Mat...



+



Finally, add 2 Challenge Cards per player and shuffle!

NOTE: When facing the final boss, **Dungeon Master Final Form**, form the Boss Deck by choosing one random card from each of the other six Boss Decks.

THE DRUID AND SHAMAN

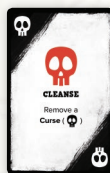
The mystical **Druid** and **Shaman** have sensed the dark forces wielded by the **Dungeon Master**. They offer to join the party and help rid the dungeons of evil.

Unlike the other heroes, the **Druid** and **Shaman** do not focus on one specific symbol at the expense of others. Instead, they have cards to deal with a wide variety of situations.

With the addition of the **Druid** and **Shaman**, you can now play with a team of six players! In a six-player game, use a minimum hand size of **3 cards**.



There are ten **Infinity Cards** in the **Druid** and **Shaman** deck, two for each of the five resource types. When played on a Door Card or Boss, they match all the symbols of their type. For instance, if you play an **Infinity Scroll** on the **Grime Reaper**, it will count as all seven **Scrolls** on his Boss Mat!



Cleanse can remove any one **Curse** that is active when it is played. Note that the **Dungeon Master's Sheepified!** **Curse** cannot be removed by this card, because it prevents you from playing black-bordered cards like this one.



Ancient Healing causes all players to draw the top two cards from their discard pile. Players are not allowed to search for specific cards. They must take the top two.

ARTIFACTS

Heroes that can't accompany you on your quest lend you a powerful artifact so you can draw on their abilities in your time of greatest need.

There are six **Artifact Cards**, one for each player deck. Once all players have chosen the decks they will use, your team brings the **Artifacts** for the decks that were **not** chosen. This way, teams with fewer decks in play receive more **Artifacts** to help them!

At the start of each dungeon, place your team's **Artifacts** where all players can reach them. They should be shiny side up to show that they are available to use. Return any unused **Artifacts** to the game box.

Your team may use an **Artifact** any time you like, but each **Artifact** can be used only **once per dungeon**. When you use an **Artifact**, do what it says on the card and then turn it face-down to show that it has been used.

When you advance to the next dungeon, turn all your **Artifacts** face-up, so they can be used again.



TWO-PLAYER GAMES

In a 2-player game, each hero picks 2 decks, so 4 decks are in play. That means you only get two **Artifacts** (for the 2 decks you didn't choose).

CURSES! ☠

Curses are Dungeon Cards with effects, similar to Events. However, unlike Events, Curses **remain active** for the rest of the dungeon... unless they can be removed by the players. Curses always affect all players.

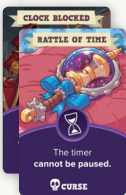
When you encounter a Curse, set it aside, face up, to remind all players that it is active. Then turn over the next Door Card as usual. You must obey the Curse as long as it remains in play. If you encounter more Curses while the first is still active, they take effect as well!

WHAT IF I BREAK A CURSE'S RULE?

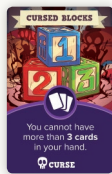
If you perform an action forbidden by a Curse Card, you must **put your entire hand into the center of the table** (not your discard pile... cards lost this way cannot be recovered). You must also undo the forbidden action if possible.

Example:

The heroes are halfway through Zola the Gorgon's dungeon when they are struck by her **Gorgon's Gaze** curse, which prevents them from using their abilities. A few Door Cards later, the forgetful Barbarian violates the curse by using his **Slay** ability to defeat a monster. As punishment for violating the curse, the Barbarian must throw his entire hand into the center of the table, and he must also bring back the defeated monster!



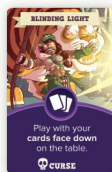
The **Rattle of Time** and **Clock Blocked** Curses stop players from pausing the timer. This means that you cannot play cards such as **Divine Shield** or **Time Warp**, nor can you use the Wizard's ability or the **Sundial Watch** Artifact.



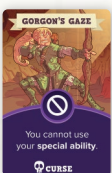
While the **Cursed Blocks** Curse is active, you only refill your hand to 3 cards. If a card or ability tells you to draw cards, you still do so, but you must then discard until you have only three left.



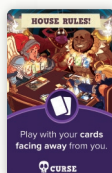
The **Sheepified!** Curse stops players from playing any cards with black borders. This includes **Battle Rage** or **Cleanse** Action Cards, so you cannot use them to deal with this Curse!



The **Blinding Light** Curse forces you to play with your hand face-down on the table. You may turn over cards to refresh your memory about what you have in your hand, but you may only turn over one card at a time.



The **Gorgon's Gaze** Curse prevents all players from using their abilities. This means that the Shaman cannot use his ability to move this Curse to the bottom of the deck.



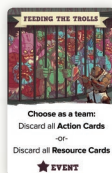
The **House Rules** Curse makes players play with their cards facing away from them. While this card is in effect, other players may play your cards for you, or they can point to the card they think you should play.

NEW EVENT CARDS

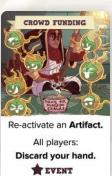
In addition to Curses, the Boss Decks also include dangerous new Events to challenge the heroes.



The **Ensnared**, **Corrosive Spit**, and **My Swords!** events force you to discard all Resource Cards with the indicated symbol, including double symbol cards and Infinity cards. Action cards such as Wild Cards and Magic Bombs are not affected.



The **Feeding the Trolls** event requires the team to choose whether to discard Action Cards (with black borders) or Resource Cards (with colored borders). All players must discard the cards of the type chosen by the team. Players may not choose individually.



The **Crowd Funding** event only re-activates an Artifact that was used before this card was turned over. If you have no artifacts, or no unused ones, this event just makes you discard your hand.



The **Acid Polish** event only affects you if you are holding a resource card with a shield on it. Infinity Shields and double symbol cards with shields count, but Action cards such as Wild Cards and Magic Bombs don't.



When the **Poisoned Milk** event is turned over, the player with the most cards discards their hand. If there is a tie, all tied players must discard their hands.

NEW ACTION CARDS

This expansion adds 2 new and powerful **Action Cards** to each of the original decks. These new cards are marked with a ☠ icon in the bottom left corner. Shuffle them into the appropriate decks when you play this expansion. You'll need them!



The **Portal** card moves the current Dungeon Card to the bottom of the deck. This action can only be used on a Monster, Person, Obstacle or Mini-Boss. It cannot be used on Events or Curses.



The **Rally** card only recovers Resource Cards with swords and shields on them (including double symbol cards and Infinity cards). It does not recover Action cards like Wild Cards or Magic Bombs.

CREDITS

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Several icons in this game were made by Lorc (<http://lorcblog.blogspot.com>) and Delapouite (<http://delapouite.com>). Available on <http://game-icons.net>.

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